WARHAMMER 40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

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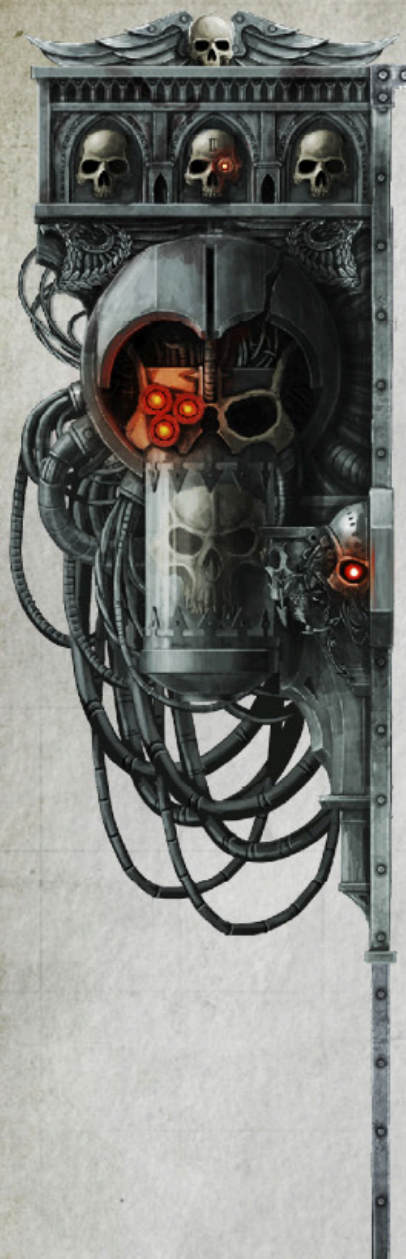
THERE IS ONLY WAR

Identify your target. Concentrate your fire on it to the exclusion of all else. When it is destroyed, choose another target. That is the way to secure victory!

- *The* Tactica Imperium



PLAYING THE GAME

Welcome to the rules section of Warhammer 40,000 – a guide to playing games in the war-torn galaxy of the Dark Millennium. As well as including the core rules for engaging in tabletop warfare with your miniatures, this section is packed with different ways to enjoy games of Warhammer 40,000, crammed with inspiration and brimming with battles.

Throughout the following pages you'll find an array of different rules and guidelines to suit all hobbyists, from casual collectors who play occasional games with their friends, to veteran warriors who've spent years honing their forces for competitive tournaments. The core rules are everybody's starting point, but as everyone enjoys the Games Workshop hobby in different ways, this section of the book also introduces three different ways to approach your games: open play, narrative play, and matched play. Each offers a different experience but it's important to note that elements of each can be mixed and matched to create whatever kind of gaming experience you want – they are a gaming toolbox, providing inspiration and options to get the dice rolling and allow you to play with your collection of Citadel Miniatures on the tabletop.

You will also find a guide to building battlefields, the rules for forming a Battle-forged army, and an introduction to advanced rules, which explore additional ways to fight your battles. So whether you are looking to wage war in one of the myriad deadly environments of the galaxy, play a team game, or fight battles as part of an escalating narrative campaign, there is an expansion to enable you to do so. A universe of war awaits you – read on to see short explanations of what you will find on these pages and how to use them in your games, starting with the essential core rules.

CORE RULES (PG 176)

Start here! Whatever type of game you want to play, you'll need the core rules, which form the essential foundation for playing games of Warhammer 40,000. These rules show you how to move, use psychic powers, shoot, charge and fight with your models – basically everything you need to start waging miniature war! They provide the key mechanics for everything from foot-slogging infantry to gigantic monsters and armour-clad war machines, allowing you to quickly build up from your first few simple games to grand spectacles of all-out war.

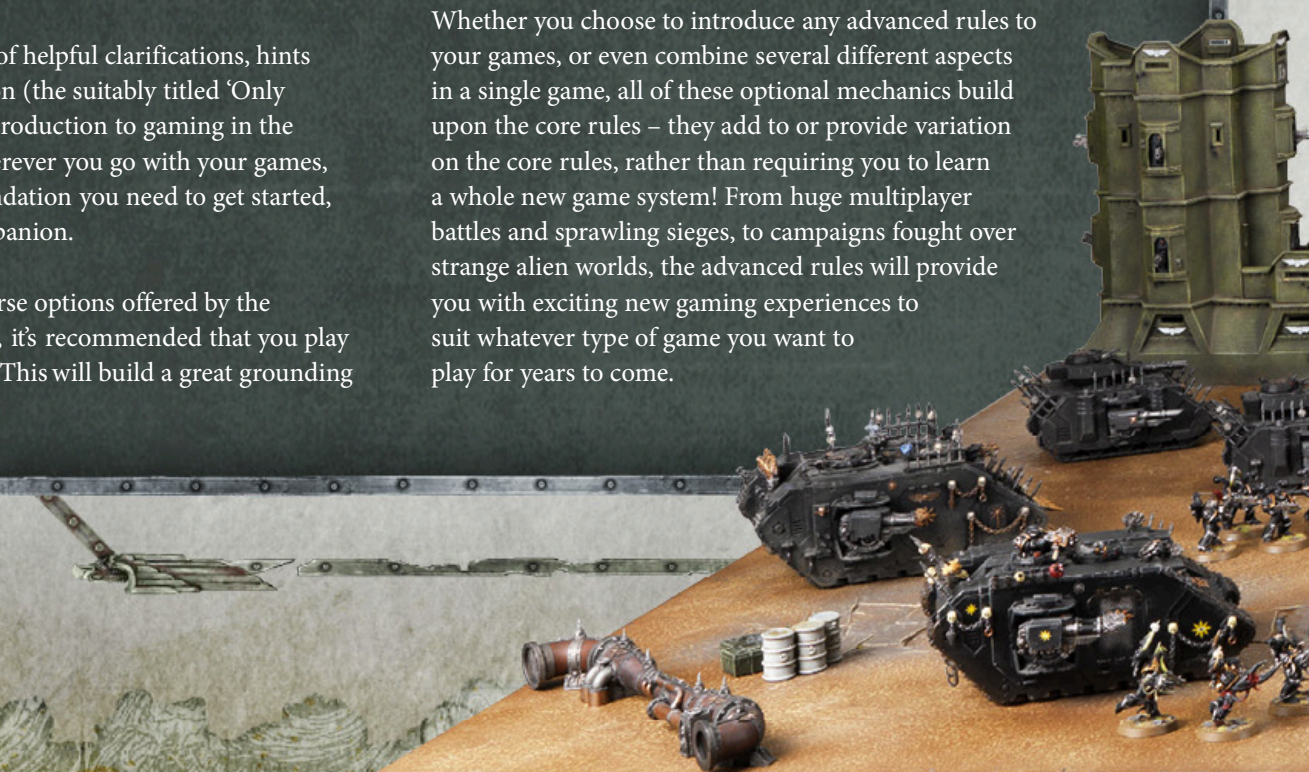
The core rules also provide plenty of helpful clarifications, hints and tips, along with a single mission (the suitably titled 'Only War'), which serves as a perfect introduction to gaming in the Warhammer 40,000 universe. Wherever you go with your games, the core rules will provide the foundation you need to get started, and be your constant gaming companion.

Before trying too many of the diverse options offered by the Warhammer 40,000 gaming hobby, it's recommended that you play a few games using just these rules. This will build a great grounding for what comes after.

ADVANCED RULES (PG 238)

At its heart, Warhammer 40,000 is a game that pits one army of warriors against another in tabletop conflict to the death. Beyond that core premise, it is a hobby of vast and thrilling variation that allows you to depict everything from breakneck aerial dogfights and orbital drop-assaults to war across hostile alien environments between multiple different armies at once and close-run battles through the war-torn streets of an Imperial hive – all encompassed by the advanced rules.

Whether you choose to introduce any advanced rules to your games, or even combine several different aspects in a single game, all of these optional mechanics build upon the core rules – they add to or provide variation on the core rules, rather than requiring you to learn a whole new game system! From huge multiplayer battles and sprawling sieges, to campaigns fought over strange alien worlds, the advanced rules will provide you with exciting new gaming experiences to suit whatever type of game you want to play for years to come.



OPEN PLAY (PG 188)

The first of the three distinct ways to play Warhammer 40,000, open play is the most free-form and adaptable. It can be as simple or as complex as you like – you can literally just pick any Citadel Miniatures you have and start playing. It's as easy as that, and playing games this way can lead to extraordinary battles as players are free to put their entire collections on the battlefield to get the dice rolling started! Whether this leads to titanic clashes between huge armies that last entire weekends, or desperate and dramatic battles against the odds, the emphasis in open play is firmly on playing a fun wargame with whatever parts of your collections you wish, in whatever fashion you so choose.

This section also contains a selection of story hooks, to use as inspiration for your games. With a little prior thought and discussion, your Warhammer 40,000 battles can take on a thrilling, story-driven aspect, transcending the simple rules of the game and becoming something altogether more dramatic and involving. Desperate last stands, vendettas between mighty heroes, courageous rescue missions and endless other characterful conflicts can easily be brought to life on the tabletop in an open play game.

Open play is also an ideal way of gaming when you have multiple players who want to get involved in a battle all at once. Allowing for all kinds of variation in terms of team gaming, outnumbered players fighting against the odds, or whatever other scenario you can envision, this section provides you with the help you need to get the most out of your multiplayer games.

AN EVOLVING EXPERIENCE

With three different styles of play to explore, dozens of missions to play, and an ever-expanding array of armies and Detachments to collect, Warhammer 40,000 could potentially seem intimidating to a new player. Fortunately, by starting with the core rules and building up at an appropriate pace, you can enjoy your hobby in whatever way suits you. By taking your time and trying things out, you'll soon find the combination that best fits your play style, and if things ever start to feel a little bit routine, just try out some new rules!

NARRATIVE PLAY (PG 192)

Narrative play is based around the stories embedded in the background of Warhammer 40,000, either those in our books or those you write yourself. You'll often find that reading up on the history of a particular Faction, hero or battle is all the inspiration you need to set up a game and play it.

Perhaps you enjoyed the story of a bitter rivalry between two characters in the background, whether it be the ongoing feud between Commissar Yarrick and Ghazghkull Thraka or Wolf Lord Logan Grimnar's quest for revenge upon the Daemon Primarch Magnus the Red. Maybe tales of strategy and massed battle bring you inspiration, stories of sudden ambushes, sweeping flank attacks and meat-grinder offensives through the smoke and fire of no man's land. Whatever the case, narrative play provides guidelines and structured scenarios that allow you to recreate your favourite war stories on the tabletop.

There are many places to find these sorts of exciting tales, from the histories and backgrounds provided in this book and in codexes to the dramatic stories in Black Library's Warhammer 40,000 novels.

Unlike open play, which leaves the impetus on the players to determine their own story and victory conditions, narrative play gives a somewhat tighter framework to operate in. Examples of this can be found in the seven new missions found in this section of rules. Going beyond the straightforward battle fought in the Only War scenario, games such as Patrol and Ambush alter the parameters of your games and provide players with differing roles and objectives where one plays as the attacker and the other as the defender.

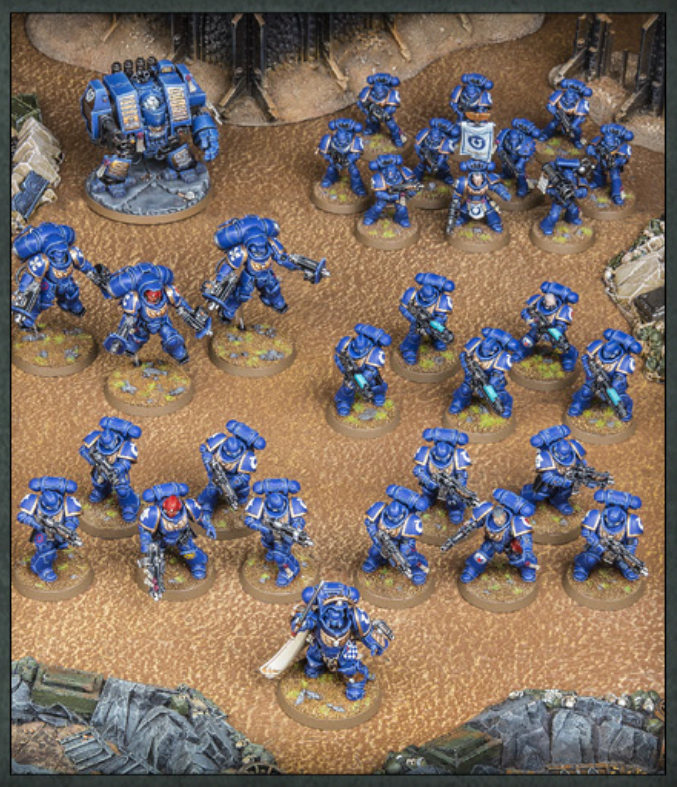
The additional rules provided in this section are intended to help with your own battlefield storytelling, and with a little experience and imagination, you and your opponents can quickly piece together your own exciting narrative play missions to depict whatever deadly scenario you wish.

BATTLE-FORGED ARMIES (PG 240)

While open play encourages gamers to place whatever models they want to on the tabletop, in whatever quantities they choose, both narrative and matched play tend to use Battle-forged armies. These forces bring additional structure and balance to the gaming experience.

When selecting a Battle-forged army, you will find that there are greater restrictions and considerations of structure placed upon you. Some people will intentionally build their collections using the Battle-forged template to ensure that they can easily assemble a Battle-forged force for any game they play. Others prefer to collect however the mood takes them, and then simply form models from their collection into a Battle-forged army when their games require them to do so. Either method is equally valid, and both allow you to build exciting and impressive miniatures collections.

Battle-forged armies must be organised into Detachments (groupings of units with specific strategic roles), twelve of which are presented in this book. With your army fully made up of Detachments, you will gain access to Command Points (pg 242), which unlock Stratagems that can be used in all Warhammer 40,000 missions.



MATCHED PLAY (PG 212)

As the name would suggest, tabletop wargames are just that: games to be enjoyed by all players involved. For some, this enjoyment is derived from assembling Battle-forged armies that they believe provide the optimal combination of units, and then pitting these armies against one another in balanced contests of strategy and skill.

Matched play allows for armies of this sort to be tested against each other under conditions that give no particular advantage to either side, in order to see which army is strongest and which general is canniest. It's a more balanced and controlled way of playing games, often favoured by those collectors who engage in gaming tournaments and similar events. Matched play is also a fantastic way to ensure a relatively balanced gaming experience for those who like playing at local gaming clubs or stores, where they may find themselves having pick-up games against opponents they have never faced before.

This section of the rules includes a further twelve missions that are designed to compliment the rules for Battle-forged armies and create a gaming experience where both players have as equal a chance of securing victory as possible.

The six Eternal War missions are the most stable and straightforward in this rulebook. Typically based around both players attempting to break into the other's territory, secure control of objectives, or eliminate particular enemy targets, each one is an exciting tactical challenge every time you play.

By comparison, the six Maelstrom of War missions are more unpredictable. These games use dynamic Tactical Objectives to randomise players' victory conditions and keep games hanging in the balance.

WHERE TO PLAY

There are lots of places to play Warhammer 40,000, and opponents are normally easy to find. If you are lucky enough to have a local gaming club or gaming store nearby, these can be great places to play and to meet new opponents and favourite rivals in the making. Alternatively, many collectors enjoy playing games with their friends, often building gaming tables at home to play on. Still others involve themselves in campaign events and tournaments, spending whole weekends playing game after game against many opponents.

DATASHEETS

The warriors, monsters and war machines that fight for control of the galaxy are incredibly diverse, each with their own style of waging war. Each unit has a datasheet that lists the characteristics, wargear and abilities of the models in that unit – here we explain what some of it means, while the core rules (over the page) explain how it's all used in the game.

1. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

2. Battlefield Role

This is typically used when making a Battle-forged army (pg 240).

3. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

1

Lord of Contagion

2 3 9 POWER

PROFILES 4

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord of Contagion	4"	2+	2+	4	5	6	4	9	2+

UNIT COMPOSITION 5

A Lord of Contagion is a single model.

WARGEAR 6

A Lord of Contagion is armed with a plaguereaper.

ABILITIES 7

Disgustingly Resilient (pg 17)

Nurgle's Gift: All DEATH GUARD models within 7" of a Lord of Contagion are surrounded by a deadly aura of plague and disease. Roll a dice for each enemy unit that is within 1" of such a model at the start of your turn. On a roll of 4+, that unit suffers a mortal wound.

Cataphractii Armour: A Lord of Contagion has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.

Teleport Strike: When you set up a Lord of Contagion during deployment, he can be set up in a teleportarium chamber instead of being placed on the battlefield. If he does so, he can use a teleport strike to arrive on the battlefield at the end of any of your Movement phases; when he does so set him up anywhere that is more than 9" from any enemy models.

WEAPONS 8

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguereaper	Melee	Melee	+2	-3	3	*Plague Weapon (pg 17)*

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD 9

KEYWORDS INFANTRY, TERMINATOR, CHARACTER, LORD OF CONTAG

A SMALL MIND HAS NO ROOM FOR DOUBT.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

5. Unit Composition

This tells you what models are in the unit.

6. Wargear

This covers the basic weapons and equipment the models are armed with.

7. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

8. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

Other weapons, for example those a unit may take as an optional choice, are typically described elsewhere, such as in a codex.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all **ADEPTUS ASTARTES** models'. This means it would only apply to models that have the Adeptus Astartes keyword on their datasheet.

WARHAMMER 40,000 CODEXES

So now you know what a datasheet is and how it works – in conjunction with the core rules that follow (plus your Citadel Miniatures, battlefield, dice and tape measure, of course!), you've got everything you need to start playing games of Warhammer 40,000 and dive into epic battle.

But where do you find datasheets? Well, when you buy a box of Citadel Miniatures they'll be in the box with them, and they are also present in codexes. A codex is the ultimate resource for your chosen army (or armies!), containing datasheets for all the miniatures that are part of a particular Faction. But that's not all – in codexes you'll also find army-specific special rules that reflect the character of the army, exciting Warlord Traits, Stratagems, wargear, and even unique relics.

Each codex is also filled with a wealth of inspirational background material, organisational information, stunning art and miniatures photography, colour guides and heraldry, all of which provide context for how a Faction works in the Warhammer 40,000 universe. Head over to games-workshop.com to find out more.

MODIFYING CHARACTERISTICS

Some large models' characteristics can change as the model suffers damage – look at such a model's remaining wounds and consult the appropriate row of the chart on their datasheet to determine its current characteristics.

You may also encounter abilities and rules that modify a characteristic. All modifiers are cumulative, though you should apply any multiplication or division to the characteristic (rounding fractions up) before applying any addition or subtraction.

You may encounter a characteristic that is a random value instead of a number. For example, a Move characteristic might be 2D6", or an Attacks value might be D6. When a unit with a random Move characteristic is selected to move, determine the entire unit's move distance by rolling the indicated number of dice (pg 176). For all other characteristics, roll to determine the value on an individual – per-model – basis each time the unit makes attacks, inflicts damage, and so on. Note that, regardless of the source, characteristics of '-' can never be modified, and the Strength, Toughness and Leadership characteristics of a model can never be modified below 1.

CORE RULES

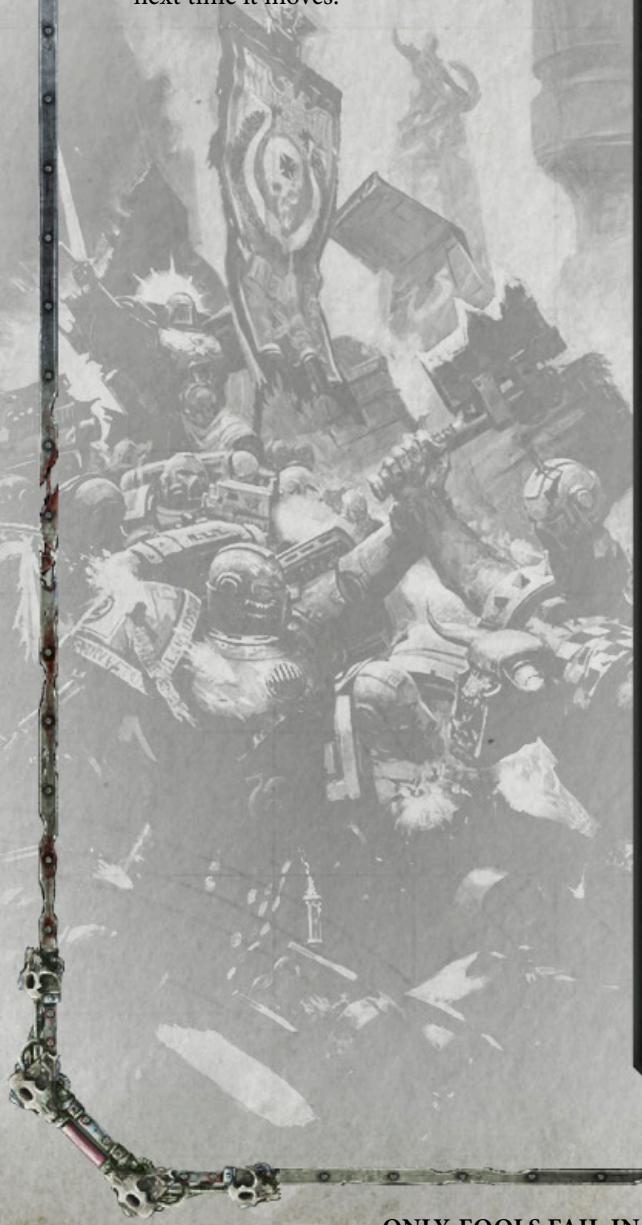
Warhammer 40,000 puts you in command of a force of mighty warriors and war machines. The core rules on these pages contain everything you need to know in order to use your Citadel Miniatures collection to wage glorious battle across the war-torn galaxy.

MODELS & DATASHEETS

The rules and characteristics for all models, and some terrain features, are presented on datasheets, which you will need in order to use the models in battle.

UNITS

Models move and fight in units, made up of one or more models. A unit must be set up and finish any sort of move as a group, with every model within 2" horizontally, and 6" vertically, of at least one other model from their unit: this is called unit coherency. If anything causes a unit to become split up during a battle, it must re-establish its unit coherency the next time it moves.



THE BATTLE ROUND

Warhammer 40,000 is played in a series of battle rounds. During each battle round, both players have a turn. The same player always takes the first turn in each battle round – the mission you are playing will tell you which player this is. Each turn consists of a series of phases, which must be resolved in order. The phases are as follows:

1. **MOVEMENT PHASE**
   Move any units that are capable of doing so.

2. **PSYCHIC PHASE**
   Psykers can use powerful mental abilities.

3. **SHOOTING PHASE**
   Your units may shoot enemy units.

4. **CHARGE PHASE**
   Your units may move into close combat against enemy units.

5. **FIGHT PHASE**
   Both players' units pile in and attack with melee weapons.

6. **MORALE PHASE**
   Test the courage of depleted units.

Once a player's turn has ended, their opponent then starts their turn. Once both players have completed a turn, the battle round has been completed and the next one begins, and so on, until the battle is concluded.

TOOLS OF WAR

In order to fight a battle, you will require a tape measure and some dice.

Distances in Warhammer 40,000 are measured in inches (") between the closest points of the bases of the models you're measuring to and from. If a model does not have a base, such is the case with many vehicles, measure to and from the closest point of that model's hull instead. You can measure distances whenever you wish.

Warhammer 40,000 uses six-sided dice, sometimes abbreviated to D6. Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many D6s and add the results together. If a rule requires you to roll a D3, roll a dice and halve the total. When halving any dice roll, round fractions up before applying modifiers (if any) to the result. All modifiers are cumulative. If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+.

1. MOVEMENT PHASE

The ground shakes to the tread of marching feet and the growl of engines as armies advance across the battlefield and vie for advantageous positions.

Start your Movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each Movement phase. No part of a model or its base can be set up or moved over the edge of the battlefield.

Moving

A model can be moved in any direction, to a distance, in inches, equal to or less than the Move characteristic on its datasheet. No part of the model's base (or hull) can move further than this. It cannot be moved through other models or through terrain features such as walls, but can be moved vertically in order to climb or traverse any scenery.

If the datasheet for a model says it can **FLY**, then during the Movement phase it can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total it can move (i.e. moving vertically is free for this model in the Movement phase). If the datasheet for a model says it can **FLY**, then during the Charge phase it can move across models (other than **BULDINGS**) as if they were not there.

Minimum Move

Some models that can **FLY** have a Move characteristic consisting of two values. The first is the model's minimum speed – in the Movement phase, all parts of the model's base must end the move at least that far from where they started. The second is its maximum speed – no part of the model's base can be moved further than this. If a model cannot make its minimum move, or is forced to move off the battlefield because of its minimum speed, it is destroyed and removed from the battlefield – the model has either stalled and crashed or been forced to abandon the battle.

Enemy Models

All models in the same army are friendly models. Models controlled by an opposing player are enemy models. When you move a model in the Movement phase, it may not be moved within 1" of any enemy models.

Falling Back

Units starting the Movement phase within 1" of an enemy unit can either remain stationary or Fall Back. If you choose to Fall Back, the unit must end its move more than 1" away from all enemy units. If a unit Falls Back, it cannot Advance (see below), or charge (pg 182) later that turn. A unit that Falls Back also cannot shoot later that turn unless it can **FLY**.

Advancing

When you pick a unit to move in the Movement phase, you can declare that it will Advance. Roll a dice and add the result to the Move characteristics of all models in the unit for that Movement phase. A unit that Advances can't shoot or charge later that turn.

Aircraft

If a unit can **FLY** and it has a minimum Move characteristic (or if it has a damage table on its datasheet that includes any minimum Move characteristics), that unit gains the **AIRCRAFT** keyword.

Whenever a model makes any kind of move, it can be moved within 1" of enemy **AIRCRAFT**, and it can be moved across such models (and their bases) as if they were not there, but it cannot end the move on top of another model (or its base), and it cannot end the move within 1" of any enemy units.

If, when a unit is selected to move in the Movement phase, the only enemy units that are within 1" of it are **AIRCRAFT**, then it can still make a move (i.e. it does not have to Fall Back in order to move).

WOBBLY MODEL SYNDROME

Sometimes you may find that a particular piece of terrain makes it hard to put a model exactly where you want. If you delicately balance it in place, it is very likely to fall as soon as somebody nudges the table, leaving your painted model damaged or even broken. In cases like this, we find it is perfectly acceptable to leave the model in a safer position, as long as both players have agreed and know its 'actual' location. If, later on, your enemy is considering shooting the model, you will have to hold it back in the proper place so they can check if it is visible.

REINFORCEMENTS

Many units have the ability to be set up on the battlefield mid-turn, sometimes by using teleporters, grav chutes or other, more esoteric means. Typically, this happens at the end of the Movement phase, but it can also happen during other phases. Units that are set up in this manner cannot move or Advance further during the turn they arrive – their entire Movement phase is used in deploying to the battlefield – but they can otherwise act normally (shoot, charge, etc.) for the rest of their turn. Units that arrive as reinforcements count as having moved in their Movement phase for all rules purposes, such as shooting Heavy weapons (pg 180). Any unit that has not arrived on the battlefield by the end of the battle counts as having been destroyed.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a result that was made by adding several dice together (e.g. 2D6, 3D6, etc.) then, unless otherwise stated, you must roll all of those dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.

ROLL-OFFS

Some rules instruct players to roll off. To do so, both players roll a D6, and whoever scores highest wins the roll-off. In the case of a tie, both players re-roll their D6; this is the only time players can re-roll a re-roll – if the second and subsequent rolls are also tied, keep on rolling until a winner is decided.

SEQUENCING

While playing Warhammer 40,000, you'll occasionally find that two or more rules are to be resolved at the same time – normally 'at the start of the Movement phase' or 'before the battle begins'. When this happens during the game, the player whose turn it is chooses the order. If these things occur before or after the game, or at the start or end of a battle round, the players roll off and the winner decides in what order the rules are resolved.

2. PSYCHIC PHASE

Warrior mystics and sorcerers wield the strange power of the warp to aid their allies and destroy their foes. Harnessing this force is not without risk, however, and with the smallest mistake, the effort can spell doom for all nearby.

PSYCHIC SEQUENCE

1. **Choose psyker and power**
2. **Make Psychic test**
3. **Enemy takes Deny the Witch test**
4. **Resolve psychic power**

1. Choose Psyker and Power

Some models are noted as being a **PSYKER** on their datasheet. Psykers can manifest their otherworldly abilities and attempt to deny enemy sorceries. The powers a psyker knows, and the number of powers they can attempt to manifest or deny each Psychic phase, are detailed on their datasheet.

Psychic Powers

Unless stated otherwise, all psykers know the *Smite* psychic power, listed below. Some know other powers instead of, or in addition to, *Smite* – the model's datasheets and other supplementary rules you are using will make it clear which powers each psyker knows. If a psyker generates their powers before the battle, do so immediately before either player starts to deploy their army.

Smite

Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.

2. Make Psychic Test

A psyker can attempt to manifest a psychic power they know by taking a Psychic test. To do so, roll 2D6. If the total is equal to or greater than that power's warp charge value, the power is successfully manifested. A psyker cannot attempt to manifest the same psychic power more than once in a turn.

Perils of the Warp

If you roll a double 1 or a double 6 when taking a Psychic test, the psyker immediately suffers Perils of the Warp. The psyker suffers D3 mortal wounds as the forces of the Daemon-haunted warp claw at their mind. If the psyker is slain by Perils of the Warp, the power they were attempting to manifest automatically fails and each unit within 6" immediately suffers D3 mortal wounds, as the psyker is dragged into the warp or else detonates in a burst of empyric feedback.

3. Deny the Witch Tests

A psyker can attempt to resist a psychic power that has been manifested by an enemy model within 24" by taking a Deny the Witch test – this takes place immediately, even though it is not your turn. To do so, roll 2D6. If the total is greater than the result of the Psychic test that manifested the power, it has been resisted and its effects are negated. Only one attempt to deny each successfully manifested psychic power can be made each turn, regardless of the number of psykers you have within 24" of the enemy model manifesting the psychic power.

4. Resolve Psychic Power

So long as the Psychic test was successful, the psyker did not die as a result of the Perils of the Warp, and the attempt was not thwarted by a Deny the Witch test, then you may resolve the effect of the psychic power, which will be described in the power itself.

A MIND WITHOUT PURPOSE WILL WANDER IN DARK PLACES.

3. SHOOTING PHASE

Guns thunder and shrapnel falls from the sky. Muzzle flare shines through the gloom in bursts, beams of las-fire illuminate the fog of war, and spent ammunition cartridges and power cells are left discarded across the battlefield.

SHOOTING SEQUENCE

1. **Choose unit to shoot with**
2. **Choose targets**
3. **Choose ranged weapon**
4. **Resolve attacks**
   - **Make hit roll**
   - **Make wound roll**
   - **Enemy allocates wound**
   - **Enemy makes saving throw**
   - **Inflict damage**

1. Choose Unit to Shoot With

In your Shooting phase you can shoot with models armed with ranged weapons. First, you must pick one of your units to shoot with. You may not pick a unit that Advanced or Fell Back this turn, or a unit that is within 1" of an enemy unit. Unless otherwise noted, each model in the unit attacks with all of the ranged weapons it is armed with – if a model in the firing unit has any weapons that can only be used once per battle, you can choose whether or not the model will fire that weapon. After all of the unit's models have fired, you can choose another unit to shoot with, until all eligible units that you want to shoot with have done so.

2. Choose Targets

Having chosen a shooting unit, you must pick the target unit, or units, for the attacks. In order to target an enemy unit, a model from that unit must be within the Range of the weapon being used (as listed on its profile) and be visible to the shooting model. If unsure, stoop down and get a look from behind the shooting model to see if any part of the target is visible. For the purposes of determining visibility, a model can see through other models in its own unit.

Models cannot target enemy units that are within 1" of friendly models – the risk of hitting your own troops is too great.

3. Choose Ranged Weapon

The weapons a model has are listed on its datasheet. If a model has several weapons, it can shoot all of them at the same target, or it can shoot each at a different enemy unit. Similarly, if a unit contains more than one model, they can shoot at the same, or different targets as you choose. In either case, at the same time that you choose targets for the shooting units attacks, you must declare how you will split the shooting units shots; then resolve all the shots against one target before moving on to the next.

Number of Attacks

Each time a model shoots a ranged weapon, it will make a number of attacks. You roll one dice for each attack being made. The number of attacks a model can make with a weapon, and therefore the number of dice you can roll, is found on the weapon's profile, along with the weapon's type. A weapon's type can impact the number of attacks it can make (see overleaf).

Characters

Some models are noted as being a **CHARACTER** on their datasheet. These heroes, officers, prophets and warlords are powerful individuals that can have a great impact on the course of a battle. The swirling maelstrom of the battlefield can make it difficult to pick out such individuals as targets, however. A **CHARACTER** can only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the model that is shooting. This does not apply to **CHARACTERS** with a Wounds characteristic of 10 or more, due to their sheer size.

FAST DICE ROLLING

The rules for resolving attacks (pg 181) have been written assuming you will make them one at a time. However, it is possible to speed up your battles by rolling the dice for similar attacks together. In order to make several attacks at once, all of the attacks must have the same Ballistic Skill (if it's a shooting attack) or the same Weapon Skill (if it's a close combat attack). They must also have the same Strength, Armour Penetration and Damage characteristics, and they must be directed at the same unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls. Your opponent can then allocate the wounds one at a time, making the saving throws and suffering damage each time as appropriate. Remember, if the target unit contains a model that has already lost any wounds, they must allocate further wounds to this model until either it is slain, or all the wounds have been saved or resolved.

AURA ABILITIES

Some units – usually **CHARACTERS** – have abilities that affect certain models within a given range. Unless the ability in question says otherwise, a model with a rule like this is always within range of the effect.

For example, a Lord of Contagion has the Nurgle's Gift ability, which affects all **DEATH GUARD** models within 7" of him. As the Lord of Contagion is also a **DEATH GUARD** model, he benefits from this ability as well.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as Warhammer 40,000, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent and apply the solution that makes the most sense to both of you (or seems the most fun!). If no single solution presents itself, you and your opponent should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the fighting!

Weapon Types

There are five types of ranged weapon: Assault, Heavy, Rapid Fire, Grenade and Pistol. A model shooting one of these weapons can make a number of attacks equal to the number written on its profile after its type. For example, a model firing an 'Assault 1' weapon can make 1 attack with that weapon; a model firing a 'Heavy 3' weapon can make 3 attacks, etc.

If a weapon has more than one attack, it must make all of its attacks against the same target unit.

Each type of ranged weapon also has an additional rule that, depending upon the situation, might affect the accuracy of the weapon or when it can be fired. These are as follows:

ASSAULT
Assault weapons fire so rapidly or indiscriminately that they can be shot from the hip as warriors dash forwards into combat.

A model with an Assault weapon can fire it even if it Advanced earlier that turn. If it does so, you must subtract 1 from any hit rolls made when firing that weapon this turn.

HEAVY
Heavy weapons are the biggest and deadliest guns on the battlefield, but require reloading, careful set-up or bracing to fire at full effect.

If a model with a Heavy weapon moved in its preceding Movement phase, you must subtract 1 from any hit rolls made when firing that weapon this turn.

RAPID FIRE
Rapid Fire weapons are versatile weapons capable of aimed single shots at long range or controlled bursts of fire at close quarters.

A model firing a Rapid Fire weapon doubles the number of attacks it makes if its target is within half the weapon's maximum range.

GRENADE
Grenades are handheld explosive devices that a warrior throws at the enemy while their squad mates provide covering fire.

Each time a unit shoots, a single model in the unit that is equipped with Grenades may throw one instead of firing any other weapon.

PISTOL
Pistols are carried one-handed and can even be used in a melee to shoot at point-blank range. Many warriors carry one as a sidearm, alongside their primary weapon.

A model can fire a Pistol even if there are enemy units within 1" of its own unit, but it must target the closest enemy unit. In such circumstances, the model can shoot its Pistol even if other friendly units are within 1" of the same enemy unit.

Each time a model equipped with both a Pistol and another type of ranged weapon (e.g. a Pistol and a Rapid Fire weapon) shoots, it can either shoot with its Pistol(s) or with all of its other weapons. Choose which it will fire (Pistols or non-Pistols) before making hit rolls.

**'AS OUR BODIES ARE ARMOURED WITH ADAMANT,
OUR SOULS ARE PROTECTED WITH LOYALTY.**

AS OUR BOLTERS ARE CHARGED WITH DEATH FOR THE EMPEROR'S ENEMIES, OUR THOUGHTS ARE CHARGED WITH WISDOM.

**AS OUR RANKS ADVANCE, SO DOES OUR DEVOTION,
FOR ARE WE NOT THE SPACE MARINES?**

**ARE WE NOT THE CHOSEN OF THE EMPEROR,
HIS LOYAL SERVANTS UNTO DEATH?'**

4. Resolve Attacks

Attacks can be made one at a time, or, in some cases, you can roll for multiple attacks together. The following sequence is used to make attacks one at a time:

1. **Hit Roll:** Each time a model makes an attack, roll a dice. If the roll is equal to or greater than the attacking model's Ballistic Skill characteristic, then it scores a hit with the weapon it is using. If not, the attack fails and the attack sequence ends. A roll of 1 always fails, irrespective of any modifiers that may apply.

2. **Wound Roll:** If an attack scores a hit, you will then need to roll another dice to see if the attack successfully wounds the target. The roll required is determined by comparing the attacking weapon's Strength characteristic with the target's Toughness characteristic, as shown on the following table:

WOUND ROLL

ATTACK'S STRENGTH VS TARGET'S TOUGHNESS	D6 ROLL REQUIRED
Is the Strength TWICE (or more) than the Toughness?	2+
Is the Strength GREATER than the Toughness?	3+
Is the Strength EQUAL to the Toughness?	4+
Is the Strength LOWER than the Toughness?	5+
Is the Strength HALF (or less) than the Toughness?	6+

If the roll is less than the required number, the attack fails and the attack sequence ends. A roll of 1 always fails, irrespective of any modifiers that may apply.

3. **Allocate Wound:** If an attack successfully wounds the target, the player commanding the target unit allocates the wound to any model in the unit (the chosen model does not have to be within range or visible to the attacking unit). If a model in the target unit has already lost any wounds, the damage must be allocated to that model.

4. **Saving Throw:** The player commanding the target unit then makes a saving throw by rolling a dice and modifying the roll by the Armour Penetration characteristic of the weapon that caused the damage. For example, if the weapon has an Armour Penetration of -1, then 1 is subtracted from the saving throw roll. If the result is equal to, or greater than, the Save characteristic of the model the wound was allocated to, then the damage is prevented and the attack sequence ends. If the result is less than the model's Save characteristic, then the saving throw fails and the model suffers damage. A roll of 1 always fails, irrespective of any modifiers that may apply.

5. **Inflict Damage:** The damage inflicted is equal to the Damage characteristic of the weapon used in the attack. A model loses one wound for each point of damage it suffers. If a model's wounds are reduced to 0, it is either slain or destroyed and removed from play. If a model loses several wounds from a single attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect.

Invulnerable Saves

Some models possess supernatural reflexes or are protected by force fields that grant them an invulnerable save. Each time a wound is allocated to a model with an invulnerable save, you can choose to use either its normal Save characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them – choose which it will use. If you use a models invulnerable save, it is never modified by a weapons Armour Penetration value.

Ignoring Wounds

Some units have abilities that allow them to ignore the damage suffered each time it loses a wound (e.g. Disgustingly Resilient, The Flesh is Weak and Tenacious Survivor). If a model has more than one such ability, you can only use one of those abilities each time the model loses a wound.

Terrain and Cover

The battlefields of the far future are littered with terrain features such as ruins, craters and twisted copses. Models can take shelter within such terrain features to gain protection against incoming weapons' fire.

If a unit is entirely on or within any terrain feature, add 1 to its models' saving throws against shooting attacks to represent the cover received from the terrain (invulnerable saves are unaffected). Units gain no benefit from cover in the Fight phase (pg 182).

Mortal Wounds

Some attacks inflict mortal wounds – these are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts one point of damage on the target unit. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just allocate it as you would any other wound and inflict damage to a model in the target unit as described above. Unlike normal attacks, excess damage from attacks that inflict mortal wounds is not lost. Instead keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.

4. CHARGE PHASE

Warriors hurl themselves into battle to slay with blade, hammer and claw.

CHARGE SEQUENCE

1. Choose unit to charge with
2. Choose targets
3. Enemy resolves Overwatch
4. Roll 2D6 and make charge move

1. Choose Unit to Charge With

Any of your units within 12" of the enemy in your Charge phase can make a charge move. You may not choose a unit that Advanced or Fell Back this turn, nor one that started the Charge phase within 1" of an enemy.

2. Choose Targets

Once you have chosen an eligible unit, select one or more enemy units within 12" of them as the target(s) of the charge. Each target unit can then attempt to fire Overwatch.

3. Overwatch

Each time a charge is declared against a unit, the target unit can immediately fire Overwatch at the would-be attacker. A target unit can potentially fire Overwatch several times a turn, though it cannot fire if there are any enemy models within 1" of it. Overwatch is resolved like a normal shooting attack (albeit one resolved in the enemy's Charge phase) and uses all the normal rules except that a 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.

4. Make Charge Move

After any Overwatch has been resolved, roll 2D6. Each model in the charging unit can move up to this number of inches – this is their charge distance this turn. The first model you move must finish within 1" of an enemy model from one of the target units. No models in the charging unit can move within 1" of an enemy unit that was not a target of its charge. If this is impossible, the charge fails and no models in the charging unit move this phase. Once you've moved all the models in the charging unit, choose another eligible unit and repeat the above procedure until all eligible units that you want to make charge moves have done so. No unit can be selected to charge more than once in each Charge phase.

Heroic Intervention

After the enemy has completed all of their charge moves, any of your **CHARACTERS** that are within 3" of an enemy unit may perform a Heroic Intervention. Any that do so can move up to 3", so long as they end the move closer to the nearest enemy model.

5. FIGHT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

FIGHT SEQUENCE

1. Choose unit to fight with
2. Pile in up to 3"
3. Choose targets
4. Choose melee weapon
5. Resolve close combat attacks
   - Make hit roll
   - Make wound roll
   - Enemy allocates wound
   - Enemy makes saving throw
   - Inflict damage
6. Consolidate up to 3"

1. Choose Unit to Fight With

Any unit that charged or has models within 1" of an enemy unit can be chosen to fight in the Fight phase. This includes all units, not just those controlled by the player whose turn it is. All units that charged this turn fight first. The player whose turn it is picks the order in which these units fight. After all charging units have fought, the players alternate choosing eligible units to fight with (starting with the player whose turn it is) until all eligible units on both sides have fought once each. No unit can be selected to fight more than once in each Fight phase. If one player runs out of eligible units, the other player completes all of their remaining fights, one unit after another. A fight is resolved in the following steps:

2. Pile In

You may move each model in the unit up to 3" – this move can be in any direction so long as the model ends the move closer to the nearest enemy model.

3. Choose Targets

First, you must pick the target unit, or units, for the attacks. To target an enemy unit, the attacking model must either be within 1" of that unit, or within 1" of another model from its own unit that is itself within 1" of that enemy unit. This represents the unit fighting in two ranks. Models that charged this turn can only target enemy units that they charged in the previous phase.

If a model can make more than one close combat attack (see right), it can split them between eligible target units as you wish. Similarly if a unit contains more than one model, each can target a different enemy unit. In either case, at the same time that you choose targets for the units close combat attacks, you must declare how you will split the units close combat attacks; then resolve all attacks against one target before moving on to the next.

Number of Attacks

The number of close combat attacks a model makes against its target is determined by its Attacks characteristic. You roll one dice for each close combat attack being made. For example, if a model has an Attacks characteristic of 2, it can make 2 close combat attacks and you can therefore roll 2 dice.

4. Choose Melee Weapon

Each time a model makes a close combat attack, it uses a melee weapon – the weapons a model is equipped with are described on its datasheet. In addition to their other weapons, all models are assumed to be equipped with a close combat weapon, which has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Close combat weapon	Melee	Melee	User	0	1

If a model has more than one melee weapon, choose which it will use before rolling the dice. If a model has more than one melee weapon and can make several close combat attacks, it can split its attacks between these weapons however you wish – declare how you will divide the attacks before any dice are rolled.

5. Resolve Close Combat Attacks

Close combat attacks can be made one at a time, or in some cases you can roll the dice for a number of attacks together. The attack sequence for making close combat attacks is identical to that used for shooting attacks (pg 181) except you use the model's Weapon Skill characteristic instead of its Ballistic Skill to make hit rolls.

6. Consolidate

You may move each model in the unit up to 3" – this move can be in any direction so long as the model ends the move closer to the nearest enemy model.

6. MORALE PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the Morale phase, starting with the player whose turn it is, players must take Morale tests for units from their army that have had models slain during the turn.

To take a Morale test, roll a dice and add the number of models from the unit that have been slain this turn. If the result of the Morale test exceeds the highest Leadership characteristic in the unit, the test is failed. For each point that the test is failed by, one model in that unit must flee and is removed from play. You choose which models flee from the units you command.

TRANSPORTS

Some models are noted as being a **TRANSPORT** on their datasheet – these vehicles ferry warriors to the front line, providing them with speed and protection. The following rules describe how units can embark and disembark from transports, and how they are used to move their passengers across the battlefield. Note that a unit cannot both embark and disembark in the same turn.

Transport Capacity: All transports have a transport capacity listed on their datasheet. This determines how many friendly models, and of what type, they can carry. A model's transport capacity can never be exceeded.

When you set up a transport, units can start the battle embarked within it instead of being set up separately – declare what units are embarked inside the transport when you set it up.

Embark: If all models in a unit end their move within 3" of a friendly transport in the Movement phase, they can embark within it. Remove the unit from the battlefield and place it to one side – it is now embarked inside the transport.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect whilst the unit that has the ability is embarked.

If a transport is destroyed, any units embarked within it immediately disembark (see below) before the transport model is removed, but you must then roll one dice for each model you just set up on the battlefield. For each roll of 1, a model that disembarked (your choice) is slain. Units cannot declare a charge during the same turn that they disembarked from a destroyed transport.

Disembark: Any unit that begins its Movement phase embarked within a transport can disembark before the transport moves. When a unit disembarks, set it up on the battlefield so that all of its models are within 3" of the transport and not within 1" of any enemy models – any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally (move, shoot, charge, fight, etc.) during the remainder of their turn. Note though, that even if you don't move disembarking units further in your Movement phase, they still count as having moved for any rules purposes, such as shooting Heavy weapons (pg 180).

EXAMPLE TURN

On these pages you will find an example turn of Warhammer 40,000. All six phases of a player's turn are described. In the examples shown below, it is the Death Guard player's turn, and we join the battle just as they are about to launch an assault upon a force of Space Marines.

1. MOVEMENT PHASE

The Death Guard player starts by moving their unit of Plague Marines. They have a Move characteristic of 5", and so are moved as close as possible towards the Space Marines.

The Death Guard player then moves their Malignant Plaguecaster, and decides this model should Advance...

The player rolls a D6, scoring a 4. The Malignant Plaguecaster (Move 5"), can therefore move up to 9".

2. PSYCHIC PHASE

The Death Guard only has a single psyker – the Malignant Plaguecaster. This model attempts to manifest the Smite power.

The Death Guard player takes a Psychic test by rolling 2D6, and scores a total of 6. This is greater than the power's warp charge value of 5, so the test is passed.

The closest enemy unit are the Intercessors. They suffer D3 mortal wounds. The Death Guard player rolls a 5, which means the Intercessor Squad loses 3 wounds, enough to kill one Intercessor and wound another.

÷ 2 rounds to 3

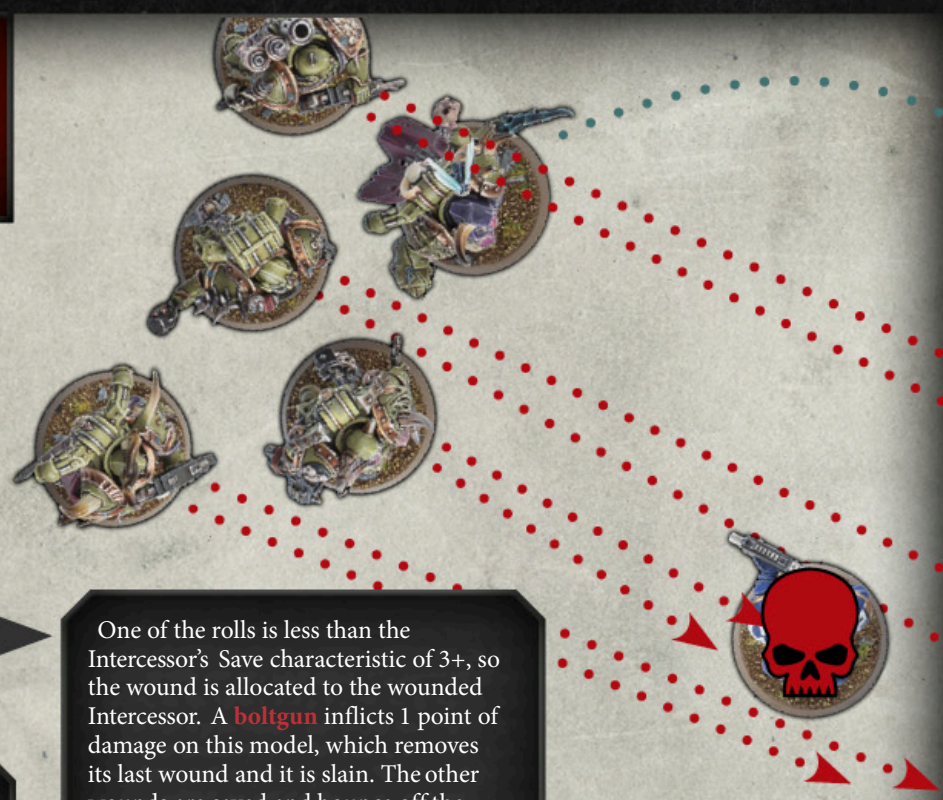
3. SHOOTING PHASE

The Death Guard player selects the unit of Plague Marines to shoot with. The Plague Marines will shoot with their boltguns, while the Plague Champion will throw a krak grenade.

The targets are 6" away, which is within range of the Plague Marines' **boltguns**. These are Rapid Fire 1 weapons, and so each fires twice at half range or less. The Death Guard player therefore rolls 8 dice to see if the shots hit. The Plague Marines' Ballistic Skill is 3+, so 6 shots hit and the others miss.

The Death Guard player then makes a wound roll for each hit. A **boltgun's** Strength of 4 equals the target's Toughness of 4, meaning a roll of 4+ is required to successfully wound the target. The Death Guard player rolls for each shot, four of which are successful. The Space Marine player will now need to make a saving throw for each.

One of the rolls is less than the Intercessor's Save characteristic of 3+, so the wound is allocated to the wounded Intercessor. A **boltgun** inflicts 1 point of damage on this model, which removes its last wound and it is slain. The other wounds are saved and bounce off the Space Marines' power armour.



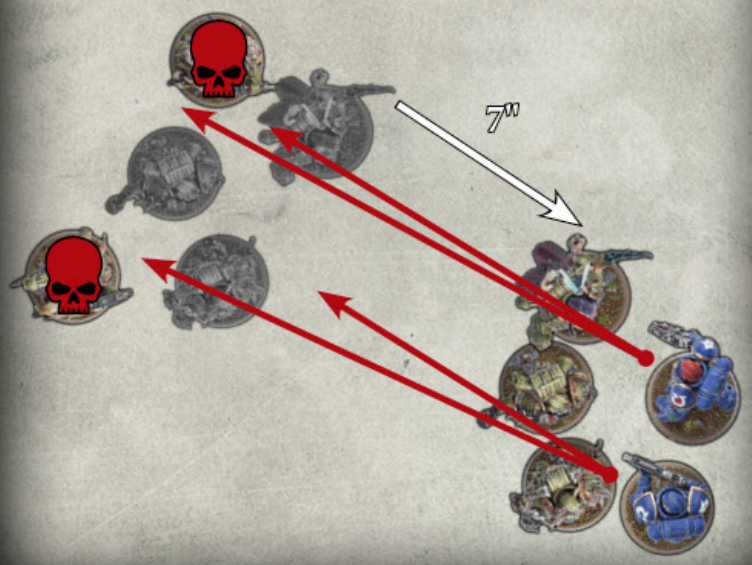
4. CHARGE PHASE

The Death Guard player chooses the Plague Marines to charge the Intercessors.

The Space Marine player fires Overwatch and makes 4 hit rolls. Models only hit on 6s when firing Overwatch, however both hits go on to wound, and then both saving throws are failed – two models are slain!

After resolving Overwatch, the Death Guard player rolls 2D6, scoring 7. The Plague Marines can charge 7" – enough to move within 1" of the Intercessors.

+ =7



The Plague Champion then throws a **krak grenade**, which hits. This grenade has a Strength of 6, which wounds the Intercessors on a roll of 3+ as its Strength is greater than the Intercessors' Toughness. The Space Marine player then rolls a 3 for their saving throw, but must subtract 1 from the roll because the **krak grenade** has an AP characteristic of -1. The final result of 2 fails to protect the Space Marines.

-1 = 2

A **krak grenade** inflicts D3 damage; the Death Guard player rolls a 6, inflicting 3 points of damage. This causes an Intercessor to lose both its wounds. As it is slain by this attack, the other point of damage is discarded and has no effect.

÷ 2 = 3

5. FIGHT PHASE

Units that charged always resolve their fights first. In this case, that means the Plague Marines unit fights first.

They start by piling in, each model moving up to 3" closer to the nearest model. All are now within 1" of an enemy.

The Plague Marines will use their plague knives to make their close combat attacks against the Intercessor unit, but the Plague Champion, who has an Attacks characteristic of 2, chooses to make 1 close combat attack using his **plague sword**, and 1 using his **power fist**. The Death Guard player rolls 2 hit rolls for the plague knives (rolling a 3 and a 5), 1 for the **plague sword** (rolling a 3), and 1 for the **power fist** (rolling a 2).

Plague sword *Power fist*

The Plague Marines and the Plague Champion both have a Weapon Skill characteristic of 3+, so the attack made with the **power fist** misses, but all the others hit. After wound rolls and saving throws are taken, another Intercessor has been slain. The Plague Marine unit then **consolidates**, one of its models moving closer to the nearest enemy model.

The Death Guard player has no other units that can fight, so the Space Marine unit fights, slaying a single Plague Marine in return.

6. MORALE PHASE

Both the Plague Marine unit and the Intercessors have suffered casualties during the turn, and so both have to take a Morale test.

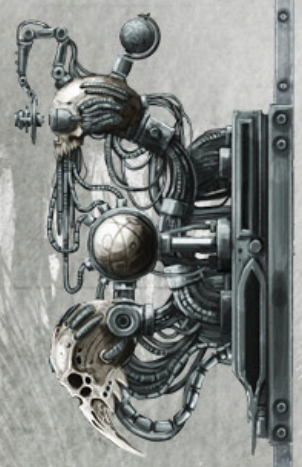
The Death Guard player goes first, rolling a 6. Three Plague Marines died this turn, so 3 is added to the roll, for a total of 9. This exceeds the highest Leadership in the unit by 1 (the Plague Champion has a Leadership characteristic of 8), so 1 of the remaining models flees the battlefield.

The Space Marine player then takes a Morale test for the Intercessors, rolling a 3. When the number of casualties is added they have a total of 7. This is less than the unit's highest Leadership of 8 – the test is passed and no models flee.

The Death Guard turn is now complete, and the Space Marine player can now start their turn.

'There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush.'

- Scriptorus Munificantus



FIGHTING A BATTLE

THE MISSION

Before you can wage war in a game of Warhammer 40,000, you must select a mission. The core rules include a single mission – Only War – which is ideal to get the action started quickly. Others can be found elsewhere in this book, in other books, or you could play a mission of your own creation. If you and your opponent can't agree on which mission to play, both players should roll a dice, re-rolling ties, and whoever rolls the highest decides on the mission.

Unless the mission you are playing instructs you otherwise, you should then feel free to create an exciting battlefield using any terrain features from your collection that you wish. In general, we recommend having one or two features in each 2' by 2' area. Don't worry if your battlefield doesn't match these requirements, but keep in mind that playing on very small or very large battlefields, or ones that are either a barren wasteland or filled to overflowing with terrain features, may give an advantage to one side or the other.

THE BATTLEFIELD

In the far future, battles are fought across an infinite variety of strange and alien planets where no land is left untouched by the blight of war. Crystal moons, derelict space hulks, carnivorous death worlds and nightmarish Daemon worlds are just a few of the fantastical landscapes that can be recreated whenever you play a game of Warhammer 40,000.

A battlefield can be any surface upon which the models can stand – a dining table, for example, or the floor. We typically assume a battlefield is 6' by 4' (although some missions will state other dimensions), but it should always be large enough to accommodate all your models – if it is not, simply increase the size of the battlefield.

BATTLEZONES & EXPANSIONS

If you are battling in a specific battlezone, or if you are using a particular expansion, there might be additional rules pertaining to setting up the battlefield, and special rules that alter how some terrain interacts with your warriors. Bear these in mind when creating your battlefield.

THE WARLORD

Once you have mustered your army, nominate one of your models to be your Warlord (this cannot be a model with the Fortifications Battlefield Role).

If your Warlord is a **CHARACTER**, it can use a Warlord Trait – a preferred tactic or personal ability that marks them out amongst their peers. Immediately before either player starts to deploy their army, you can roll on the Warlord Trait table here to determine what Warlord Trait your Warlord has. Alternatively, choose the trait that most suits your Warlord's temperament or style of war.

WARLORD TRAITS

D3	WARLORD TRAIT
1	**Legendary Fighter:** If this Warlord charges in the Charge phase, add 1 to their Attacks characteristic until the end of the ensuing Fight phase.
2	**Inspiring Leader:** Friendly units within 6" of this Warlord can add 1 to their Leadership characteristic.
3	**Tenacious Survivor:** Roll a dice each time this Warlord loses a wound. On a 6, the Warlord shrugs off the damage and does not lose the wound.

ONLY WAR

The time has come to prove your worth as the greatest warlord in the galaxy! All that stands between you and ultimate glory is an enemy army bent upon your destruction.

THE ARMIES

In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army.

Sometimes you may find that you do not have enough models to field a minimum-sized unit (this can be found on each unit's datasheet); if this is the case, you can still include one unit of that type in your army with as many models as you have available.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players must then place objective markers to represent sites of tactical or strategic import that one or both armies are attempting to secure. Objective markers can be represented by any suitable marker or piece of terrain. Each player must place two objective markers anywhere on the battlefield, so long as they are each at least 10" away from any other objective marker. We suggest taking turns to place these, starting with whichever player wins a roll-off. A player controls an objective marker if there are more models from their army within 3" of it than there are enemy models (measure to the centre of the marker).

PRIMARY OBJECTIVES

Before setting up their armies, both players roll off. The player who rolls higher then rolls on the primary objectives table (see right) to determine which are used during the mission.

DEPLOYMENT

Once the victory conditions have been determined, the player who did not roll on the primary objectives table then divides the battlefield into two equal-sized halves. Their opponent then decides which half is their own deployment zone, and which half is the other player's deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up in their own deployment zone, more than 12" from the enemy deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units.

POWER LEVEL

Before battle begins, determine each army's Power Level by adding together the Power Ratings of all the units set up in that army; whichever player has the lowest is the Underdog. If both have the same Power Level, the player who assigned the deployment zones is the Underdog.

If the difference between the Power Levels of the two armies is 10 to 19, the Underdog receives one Command re-roll; if the difference is 20 to 29, the Underdog receives two Command re-rolls, and so on. Each Command re-roll can be used once, at any point during the battle, to re-roll a single dice.

FIRST TURN

The Underdog chooses who has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS

If one army has slain all of its foes, it immediately wins a major victory. Otherwise, at the end of the battle, the player who has the most victory points wins a major victory. If both players have the same number of victory points at the end of the battle, the Underdog wins a minor victory.

PRIMARY OBJECTIVES

D3	VICTORY CONDITIONS
1	**Slay and Secure:** At the end of the battle, each objective marker is worth 2 victory points to the player who controls it. Players also earn D3 victory points if the opposing army's Warlord was slain during the battle.
2	**Ancient Relic:** At the start of the first battle round, but before the first turn begins, randomly select one objective marker; remove the other objective markers from the battlefield. At the end of the battle, the remaining objective marker is worth 6 victory points to the player who controls it.
3	**Domination:** At the end of each turn, each objective marker is worth 1 victory point to the player who controls it. Keep a running score from turn to turn.

OPEN PLAY

Are you new to tabletop wargaming? Or are you a grizzled veteran looking for a new challenge? Either way, open play games are one of the best ways to get started, providing you with almost limitless options and flexibility.

Brilliant ideas are sometimes the simplest, and open play games of Warhammer 40,000 epitomise this. Open play is a style of gaming that allows you to take to the battlefield with any army, made up of any Citadel Miniatures from your collection – no restrictions. It's as straightforward and streamlined as wargaming gets, and it's a great way to begin.

Many players love the deep and complex rules that have traditionally defined tabletop wargaming, and if that's your preferred style, then you'll find plenty of support and guidance right here in this book. However, there's also a lot of fun to be found in a more flexible approach. All you need to play an open play game are your painted miniatures, their datasheets, the core rules, a set of dice, a tape measure, a surface on which to play and a willing opponent. Then, just set up your models and start having fun! You can add extra dimensions to your open play games by incorporating any of the rules or guidelines that appear in this and other Warhammer 40,000 books, such as rules for Detachments, battlezones and battlefield terrain. Alternatively, you can devise your own missions, creating entirely new objectives or special rules, or you could adapt any existing mission to better suit your needs.

The flexible nature of open play means that you can spend as much or as little time as you like reading rules, and it's a great introduction to the world of tabletop games. This style of gaming is perfect for beginners, who may not yet own a complete collection of miniatures. It's also ideal for veterans thinking of starting a new collection, and allows battles to be fought with just a few units of the models you plan to collect, so that you can see how they perform and what tactics work best with them.

THROUGH BLOOD AND FIRE I MARCH. IN WAR ETERNAL MY HEARTS THUNDER. I AM AN ANGEL BORN OF VIOLENCE, A SOLIDER FORGED IN LEGEND. I AM THE BLADE IN THE EMPEROR'S HAND, THE HOLY CERAMITE OF HIS ARMOUR.

Open play games allow the broadest choice of army selection, providing the greatest degree of freedom for collecting miniatures and putting together an army. Rather than structuring your collection around a particular Faction (pg 240), you can be inspired by any facet of the diverse and brutal galaxy, or simply by the models you most admire. If you're the proud owner of a varied collection of warriors, war machines and monstrous creatures, there's nothing to stop you fielding all of them in a single game. You can even deploy every last miniature you own in a battle of apocalyptic proportions, or set yourself unusual challenges. For instance, you could discover how many Space Marine Intercessors it takes to bring down your friend's Khorne Bloodthirster, or see how long a heroic Terminator Captain could fight off a Nurgling horde.

While there are no restrictions or requirements placed on the models you can use in open play games, it's best to have a chat with your opponent before the game begins to discuss what models you will each be taking in your armies. You can even make use of elements of matched play, like points, if you wish, but it is entirely up to you.

Besides giving you freedom to do more with your collection, open play games are also perfect for battles between multiple players. For example, there's a great fight to be had where a third player brings their Drukhari raiders to the battlefield. The piratical xenos strike from the shadows, preying on targets from the other armies, or perhaps even forging fleeting alliances with one side or the other. In open play, the types of battles you fight are limited only by your imagination.

You should feel free to tinker with any aspect of playing a game of Warhammer 40,000 that appeals to you. You could, for example, devise other methods of deploying your forces. You might place a screen across the centre of the table so that the armies can deploy in secret, or you and your opponent might each draw a map showing where you plan to deploy your units, and so on.

With so much scope for fun and creativity, open play is one of the most accessible and enjoyable gaming styles, for beginners and veterans alike. So what are you waiting for? Grab your miniatures collection, however large or small, and give open play a try!

'SICKNESS, DISEASE, PLAGUE AND POX, SUFFERING AND THE SLOW, LIVING ROT. SUCH WONDROUS GIFTS DOES NURGLE SEEK TO BESTOW UPON THE UNWORTHY HUMAN CATTLE OF THE IMPERIUM. WE ARE MERELY THE VECTORS BY WHICH HIS VIRULENT BENEFICENCE MAY BE SPREAD TO THE UNDESERVING MASSES.'

- Urgloth Rotheart, Plague Champion of the Death Guard

WAR WITHOUT END

No form of war is unknown in the galaxy. On these pages you will find three examples of open play missions – Annihilation, Hold at all Costs and Death or Glory – that you can use to start waging war right away. You will also find a few ideas below to spark your imagination for other open play battles; you should feel free to use these hooks as the basis of your battles, or simply create ones of your own.

- An elite force strikes behind enemy lines to assassinate the foe's commanders.
- An evil ritual is nearing completion – fight to prevent its culmination, or bring about its fruition.
- A group of sappers attempts to sabotage a mighty war machine or fortress before it, and its terribly powerful weapons, become fully operational.
- A convoy is ambushed – how many of its vital supplies can it escape with?
- You and your opponent(s) are trying to reach a powerful relic; use your fastest units to race across the long battlefield and be first to claim the prize!
- As you signal the attack, your own allies suddenly reveal their traitorous intent and open fire upon your lines. Can you rally to wage a war on two fronts and prevail?
- Your enemy believes their position unassailable. Lead the forlorn attempt to create a breach and bring victory!
- A band of operatives must silence sentries and enable their army's approach.
- A priceless piece of archeotech is lost within these war-torn ruins – your forces must be the ones to discover its location and take it back to your headquarters.
- A beleaguered army must hold out long enough for reinforcements to relieve them.
- You have been entrusted with the life of a dignitary – you must escort them safely across the war zone.
- Snipers and close-quarters fighters come into their own in a claustrophobic battle through the ruins of a fallen hive city.
- After months of fighting, the enemy army is on the verge of routing. Break their morale and victory will be assured.

TEAM GAMES

Warhammer 40,000 battles are conventionally fought between two players, but battling it out with three or more lends the game a different dynamic and ensures that no one has to sit out. Of course, the real joy of team games is the social aspect, and you'll discover true camaraderie with your fellow gamers over salvoes of good-natured banter aimed across the battlefield, making it clear that this gaming style is fun for friend and foe alike.

It couldn't be easier to play a team game. Once all players have assembled with their armies, simply split into two teams – how you divide the players is entirely up to you. Having done so, select one model on each team to be their Warlord and then play the battle exactly as you normally would, using the same rules but replacing terms like 'player' and 'opponent' with 'team' or 'opposing team'.

ANNIHILATION

Two warlords face each other, intent on destroying all that stand before them. Each must attempt to annihilate their opponent, whilst minimising their own losses.

THE ARMIES
In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when both armies have a roughly equal Power Level.

THE BATTLEFIELD
Create the battlefield and set up terrain.

DEPLOYMENT
Once the battlefield has been created, the players roll off. The player who rolled highest divides the battlefield into two equal-sized halves. Then, the player who rolled lowest chooses a half to be their deployment zone; the opposite half is their opponent's deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up in their own deployment zone, more than 12" from the enemy deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units.

FIRST TURN
The player who finished setting up their army first can choose whether to have the first or second turn.

BATTLE LENGTH
The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS
If one army has slain all of its foes, it immediately wins a major victory. Otherwise, at the end of the battle, the player who has the most models remaining wins a minor victory.

HOLD AT ALL COSTS

The battlefield lies at a crossing of key strategic importance. A defending army stands ready to hold it at all costs in the face of a superior foe that surrounds them.

THE ARMIES
In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when the Power Level of one army is between a third higher and double that of the other. In this mission, the player whose army has the higher Power Level is the Attacker; their opponent is the Defender.

THE BATTLEFIELD
Create the battlefield and set up terrain. The centre of the battlefield should contain at least one terrain feature, such as a hill, a building or a large ruin that the Defender's units can begin the battle holding.

DEPLOYMENT
Once the battlefield has been created, the Defender sets up their entire army anywhere that is within 18" of the centre of the battlefield. The Attacker then sets up their entire army anywhere that is more than 12" from any enemy model.

FIRST TURN
The players should roll off, and whoever rolls highest can choose whether to have the first or second turn.

BATTLE LENGTH
The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS
If one army has slain all of its foes, it immediately wins a major victory. Otherwise, at the end of the battle, the player whose model is closest to the centre of the battlefield wins a major victory.

DEATH OR GLORY

An outnumbered army faces inevitable defeat, but if they sell their lives dearly, and even a single warrior survives, they will have earned a heroic death.

THE ARMIES
In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when the Power Level of one army is at least twice that of the other. In this mission, the player whose army has the higher Power Level is the Attacker, and their opponent is the Defender.

THE BATTLEFIELD
Create the battlefield and set up terrain.

DEPLOYMENT
Once the battlefield has been created, the players should roll off. The player who rolled lowest chooses a half to be their deployment zone; the opposite half is their opponent's deployment zone. The Attacker sets up their entire army first, and the Defender sets up their entire army second. Models must be set up in their own deployment zone, more than 12" from the enemy deployment zone.

FIRST TURN
The Defender can choose whether to have the first or second turn.

BATTLE LENGTH
The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS
If one army has slain all of its foes, it immediately wins a major victory. Otherwise, at the end of the battle, the Defender wins a heroic victory if they have even a single model remaining on the battlefield.

NARRATIVE PLAY

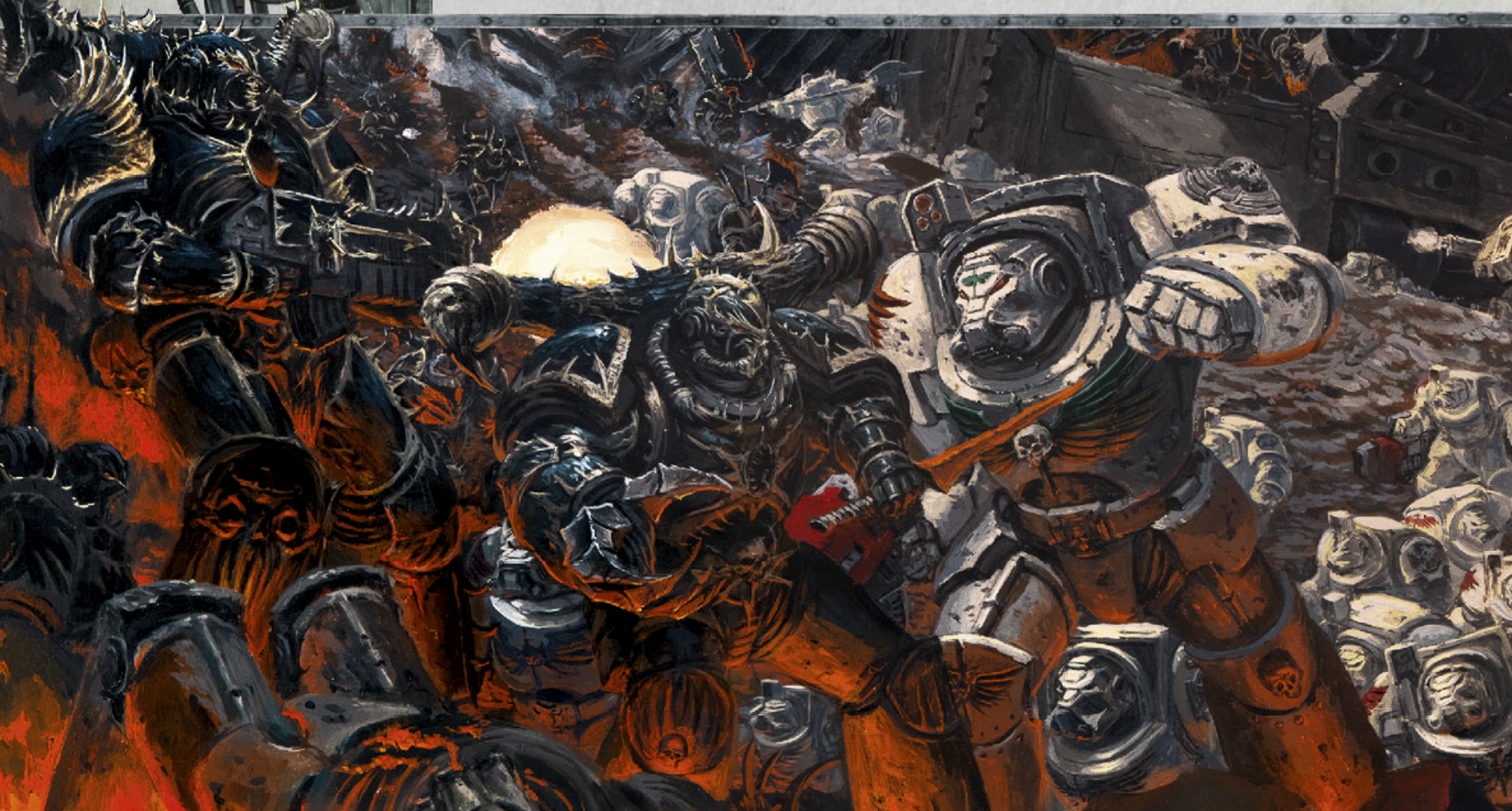
With a cast of indomitable heroes, diabolical villains and enigmatic xenos, a plot of system-spanning conflicts, unshakeable loyalty and ruthless betrayals, and of course spectacular battles, every Warhammer 40,000 story is an epic in itself. Narrative play is all about enacting such tales on your own battlefield.

All across the galaxy, relentless battles of conquest and survival are being fought between the forces of the Imperium, Chaos, and the disparate xenos races. Just as you might expect, recreating these sprawling conflicts on the tabletop is a hugely popular part of the Games Workshop hobby, allowing you to make these stories your own. Put simply, narrative play is a gaming style that ties the battles you play on your tabletop to the stories of the Imperium and its foes.

Most games of Warhammer 40,000 tell a story. Every time players get together and talk about why their armies might be fighting each other, they are working out a narrative game. Once objectives have been decided, there are endless ways to build that story into the game. Armies might be modified to better reflect the protagonists of the story, specific scenery might play a part in recreating the landscape, 'house rules' might be invented to represent the consequences of victory and defeat – even the paint schemes can be developed to reflect the narrative the players are trying to create. This element of planning and storytelling sets narrative play apart from open play, embedding the games firmly in the worlds of Warhammer 40,000.

Narrative play can be further enhanced through the use of Battle-forged armies (pg 240). In these armies, your units are organised into Detachments, which not only allows your armies to better reflect the background of their Faction, but also awards Command Points, giving you access to general and mission-specific Stratagems which you can use to shape the battle.

The stories set out in the various Warhammer 40,000 publications are there to provide a setting for your collections of Citadel Miniatures. By their very nature, these tales describe battles fought by named individuals and specific armies, such as the Ambush at Dhorak Pass, when the Cadian regiments commanded by Commissar Odoski came under attack from the Alpha Legion.



We have included a mission at the end of this section that allows you to refight that battle, as well as a general guide on how to create your own missions based on historical events. These kinds of battles are referred to as 'Echoes of War' missions.

Most of the missions presented in this section take a more flexible approach to war in the far future, however. We've included six missions, each representing a classic type of battle that you can easily adapt to suit your own narrative should you so choose – we call these 'Crucible of War' missions. The Meat Grinder mission, for example, centres around a desperate defence against a foe who throws his forces at the enemy in ceaseless waves. It is representative of a thousand such conflicts in the Dark Millennium, and is ideal for recreating classic battles such as Ghazghkull Thraka's assault on Hades Hive, or the Ultramarines' ill-fated defence of Macragge's polar fortresses during the First Tyrannic War.

Narrative games are typically asymmetrical, with one player taking the role of the attacker and the other taking the role of the defender. Each player's army might be composed according to these different roles, with access to different abilities, and one player will often have an advantage over the other. These types of narrative games present a whole new challenge to a general, and require different skills and stratagems if you are to succeed.

Narrative games also tend to have more bespoke rules than either open play or matched play games. This is simply because narrative missions are more detailed in the way they try to recreate the stories, events and strategies of particular battles. Planning a narrative game, and working out which special rules you will use, is often just as fun as playing the game itself, as it lets you really unleash your imagination.

All of the missions and rules in this section can be used to provide inspiration for battles of your own creation. Recreating a battle just as it happened is great fun, and as we provide many missions that do this, it's very easy as well. With only a little effort, however, it is just as satisfying to use these missions as the framework for making up your own stories, tailored to your own collections. The only limitations to a narrative game are those of the story itself – which you get to create! Small and large armies, one-off games or campaigns (pg 272), simple or complex additional rules – all of the parameters are up to you and your opponent, ensuring that the games you play build on and support the legends of your collections.

'TO HUNT THE FALLEN, WE MUST BE STRONG, SWIFT AND SILENT. WE MUST PLACE TRUST IN OUR SWORN BROTHERS ALONE, AND SHOW NEITHER MERCY NOR HESITATION TO ANY WHO SEEK TO OBSTRUCT OR BETRAY US.'

- Sergeant Zamorael, Dark Angels Ravenwing

NARRATIVE PLAY MISSION RULES

Most narrative play missions use one or more additional special rules to better represent the different tactics and strategies used by attackers and defenders. Some of the more in-depth mission special rules are collected below and referenced by the missions that appear later in this section.

CONCEALED DEPLOYMENT

In some battles, commanders have had time to conceal the positions of their forces from the enemy.

If a mission uses Concealed Deployment, the Defender will need a set-up marker for each unit in their army that they intend to start the battle deployed on the battlefield. You do not need any markers for units that will start the battle embarked on a **TRANSPORT**, only a marker for the transport itself. Each marker needs to be distinct (for example by having a different number) so it can correspond to a specific unit. The Defender must write down which unit each marker represents and keep this information secret from his opponent.

When the Defender deploys their army, they set up the markers instead of their models. Once the Defender has set up all their markers, the Attacker deploys all their forces. Once this has been done, the Defender then reveals which marker corresponds to which unit, setting up the appropriate models as they do so. The first model in each unit must be placed exactly where the unit's set-up marker was placed, and the entire unit must be set up wholly within the player's own deployment zone.

DAWN RAID

Cunning commanders may attack under cover of darkness to conceal their advance from the foe.

If your mission uses Dawn Raid, both players must subtract 1 from all hit rolls made in the Shooting phase during the first battle round of the game.

PRELIMINARY BOMBARDMENT

In a major offensive, the attacker will often launch a heavy bombardment prior to the main attack.

If your mission uses Preliminary Bombardment, then at the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside **TRANSPORTS**). On a roll of 6, that unit has been hit by a Preliminary Bombardment; that unit suffers D6 mortal wounds. **INFANTRY** units that are hit by a Preliminary Bombardment can choose to go to ground before the damage is determined – if they do, they only suffer D3 mortal wounds, but cannot take any actions during their first turn.

RANDOM BATTLE LENGTH

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random Battle Length, at the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

RESERVES

Reserves are forces which are not directly present at the start of an engagement but are available as reinforcements during battle.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+, the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a **TRANSPORT**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve – typically within a short distance of a specified edge of the battlefield.

SENTRIES

Many commanders use sentries to guard vital locations and raise the alarm if intruders are spotted.

If your mission uses Sentries, the Defender will need one extra unit to act as their Sentries. Unless otherwise stated, this unit should have the Troops Battlefield Role, contain up to 10 models and have a Power Rating of 10 or less. The Sentries' Power Rating is excluded when you are calculating the total Power Level of your army.

The mission rules will detail where Sentries are set up, but it should be noted that each Sentry model moves and acts as a separate, individual unit throughout the battle. At the start of each of the Defender's Movement phases, both players roll a dice for each Sentry model, in an order chosen by the Defender. The player who rolled the highest can move the model the distance indicated on their dice in any direction (a Sentry cannot Advance as part of this move). If the rolls are tied, the Sentry does not move.

At the start of the game, all is quiet and the alarm has yet to be sounded, but it is raised if any of the following occur:

- A model from the Attacker's army fires a ranged weapon or manifests a psychic power.
- A model from the Attacking player's army attacks a Sentry in the Fight phase but fails to kill them. Note that Sentries cannot fire Overwatch until after the alarm is raised.
- A model from the Attacking player's army is spotted by a Sentry. An enemy unit is spotted if it is within a certain range of any Sentry at the end of any Movement phase (irrespective of whether or not that unit is visible to the Sentry). The spotting range depends upon the Power Rating of the Attacker's unit, as detailed below:

POWER RATING	SPOTTED WITHIN
5 or less	3"
6-10	6"
11-19	9"
20 or more	12"

If the alarm is raised during the Attacker's turn, their turn ends after the action that raised the alarm has been completed. If the alarm is raised during the Defender's turn, the Defender immediately starts a new turn in which they can typically set up response forces or reinforcements; this will be detailed in the mission itself. In either case, the Sentries are now under full control of the Defender.

SUSTAINED ASSAULT

Occasionally, an army will possess overwhelming superiority in numbers, with wave upon wave of its troops hurling themselves forward.

If your mission uses Sustained Assault, any of the Attacker's units that are destroyed can be brought back into play later in the battle, to represent their almost limitless supply of reinforcements. At the end of each of the Attacker's Movement phases, roll a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+, immediately set up that unit within 6" of a battlefield edge – the mission will specify which.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later as described above.

CRUCIBLE OF WAR

MEAT GRINDER

The enemy forces arrayed against you are the last stubborn defenders of this war zone, grimly holding out despite being overwhelmingly outnumbered. You have been committed to lead an all-out attack to annihilate them in their entirety. Friendly casualties are of no concern – no enemy must survive!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but if their army is Battle-forged (pg 240) they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The Defender's deployment zone should contain several defensible pieces of terrain, such as ruins or obstacles, from which they can make their defiant last stand. The Attacker's deployment zone should be more sparse by comparison, to better represent the no man's land they are crossing.

DEPLOYMENT

After terrain has been set up, the players then deploy their armies using the Concealed Deployment rules (pg 194). None of the Defender's units can use abilities that allow them to arrive on the battlefield mid-battle – such units must be set up on the battlefield during deployment, using the Concealed Deployment rules.

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 194).

FIRST TURN

The Attacker rolls a dice. On a 1, 2 or 3, the Attacker has the first turn, and on a 4, 5 or 6, the Defender has the first turn.

SUSTAINED ASSAULT

The Attacker can use the Sustained Assault rules (pg 195) to represent their overwhelming superiority in numbers. Each time one of the Attacker's replacement units arrives, set up the models in that unit within 6" of the Attacker's battlefield edge.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

If at the end of the battle the Defender has any models remaining on the battlefield, they win a major victory. Any other result is a major victory for the Attacker.

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP SUSTAINED BOMBARDMENT

Attacker Stratagem

Use this Stratagem immediately before rolling to see if a unit is hit by your Preliminary Bombardment. Roll 3 dice instead of 1.

1CP SPIES

Attacker Stratagem

Use this Stratagem immediately after the Defender has finished placing their set-up markers. Select one of the markers – the Defender must reveal which unit is hiding there and immediately set the unit up (the first model in that unit must be set up on the marker as normal).

2CP OUTFLANKING REINFORCEMENTS

Attacker Stratagem

Use this Stratagem when a replacement unit arrives on the battlefield. That unit can be set up anywhere within 6" of any battlefield edge other than the Defender's battlefield edge.

1CP DECOYS

Defender Stratagem

Use this Stratagem immediately before placing your set-up markers. You can place two extra set-up markers as decoys. When a decoy is revealed, simply remove the marker.

1CP FOXHOLES

Defender Stratagem

Use this Stratagem when one of your **INFANTRY** units is hit by a Preliminary Bombardment, but before the number of hits is determined. Halve the number of hits (rounding up) suffered by that unit.

1CP TRAPS

Defender Stratagem

Use this Stratagem when a replacement unit arrives on the battlefield. Roll a dice for each model in that unit – for each roll of 6, one model in that unit is slain (controlling player's choice).

CRUCIBLE OF WAR

AMBUSH!

Under cover of darkness, the attacker's forces have prepared a deadly trap and are even now lying in wait for a convoy of enemy reserves heading for the front line. They hope to catch their foe unawares and destroy them utterly before they can escape or mount a retaliatory counter-strike.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can **FLY**. If a player's army is Battle-forged (pg 240) they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The Defender's deployment zone represents a thoroughfare leading towards the front line and should be exposed. The Attacker's deployment zone should be covered in dense terrain such as woods or ruins, making it a perfect ambush site.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 194). However, for this mission, the roles are reversed; the Attacker uses set-up markers to deploy their army first, and the Defender then sets up as normal.

FIRST TURN

The Attacker has the first turn.

DAWN RAID

This mission uses the Dawn Raid rules (pg 194).

ESCAPE ROUTE

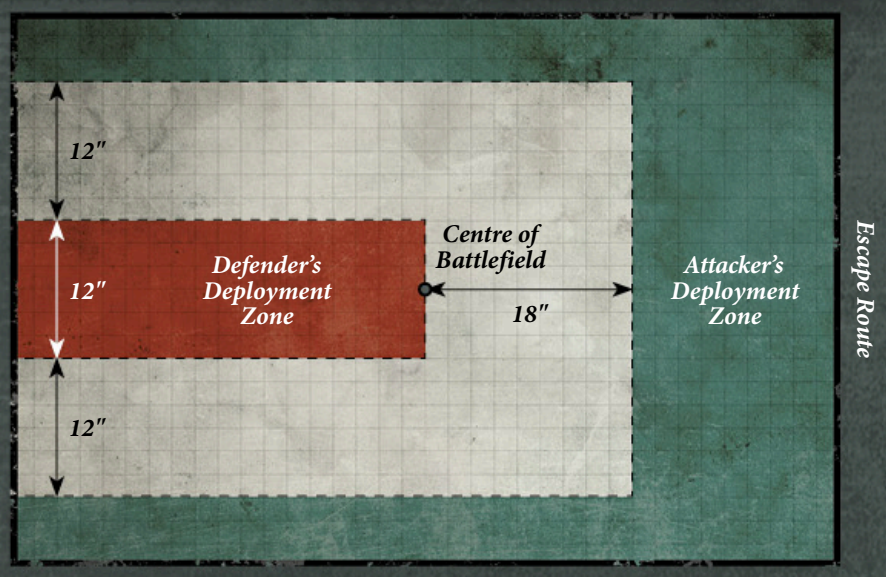
The Defender's units can move off the battlefield edge labelled 'Escape Route' so long as all of their models are able to make it off the board in the same phase. Any that do so have escaped the ambush – they are removed from the battlefield and take no further part in the battle.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, add up the Power Ratings of all the Defender's escaped units (see Escape Route, above) and compare this to the Power Level of their army (count the entire unit's Power Rating, even if only a single model escaped). If the combined Power Rating of the escaped units is one third or more of the army's Power Level, the Defender wins a major victory. Any other result is a major victory for the Attacker.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1+CP NIGHT RAIDER

Attacker Stratagem

Use this Stratagem immediately after deployment. For each Command Point you spend, the Dawn Raid rules apply for one additional battle round. For example, if the Attacker uses 2 Command Points on this Stratagem, both players must subtract 1 from all hit rolls made in the Shooting phase during the first three battle rounds of the game.

1CP SPECTRUM-ENHANCEMENT WARGEAR

Attacker Stratagem

Select one of your own units immediately before it makes its shooting attacks. That unit can shoot without penalties from Dawn Raid this phase.

3CP PRELIMINARY BOMBARDMENT

Attacker Stratagem

Use this Stratagem immediately after both sides have deployed. You can launch a Preliminary Bombardment (pg 194).

1CP THE TABLES TURNED

Defender Stratagem

Use this Stratagem immediately after both sides have deployed, but before the first turn begins. The Defender rolls a dice – on a 6, they get the first turn instead.

2CP RETURN FIRE

Defender Stratagem

Use this Stratagem at the end of your opponent's first Shooting phase. Select a unit in your army that was the target of at least one shooting attack; that unit can make a shooting attack at the enemy as if it were your own Shooting phase.

1CP IRON DISCIPLINE

Defender Stratagem

Use this Stratagem after the Attacker has resolved a Preliminary Bombardment. Roll a dice for each of your units that went to ground; on a 2+ they can act normally during their first turn.

CRUCIBLE OF WAR

PATROL

You have been detailed to patrol no man's land and drive off any enemy forces encountered. Additional forces are near at hand to secure victory, but be warned – the enemy have their own reserves and will attempt to do the same to you.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but if their army is Battle-forged (pg 240) they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Level of one of the armies is a third or more higher than the opposing army's Power Level, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Ruined buildings and craters litter the battlefield, the fallout from months of conflict.

DEPLOYMENT

After terrain has been set up, the Defender sets up three of their units wholly within their deployment zone – one of these units must have the Troops Battlefield Role. The Attacker then selects three of their units to serve as their patrol and sets them up wholly within their deployment zone – one of these units must have the Troops Battlefield Role. All other units arrive later in the battle using the Reserves rules (pg 194).

FIRST TURN

Both players roll a dice, rolling again in the case of a tie. The player who rolls highest chooses who has the first turn.

DRAWN TO BATTLE

Starting from the second battle round, each player makes a roll for each of their units in Reserve at the end of their Movement phase. Attacking units arrive on a 4+, while Defending units arrive on a 3+. Units automatically arrive at the end of a player's fourth Movement phase if they have not already done so.

When a unit arrives, set it up anywhere within 6" of the controlling player's battlefield edge.

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

2CP **ENCIRCLING REINFORCEMENTS**

Attacker Stratagem

Use this Stratagem when one of your units arrives from Reserve. That unit can be set up anywhere within 6" of any battlefield edge other than the Defender's battlefield edge.

2CP **SIGNAL THE ATTACK**

Attacker Stratagem

Use this Stratagem at the end of your Movement phase, before making any Reserve rolls. Until the end of the turn you can add 1 to every Reserve roll you make.

2CP **PATROL IN FORCE**

Attacker Stratagem

Use this Stratagem after the Defender has deployed their patrol. You can set up one additional unit during deployment – this unit must have the Troops Battlefield Role.

1CP **RAPID REINFORCEMENTS**

Defender Stratagem

Use this Stratagem immediately before making a Reserve roll. The unit being rolled for automatically arrives – there is no need to make the Reserve roll.

1-2CP **DELAYED RESERVES**

Defender Stratagem

Use this Stratagem immediately before your opponent makes a Reserve roll. If you spend 1 CP, your opponent must subtract 1 from the roll, but if you spend 2 CPs, they must subtract 2 instead.

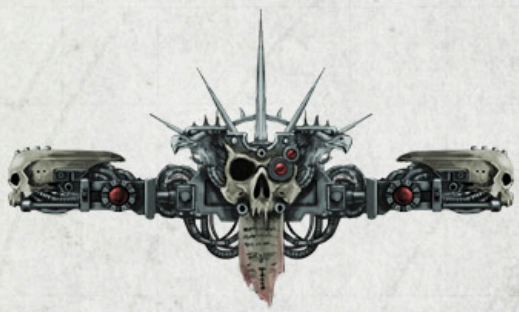
2CP **HOME ADVANTAGE**

Defender Stratagem

Use this Stratagem immediately before rolling to determine who will have the first turn. You can roll two dice instead of one, and choose the highest result.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

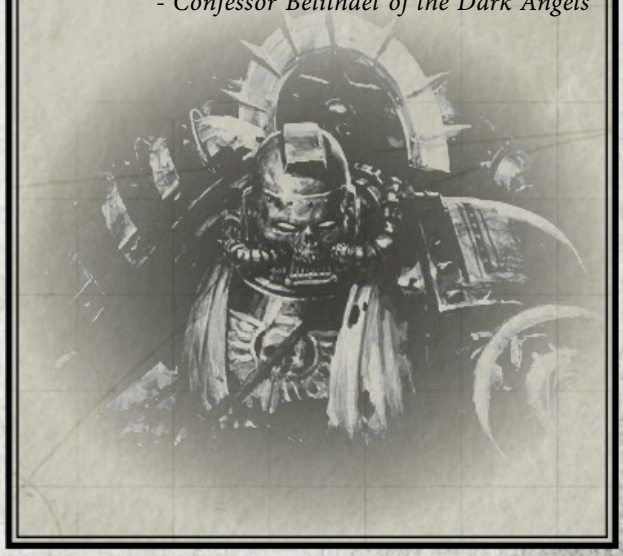


VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Each player scores 1 victory point for each enemy unit that is destroyed (any unit not on the battlefield at the end of the game counts as having been destroyed).

'MERCY IS A WORD FOR TRAITORS AND COWARDS. IT IS A WORD FOR HERETICS. LET ALL WHO SPEAK IT BE STRUNG UP BY THEIR DUPLICITOUS TONGUES.'

- Confessor Belithael of the Dark Angels



CRUCIBLE OF WAR

BLITZ

The war progresses and the offensive is pushing the enemy back all along the front. However, the foe has mustered a strong defence at a vital crossing, and thus far, all attempts to break through their lines have failed. You must attempt to smash the defenders aside and drive deep into enemy territory.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can **FLY**. If a player's army is Battle-forged (pg 240), they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield represents a well-defended and fortified position which the attackers are trying to break through. The Defender's Front Line and Second Line deployment zones should both feature plenty of dense terrain features, such as ruins, to shelter within, or even a series of obstacles, defence lines, razor wire and other defences with the potential to halt the Attacker's advance. The Attacker's deployment zone, by contrast, is a carefully prepared killing field, with relatively little cover available.

DEPLOYMENT

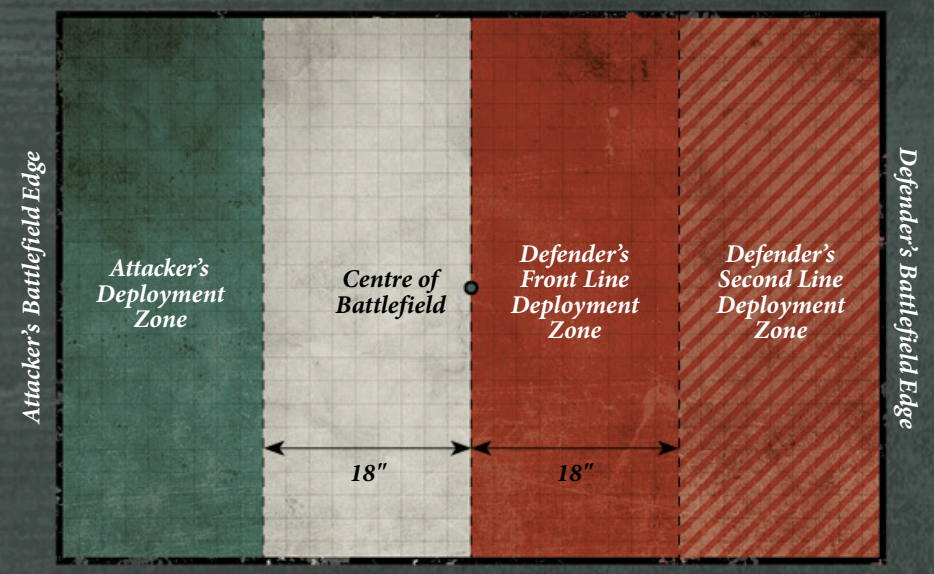
After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 194). The Defender must attempt to place an equal number of set-up markers in their Front Line and Second Line deployment zones.

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 194).

FIRST TURN

The Attacker has the first turn.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

HEAVY BOMBARDMENT

Attacker Stratagem

Use this Stratagem immediately before rolling to see if a unit is hit by your Preliminary Bombardment. The unit being rolled for is hit on a 4+ instead of only a 6.

2CP

DUG-IN DEFENCES

Defender Stratagem

Use this Stratagem immediately after setting up one of your units. Until that unit moves (for any reason) you can add 1 to that unit's saving throws against all shooting attacks.

1CP

COVER GROUND

Attacker Stratagem

Use this Stratagem immediately before a unit rolls for its Advance distance – you count as having rolled a 6.

1CP

PROXIMITY MINES

Defender Stratagem

Use this Stratagem the first time an enemy unit moves into or through your Front Line deployment zone. Roll a dice for each model in that unit – for each roll of 6, one model in that unit is slain (controlling player's choice).

2CP

FORCED MARCH

Attacker Stratagem

Use this Stratagem when a replacement unit arrives on the battlefield. That unit can be set up anywhere within the Attacker's deployment zone that is more than 9" away from any enemy model.

1CP

DECOYS

Defender Stratagem

Use this Stratagem immediately before placing your set-up markers. You can place two extra set-up markers as decoys. When a decoy is revealed, simply remove the marker.

SUSTAINED ASSAULT

The Attacker uses the Sustained Assault rules (pg 195) to represent their overwhelming superiority in numbers. Each time one of the Attacker's replacement units arrives, set up the unit wholly within 6" of the Attacker's battlefield edge. The Attacker must attempt to bring on units if they can – there can be no holding back.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Break Through: The Attacker scores 1 victory point for each of their units with at least one model completely within the Defender's Front Line deployment zone at the end of the battle. They score 2 victory points instead for each of their units with at least one model completely within the Defender's Second Line deployment zone at the end of the battle.

Destroy any Approach: Each time one of the Attacker's units is destroyed, the Defender scores 1 victory point.

CRUCIBLE OF WAR

SABOTAGE

The attacker is leading a force on a surprise raid deep in enemy territory. Their mission is to sneak past the sentries guarding an important installation and plant explosives to destroy it. The defender's main forces are on high alert, however, and should the alarm be raised, they will respond with deadly force.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with armies that have a Power Level of 50 to 100, and which do not include many (or any!) **VEHICLES** or **MONSTERS**. If a player's army is Battle-forged (pg 240), they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide. The Defender will need an additional unit to act as their Sentries (pg 195).

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The Defender's deployment zone needs to include an objective marker or a suitable piece of scenery that is wholly within 12" of the centre of the battlefield to represent the target of the Sabotage (called the Objective)

DEPLOYMENT

After terrain has been set up, the Defender sets up their Sentries. At least half of the Sentries must be placed within 12" of the centre of the battlefield, but the remainder can be placed anywhere in the Defender's deployment zone. The Attacker then sets up as many of their units as they wish wholly within their deployment zone. All remaining units for both sides are placed in Reserve; they will arrive during the battle as described opposite.

FIRST TURN

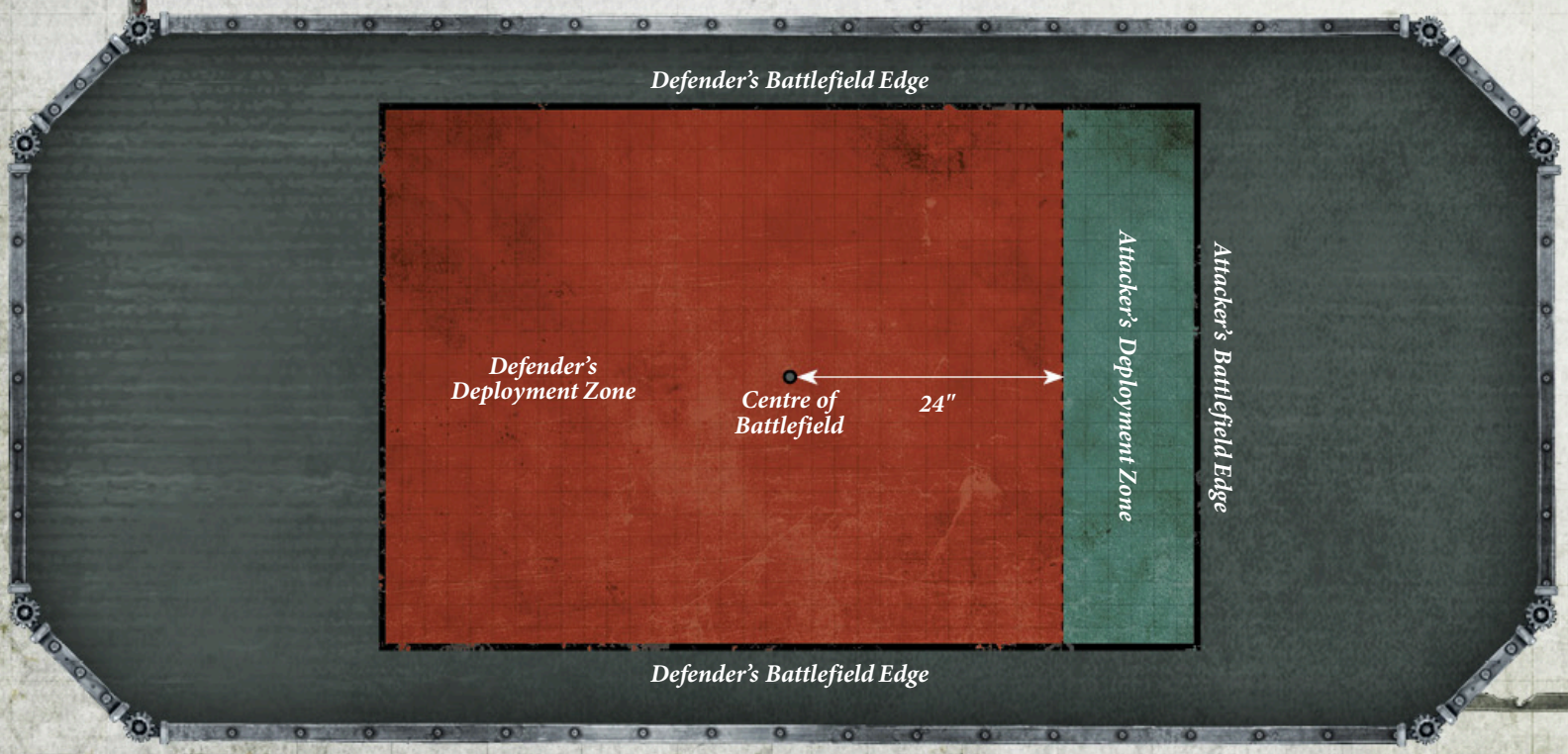
The Attacker has the first turn.

ATTACKER'S RESERVES

The Attacker is allowed to bring on any Reserve units that they wish to at the end of each of their Movement phases. When a unit arrives from Reserve, they must be set up within 6" of their battlefield edge.

DEFENDER'S RESERVES

The Defender is allowed to bring on any Reserve units at the end of any of their Movement phases after the alarm has been sounded. On the first turn after the alarm is sounded, the Defender must roll a dice before bringing on a Reserve unit; it will only arrive on a roll of 3+. In subsequent turns, no roll is required. All models in the unit must be deployed wholly within 6" of one of the Defender's two battlefield edges, and with all models more than 9" from any enemy models.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP SILENCED WEAPONS

Attacker Stratagem

Use this Stratagem when one of your units makes a shooting attack, immediately before the attack is resolved. The alarm is only sounded if the target of the shooting attack loses one or more wounds, but is not slain.

1CP CAMOUFLAGE

Attacker Stratagem

Use this Stratagem when one of your units is set up during deployment. Halve that unit's Power Rating when working out the distance at which it can be spotted by Sentries.

1CP EXTRA EXPLOSIVES

Attacker Stratagem

Use this Stratagem after a unit has made a Sabotage attempt. That unit can make one additional Sabotage attempt during the game (it cannot make another Sabotage attempt this turn, however).

2CP SENSORS

Defender Stratagem

Use this Stratagem after you have set up your Sentries on the battlefield. All Sentries can add 3" to the distances at which they will spot an enemy model.

1CP CUT THE WIRES

Defender Stratagem

Use this Stratagem if any of your units are within 3" of the Objective at the end of the game. Reduce the number of Sabotage attempts that have been made by 1, to a minimum of 0 attempts.

2CP EXTRA SENTRIES

Defender Stratagem

Use this Stratagem immediately before setting up your Sentries. Two units can be set up as Sentries rather than only one unit.

SABOTAGE

Units from the Attacker's army can make a Sabotage attempt if they are within 3" of the Objective at the end of any of their turns. An individual unit cannot attempt to Sabotage the Objective more than once during the battle, but any number of different units from the Attacker's army can do so. **VEHICLES** and **MONSTERS** cannot make Sabotage attempts.

Keep track of the number of Sabotage attempts that are made over the course of the mission. When the battle ends, the Attacker rolls a dice, adding the number of Sabotage attempts to the result. If the score is 7 or more, the Objective is destroyed in a massive explosion!

Proximity Alert: The alarm is automatically sounded from the end of the turn in which the first Sabotage attempt is made, even if no Sentries are left on the battlefield.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

If the Objective is destroyed (see Sabotage), the Attacker wins a major victory. Otherwise, the Defender wins a major victory.

CRUCIBLE OF WAR

RESCUE

A spy has narrowly evaded capture by the foe, but they are still trapped behind enemy lines. Your orders are to locate the spy, and then escort them from the battlefield before enemy reinforcements arrive to overwhelm your rescue force.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with armies that have a Power Level of 50 to 100, and which do not include many (or any!) **VEHICLES** or **MONSTERS**. If a player's army is Battle-forged (pg 240), they will also be able to use the appropriate Stratagems included with this mission.

Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide. The Attacker will need a single **INFANTRY** model with a Wounds characteristic of no more than 4 to represent the Spy. The Defender will need an additional unit to act as their Sentries (pg 195).

THE SPY

The Spy model is not included in the Attacker's Battle-forged army, and does not contribute to the Attacking army's Power Level. It is treated as a unit consisting of a single model, that can only be attacked by enemy models if it is the closest target.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Once all the terrain has been set up, the players take it in turns, starting with the Attacker, to pick a piece of terrain in the Defender's deployment zone in which the Spy may be hiding, until a total of six terrain pieces have been chosen (alternatively, players can place six objective markers).

DEPLOYMENT

After terrain has been set up, the Defender sets up a unit of Sentries (pg 195). At least a third of the Sentries must be placed within 12" of the centre of the battlefield, but the remainder can be placed anywhere in the Defender's deployment zone. The Attacker then sets up as many of their units as they wish wholly within their deployment zone. All remaining units for both sides are placed in Reserve; they will arrive during the battle as described below.

FIRST TURN

The Attacker has the first turn.

ATTACKER'S RESERVES

The Attacker is allowed to bring on any Reserve units that they wish to at the end of each of their Movement phases. When a unit arrives from Reserve, they must be set up within 6" of their battlefield edge.

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP SILENCED WEAPONS

Attacker Stratagem

Use this Stratagem when one of your units makes a shooting attack, immediately before the attack is resolved. The alarm is only sounded if the target of the shooting attack loses one or more wounds, but is not slain.

2CP SENSORS

Defender Stratagem

Use this Stratagem after you have set up your Sentries on the battlefield. All Sentries can add 3" to the distances at which they will spot an enemy model.

2CP NIGHT RAID

Attacker Stratagem

Use this Stratagem after both sides have deployed. The Dawn Raid rules (pg 194) are used in this mission and the spotting range for all Sentries is halved during the first battle round.

3CP RAPID RESPONSE

Defender Stratagem

Use this Stratagem before rolling to see if a Reserve unit arrives on the turn after the alarm is sounded. The unit automatically arrives without the dice being rolled, and can arrive within 6" of any battlefield edge other than the Attacker's.

1CP SCAN FOR DISTRESS BEACONS

Attacker Stratagem

Use this Stratagem at the end of your Movement phase if a model is within 12" of one of the pieces of terrain that may contain the Spy that has yet to be investigated. On a 6, you have found the Spy and it is placed using the rules below.

2CP EXTRA SENTRIES

Defender Stratagem

Use this Stratagem immediately before setting up your Sentries. Two units can be set up as Sentries rather than only one unit.

DEFENDER'S RESERVES

The Defender is allowed to bring on any Reserve units at the end of any of their Movement phases after the alarm has been sounded. On the first turn after the alarm is sounded, the Defender must roll a dice before bringing on a Reserve unit; it will only arrive on a roll of 4+. In subsequent turns, no roll is required. All models in the unit must be deployed wholly within 6" of the Defender's battlefield edge, and with all models more than 9" from any enemy models.

FINDING THE SPY

Roll a dice the first time one of the Attacker's models finishes a move within 3" of a piece of terrain (or marker) that may contain the Spy. On a roll of 6, or if this is the last place the Spy could be, the model representing the Spy is set up by the Attacker within 3" of the terrain, more than 1" from any enemy models. If this is impossible, the Spy is slain and the Attacker loses the battle immediately.

The Spy cannot move in the Movement phase in which it is discovered. In addition, the alarm is automatically sounded at the end of the turn in which the Spy is discovered, even if no Sentries are left on the battlefield.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

If the Spy has been discovered and is still alive at the end of the game, the Attacker wins the battle. Otherwise the Defender wins the battle.

HISTORICAL BATTLES

The galaxy is replete with heroic deeds and legendary battles. With a little imagination, you can recreate these battles with your armies on the tabletop and find out if history will repeat itself, or if your command can alter the course of fate.

After reading about a specific battle, many players become inspired and wish to incorporate similar themes into their own games. Some players may even take their inspiration a step further, wanting to replicate not just the flavour of the battle that inspired them, but recreate the conflict exactly. Such 'historical' battles offer many unique and rewarding challenges.

There are myriad ways to approach recreating a historical battle. There is no right or wrong method, and players should experiment to find what works best for them. Unlike a pick-up-and-play match against a regular opponent, replaying a historical battle takes some degree of planning. How much depends on the scale and detail of the battle you are trying to bring to life. In some cases, there will already be an Echoes of War mission that represents the event. Effectively a ready-made historical battle, these narrative missions feature all you need to recreate the clash on the tabletop. We have provided one here as an example – Ambush at Dhorak Pass – including a brief summary of the events (below) and the mission that recreates it (right).

Conversely, if a battle is recounted in less detail, further research and perhaps a little innovation is called for. If there is no mission for the battle you wish to enact, you may want to make up your own rules. You could adapt an existing mission to better suit your needs or devise one completely from scratch. Read the source material again and study any artwork, both of which can give you glimpses into the circumstances of the battle. Look for any details that can be translated to the tabletop, such as mentions of the different types of units that were present, or of the heroes that led them into battle, the strategies they used, the terrain they fought over, and so on. The more you discover and translate into your rules, the more authentic and enjoyable your game will be. Inventing rules, army lists and a modelled battlefield for a historical re-fight is all part of the fun!

THE AMBUSH AT DHORAK PASS

The Cadian Dhorak front was beginning to crumble beneath the onslaught of relentless Chaos attacks. Yet this was Cadia – a fortress world as well prepared for war as any in the Imperium, honed by battles uncounted. Reinforcements were already en route – with tank columns of the Cadian 309th Armoured Regiment leading companies of the 822nd Infantry – 'The Sureshots' – to the aid of their beleaguered comrades. They did not make it. Waiting for them on the supply route was a carefully laid Alpha Legion ambush. Designed to deny Imperial reinforcements at the most critical junctures of the final battles, such ambushes had been set up all across the multiple fronts. Under cover of the unnatural darkness of violent warp storms, the Alpha Legion had laid a characteristically effective trap behind the Dhorak front. A series of quake-mines across the path stalled the lead Imperial forces, their own wrecked vehicles blocking their route. Then, with perfect timing, hidden Chaos troops rose from concealment to lay down a deadly crossfire upon both flanks. In this way, the undersized strike force whittled down the Imperial forces' superior numbers. Cadians are born to fight, however. Under barked commands from their Commissar, they began to coolly lay down return fire while attempting to fall back in good order. Commissar Odoski knew he needed to extract himself from the immediate ambush, and that if he could set his firing line then his superior numbers and armour could make his foe pay for their daring. Unfortunately, this played right into the Alpha Legion's plan. Summoned Daemons materialized amidst the Cadians' rear ranks, and for the first time, panic began to set in amongst the battle-hardened Astra Militarum. In a few short moments, only smoking wrecks and cruelly hewn corpses were left at the crossroads, the only sound the crackle of flames and a last few vox calls from the Dhorak front – still calling for aid that would never arrive.

ECHOES OF WAR

AMBUSH AT DHORAK PASS

The final battles of Cadia were marked not just by the terrible onslaught of Abaddon's assaults, but also by innumerable synchronised ambushes. The action at the Dhorak Pass crossroads is an example of how the smaller Alpha Legion strikes could eliminate larger Imperial forces.

THE MISSION

This mission is a variation of the Ambush! mission (pg 198). Select the armies and create the battlefield as described below, but otherwise use all the rules as listed in the Ambush! mission, along with the additional rules and modifications detailed here.

THE ARMIES

The Defender commands an Astra Militarum army; the Cadian 309th Armoured and 822nd Infantry under the Command of Commissar Odoski. The Attacker commands Alpha Legion Chaos Space Marines and a host of their Daemon allies. The Cadian forces outnumber the Alpha Legion forces.

THE BATTLEFIELD

Use the deployment map and set up terrain as shown below to create the Dhorak Pass battlefield.

DAEMONIC AMBUSH

The Alpha Legion player's **DAEMON** units are not set up during deployment, but will arrive later during the battle. At the end of the Alpha Legion player's third Movement phase, they set up all of their **DAEMON** units anywhere on the battlefield more than 9" from any enemy model.

UNNATURAL DARKNESS

Do not use the Dawn Raid rules. Instead, use all the rules from Battlezone: Night Fight (pg 252) to better reflect the darkness caused by the warp storms.

BLOCKED ROUTE

The wrecks in the middle of the battlefield have blocked the road. Models cannot move through or over them and must move around them.

QUAKE-MINES

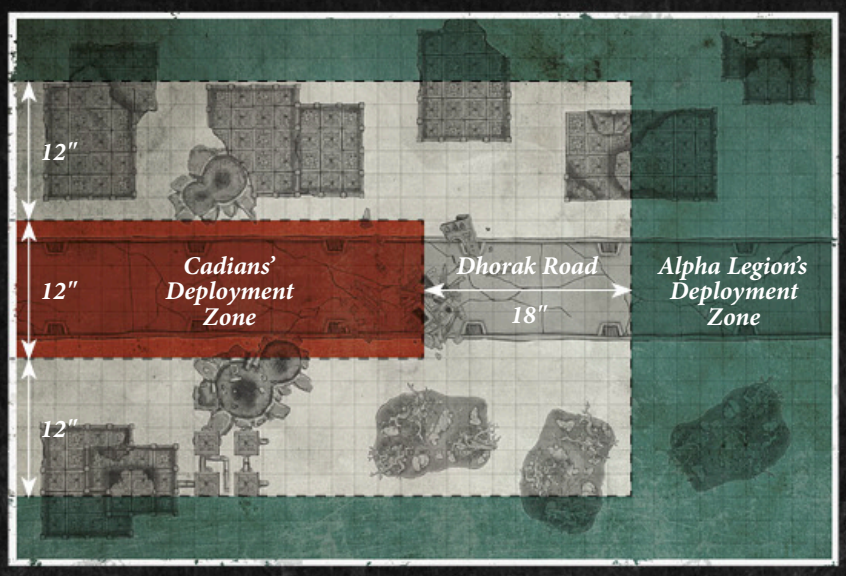
Roll a dice each time an **ASTRA MILITARUM** unit Advances along the Dhorak Road (see map) – on a 1 it triggers quake-mines buried by the Alpha Legion and immediately suffers D6 mortal wounds.

THE SURESHOTS

To represent their disciplined firing lines, the Cadian player can re-roll any hit rolls of 1 in the Shooting phase for any of their **INFANTRY** units that remained stationary in their preceding Movement phase.

COMMISSAR ODOSKI

If Commissar Odoski exits the battlefield (see Escape Route, pg 198) then the battle immediately ends and the Cadian player wins a major victory.



MATCHED PLAY

Armies come in all shapes and sizes, with unique strengths and weaknesses, but to test a general's mettle as a commander, there needs to be a level playing field. This is the goal of matched play.

Matched play games give you the option to fight battles with armies that are intentionally balanced against one another, allowing you to test not only your tactical skill on the battlefield, but also your strategic ability to choose an army that can defeat all opponents!

There are several ways to choose an army for matched play games. Typically, you and your opponent will build an army to an agreed points limit, but you could instead, for example, build armies that have a set number of units. Alternatively, you could use the Wounds characteristic or the Power Rating of each unit, either setting an upper limit for each unit or a fixed total for both armies. These are just a few examples of ways you can organise an army for matched play games – you and your opponent can use any system you like, as long as you both agree.

Forging an army for matched play is a more detailed process than it is for open and narrative play games. Firstly, it involves a conversation between you and your opponent in which you decide on the parameters of the battle. Whatever your chosen method of army selection, there will be some calculations to make as you select your forces to your agreed limits. Finally, you will need to organise your army into Detachments, as all matched play games use the Battle-forged army rules (pg 240). This is very straightforward and a fun process in its own right. It also means that, in matched play games, the game has essentially started before the first miniature is set up on the battlefield. Your knowledge of the units available to you and the wargear they use will be pivotal in this army-selection process, and knowledge of your opponent's force can be just as important.

'COLONEL DAGOSTIN, THE MUNITORUM MUST REGRETFULLY DENY YOUR REQUEST FOR REINFORCEMENT AT THIS TIME. LET FAITH AND PIETY BOLSTER YOUR RANKS IN THEIR PLACE. THE EMPEROR EXPECTS.'

- Munitorum missive, War Zone: Narthossus

BELLIGERENCE ALLIED TO FAITH CAN MOVE A MOUNTAIN.

Which combinations of units work best may not be obvious at first, but once you've played a few games, you will find the balance that works best for you.

When using Battle-forged armies, most Detachments will grant you Command Points (pg 242). These grant access to Stratagems, powerful tools that you can use to turn the tide of battle.

This section includes six Eternal War and six Maelstrom of War missions, which are designed to be played as part of matched play battles – the former use fixed ways of scoring victory points, the latter use dynamic Tactical Objectives which reflect changing orders. Unlike the missions presented in the narrative play section, where either the attacker or defender might have a slight advantage, in matched play missions both players share the same goal, providing them with an even chance of achieving victory.

There are several benefits to matched play. A battle between armies that are equally balanced makes for a decisive test of your strategic acumen, and the outcome of such a clash will always be hard to predict. Once you have settled on an army configuration, you essentially have a pick-up-and-play force that you can bring to any table, against any opponent, and there's no need to agree on the setting and story of a battle as you would in a narrative play game. Matched play is ideal for school leagues and tournaments, as it provides clear guidelines on the size and strength of the armies taking part, as well as ensuring that all battles are as fair as they can be. Also, putting limits on an army makes it easier to control how long a game will last, and as such, matched play is perfect for a quick game in your local hobby store. Some tournaments or events apply extra rules which may affect the armies you can choose, creating new challenges for players. For example, they might limit Battle-forged armies to three Detachments, or introduce exclusive new Detachments for you to use.

The following pages offer more details on assembling matched play armies and playing matched play battles. But however enjoyable it is to design a perfect army, a true general will only be satisfied after their force has sallied forth and proven its worth on the battlefield. Matched play beckons – and glory awaits!

'TWIST YOUR ENEMY'S DEEDS. RENDER HIS VICTORIES YOUR OWN. WEAVE ABOUT HIM THE STRANDS OF FATE AND PROVIDENCE UNTIL, WITH BUT A TWITCH OF HIS STRINGS, YOU COMPEL YOUR PUPPET TO LIE, TO KILL, AND EVEN SACRIFICE HIS OWN LIFE, IN FURTHERANCE OF THE WILL OF TZEENTCH.'

- Ezorath Qu'rastis, Sorcerer of the Thousand Sons

CHOOSE ARMIES

The rules presented here are designed so that the opposing armies used in a matched play game have as equal a chance of winning as possible. Mustering an army for matched play is therefore a more detailed affair than it is for open play or narrative play style gaming.

When choosing an army for a matched play game, your army must be Battle-forged (pg 240) and its total points value cannot exceed the limit set for your game.

ARMY FACTION

All of the units in a matched play army, with the exception of those that are **UNALIGNED**, must have at least one Faction keyword in common (e.g. **IMPERIUM** or **CHAOS**), even though they may be in different Detachments.

POINTS LIMIT

In a matched play game, you will need to determine with your opponent the points limit for your game. Usually, both players will use the same limit, but this does not need to be the case.

To use a points limit, you will need to reference the points values, which are found in a number of Warhammer 40,000 publications, such as codexes. In these you will find the points costs for every model and weapon described in that book. Simply add up the points values of all the models and weapons in your army, and make sure the total does not exceed the agreed limit for the game.

REINFORCEMENT POINTS

Sometimes a psychic power or ability will allow you to add units to your army, or replace units that have been destroyed. One of the most common examples of such an ability might allow you to summon a unit of **DAEMONS** to the battlefield. In a matched play game, you must set aside some of your points in order to use these units. The points you set aside are called your reinforcement points, and need to be recorded on your army roster (see below).

Each time a unit is added to an army during battle, you must first subtract the number of points the unit would cost from your pool of reinforcement points. If there are not enough points in the pool to pay for the unit, you must either decrease the size of the unit (down to the minimum unit size) or the number of upgrades until you have enough points for it, or decide not to use it after all. If you decide not to use the unit, then the ability or psychic power that allowed you to take it in the first place is still considered to have been used, even though no unit actually arrived.

ARMY ROSTER

Once you have picked your army, record the details of it on a piece of paper (called your army roster). The roster must include the units in your army, details of the upgrades they have, and must also say which unit in the army will be the army's Warlord.

ORGANISED EVENTS

If you are using matched play for an organised event such as a tournament, we suggest using the table below. As well as a helpful guide to the size of the battlefield and game length, the number of Detachments each player can take in their army is restricted, as is the number of times a players army can include a particular datasheet. Of course, if you are organising such an event, you should feel free to modify these guidelines to better suit your events own needs, schedule, etc. You can only include the same datasheet in a Battle-forged army up to a maximum number of times, depending upon the points limit for that game, as described below.

ORGANISED EVENT GUIDELINES

POINTS LIMIT	NUMBER OF DETACHMENTS	NUMBER OF TIMES EACH DATASHEET CAN BE INCLUDED*	BATTLEFIELD SIZE	GAME LENGTH
Up to 1,000	Up to 2 per army	Up to 2 per army	4' x 4'	Up to 2 hours
1,001-2,000	Up to 3 per army	Up to 3 per army	6' x 4'	2 to 3 hours
2,001-3,000	Up to 4 per army	Up to 4 per army	8' x 4'	3 or more hours

** This does not apply to units with the Troops or Dedicated Transport Battlefield Role, nor does it apply to any units that are added to your army during the battle that cost reinforcement points.*

CHOOSE MISSION

The only thing that remains to be done is to choose the mission you will use for the game. We have included two sets of matched play missions in this book: six Eternal War missions, and six Maelstrom of War missions. Each set has been devised to present different tactical challenges.

Matched play games use missions. You can simply agree with your opponent which set of matched play missions you wish to use, or you can roll off, and whoever rolls highest can choose which set to use.

Most matched play missions come in sets of six. Having picked the set you wish to use, you can either select one of the six missions, or roll a dice to randomly select one by using the appropriate table:

ETERNAL WAR TABLE

D6	MISSION
1	Retrieval Mission (pg 218)
2	No Mercy (pg 219)
3	The Scouring (pg 220)
4	Big Guns Never Tire (pg 221)
5	Secure and Control (pg 222)
6	The Relic (pg 223)

MAELSTROM OF WAR TABLE

D6	MISSION
1	Cleanse and Capture (pg 230)
2	Contact Lost (pg 231)
3	Tactical Escalation (pg 232)
4	Spoils of War (pg 233)
5	Cloak and Shadows (pg 234)
6	Deadlock (pg 235)

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of tactical or strategic import that both sides are attempting to secure. These can be represented by any appropriate markers, pieces of terrain or spare models that you have available, but nicely modelled bespoke ones are the most satisfying to use on your battlefield. When measuring distances involving objective markers, always measure to and from the centre of the marker.

SUDDEN DEATH

Generally a game will not finish before the agreed turn limit. However, it is possible to achieve a 'sudden death' victory in the following circumstances:

1. If one player concedes the battle, the game ends immediately and a crushing victory goes to their opponent.
2. If at the end of any turn after the first battle round, one player has no models on the battlefield, the game ends immediately and their opponent automatically wins a crushing victory. When determining if a player has any units on the battlefield, do not include any units with the Flyer Battlefield Role – these units cannot operate within a combat airspace indefinitely and they cannot hold territory without ground support. Furthermore, do not include any units with the Fortification Battlefield Role unless they have a unit embarked inside – even the most formidable bastion requires a garrison if it is to pose a threat.

MATCHED PLAY MISSION RULES

Matched Play Mission Rules from Chapter Approved 2019 have been inserted on the next page.

MATCHED PLAY MISSION RULES

The following rules apply to all matched play games:

Bolter Discipline
All **ADEPTUS ASTARTES**, **HERETIC ASTARTES** and **FALLEN** models gain this ability.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

• The firing model's target is within half the weapon's maximum range.

• The firing model is **INFANTRY** and every model in its unit remained stationary in your previous Movement phase.

• The firing model is a **TERMINATOR**, **BIKER**, **CENTURION**, **DREADNOUGHT** or **HELBRUTE**.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.). This also applies when firing the boltgun profile of combi-weapons (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a Rapid Fire weapon (e.g. Primarch's Wrath and Fury of Deimos). The Gauntlets of Ultramar and the Talon of Horus are also Rapid Fire bolt weapons, as is the guardian spear used by Deathwatch Watch Masters.

Battle Brothers
All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common. In addition, this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network. This has no effect on your army Faction.

Boots on the Ground
When determining which player controls an objective marker, exclude all units that have the Flyer Battlefield Role – these units can never control objective markers.

Limits of Command
You cannot use the Command Re-roll Stratagem to affect Mission dice rolls. Mission dice rolls include any dice rolls that are made before the battle begins (such as those that determine who chooses deployment zones or who gets the first turn), those that must be made at the end of a battle round (such as rolls that determine if the battle ends) or any rolls that determine how many victory points are awarded to a player.

Prepared Positions
The player who has the second turn in the first battle round has access to the following Stratagem:

2CP

PREPARED POSITIONS

Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army – other than **TITANIC** units, **AIRCRAFT** units and units with the Fortification or Flyer Battlefield Roles – that are wholly within your deployment zone receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.

Psychic Focus
With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, unless the psyker attempting to manifest *Smite* has either the Brotherhood of Psykers (see *Codex: Grey Knights*) or the Brotherhood of Sorcerers

ability (see *Codex: Thousand Sons*), you must add 1 to the warp charge value of *Smite* for each attempt (whether successful or not) that has been made to manifest *Smite* during that Psychic phase, to a maximum warp charge value of 11.

For example, if an **ORK** psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then the warp charge value of *Smite* is 7 for that attempt (note that if the psyker's psychic test is more than 10, it still inflicts D6 mortal wounds instead of D3 as normal).

Strategic Discipline

The same Stratagem cannot be used by the same player more than once during any single phase. This does not affect Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of a battle round'.

Tactical Reserves

Instead of being set up on the battlefield during deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during deployment (including those that are embarked aboard **TRANSPORTS** that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round.

Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.

Tactical Restraint

There are several Warlord Traits, Relics, psychic powers and abilities that give you a chance to gain or refund Command Points. Each player can only gain or have refunded a total of 1 Command Point per battle round as the result of such rules, regardless of the source, and Command Points that are spent on Stratagems that are not used during a battle round, such as those that are used 'before the battle', can never be refunded.

The limit of gaining or refunding 1 Command Point per battle round does not apply to the Moment Shackle or the Seven-fold Chant abilities, or to or the Player of the Twilight Warlord Trait – in these cases, the ability/Warlord Trait can refund or gain the player more than 1 Command Point if the Stratagem used cost 2 or more Command Points to use, but once any Command Points have been gained as a result of the rule, neither it, nor any similar rule, can be used to gain any more Command Points until the next battle round. Also note that this does not apply to Command Points that are gained or refunded as specifically instructed on Stratagems (e.g. Feeder Tendrils and Agents of Vect).

Targeting Characters

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **CHARACTERS** with a Wounds characteristics of less than 10 when determining if the target is the closest enemy unit to the firing model.

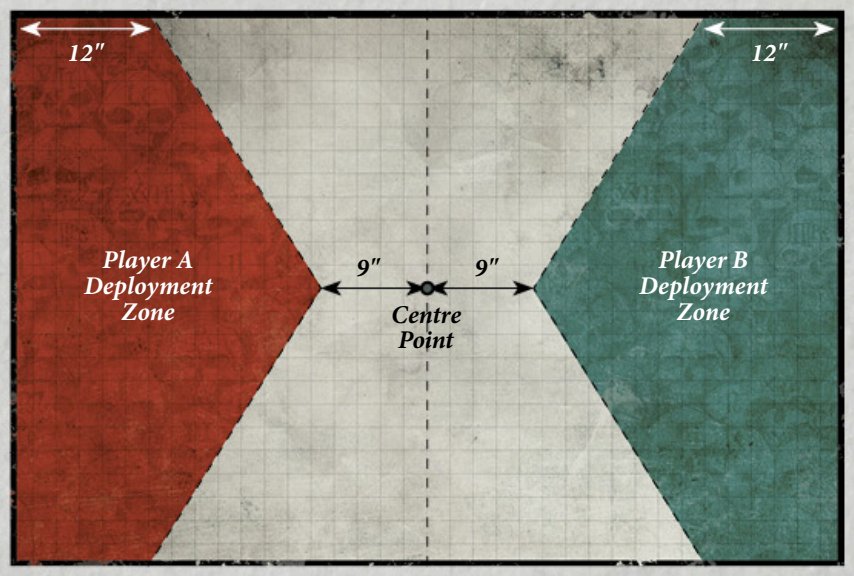
This means that if any other enemy units (excluding other **CHARACTERS** with a Wounds characteristic of less than 10) are closer, whether they are visible or not, then the enemy **CHARACTER** cannot be targeted.

Understrength Support

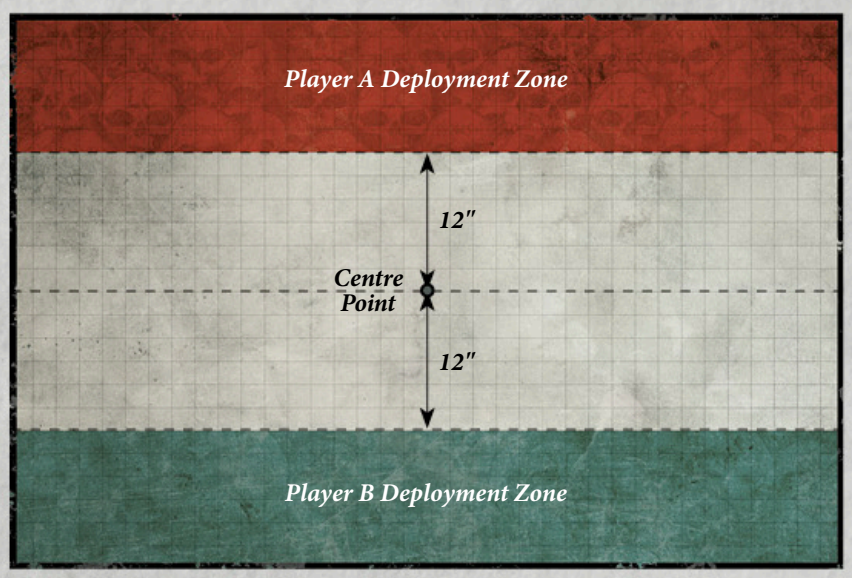
Understrength units can only be included in Auxiliary Support Detachments.

STANDARD DEPLOYMENT MAPS

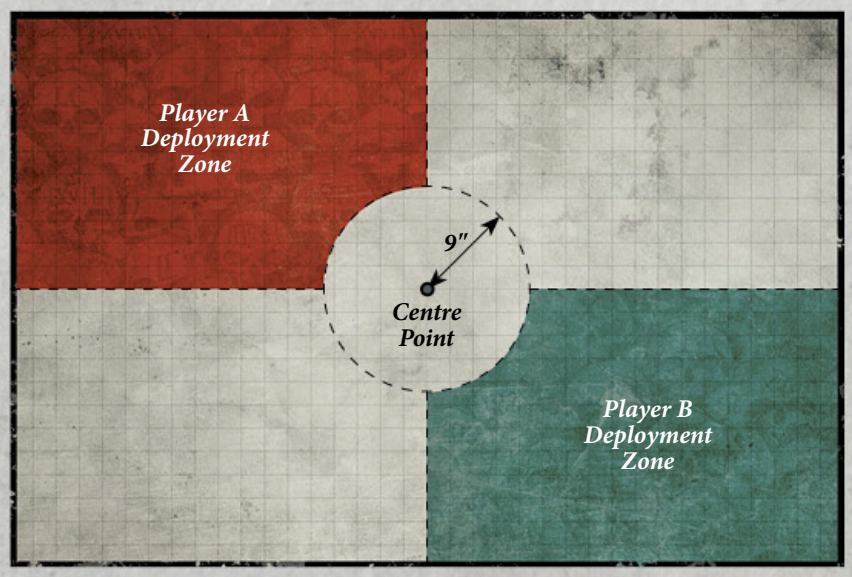
These six standard deployment maps are referenced in the matched play missions in this section. When playing matched play missions, you must randomly select one of these deployment maps. To do so, one of the players simply rolls a D6 – you then use the deployment map that corresponds to the result. The mission will typically say which player makes this roll – if not, it is made by the youngest player.



1. SPEARHEAD ASSAULT



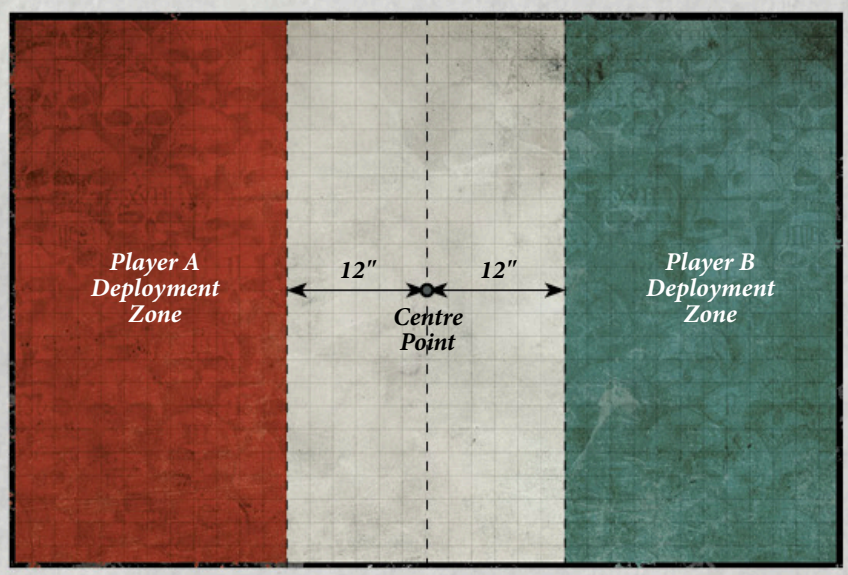
2. DAWN OF WAR



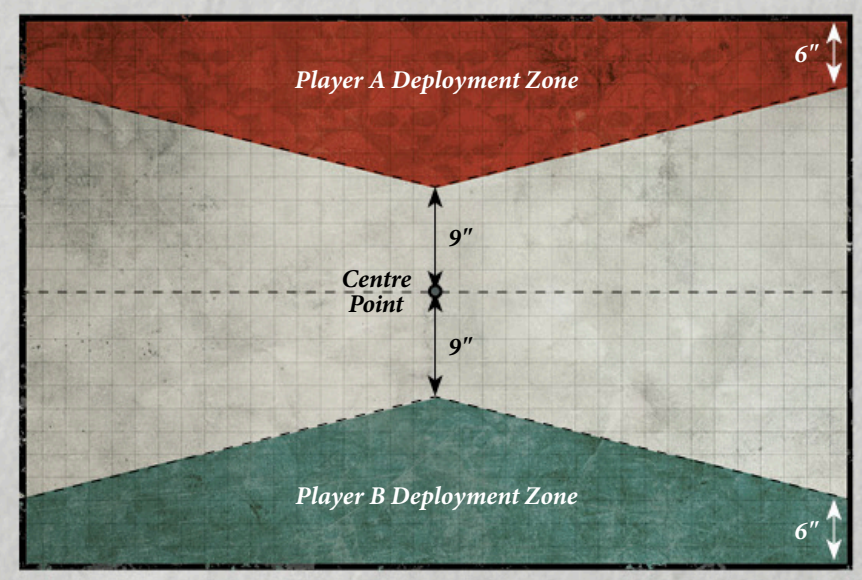
3. SEARCH AND DESTROY

WE STAND AGAINST THE RISING TIDE OF CHAOS. NONE SHALL MOVE US, OR LAY US LOW. OUR FOES SHALL BATTER THEMSELVES BLOODY AGAINST THE FORTRESS OF OUR CONTEMPT, AND GRIND THEIR BONES TO POWDER UPON THE RAMPARTS OF OUR DISDAIN. AND WHEN THEY ARE NAUGHT BUT DUST UPON THE WIND, WE WILL REMAIN.'

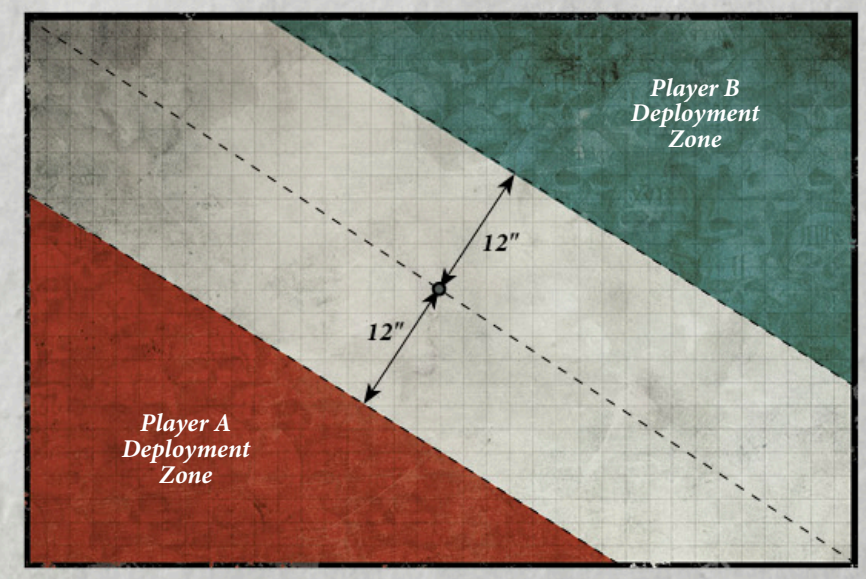
- Captain Lydoro, Imperial Fists 4th Company



4. HAMMER AND ANVIL



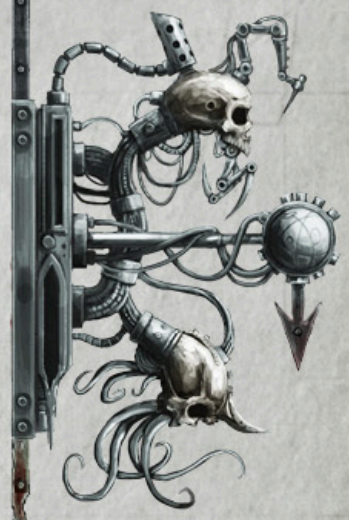
5. FRONT-LINE ASSAULT



6. VANGUARD STRIKE

'LET THE BLOOD FLOW IN A CRIMSON TIDE. LET IT POUR THROUGH THEIR MEAGER FANES AND DROWN THEIR PRATING PRIESTS. LET IT SWEEP AWAY THE CORPSE-EMPEROR'S PITIFUL ARMIES AND SUBMERGE HIS ROTTING WORLDS IN AN OCEAN OF GORE. SO DEMANDS MIGHTY KHORNE, AND SO SHALL IT BE!'

- Ghadrax the Annihilator, Champion of Khorne



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ACROSS THE VASTNESS OF SPACE, ALIEN RACES PLOT THE DETHRONING OF THE EMPEROR AND THE DOWNFALL OF HUMANITY. THIS IS THE IMPERIUM'S CALL TO ARMS AND NOTHING SHALL STAND IN THE WAY OF ITS RIGHTEOUS CRUSADE.

+++

ETERNAL WAR

RETRIEVAL MISSION

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must fight off the enemy while scouring the field to retrieve as many of these vital objectives as you can.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 4 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 4 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the fourth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

NO MERCY

In a harsh and war-torn galaxy, there are many battles where there is only one goal – find your enemy, crush them utterly and take away their means to mount further resistance. Your mission is simple: kill as many enemy units as you can!

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. This is in addition to the 1 victory point you score for each destroyed enemy unit.

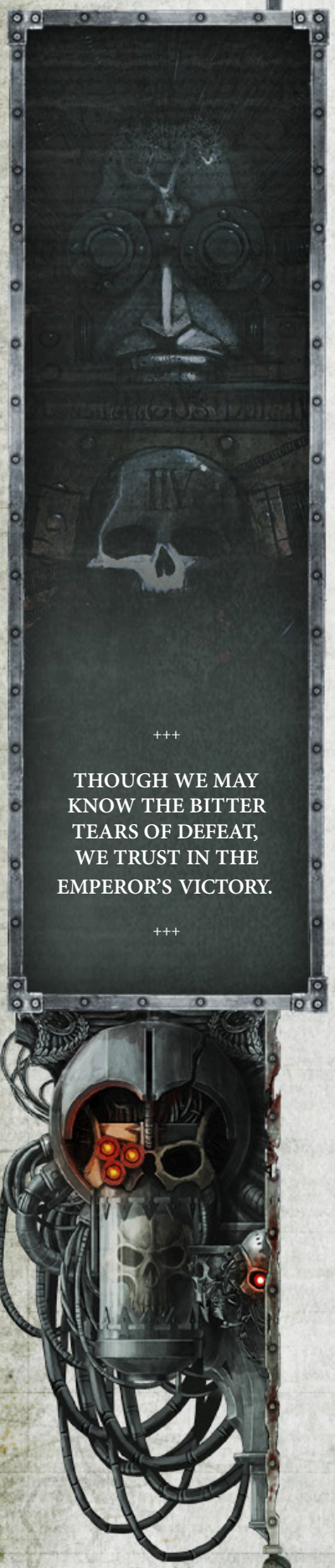
First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

ACROSS THE VOID OF SPACE, MEN LIVE AS THEY HAVE LIVED FOR MILLENNIA UPON THE SAND, ROCK AND SOIL OF WORLDS BATHED IN THE LIGHT OF ALIEN SUNS. SO IS HUMANITY'S SEED CAST FAR AND WIDE BEYOND THE KNOWLEDGE OF MAN, TO THRIVE BITTERLY IN THE DARKNESS, TO TAKE ROOT AND CLING WITH ROBUST AND SAVAGE DETERMINATION.

+++



+++

THOUGH WE MAY KNOW THE BITTER TEARS OF DEFEAT, WE TRUST IN THE EMPEROR'S VICTORY.

+++

ETERNAL WAR

THE SCOURING

Both sides are sweeping through the area, tasking recon units to identify sites of strategic import. However, not all sites are of equal worth – victory will go to the player who can secure the most valuable sites and cripple the enemy's ability to locate others.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 6 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 6 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

After all units have been set up, randomly select one of the objective markers, however you wish, to be the Superior objective marker, and a different objective marker to be the Inferior objective marker (see Take and Hold, right).

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth a number of victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. The Superior objective marker is worth 4 victory points, whilst the Inferior objective marker is only worth 1 victory point. All other objective markers are worth 2 victory points.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

BIG GUNS NEVER TIRE

Both sides are attempting to secure a foothold in no man's land, spearheading the attack with overwhelming firepower. For the attack to be successful, your big guns must take up key positions on the battlefield and crush the enemy's heaviest weaponry.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 4 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 4 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the fourth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3 +, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Key Positions: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent. However, if only one player has models from a Heavy Support unit within 3" of the centre of an objective marker, they control it regardless of the number of nearby enemy models.

Destroy the Big Guns: At the end of the game, each player receives 1 victory point for each enemy Heavy Support unit that has been completely destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. Should the Warlord be a Heavy Support unit, this is in addition to the 1 victory point you score from Destroy the Big Guns.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

GUNS AND WARRIORS ARE USEFUL BUT IT IS OUR INDOMITABLE WILL THAT PROMISES THE ULTIMATE VICTORY.

+++

+++

SUCCESS IS MEASURED IN BLOOD; YOURS OR YOUR ENEMY'S.

+++

ETERNAL WAR

SECURE AND CONTROL

Both sides are attempting to capture the enemy base of operations or other similarly vital objective whilst defending their own. Success on the battlefield will require you to split your army into offensive and defensive forces.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

Then, starting with the player who chose their deployment zone, each player sets up a single objective marker anywhere in their own deployment zone – the centre of an objective marker cannot be within 6" of any edge of the battlefield.

The players then alternate deploying their units, one at a time, starting with the player who set up their objective marker last. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

THE RELIC

Both sides are attempting to recover a valuable relic from the front lines. It might be vital battle plans or maps, an item of spiritual significance or some other irreplaceable artefact that must be recovered – no matter the cost.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain, then place a single objective marker at the centre of the battlefield to represent the Relic.

DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the battle, if a model from a player's army is carrying the Relic (see below), then that player wins a major victory. If the Relic is not being carried, then the player with a model closest to the Relic wins a minor victory. If both players have models equally close to the Relic, then the battle ends in a draw.

THE RELIC

An **INFANTRY** model can carry the Relic by moving into contact with it – that model then automatically picks it up. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which only happens if the model is slain or flees. A model with the Relic cannot embark in a **TRANSPORT**, leave the battlefield, or move further than 9" in any single phase for any reason.

+++

ALL HAIL THE MARTYRS! ON THEIR BLOOD IS OUR IMPERIUM FOUNDED, IN THEIR REMEMBRANCE DO WE HONOUR OURSELVES.

+++

TACTICAL OBJECTIVES

War is unpredictable and fluid. Strategic objectives and tactical priorities can change at a moment's notice, and targets of military insignificance can transform into ones of vital importance without warning. A good battlefield commander must be dynamic and flexible, prepared to take advantage of an opportunity, and ever able to adapt their battleplan to react to a change of orders from above.

USING TACTICAL OBJECTIVES

A mission will tell you if it uses Tactical Objectives – they are most commonly used by Maelstrom of War missions. If it does, you will need to place 6 objective markers on the battlefield after setting up terrain, but before deploying any units. The objective markers should be individually numbered 1 through 6. These represent potential sites of tactical or strategic import that one or both sides might be called upon to secure. After terrain has been set up, the players should roll off. Starting with whoever rolled highest, the players then alternate placing these objective markers until all 6 have been set up. Each can be placed anywhere on the battlefield, as long as its centre is more than 12" from the centre of any other objective marker and more than 6" from the battlefield edge. Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

GENERATING TACTICAL OBJECTIVES

The mission will tell you how many Tactical Objectives you should generate at the start of each of your turns.

To generate a Tactical Objective, roll two dice, one after the other: the first dice represents tens, and the second represents digits, giving you a result between 11 and 66. Consult the Tactical Objectives on the following pages and write the corresponding result down. Note that unless the mission states otherwise, the results are not secret; both players should be able to see what Tactical Objectives the other has.

If you own a deck of Tactical Objective cards, you can instead generate your Tactical Objectives by shuffling the deck and drawing the top card. The cards you have drawn should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

Note that, whilst there are several Tactical Objectives with the same name, they are all uniquely numbered. When generating Tactical Objectives, keep a note of the numbers you rolled during the game – if you roll the same numbered Tactical Objective during the same game, roll again until a different number is generated.

Tactical Objectives that have been generated are said to be active until they are either achieved or discarded.

STRATAGEMS

If the mission uses Tactical Objectives, a player can use Command Points (CPs) to use the following bonus Stratagem:

2CP **NEW ORDERS**

Stratagem

Use this Stratagem after generating your Tactical Objectives at the start of your turn. Immediately discard a Tactical Objective and generate a new one.

ACHIEVING TACTICAL OBJECTIVES

At the end of every turn (yours and the enemy's), you must check to see if you have achieved any of your active Tactical Objectives – the descriptions will tell you how and when they are achieved and how many victory points are scored for achieving them. If you can achieve a Tactical Objective at the end of a turn, you must immediately score the victory points for it – you cannot choose not to do so. Players can achieve any number of their Tactical Objectives in the same turn.

Many Tactical Objectives require a player to control an objective marker. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

DISCARDING TACTICAL OBJECTIVES

Once a Tactical Objective has been achieved, it is discarded. After the achieved Tactical Objectives (if any) have been discarded, the player whose turn it is can select one of their remaining active Tactical Objectives and choose to discard it – this scores no victory points. Discarded Tactical Objectives cease being active and you cannot generate or achieve these objectives for the remainder of the game.

11 SECURE OBJECTIVE 1 — *Capture and Control*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 1 at the end of your turn.

12 SECURE OBJECTIVE 2 — *Capture and Control*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 2 at the end of your turn.

13 SECURE OBJECTIVE 3 — *Capture and Control*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 3 at the end of your turn.

14 SECURE OBJECTIVE 4 — *Capture and Control*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 4 at the end of your turn.

15 SECURE OBJECTIVE 5 — *Capture and Control*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 5 at the end of your turn.

16 SECURE OBJECTIVE 6 — *Capture and Control*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 6 at the end of your turn.

21 SECURE OBJECTIVE 1 — *Take and Hold*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 1 at the end of your turn.

22 SECURE OBJECTIVE 2 — *Take and Hold*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 2 at the end of your turn.

23 SECURE OBJECTIVE 3 — *Take and Hold*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 3 at the end of your turn.

24 SECURE OBJECTIVE 4 — *Take and Hold*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 4 at the end of your turn.

25 SECURE OBJECTIVE 5 — *Take and Hold*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 5 at the end of your turn.

26 SECURE OBJECTIVE 6 — *Take and Hold*

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 6 at the end of your turn.

31 DEFEND OBJECTIVE 1

Storm and Defend

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 1 at the end of two consecutive turns.

32 DEFEND OBJECTIVE 2

Storm and Defend

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 2 at the end of two consecutive turns.

33 DEFEND OBJECTIVE 3

Storm and Defend

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 3 at the end of two consecutive turns.

34 DEFEND OBJECTIVE 4

Storm and Defend

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 4 at the end of two consecutive turns.

35 DEFEND OBJECTIVE 5

Storm and Defend

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 5 at the end of two consecutive turns.

36 DEFEND OBJECTIVE 6

Storm and Defend

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 6 at the end of two consecutive turns.

41 ADVANCE

Seize Ground

You must advance swiftly into no man's land to prevent your opponent seizing the battlefield.

Score 1 victory point if no unit from your army is within your deployment zone at the end of your turn.

42 BEHIND ENEMY LINES

Seize Ground

Break through the foe's army and cut off their lines of escape.

Score 1 victory point if you have at least one unit completely within the enemy's deployment zone at the end of your turn. If you have at least three units within your opponent's deployment zone at the end of your turn, score D3 victory points instead.

43 HOLD THE LINE

Seize Ground

It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.

Score 1 victory point if you have at least three units completely within your deployment zone, and your opponent has no models within your deployment zone, at the end of your turn. This objective cannot be achieved on your first turn.

44 MISSION CRITICAL OBJECTIVE

Seize Ground

This area is of extreme importance. You are to lead an immediate all-out assault to capture it.

When this Tactical Objective is generated, roll a D6. Score 1 victory point if you control the corresponding objective marker. If the corresponding objective marker was controlled by your opponent at the start of your turn and you control it at the end of your turn, score D3 victory points instead.

45 SUPREMACY

Seize Ground

The battleground is won one yard at a time. Continue to establish a strong military presence in the area.

Score D3 victory points if you control any three objective markers at the end of your turn.

46 DOMINATION

Seize Ground

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

Score D3+3 victory points if you control every objective marker on the battlefield at the end of your turn.

51 OVERWHELMING FIREPOWER — *Purge*

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

Score 1 victory point if an enemy unit was destroyed during the Shooting phase of your turn. If 3 or more enemy units were destroyed during the Shooting phase of your turn, score D3 victory points instead.

52 BLOOD AND GUTS — *Purge*

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

Score 1 victory point if an enemy unit was destroyed during the Fight phase of this turn. If 3 or more enemy units were destroyed during the Fight phase of this turn, score D3 victory points instead.

53 NO PRISONERS — *Purge*

Exterminate your enemy, show them no mercy.

Score 1 victory point if an enemy unit was destroyed during your turn. If between 3 and 5 enemy units were destroyed during your turn, score D3 victory points instead. If 6 or more enemy units were destroyed during your turn, score D3+3 victory points instead.

54 AREA DENIAL — *Purge*

It is critical that this area is dominated. No enemy vanguard or guerilla units can be allowed to disrupt our plans.

Score 1 victory point if there are no enemy models within 6" of the centre of the battlefield at the end of your turn. If there are no enemy models within 12" of the centre of the battlefield at the end of your turn, score D3 victory points instead.

55 PSYCHOLOGICAL WARFARE — *Purge*

Break the enemy's morale, make your foes tremble before you.

Score 1 victory point if your opponent failed a Morale test during this turn. If your opponent failed 3 or more Morale tests, score D3 victory points instead.

56 MASTER THE WARP — *Purge*

Desperate times call for desperate measures – harness the power of the warp to defeat your foes.

Score 1 victory point if you manifested or denied a psychic power during this turn. If you manifested or denied 3 or more psychic powers, score D3 victory points instead.

61 KINGSLAYER — *Annihilation*

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

Score D3 victory points if your opponent's Warlord has been destroyed during this or any previous turn.

62 WITCH HUNTER — *Annihilation*

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

Score 1 victory point if at least one enemy **PSYKER** unit was destroyed during this turn.

63 SCOUR THE SKIES — *Annihilation*

It is vital to maintain air superiority.

Score 1 victory point if at least one enemy unit that can **FLY** was destroyed during this turn.

64 ASSASSINATE — *Annihilation*

The enemy looks to their champions for courage. Identify and assassinate them.

Score 1 victory point if at least one enemy **CHARACTER** was destroyed during this turn. If 3 or more enemy **CHARACTERS** were destroyed during this turn, score D3 victory points instead.

65 BIG GAME HUNTER — *Annihilation*

The larger the foe, the greater the glory…

Score 1 victory point if at least one enemy unit with a Wounds characteristic of 10 or more was destroyed during this turn. If at least one enemy unit with a Wounds characteristic of 20 or more was destroyed this turn, score D3 victory points instead.

66 PRIORITY ORDERS RECEIVED — *Priority Order*

This mission is of the utmost importance, and cannot be entrusted to anyone else.

When this Tactical Objective is generated, immediately generate a bonus Tactical Objective – this does not count towards the number of Active Tactical Objectives you currently have in play. Your Warlord is the only unit that can be used to achieve the bonus Tactical Objective – they must be the only unit used to control an objective marker, the unit that destroys the last model in an enemy unit, and so on. If you achieve this, you score both the number of victory points stated on the bonus Tactical Objective and an additional 3 victory points. If this Tactical Objective is discarded, so too is the bonus Tactical Objective.

+++

BETWEEN THE STARS THE ANCIENT UNSEEN ENEMIES OF MANKIND WAIT AND HUNGER. EVERY VOYAGE INTO THE NOTHING IS A CONFRONTATION WITH HORROR, WITH THE IMPLACABLE THINGS OF THE WARP, AND WITH MAN'S INNERMOST FEAR.

+++

MAELSTROM OF WAR

CLEANSE AND CAPTURE

The evidence of war can be clearly seen all across the battlefield as the wounded cry for aid and vital resources are at risk of falling into enemy hands. Search for and recover these artefacts at all costs and eliminate any enemy forces that dare oppose you.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

CONTACT LOST

All contact with command has been lost and the enemy are doubtless advancing towards your position. Secure sites of tactical import to re-establish communications with all due haste and engage any hostile forces encountered with extreme prejudice.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. Each player generates 1 Tactical Objective at the start of their first turn. In subsequent turns, if a player has fewer than 6 active Tactical Objectives, they must generate 1 Tactical Objective for each objective marker they control (to a maximum of 6 active Tactical Objectives).

STRATAGEMS

In this mission, players can use Command Points (CPs) to use the following Stratagem:

3CP

TEMPORARY COMMS UPLINK

Stratagem

Provided you have fewer than 6 active Tactical Objectives, you can use this Stratagem to immediately generate 1 extra Tactical Objective.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

IN AN HOUR OF DARKNESS A BLIND MAN IS THE BEST GUIDE. IN AN AGE OF INSANITY LOOK TO THE MADMAN TO SHOW THE WAY

+++

MAELSTROM OF WAR

TACTICAL ESCALATION

What began as a simple raid has long since escalated into full-blown battle, as both sides commit more and more forces to the fray. With every moment that passes, more combatants engage the enemy and another mission-critical target is identified.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

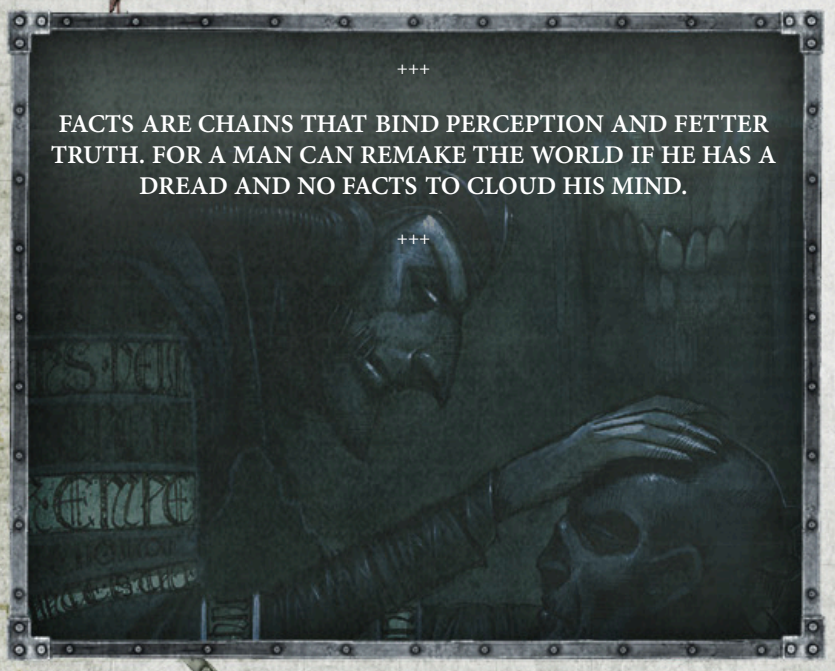
DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!



TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer active Tactical Objectives than the current battle round number, they must generate Tactical Objectives until they have a number equal to the current battle round number.

TACTICAL PRIORITY

At the start of the first battle round, but before the first turn begins, each player nominates a single Tactical Objective type (e.g. Take and Hold). You score an additional victory point for each Tactical Objective of that type you achieve. However, you lose a victory point each time you discard a Tactical Objective of that type.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Mission Priorities: If, at the end of the game, one player has achieved more Tactical Objectives of their nominated type (see Tactical Priority, above) than their opponent has of their own nominated type, that player receives 1 additional victory point.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

SPOILS OF WAR

A vital resupply convoy has been intercepted and its cargo lost in the deserted ground of no man's land. You must reclaim these spoils of war before the enemy can reach them, whilst inflicting as much damage upon the foe as possible.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

PRECIOUS CARGO

In this mission, both players can achieve any active Tactical Objective titled 'Secure Objective X', where X is a number between 1 and 6, regardless of which player generated it. In addition, these Tactical Objectives can only be discarded when achieved.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Steal the Loot: If, at the end of the game, one player has achieved more 'Secure Objective X' Tactical Objectives (see Precious Cargo, above) than their opponent has, that player receives 1 additional victory point.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

WE DO NOT HATE THE ALIEN BECAUSE HE IS DIFFERENT, WE HATE THE ALIEN BECAUSE HE HAS NAUGHT BUT HATE IN HIS HEART FOR US.

+++

MAELSTROM OF WAR

CLOAK AND SHADOWS

Enemy patrols are operating in this area, searching the battlefield for some critical objectives. Scout the area under cover of darkness and discover their plans, but be sure not to reveal your own goals. If you can deny the enemy's objectives whilst achieving yours, victory will be assured.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

SECRET ORDERS

In this mission, players keep their Tactical Objectives secret from each other. Only reveal Tactical Objectives when achieving them.

COVER OF DARKNESS

When rolling to hit in the Shooting phase, subtract 1 from the roll if the target is more than 18" away.

STRATAGEMS

In this mission, players can use Command Points (CPs) to use the following additional Stratagem:

1CP **FLARES**

Stratagem

Select an enemy unit. For the duration of your turn, your units can shoot at that unit without penalty from Cover of Darkness.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

DEADLOCK

Months of bitter fighting have ended in a deadlock, but a fleeting opportunity has arisen for you to strike a devastating blow against the enemy to tip the balance of the war. Strike hard and fast, for with every moment you delay, your tactical options dwindle and the chance for victory slips away.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. Each player generates 6 Tactical Objectives at the start of their first turn. In the second battle round, players may have 5 active Tactical Objectives, in the third battle round they may have 4, and so on. If a player has too many active Tactical Objectives at the start of their turn, they must discard Tactical Objectives until they have the correct number. If a player has fewer than the correct number of Tactical Objectives at the start of their turn, they must generate Tactical Objectives until they have the correct number.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

STRATEGIC DEADLOCK

From the start of the third battle round, the Command Point cost of all Stratagems used by players is doubled.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

TO A SPACE MARINE THE BOLTGUN IS FAR MORE THAN A WEAPON, IT IS AN INSTRUMENT OF MANKIND'S DIVINITY, THE BRINGER OF DEATH TO HIS FOES, WHOSE HOWLING BLAST IS A PRAYER TO THE GODS OF BATTLE.

+++

ADVANCED RULES

‘Warriors of Ultramar. This is where we make our stand. If death is to be our fate, then we shall meet it with the Emperor’s word on our lips and his light in our eyes. If we must die, we will die; but we shall never yield.’

- Marneus Calgar, Lord of Macragge

ADVANCED RULES

By now, you've scratched the surface of the many ways that you can enjoy the Warhammer 40,000 hobby. The missions that you have already seen are just the beginning – there are always new ways to play and battles to fight!

BATTLE-FORGED ARMIES

Battle-forged armies give you the opportunity to organise your models in a way that reflects the Factions of Warhammer 40,000 as they would be deployed. These battlefield organisations place restrictions on how you form your army, but in exchange provide powerful benefits.

BATTLEFIELD TERRAIN

The battlefield terrain rules describe many of the terrain features found upon your battlefields, from twisted woods and shattered ruins to makeshift barricades and the statues of mighty heroes. These rules help to bring your battlefield to life and introduce a new tactical dimension to your games, as both armies deploy and manoeuvre across the battlefield to take best advantage of the terrain.

THE BATTLEZONES

Battlezones offer an interesting and often dangerous twist to your games by introducing exciting environmental effects – the galaxy, after all, holds billions of alien worlds. Across myriad star systems, on battlefields of ice, lava, jungle and ash, armies engage in mortal conflict. A planet might be beset by radioactive dust storms, shrouded in perpetual darkness or be saturated with warp-stuff. Incorporating these effects into your games with the Battlezone rules is a great way to test the mettle of any commander.

Battlezone rules can be used to enhance any mission. They include additional rules and Stratagems that reflect a specific kind of battlefield, sometimes at a specific time. Battlezone rules usually have an equal chance of affecting both players, and simply choosing to fight your battle in a particular battlezone will present you with new tactical challenges.

EXPANSIONS

Warhammer 40,000 expansions provide new ways to use your collections, and allow you to tailor your tactics for battle across many theatres of war. The Warhammer 40,000 rules are but the tip of the iceberg in a wider hobby where you can fight massive battles with vast armies on each side, tense squad-focussed actions amidst the ruins of an Imperial city, or storm your enemy's lines with an orbital assault spearheaded by Drop Pods and Flyers – anything is possible!

This section will introduce four expansions: Planetstrike, Stronghold Assault, Cities of Death and Death from the Skies. Each of these examines a different exciting aspect of warfare in Warhammer 40,000 and modifies the core rules to better reflect that style of battle. Sometimes these changes are subtle; at other times they dramatically alter the way in which you can use your force on the battlefield. Expansions are great for all styles of play, whether bringing events from the background to life, or pitching your forces into new situations which will test your ability as a commander to the limit.

PLANETSTRIKE

Planetstrike is about planetary invasion – orbital bombardments rain down, hammering defenders as the attackers deploy their troops by dropship and teleport strike. Meanwhile, the defenders blaze away with mighty weapons from their fortifications and ready their elite troops to repel the invaders. The first blows of such a war can decide the fate of a world, and no quarter will be asked or given. The short introduction to Planetstrike later in this section provides rules to represent the conditions of this type of battle, as well as a Planetstrike mission, 'Planetfall', so you can get a taste of planetary invasion straight away.

'When the people forget their duty, they are no longer human and become something less than beasts. They have no place in the bosom of Humanity nor in the heart of the Emperor. Let them die and be forgotten.'

- Prime Edicts of the Holy Synod of the Adeptus Ministorum

CITIES OF DEATH

Vicious urban combat is best recreated using the Cities of Death expansion. Fighting a pitched battle across a barren plain is one thing, but a warlord finds a whole new set of challenges when fighting a battle through the war-torn streets of one of the galaxy's innumerable cities. Bitter, short-ranged fighting is the order of the day, with booby traps and snipers making every step into the unknown perilous. Amidst the tangled ruins and rubble, unassuming buildings might prove to hold valuable caches or medical supplies, while high ground is sought by both sides so they might command the battlefield. The overview of Cities of Death later in this section includes the rules you need to fight these claustrophobic battles, and a Cities of Death mission, 'Firesweep', so you can conduct urban warfare yourself.

STRONGHOLD ASSAULT

Stronghold Assault focusses on siege warfare. These gruelling battles are amongst the greatest attacker-versus-defender battles in the galaxy, with armies locked in combat in blood-soaked trenches, or throwing themselves against the walls of monolithic fortresses that bristle with automated weapons systems. The Stronghold Assault introduction includes rules for incorporating fortifications into your battles. It also includes the 'Bunker Assault' mission, which will test both warlords' siege-craft.

DEATH FROM THE SKIES

Aerial combat between squadrons of deadly aircraft lies at the heart of the Death from the Skies expansion. Bombers wreak havoc on undefended forces on the ground, even as agile fighter craft scramble to intercept them. Furious dogfights are fought above the battlefield, where daring pilots engage in duels that could decide the outcome of the war, for whoever can dominate the skies will surely secure victory on the ground. The introduction to Death from the Skies later in this section includes rules for adding a Dogfight phase to your Warhammer 40,000 battles, as well as the 'Tactical Strike' mission which you can use to earn your wings.

MULTIPLAYER BATTLES

The confusion of battle is only compounded when there are more than two warring parties. Each force finds enemies to either side, commanders strike temporary alliances that are broken almost as quickly as they are made, and the centre of the battlefield becomes a killing ground from which few will escape. Awareness of the forces arrayed against you is crucial, and a glory-hungry warlord who seizes the initiative may find the tables turned on them in an instant. This section presents a multiplayer mission, 'Carnage', alongside rules for fighting these chaotic battles.

CAMPAIGNS

Few wars end with a single battle, instead becoming brutal campaigns as warriors and war machines slaughter each other in a relentless and recurring clash of wills. In such contests are heroes born and legends made. Campaigns are an exciting and engaging way to enable players to fight a series of linked battles, adding new dimensions to your hobby. They are great for taking individual battles and giving them a significance that runs into the next game and even beyond, where victory and defeat have consequences for not just the battle, but the war.

You can make a campaign out of any of the missions presented in this book, those in other Warhammer 40,000 publications, or those of your own creation. This section introduces some principles about campaigns, and provides a few suggestions about how to play tree, matrix and map campaigns, alongside a few examples to get you started.

AND MUCH MORE…

As you can see, there's a wealth of missions and extra rules for you to get stuck into in this section, but that's not the end of it. There are always new rules, missions and expansions, so keep an eye on games-workshop.com for the latest releases. You may also find yourself inspired to write and fight your own missions – and we highly recommend it! The more you put into your hobby, the more rewards you will find waiting for you.

'STRIVE, MY BROTHERS, TO CAGE THE BEAST WITHIN, FOR ITS CRIMSON THIRST SHALL MAKE MONSTERS OF US ALL. YET KNOW THAT, SHOULD EVER THE BEAST BREAK FREE, THE SHAME OF THAT MOMENT CAN ONLY BE SALVED THROUGH THE UNMITIGATED SLAUGHTER OF THE FOE.'

- Veteran Sergeant Gabrian, Blood Angels 6th Company

BATTLE-FORGED ARMIES

All armies, from the contingents of the T'au to the warbands of the Orks, are – to a greater or lesser extent – structured forces. This section explains how you can organise your units into Detachments; a group of units that fight together and gain a strategic or tactical bonus for doing so.

If a mission you are playing instructs you to select a Battle-forged army, it means that you must organise all the units in your army into Detachments.

An army can include any number of Detachments and you can mix them together however you like. On pages 243-245, you will find several Detachments that can be used with any army, and more will be published in other sources.

To include a particular Detachment in your army, simply organise some or all of your units so that they fit within the restrictions and limitations detailed for that particular Detachment. A unit cannot belong to more than one Detachment, and you will often need to use additional information found on a unit's datasheet, such as Faction and Battlefield Role (see below and right) to determine where it fits in a Detachment.

Each Detachment may contain the following information:

Battlefield Role Slots: These show the number of units of each Battlefield Role (see right) that you must, or may, include in the Detachment.

Dedicated Transports: This details how many Dedicated Transport units the Detachment can include (if any).

Restrictions: This lists any restrictions that apply to the types of units you may include in the Detachment.

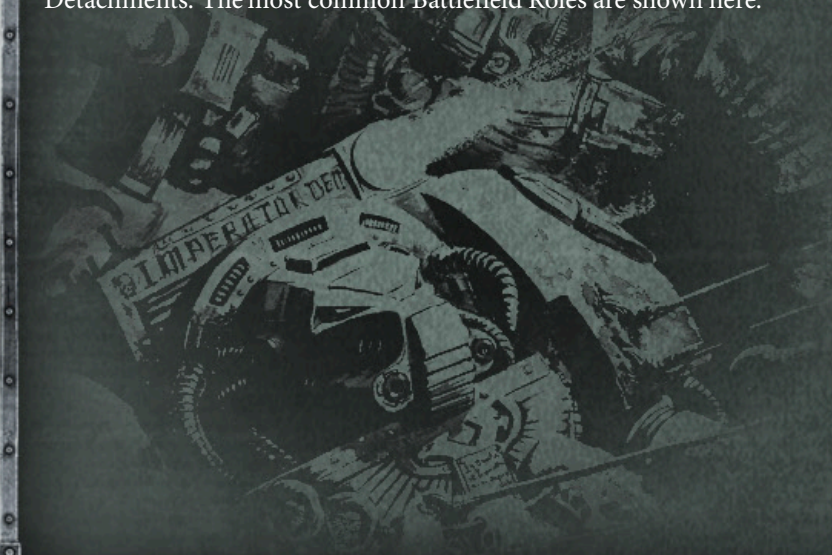
Command Benefits: This lists any bonuses that apply if you include this Detachment in your army.

FACTIONS

All units belong to one or more of the many Factions that fight for dominance across the galaxy. A unit's Faction is important when building a Battle-forged army because some Detachments require all units included in it to be from the same Faction. The Factions that a unit belongs to will be listed in the keywords section of its datasheet. For example, a Space Marine Captain has the **IMPERIUM** and **ADEPTUS ASTARTES** keywords, so belongs to both the Imperium and Adeptus Astartes Factions. This means that if a Space Marine Captain was part of a Detachment with the restriction that all units must be from the same Faction, all other units in that Detachment must either be from the Imperium Faction, or they must all be from the Adeptus Astartes Faction.

BATTLEFIELD ROLE

However you choose your army, all units have a Battlefield Role, which is typically shown as a symbol. Apart from providing a useful overview of the types of duties a unit is meant to perform, the role is also of importance when it comes to using Detachments. The most common Battlefield Roles are shown here.



HQ

Troops

Elites

Fast Attack

Heavy Support

Dedicated Transport

Flyer

Fortification

Lord of War

BATTLEFIELD ROLE SLOTS

This section of a Detachment's rules lists the minimum and maximum number of units in each Battlefield Role that you must or may include in the Detachment.

The icons on a Detachment are referred to as slots. Each slot will typically specify a single Battlefield Role. Each slot allows you to take one unit. Red icons are compulsory selections – you must take at least this many units of the appropriate Battlefield Role to include the Detachment in your army. Grey icons are optional selections – you can include up to this number of units with the appropriate Battlefield Role when including the Detachment in your army. Any further units of the same Battlefield Role will need to be taken in a different Detachment. For example, in order to take a Battalion Detachment – which you can see on the facing page – you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.

Occasionally, a Detachment slot will specify two or more Battlefield Roles, in which case any unit that has one of the specified roles may be taken in that slot. Rarely, a slot will not specify a Battlefield Role, in which case any type of unit can be taken, or it will specify a particular unit or units, in which case only those may be taken.

UNDERSTRENGTH UNITS

Each unit's datasheet will describe how many models make up that unit. Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in your army with as many models as you have available.

If you are using Power Ratings, you must still pay the Power Rating cost as if you had a minimum-sized unit, even though it contains fewer models. If you are using points, you only pay the points for the models you actually have in an understrength unit (and any wargear they are equipped with). An understrength unit still takes up the appropriate slot in a Detachment. If you are playing a matched play game, you can only include an understrength unit in an Auxiliary Support Detachment.

RESTRICTIONS

This section of a Detachment's rules lists any additional restrictions that apply to the units you can include as part of the Detachment. If a datasheet does not adhere to a particular restriction, it cannot be included as part of the Detachment. The most common restriction is that all of the units included in a Detachment must be from the same Faction.

COMMAND BENEFITS

This section of a Detachment's rules lists any bonuses that apply if you include the Detachment in your army. Typically, the inclusion of a Detachment will increase the total number of Command Points your army has available to spend on Stratagems.

COMMAND POINTS

When you build a Battle-forged army, it will have a number of Command Points. These can be spent to utilise Stratagems – each of which represents a strategic or tactical asset available to your army.

All Battle-forged armies start with 3 Command Points. The simplest way to accrue more Command Points is to take more Detachments – many of which increase your total number of Command Points.

You can spend Command Points to use a Stratagem before or during a battle. Each time you use a Stratagem, reduce your Command Points total by the appropriate amount. If you do not have enough Command Points for a specific Stratagem, you cannot use it. Unless otherwise noted, you can use the same Stratagem multiple times during the course of a battle.

The different Stratagems available to players depend on the mission they are playing. Players can always use the three Stratagems presented below, but some missions, battlezones and expansions may introduce additional Stratagems to your battles.

STRATAGEMS

If a player has a Battle-forged army, they may spend Command Points (CPs) to use the following Stratagems in any mission they play.

1CP — COMMAND RE-ROLL
Stratagem
You can re-roll any single dice.

2CP — COUNTER-OFFENSIVE
Stratagem
This Stratagem is used right after an enemy unit that charged has fought. Select one of your own eligible units and fight with it next.

2CP — INSANE BRAVERY
Stratagem
You can automatically pass a single Morale test (this Stratagem must be used before taking the test).

PATROL DETACHMENT

Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: None.

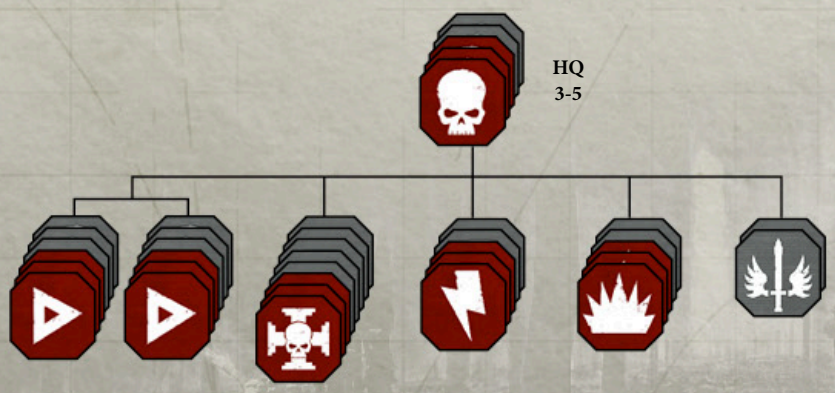
BATTALION DETACHMENT

Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +5 Command Points.

BRIGADE DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +12 Command Points.

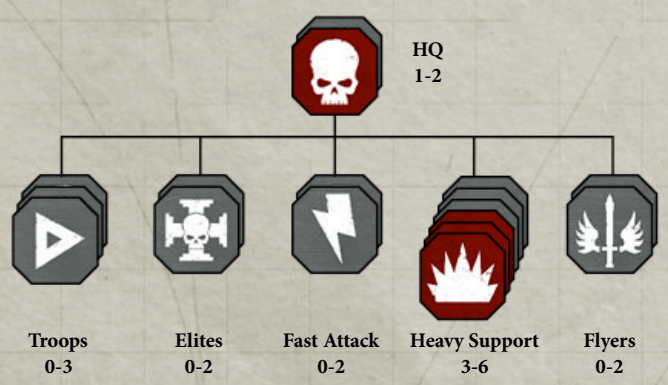
VANGUARD DETACHMENT

Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SPEARHEAD DETACHMENT

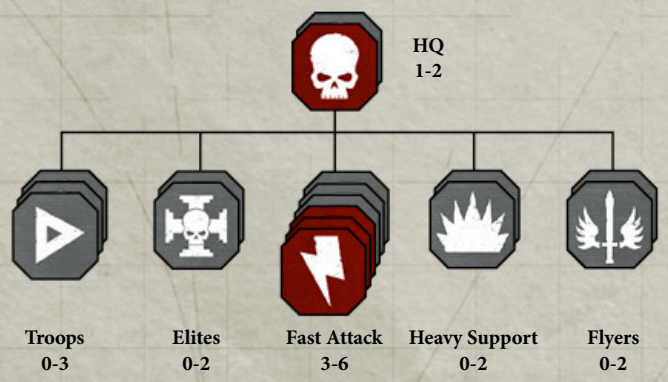


Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

OUTRIDER DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPREME COMMAND DETACHMENT

Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPER-HEAVY DETACHMENT

3-5 Lords of War

Restrictions: All units must be from the same Faction.

Command Benefits: +3 Command Points.

AIR WING DETACHMENT

3-5 Flyers

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPER-HEAVY AUXILIARY DETACHMENT

1 Lord of War

Restrictions: None.

Command Benefits: None.

FORTIFICATION NETWORK

1-3 Fortifications

Restrictions: None.

Command Benefits: None.

AUXILIARY SUPPORT DETACHMENT

Restrictions: This Detachment can only include a single unit.

Command Benefits: -1 Command Point. Note that unlike other Detachments, you lose 1 Command Point for each Auxiliary Support Detachment in your army. These are deducted from your total after adding up the bonuses from all other sources.

BATTLEFIELD TERRAIN

In this section, you will find expanded terrain rules. You do not need to use these rules to enjoy a battle – the rules for cover detailed in the core rules will suffice to shelter your warriors from incoming fire – but they will add a new dimension to your battlefield and help bring it to life.

WOODS

Twisted woodlands grow on many a corpse-strewn battlefield.

INFANTRY units that are entirely on the base of a wood receive the benefit of cover. If your wood is not on a base, discuss with your opponent what the boundary of the wood is before the battle begins. Other units only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

Models are slowed when charging through woods. If, when a unit charges, one or more of its models move across a woods base, you must subtract 2" from the units charge distance.

RUINS

The galaxy is littered with the remains of once-proud cities.

Only **INFANTRY**, **BEASTS**, **SWARMS** and units that can **FLY** can be set up or end their move on the upper floors of ruins (any unit can do so on the ground floor). **INFANTRY** are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

CRATERS

Many worlds bear the scars of heavy, sustained bombardment.

INFANTRY units that are entirely within a crater receive the benefit of cover.

Models are slowed when charging across craters. If, when a unit charges, one or more of its models have to move across a crater, you must subtract 2" from the units charge distance.

BARRICADES

Makeshift barricades make excellent defensive positions.

When a model targets an enemy INFANTRY unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the shooting model is closer to the barricade than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, enemy units can Fight across a barricade, even though the physical distance is sometimes more than 1". When resolving Fights between units on opposite sides of a barricade, units can be chosen to Fight and can make their attacks if the enemy is within 2" instead of the normal 1".

OBSTACLES

The advance of many armies has been thwarted by obstacles.

There are two kinds of obstacles: tank traps, which are obstacles to **VEHICLES** and **MONSTERS**, and tanglewire, which is an obstacle to everything else. Units are slowed when they attempt to move over obstacles. If, when a unit Advances or charges, one or more of its models move over an obstacle, you must halve the units Advance or charge distance, as appropriate (rounding up). TITANIC models are not slowed by obstacles.

IMPERIAL STATUARY

The heroes of the Imperium are immortalised in stone effigies.

When a model targets an enemy INFANTRY unit that has all of its models within 3" of Imperial Statuary, the target unit receives the benefit of cover if the shooting model is closer to the Imperial Statuary than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, IMPERIUM units add 1 to their Leadership characteristic whilst they are within 3" of any Imperial Statuary.

FUEL PIPES

Promethium and other explosive fuels are pumped across many worlds in armoured pipes.

Fuel pipes follow all the rules for barricades, with the following addition:

Roll a dice each time you make a saving throw of 7+ (usually a roll of 6, plus 1 for being in cover) for a model within 1" of a fuel pipe in the Shooting phase. On a 1, that shot has ruptured the pipe and caused a small explosion; the model's unit suffers a mortal wound.

BATTLESCAPE

The smoking hulls of tanks and the blasted remains of trees speak of the presence of mines or other, more dangerous, traps.

Battlescapes follow all the rules for woods, with the following addition:

Roll a dice each time a model Advances or charges across a battlescape; on a roll of 1, that model has triggered a mine and its unit suffers a mortal wound. Models that can **FLY** can still trigger mines, but only if they charge across battlescape.

THOUGHT FOR THE DAY: A GOOD DEATH EARNS THE EMPEROR'S BLESSING.

HILLS

Hills and elevated positions are often key tactical locations.

Hills, whether free-standing or modelled into the battlefield itself, are raised areas that offer troops on top of them commanding views and fields of fire. Hills are always considered to be part of the battlefield rather than a terrain feature, and so models on top of them do not receive the benefits of cover. Some particularly large hills may block a model's visibility to a target unit, however, so get a model's-eye-view to see if this is ever the case.

SCRATCH-BUILT TERRAIN

Many hobbyists enjoy making their own terrain features from scratch (thus the term 'scratch-built terrain'). If you wish to incorporate such terrain features into your battlefields, you and your opponent will need to devise your own rules for them. Don't worry – this is very easy to do, especially if you use the rules presented on these pages as examples and inspiration. You could, for example, model your ruins on a scenic base, and agree that the base itself is simply an extension of the ruins and follows all the same rules. Perhaps you will create a river (presumably a fantastical one filled with lava or acid) with entirely new rules, agreeing that the only models that can cross it safely are those that can **FLY**. Some players prefer to say that certain terrain features, such as giant rock formations or imposing sealed buildings, are simply impassable to any models – creating obstacles on the battlefield for armies to manoeuvre around. You could make up some truly exotic rules for your terrain, such as creating a portal to the warp through which Daemons can materialise throughout your battle. Anything goes, so long as all players agree that it sounds like fun!

BATTLEZONES

The galaxy is ablaze with war, and millions of planets shake to the tread of mighty armies. Some are once-verdant paradises reduced to mud-churned ruins, others are hellishly overpopulated industrial hive worlds, while many are utterly inimical to life.

So long as you and your opponent agree, any Warhammer 40,000 battle can use Battlezone rules. They are optional, but Battlezone rules allow you to recreate battles fought in all manner of otherworldly environments, such as in the depths of hive cities, on asteroids hurtling through space, or even amidst the madness of worlds lost to the powers of Chaos. Each battlezone introduces new rules to your missions to represent the battlefield conditions of these varied worlds. They might change the core rules, for example by altering how psychic powers work. They can provide new rules for things like living terrain or tectonic activity, and may grant additional abilities to certain units. Agree which, if any, Battlezone rules will be used when you are setting up the battlefield, before deployment. Three battlezones are presented here to help make sure that every battle you fight is different. You can find more battlezones in other Warhammer 40,000 publications, and if you feel inspired, you can always make your own!

BATTLEZONE: NIGHT FIGHT

Battles in low to zero visibility are a test for any general at the best of times. When the battlefield is obscured by darkness, howling ash storms, unnatural celestial phenomena or psychic obfuscation, it means enemies can be nearly invisible, reinforcements can be lost, and your objectives can become uncertain.

Low Visibility: When rolling to hit in the Shooting phase, apply the following penalties to your models depending on their distance from the target. If the target unit is exactly 12", 24", or 36" away, use the lesser penalty from the table.

DISTANCE	PENALTY
0-12"	No penalty
12-24"	Hit rolls have a -1 penalty
24-36"	Hit rolls have a -2 penalty
36"+	Hit rolls have a -3 penalty

Fog of War: If a unit arrives on the battlefield after the battle has begun (e.g. as the result of an ability on its datasheet or the Reserves rules), roll a dice the first time it does so. On a 1 or 2, it is delayed and cannot arrive this turn – it arrives in the following turn instead.

STRATAGEMS

In this battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagem:

1CP

LIGHT 'EM UP

Stratagem

Select an enemy unit. For the duration of your turn, your units can shoot at that unit without penalties from Low Visibility.

Mysterious Objectives: If you are playing a mission with objective markers, any unit that moves within 3" of an objective marker, or is within 3" of an objective marker at the start of the first turn, must identify it. To do so, roll a dice and consult the following table. Each objective marker is only identified once.

D6	RESULT
1	**Sabotaged!:** The unit that identified this objective marker takes D3 mortal wounds.
2	**Nothing of Note:** This has no additional effect.
3	**Grav-wave Generator:** If you control this objective marker, any unit attempting to charge a friendly unit within 3" of this objective subtracts 2 from its charge move.
4	**Targeting Relay:** If you control this objective marker, friendly units within 3" of this objective re-roll hit rolls of 1 when shooting.
5	**Scatterfield:** If you control this objective marker, friendly units within 3" of this objective re-roll saving throw rolls of 1.
6	**Fire Support:** If you control this objective marker, roll a dice at the end of your Shooting phase. On a roll of 5+, choose an enemy unit within 36". That unit suffers D3 mortal wounds.

BATTLEZONE: FIRE AND FURY

The armies clash under a burning sky – far above the conflict, a cataclysmic battle is taking place in orbit, and the casualties of that war descend in burning fragments to bombard the armies on the cracked earth. It is insanity to fight in these conditions, but you will not be found wanting!

Burning Skies: Units that can **FLY** must roll a dice each time they move in the Movement phase (roll after they have completed their move). On a roll of 1, they suffer D3 mortal wounds.

The Earth Cracks: All Move characteristics are halved for units that begin their turn with any models entirely within a terrain feature, and a unit that charges through such terrain must roll a dice. On a roll of 1, it suffers D3 mortal wounds. Units that can **FLY** are not affected.

Meteoric Debris: In each of your Shooting phases, place three dice numbered 1, 2 and 3 anywhere on the battlefield, at least 12" apart. You then roll another dice; if the result matches the number of one of the dice, a flaming chunk of debris crashes into the battlefield at the corresponding dice's location and every unit within 6" of it suffers D3 mortal wounds. If the result doesn't match any placed dice, the debris has landed elsewhere on the planet this time.

WARLORD TRAIT

In this mission, your Warlord can choose the following Warlord Trait in place of any other:

Insane Bravado: This Warlord and any friendly units within 8" of them do not have to take Morale tests.

STRATAGEMS

In this battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagem:

2CP

ORBITAL BOMBARDMENT

Stratagem

In your Shooting phase, you may place six dice for Meteoric Debris, rather than 3. The dice should be numbered 1, 2, 3, 4, 5 and 6.

BATTLEZONE: PSYCHIC MAELSTROM

On countless worlds, psykers unaware of the terrible danger are tapping into powers they cannot control. In extreme cases, a psyker is transformed into a ghastly conduit for the warp, infesting their planet with daemonic corruption while amplifying the psychic potential of all who fight there.

The Warp Overflows: PSYKERS add 2 to their Psychic and Deny the Witch tests.

Psychic Amplification: PSYKERS can attempt to manifest one extra psychic power in their psychic phase, and the range of all psychic powers (where they have a range) is doubled.

Mortal Peril: If you roll any double for a Psychic test, including a double 1 or double 6, the **PSYKER** suffers Terrors of the Warp (after resolving the psychic power, if it is successfully manifested). This counts as suffering Perils of the Warp, but instead of the usual rules, roll on the following table:

D6	RESULT
1	**A Fate Worse Than Death:** The psyker suffers 6 mortal wounds. If they are slain by this, your opponent may place a Chaos Spawn model, under their control, where the psyker was standing (or as close as possible).
2	**Overload:** The psyker suffers D3 mortal wounds. If they are slain by this, each unit within 6" suffers D3 mortal wounds.
3	**A Door Closes:** The psyker immediately forgets the psychic power that they were manifesting – they cannot manifest this power for the rest of the battle.
4	**Timeslip:** The psyker may immediately attempt to manifest an extra psychic power in this phase (even one they have already manifested).
5	**Possession:** Roll 2D6. If the total is greater than the psyker's Leadership characteristic, they are possessed and controlled by your opponent for the rest of the battle.
6	**Transformation:** Until your next Psychic phase, the psyker has a Strength characteristic of 10 and an invulnerable save of 2+.

PLANETSTRIKE

The Planetstrike expansion allows your armies to battle to the death in a devastating planetary assault. In Planetstrike, players take specific roles – one is the attacker, attempting to wrest control of a planet, and the other is the defender, who will do everything to hold it.

Planetary invasions are swift and terrible affairs, characterised by deafening noise, earth-shattering explosions and the stench of death. Thousands of battle-hungry warriors plunge downwards upon trails of flame and vapour like vengeful angels, pouring from the drop-craft and low-orbiting spaceships that darken the skies above. Megatonnes of ordnance hammer down around these airborne warriors, the detonations so devastating that the skies themselves seem afire. Attack craft roar across the sky through lattices of ruby-red las-fire and rocket contrails, strafing any soldier who dares stray into the open before screaming off through the flak to the next war zone. Pillars of ghostly light probe the skies, their colonnades all but transforming the battlefield into some vast and surreal shrine to the gods of war. The touch of these lights is certain death to any invader caught in their beams, and red-hot debris rains from the skies as batteries of anti-aircraft guns take their toll. Gigantic landers plummet from the heavens, shaking the ground with their impact before disgorging yet more warriors into the merciless meat grinder of a planetary assault.

Below the chaotic skies lies a war-torn landscape chewed up and spat out by the incessant bombardments that precede the invasion. The devastated mudscape is punctuated only by the ruined shells of once-proud buildings and

The defender constructs their garrison – mighty bastions and heavy emplacements bristling with enough firepower to cut down any invaders that dare set foot on the planet.

The attacker launches deadly firestorms from orbit before their forces drop directly into the heart of the fight to wrest the planet from the defender.

by inviolable strongholds that jut like tombstones from the tortured earth. The comparison is apt, for the doomed soldiers who defend these bastions from the storm of violence that threatens to consume them will emerge as corpses or not at all.

It is within this nightmarish and lethal crucible of battle that true heroes are forged into warriors of iron will and exceptional might who march grim-faced through barrages of shrapnel and fire without pause. It is these heroes who determine the fate of the planet, these heroes who defy the enemy to strike them down and tear the prize from their grip. Only the brave or the insane can hope to prosper. Empires have ever been built on the deeds of such dauntless individuals, and by their deeds they may also fall.

PLANETARY ASSAULT

Planetstrike is truly a war on all fronts, in which the enemy can appear at any time, from anywhere – especially from above! Will you play the Defender, setting up formidable fortifications and giving everything you've got to repel the invaders? Or will you play the Attacker, raining hellfire and damnation upon the foe before sending an army of your best troops to claim the smoking remains of their strongholds? Whether you choose to tear the planet from your opponent's grasp or annihilate the invaders raining from the skies, your actions can determine the fate of an entire world.

Planetstrike missions use the following additional rules:

FIRESTORM ATTACK

The planetary invasion is preceded by a fierce firestorm.

The Attacker makes Firestorm Attacks at the start of the first battle round, but before the first turn begins; each mission will specify how many are made. The Attacker first places six dice numbered 1 through 6 on the battlefield, anywhere at least 9" apart. For each Firestorm Attack, roll one dice: every unit within 3" of the corresponding dice's location suffers D6 mortal wounds. **INFANTRY** units hit by a Firestorm Attack can choose to go to ground before the damage is rolled; if they do, they only suffer D3 mortal wounds, but cannot do anything during their first turn.

PLANETARY ASSAULT

The attacker's forces rain from the skies to assault the defenders.

In Planetstrike missions, the Attacker's units are not set up on the battlefield during deployment and instead start the game in Reserve. **INFANTRY** units and units that can **FLY** start the game in orbit, whilst other units start the game in a landing zone, just off one edge of the battlefield.

Roll a dice for each of your units still in Reserve at the end of each of your Movement phases (this is called a Reserve roll) – on a 3+ that unit arrives from Reserve. Note that if a unit placed in Reserve is embarked within a **TRANSPORT**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and its embarked units).

If the unit arrived from orbit, place it anywhere on the battlefield more than 6" from any enemy model. If the unit arrived from a landing zone, place it within 6" of the battlefield edge chosen as the Attacker's landing zone.

PLANETSTRIKE DEFENCES

The Defender can use the following rules for defences in Planetstrike:

BASTIONS

These shelter the Defender's forces as they repel invading armies.

Bastions cannot move for any reason, nor can they Fight. Enemy models automatically hit them in a Fight – do not make hit rolls. Each Bastion has a Toughness of 10, a Save of 3+, 20 Wounds, and is removed once it has lost all its wounds. Each has a Ballistic Skill of 5+ and is equipped with four heavy bolters (see right).

The Defender's **INFANTRY** units can garrison a Bastion, moving in and out of it in the same manner as a unit embarking or disembarking from a **TRANSPORT**. Up to 20 models can garrison a Bastion at any one time. Garrisoning units cannot normally do anything or be affected in any way, with the exception that they can still shoot in your Shooting phase. If the Bastion is destroyed, each unit garrisoning it must disembark, but the Defender must then roll a dice for each model just set up on the battlefield; for each roll of 1, 2 or 3, a model that disembarked (Defender's choice) is crushed by falling rubble and slain.

DEFENCE EMPLACEMENTS

Defence Emplacements are used to shoot down invading forces.

Defence Emplacements cannot move for any reason, nor can they Fight. Enemy models automatically hit them in a Fight – do not make hit rolls. Each Defence Emplacement has a Toughness of 7, a Save of 4+, 3 Wounds and is removed once it loses all of its wounds. Each Defence Emplacement has a Ballistic Skill of 5+ and is armed with either an Icarus lascannon or a quad-gun (see below). Add 1 to the hit rolls when shooting one of these weapons at a unit that can **FLY**, or at a unit that arrived from orbit during the Attacker's previous turn. Subtract 1 when shooting at any other target.

WEAPON PROFILES

	R	TYPE	S	AP	D
Heavy bolter	36"	Heavy 3	5	-1	D6
Quad-gun	48"	Heavy 8	7	-1	1
Icarus lascannon	96"	Heavy 1	9	-3	1

PLANETSTRIKE STRATAGEMS

In Planetstrike games, players can use the following additional Stratagems, depending on whether they are the Attacker or the Defender:

2CP — SCORCHED SKIES
Attacker Stratagem
This Stratagem is used just before you resolve your Firestorm Attacks. You make D3 additional Firestorm Attacks.

1CP — RAPID DROP ASSAULT
Attacker Stratagem
This Stratagem is used before making any Reserve rolls at the start of your first turn. D3 units of your choice automatically arrive from Reserve.

1CP — TARGETING JAMMERS
Defender Stratagem
This Stratagem is used just before the Attacker resolves their Firestorm Attacks. You can move one of the Firestorm location dice up to 2D6" in any direction.

2CP — FORTIFIED STRONGHOLD
Defender Stratagem
This Stratagem is used before the Attacker resolves his Firestorm Attacks. Select a single Bastion. That Bastion has 25 Wounds instead of 20.

PLANETSTRIKE

PLANETFALL

Invading forces orbit above, raining fire upon the foe, their landing parties inbound to take for themselves any fortresses still standing. The defender must weather the storm and repel the enemy, no matter the cost. The attacker must not rest until the world is theirs.

THE ARMIES

The players should first choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. The Power Level of the Attacker's army should be greater than that of the Defender's.

THE BATTLEFIELD

The Defender creates the battlefield; they start by setting up any number of Fortifications (Bastions, Defence Emplacements, etc.). They then set up all other terrain on the battlefield however they choose. Once the Defender has created the battlefield, the Attacker chooses one battlefield edge to be their landing zone – this is where their non-orbital Reserves will arrive from.

Next, the Defender places 6 objective markers. One objective marker may be placed inside each Bastion. Any objective marker not placed in a Bastion must be placed anywhere on the battlefield so long as the centre of each is more than 6" from the centre of any other objective marker, any Bastion or any battlefield edge. If a Bastion containing an objective marker is destroyed during the game, the Defender must place the objective marker where the building used to be.

DEPLOYMENT

The Defender now sets up all of their units, anywhere on the battlefield. The Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules (pg 256).

FIRESTORM ATTACK

The Attacker rolls a D3 and adds 1 to the result for each Bastion that is on the battlefield. The total is the number of Firestorm Attacks that the Attacker makes.

FIRST TURN

The Attacker has the first turn.

BATTLE LENGTH

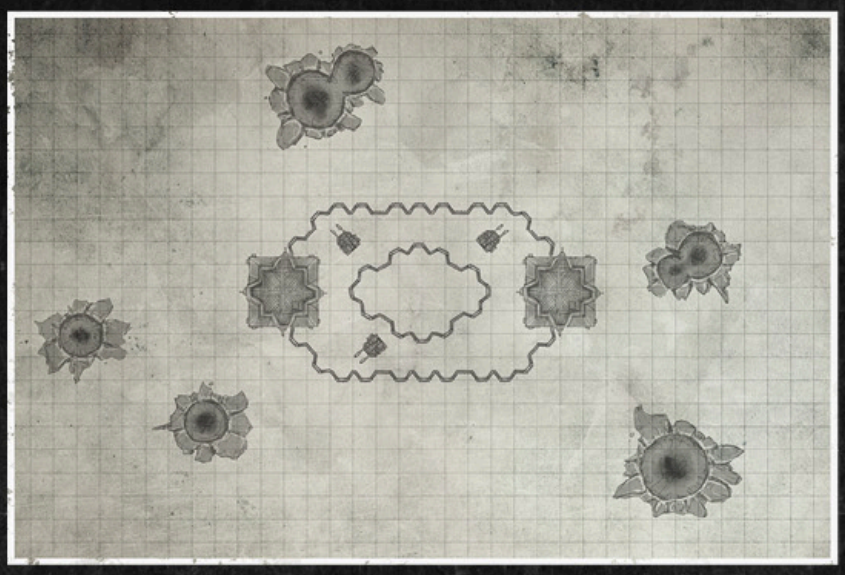
The game lasts for 6 battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Storm and Defend: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. If an objective marker is within a Bastion, count all the models within 3" of the building and all the models garrisoning it when determining who controls the objective marker.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.



The battlefield shown here is an example of a classic set-up for a game of Planetstrike. The Defender has chosen to place his Fortifications in the centre of the battlefield so that, whichever direction the Attacker chooses to come from, they will be ready.

CITIES OF DEATH

In the nightmare of the far future, armies battle one another to annihilation amid the shattered ruins of vast corpse-strewn cities. The Cities of Death expansion allows both players to recreate the brutal, close-confines nature of urban warfare.

In a galaxy of war, cities make for the bloodiest of battlefields. Bombed from orbit, the blasted city ruins are overrun by hordes of slavering aliens or crushed to rubble beneath the footfalls of titanic war machines. Warriors engage in bitter close-quarters battles whilst mighty battle tanks smash through crumbling buildings, grinding bricks and bodies both beneath their treads. Victory will only be won by an army ruthless and determined enough to drive its enemy from every collapsed building, root out and eradicate every firebase, and level every stronghold to deny even a single sniper a vantage point. Every building, staircase and hallway becomes a battleground fought over by dozens of warriors, no quarter given until the floor is carpeted with the bodies of the dead and the walls are blasted rubble.

Battle lines are drawn from one street corner to another and soldiers dart across shell-pocked roads. No man's land is watched over by merciless snipers waiting for the next fool to stray into their sights.

In these cramped confines, warriors fight on long after their ammunition is spent. With the butts of rifles and scavenged weapons, they bludgeon their foes to death, stabbing and hacking in a frenzy to survive. In such battles, combatants are at their most base and low, and no tactic is too desperate, no rule unbreakable to achieve victory. City fighting takes all the horrors of war and magnifies them. Territory is more important, lives are cheaper, and survival is all but impossible.

Ruined buildings conceal warriors who use their elevated position to gain an advantage over their foes, granting them a superior field of fire and making it harder for the enemy to find effective cover. Assault forces are sent forwards to flush out all such pockets of resistance. Darting from cover to cover, they launch desperate attacks with grenades and flamers to reduce the foe to blasted and charred corpses.

In Cities of Death, key locations are seized and pressed into service as makeshift bunkers, emergency field hospitals or command posts by generals desperate for any advantage. Any buildings that cannot be held are instead rigged with all manner of deadly traps.

Sometimes, a few loyal or well-trained soldiers must be counted on to turn the tide of a city battle. Few in number, such warriors cannot hope to hold ground for long periods against large numbers of enemies and must therefore engage in daring hit-and-run tactics, pinpoint strikes under cover of darkness, and even daring raids launched from labyrinthine sewer networks.

Even the most fast-moving armies can be forced to abandon their usual tactics as they become bogged down in blood-soaked building-to-building warfare.

Cities of Death missions use the following additional rules:

CITY RUINS

Unless they can **FLY**, **VEHICLES**, **MONSTERS** and **BIKES** can only end their move on the ground floor of ruins.

INFANTRY are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are on or behind a ruin receive the benefit of cover. **INFANTRY** units that do not move in their Movement phase are better able to make use of available cover in Cities of Death. Until they next move, you add 2 to their saving throws instead of only 1 against all shooting attacks. Other units only receive the benefit of cover if at least 50% of every model is actually obscured from the point of view of the shooting unit.

HEIGHT ADVANTAGE

In urban warfare, every soldier in a tall building is a sniper, raking fire onto those below. Combating foes with such a height advantage is nigh impossible.

A model gains a Height Advantage whilst occupying the upper levels of a city ruin and shooting at a unit that is either at street level or within a lower level of city ruins. To gain a Height Advantage, every model in the target unit must be on levels that are 3" or more below that of the firing model. If a model shoots with a Height Advantage, the target does not receive any of the benefits for being in cover.

STREETS AND ROADS

Forces can move quickly across streets and roads, but doing so often leaves them exposed to enemy fire.

You can move a model an extra 2" if it spends its entire Movement phase on a street or road (move a model an extra 4" instead if the unit Advances). This has no effect on units that can **FLY**.

FIRE IN THE HOLE

In the close confines or building-to-building warfare, grenades are especially effective.

In Cities of Death battles, re-roll all failed wound rolls made when a model throws a Grenade at a unit on or in ruins. Furthermore, if a Grenade makes a random number of attacks, that Grenade always makes the maximum number of attacks instead (e.g. a Grenade D6 profile would instead be treated as a Grenade 6 profile when thrown at a unit occupying ruins).

CITIES OF DEATH STRATAGEMS

In Cities of Death games, players can use the following additional Stratagems:

2CP — SEWER RATS

Stratagem

This Stratagem is used just before you set up an **INFANTRY** unit during deployment. Instead of setting up that unit on the battlefield, they are infiltrating the city's sewer network. At the end of any of your Movement phases, you can set the unit up anywhere on the battlefield at street level that is more than 9" from any enemy model and not in a city ruin.

1CP — MEDICAE FACILITY

Stratagem

This Stratagem is used after both sides have deployed, but before the first battle round begins. Nominate a single city ruin to house the Medicae Facility. Roll a dice each time a model loses a wound whilst occupying that city ruin; on a 6, the model has been healed by the medicae equipment and does not lose that wound.

1CP — BOOBY TRAPS

Stratagem

This Stratagem is used after both sides have deployed, but before the first battle round begins. Secretly nominate a single city ruin to house the Booby Traps and write this down – this cannot be a city ruin that is currently occupied by any models. The first time any model, moves into the city ruin, they trigger the Booby Traps and suffer D3 mortal wounds (D6 if they were Advancing).

1CP — DEATH IN THE STREETS

Stratagem

This Stratagem can be used when a unit with a Height Advantage shoots an enemy unit that is entirely at street level and not in cover. You can re-roll all failed hit and wound rolls when resolving shots at that enemy unit.

CITIES OF DEATH

FIRESWEEP

Both sides are moving forwards to occupy as much of the city as possible, conducting a room-to-room, building-to-building and street-to-street advance. Each force must attempt to claim as many buildings as they can, clearing the enemy as they move.

THE ARMIES

Both players select a Battle-forged army. Neither army can include any Fortifications.

THE BATTLEFIELD

Create the battlefield. Players must set up at least six city ruins, but should place more if they can. The streets and areas between the city ruins should be liberally littered with obstacles, barricades, wreckage and other detritus so that troops have some shelter as they dash from one building to another.

After terrain has been set up, the players must place 6 objective markers to denote the Critical city ruins they are attempting to claim (see Victory Conditions, opposite). The players should roll off and, starting with whoever rolled highest, alternate placing these objective markers until all 6 have been set up. The objective markers must each be located in a different city ruin.

DEPLOYMENT

The player who placed the sixth objective marker now picks one quarter of the battlefield, as shown on the map below, for their deployment zone, and their opponent uses the diagonally opposite quarter of the battlefield as their deployment zone. Next, players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

POWER LEVEL

After both sides have deployed, determine each army's Power Level by adding the Power Ratings of all its units; whichever player has the lowest is the Underdog. If both have the same Power Level, the player who assigned the deployment zones is the Underdog. If the difference between the Power Levels of the two armies is 10 to 19, the Underdog receives 1 bonus CP; if the difference is 20 to 29, they receive 2 CPs and so on.

FIRST TURN

The player who completed setting up their army first can choose to take the first or second turn.

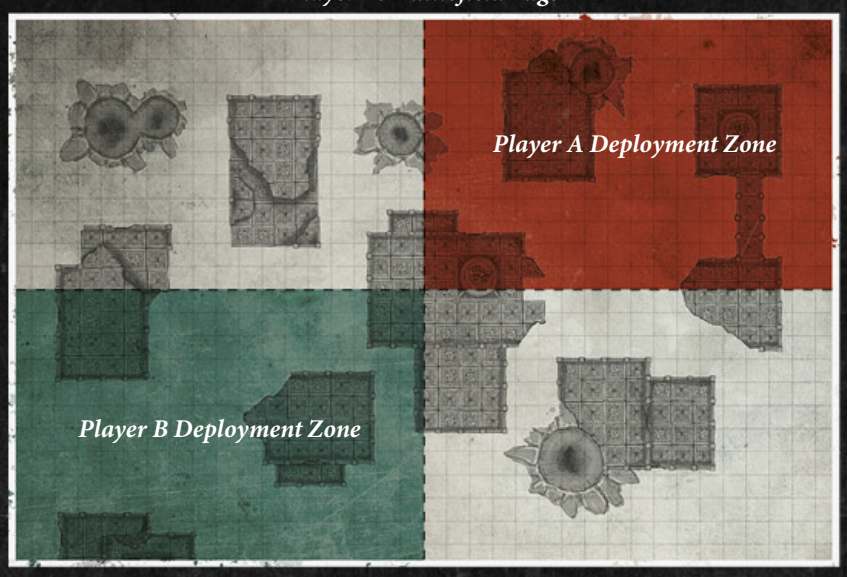
BATTLE LENGTH

The game lasts for 6 battle rounds.

VICTORY CONDITIONS

At the end of the game, the player controlling the most Critical city ruins earns a major victory. If both players control the same number, the Underdog scores a minor victory. A player controls a Critical city ruin if they have more models on or in that ruin than their opponent.

Player A's Battlefield Edge



Player B's Battlefield Edge

The battlefield shown here is an example of a classic set-up for a game of Cities of Death. The battlefield contains several city ruins through which infantry can fight and take cover, and exposed roads, across which the brave can attempt to cover ground.

STRONGHOLD ASSAULT

Across the galaxy, siege warfare is a way of life. In Stronghold Assault one player is the Attacker, throwing themselves against the walls of monolithic fortresses, and the other is the Defender, who will garrison every fortification, gun emplacement and blood-soaked trench to the last.

The galaxy's battlefields are punctuated with monolithic strongholds that reach towards the heavens, studded with enough weapon emplacements and firing ports to hold back entire armies. These fortifications are monuments to the unyielding nature of siege warfare. Many have endured centuries of unrelenting battle, and in their shadows, warriors beyond counting have been slain. Some have even withstood more than ten millennia of grinding war, sheltering troops as they unleash their own fury against the foe.

Nested within the grandest bastions are weapons of such terrible magnitude that they can annihilate the mightiest machines of war, or even cripple a battleship in low orbit. These jutting fortresses do not stand alone in their endless vigil over the galaxy's battlefields – defence lines and trench networks protect and connect the bunkers and weapon towers at their heart.

However, even the most formidable series of fortifications are naught but walls and barricades without a garrison to defend them. Only when soldiers man battlements and operate weapon systems is a fortification's true defensive potential realised. Even a single squad of warriors can be transformed into an unyielding foe when occupying a bunker, pouring down firepower upon their enemies with impunity, safe from all but the heaviest retaliation. It is no surprise, therefore, that commanders seek to control these unyielding bulwarks. Control of such assets can be the difference between victory and defeat. As such, they are never defended lightly, nor taken from the enemy without considerable losses.

Strongpoints are inevitably the strategic lynchpins of any occupying army's war effort, and thus become the prime objectives of any enemy attack. The aggressor will launch endless charges across no man's land, attempting to tear down these edifices and slay those sheltering within.

Many of the Imperium's countless fortresses have succumbed to war over the millennia, torn down in grinding sieges to piles of rubble or blasted by artillery bombardments into shattered ruins. However, for every mighty fortification that has been razed to the ground, a dozen have endured to stand proud – armoured monuments that are testament to the stubborn power and brutal majesty of Mankind.

The armour and armaments of fortifications make them invaluable defensive assets. A fully garrisoned fortress can withstand both heavy bombardment and determined assault from a numerically superior foe, but should the walls fall, the defenders' hopes of victory often fall with it.

Stronghold Assault missions use the following additional rules:

BIG GUNS NEVER TIRE

The attacker has brought along their heaviest ordnance to level the defences of the foe.

The Attacker's models can move and shoot Heavy weapons without incurring the -1 penalty to their hit rolls, but only when targeting a Bunker or a Fortress (see right).

DEMOLITIONS

The attacking troops are equipped with demolition tools and explosive charges to breach the enemy's defences.

Each time the Attacker makes a wound roll of 6+ for a model Fighting a Bunker or a Fortress, the structure suffers a mortal wound in addition to any other damage.

STRONGHOLD DEFENCES

The defenders await the onslaught of their enemy, secure in the protection offered by their fortifications and trenches.

The Defender can use the following rules for their defences in games of Stronghold Assault:

DEFENCE LINES

Defence Lines are trenches or armoured shield sections that provide troops with shelter.

INFANTRY models that are within 1" of a Defence Line and behind it, from the point of view of the firing unit, receive the benefit of cover. In addition, these models can take cover at any point during the enemy turn – as soon as they do so, improve their Save by 2 until the start of the enemy's next turn, but they can do nothing until then.

In addition, enemy units can fight across a Defence Line, even though the physical distance is sometimes more than 1". When resolving Fights against units on opposite sides of a Defence Line, units can be chosen to Fight if the enemy is within 2", instead of the normal 1". In order to attack an enemy unit on the opposite side of a Defence Line, an attacking model must either be within 2" of that unit, or within 1" of another model from its own unit that is itself within 2" of that enemy unit. This represents the unit fighting in two ranks.

BUNKERS AND FORTRESSES

These fortifications are used to shelter the Defender's forces as they repel invading armies.

When the Defender creates their army, they can include as many Bunkers and Fortresses as they wish. Each is a single model that takes up a single Fortifications Battlefield Role slot in a Detachment. Bunkers have a Power Rating of 5, whilst Fortresses have a Power Rating of 15.

Bunkers and Fortresses cannot move for any reason, nor can they Fight. Enemy models automatically hit them in a Fight – do not make hit rolls. Each Bunker and Fortress has a Toughness of 10 and a Save of 3+. A Bunker has 15 Wounds and a Fortress has 30 – either is removed once destroyed. A Fortress has a Ballistic Skill of 5+ and is equipped with two Icarus lascannons, a missile silo and up to four heavy bolters (see right).

INFANTRY units can garrison a Bunker or a Fortress, moving in and out of it in the same manner as a unit embarking or disembarking from a **TRANSPORT**. Up to 20 models can garrison a Bunker at any one time, and up to 40 can garrison a Fortress. Garrisoned units cannot normally do anything or be affected in any way with the exception that they can still shoot in your Shooting phase. If the Bunker or Fortress is destroyed, each unit garrisoning it must disembark, but the controlling player must then roll a dice for each model just set up on the battlefield; for each roll of 1, 2 or 3, a model that disembarked (controlling player's choice) is slain.

CAPTURED FORTRESS

An undefended stronghold is an asset for the attacker to capture and turn upon the foe.

At the start of most Stronghold Assault missions, Bunkers and Fortresses are under the control of the Defender. However, the Attacker can garrison any unoccupied building using the same rules. If they do so, the building immediately comes under their control. Buildings can potentially exchange hands several times over the course of the battle.

WEAPON PROFILES

	R	TYPE	S	AP	D
Heavy bolter	36"	Heavy 3	5	-1	1
Icarus lascannon	96"	Heavy 1	9	-3	D6
Missile silo*	96"	Heavy 3D6	4	0	1

*The missile silo cannot shoot enemy units that are within 18".

STRONGHOLD ASSAULT STRATAGEMS

In Stronghold Assault games, players can use the following additional Stratagems, depending on whether they are the Attacker or the Defender:

1CP **SAPPERS**

Attacker Stratagem

This Stratagem is used just before one of your units Fights a Bunker or Fortress. You can add 1 to all wound rolls made for that unit that target a Bunker or Fortress this Fight phase.

1CP **ESCAPE HATCH**

Defender Stratagem

This Stratagem is used when one of your Bunkers or Fortresses is destroyed. Garrisoning models are only slain on a roll of 1, instead of a roll of 1, 2 or 3.

STRONGHOLD ASSAULT

BUNKER ASSAULT

One side has withdrawn behind the shelter of unyielding bunkers, holding the advancing foe at arm's reach whilst calling down withering salvoes of artillery strikes. The attacker must destroy or overwhelm the bunkers as quickly as possible, before the barrages pound them into oblivion.

THE ARMIES

The players should first choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. The Power Level of the Attacker's army should be greater than that of the Defender's. The Defender must include at least one Fortification Network Detachment containing between 1 and 3 Bunkers and/or Fortresses, in any combination.

THE BATTLEFIELD

The Defender creates a battlefield. They start by first setting up their Bunkers and Fortresses within their deployment zone. They then set up as many Defence Lines as they like. Then set up other terrain on the battlefield – we suggest a few ruins or craters.

DEPLOYMENT

After the battlefield has been created, the Defender sets up their army within their deployment zone. The Attacker then sets up their army wholly within their own deployment zone.

TARGETING AUGER

After both sides have deployed, the Defender selects one of their Bunkers or Fortresses to house the Targeting Auger. Whilst this Fortification is garrisoned by one of the Defender's units, they can direct an artillery strike at the start of each of their Shooting phases. To do so, place a marker (such as a dice or a coin) anywhere on the battlefield. Your opponent can then move the marker D6" in any direction. After this is done, roll a dice for each unit (friend or foe) within 3" of the marker – on a 3+, that unit suffers D3 mortal wounds.

FIRST TURN

The Attacker has the first turn.

BATTLE LENGTH

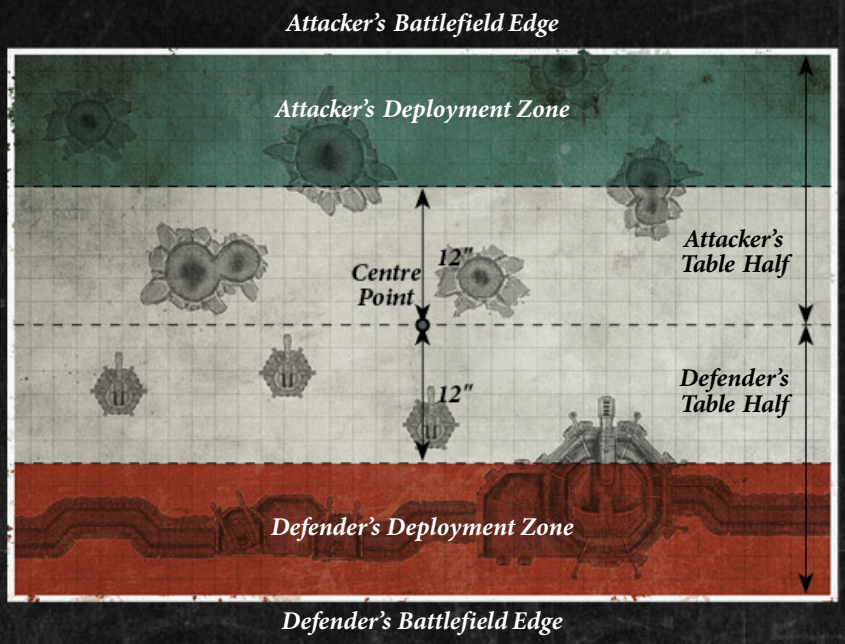
The game lasts for 6 battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Rubble and Ruin: The Attacker scores 3 victory points for each Bunker they destroy, and for each Bunker they have captured and still hold at the end of the game. The Defender scores 3 victory points for every other Bunker still on the battlefield at the end of the game. Each Fortress is instead worth 6 victory points.



The battlefield shown here is an example of a classic set-up for a game of Stronghold Assault.

When setting up the table, any Fortifications that are purchased as part of an army list must be placed wholly within their controlling player's table half.

DEATH FROM THE SKIES

Fire fills the skies as squadron after squadron of aircraft scream into battle. The Death from the Skies expansion allows players to recreate battles where squadrons of aircraft are critical to success and where skilled aces engage in fast-paced dogfights for dominance of the skies.

The clouds burn as squadrons of aircraft tear across the skies and engage in deadly combat. Even as mighty armies clash upon war-torn battlefields, so the skies above play host to battles of their own. Swift fighter wings dogfight furiously with one another, and ace pilots prey upon their victims with sublime skill. Squadrons of bombers thunder in through skies alive with flak, dropping ordnance into the swirling battle below. Meanwhile, attack craft punch through enemy fighter screens to strafe the foe and deliver warriors to the heart of battle. Everywhere, wise commanders seek to dominate the air, knowing that this will secure victory on the ground.

Wings of lightning-fast jet fighters hurtle through acid squalls or weave between the towers of megalithic cityscapes to blow enemy aircraft out of the skies. As their land-bound comrades fight and die down below, these courageous pilots engage in adrenaline-charged aerial duels where a split second's hesitation means death.

All the while, flights of bombers thunder into cauldrons of fire to hammer shield generators, dark idols and super-heavy war engines with lethal ordnance. The destruction wrought by squadrons of heavy bombers obliterates such ground targets wholesale.

Even as this carnage is unleashed, aerial transports and gunships swoop from on high. Strafing runs shred infantry formations, gunning down bestial monsters and turning enemy tanks into fireballs, before disgorging hordes of battle-ready killers from their armoured holds.

Whether forging through sentient rust-cyclones or engaging winged Daemons in the starlit void of space, squadrons of aircraft rule the war-torn heavens.

Hurtling into battle with guns spitting death, wings of combat aircraft fight their own war high above the blood-soaked battlefield.

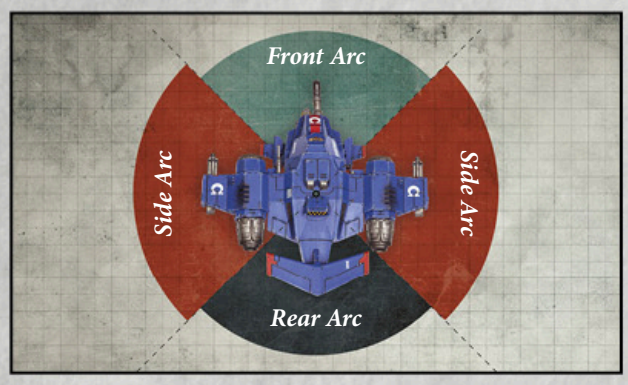
The first moments of a dogfight are crucial; pilots jockey for position, attempting to tail their quarry and line up for the kill shot. It is an aerial dance in which the slightest mistake can be fatal.

An aircraft may be forced to bug out, temporally leaving combat airspace, usually to shake off enemy fighters. Though it will avoid its own imminent destruction, its absence will be sorely felt on the battlefield, leaving its allies on the ground unprotected and at the mercy of deadly strafing fire and bombing runs until it can return, guns blazing, to wreak vengeance.

Death from the Skies missions use the following additional rules:

FLYERS

All Flyers – that is, units specifically with the Flyer Battlefield Role – can make use of the expanded Flyer rules below. For many of these rules, the Flyers' arcs will be important. Flyers have four 90° arcs: one front, one rear and two side arcs.



DOGFIGHT PHASE

Aircraft duel to the death in the burning skies above.

In Death from the Skies missions, Flyers can only target enemy Flyers with shooting attacks during the Dogfight phase. This is an extra phase introduced in each player's turn between their Movement and Psychic phases.

In the Dogfight phase, starting with the player whose turn it is, players alternate selecting one of their Flyers and then selecting an enemy Flyer as the target of their Dogfight. Your Flyer can immediately shoot with any of its weapons as if it were the Shooting phase. It can only shoot at the targeted Flyer, however, and cannot use Bombs and similar ordnance during the Dogfight phase. Furthermore, only those weapons that are in arc can shoot at the Flyer, such is the twisting and turning nature of Dogfights. Draw an imaginary line between the centre of your Flyer to the centre of the target Flyer to determine which of your weapons can be fired at that target; turret weapons can shoot in any direction, tail-mounted weapons can only shoot targets in the Flyer's rear arc and all other weapons can only shoot targets in the Flyer's front arc.

You will receive an additional modifier to your hit rolls depending on which of the target Flyer's arcs is facing the shooter, as follows:

- Rear (Tailing): +2 to all hit rolls.
- Front (Head-on Pass): +1 to all hit rolls.
- Side (Deflection Shot): No modifier.

Once your Flyer has resolved its shots, your opponent then chooses one of their Flyers to Dogfight, until all the Flyers that the players wish to Dogfight have done so.

Then move onto the Psychic phase as normal.

Flyers that shoot in the Dogfight phase can still shoot in their Shooting phase as normal, but remember that they can only target enemy Flyers in the Dogfight phase, so will need to shoot at ground-based targets instead.

LEAVING COMBAT AIRSPACE

Sometimes pilots are forced to overshoot their primary target and come around for another pass.

In an exception to the Minimum Move section of the core rules, Flyers can move off the edge of the battlefield – indeed, because of minimum moves, some may be forced to do so. These Flyers are said to have Left Combat Airspace. They can attempt to return to combat airspace at the end of their next Movement phase. To do so, roll a dice; on a 1 or 2, it has been delayed and does not arrive this turn, but you can roll again in your next turn. On a 3+, that Flyer arrives and is set up on the board as follows. Place the Flyer touching any battlefield edge facing any direction and move it directly forwards up to 6" (it cannot turn again). Flyers are always assumed to have moved their maximum distance when arriving on the battlefield in this manner.

Any Flyer that has Left Combat Airspace and has not re-entered it by the end of the game counts as destroyed for the purposes of any victory conditions.

DEATH FROM THE SKIES STRATAGEMS

In Death from the Skies games, players can use the following additional Stratagems:

1CP

EVASIVE MANOEUVRES

Stratagem

This Stratagem is used when one of your Flyers is targeted by an enemy Flyer in a Dogfight. You can re-roll all failed saving throws made for that Flyer this phase, but you must subtract 1 from any hit rolls made for it until the end of the current turn.

1-3CP

REFUEL, REARM, REPAIR

Stratagem

This Stratagem is used as soon as one of your Flyers Leaves Combat Airspace. If you spend 1 CP, the aircraft automatically re-enters combat airspace at the end of your next Movement phase – there is no need to roll a dice. If you spend 2 CPs, the aircraft also regains any weapons that are described as only being able to be used a limited number of times during a battle (bombs, etc.). If you spend 3 CPs, the aircraft also regains D3 wounds.

DEATH FROM THE SKIES

TACTICAL STRIKE

A window of opportunity has arisen for your bombers and ground-attack craft to strike at strategically vital ground targets. The attacker must strike fast, for the defender is even now scrambling fighters to intercept the attacking aircraft.

THE ARMIES

The players should first choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. Both armies must include at least one Air Wing Detachment. We recommend that the Defender's army include a few Fortifications as well. The Power Level of the Attacker's army should be greater than that of the Defender's.

THE BATTLEFIELD

Create a battlefield using the deployment map below that is large enough to accommodate both armies. Next, set up terrain. The Defender's deployment zone should contain several defensible pieces of terrain, such as ruins, in which they can take shelter from the air raids.

The Defender then sets up 5 objective markers to denote the Attacker's Ground Objectives. These can be placed anywhere that is not in terrain, or anywhere on a Fortification with Wounds, but each must be at least 6" away from any other (measure to the centre of the objective marker).

DEPLOYMENT

The Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.

GROUND OBJECTIVE

The Attacker must target and destroy the Ground Objectives. If a marker is placed on a Fortification, that Ground Objective is destroyed when the Fortification is. Markers that are not on terrain represent underground targets; these have a Toughness of 6, a Save of 4+ and 10 Wounds (in a Fight, Ground Objectives are hit automatically – no hit dice is rolled).

BUNKER BUSTERS

The Attacker adds 1 to all hit and wound rolls made for their Flyers when targeting Ground Objectives.

FIRST TURN

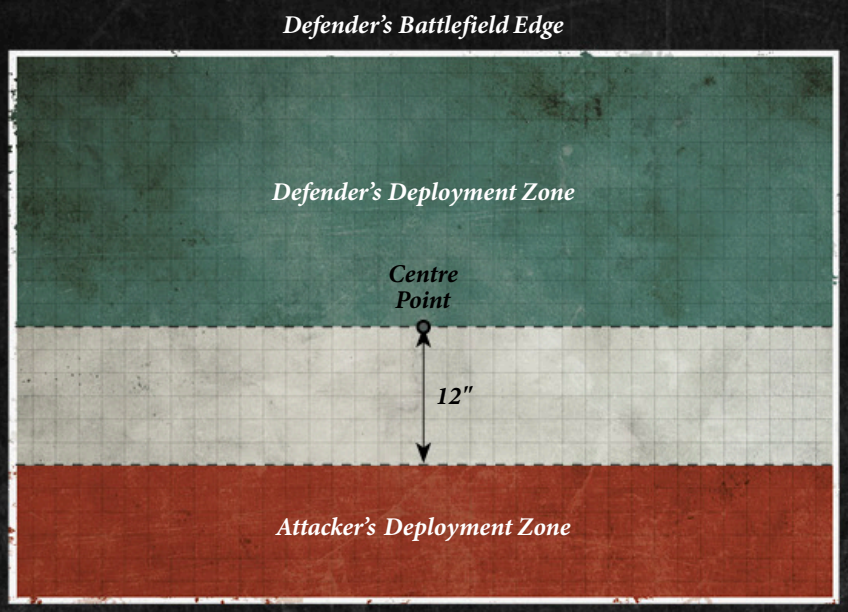
The Attacker has the first turn.

BATTLE LENGTH

The game lasts for 6 battle rounds.

VICTORY CONDITIONS

If, at the end of the game, 4 or more Ground Objectives have been destroyed, the Attacker wins a major victory. If 2 or fewer have been destroyed, the Defender wins a major victory. If 3 have been destroyed, and the Power Level of the Attacker's army is at least 10 greater than that of the Defender's, the Defender wins a minor victory, otherwise the battle is a draw.



MULTIPLAYER BATTLES

The rules for Warhammer 40,000 are written for battles fought between two players, each commanding an army. However, it is equally enjoyable to play multiplayer games between three or more players, each striving separately to defeat their opponents!

In a multiplayer battle there can be as many sides as there are players! Each player must attempt to defeat all of their opponents, using any means at their disposal in order to achieve victory. It is very simple to play a multiplayer battle, and only requires a handful of minor modifications to the core rules, which are detailed below.

MISSIONS

Multiplayer battles are best fought using missions that are designed specifically for them, such as the multiplayer mission presented on the next page, called 'Carnage'. However, it is easy to modify many two-player missions for use in multiplayer games by following these guidelines:

THE ARMIES

To play a multiplayer battle, you must have three or more players. Each player then chooses an army; the models belonging to all of the other players are treated as enemy models.

BATTLE ROUNDS

Each battle round is split into three or more turns – one for each player. Unless otherwise stated, at the start of each battle round, players roll off. The player who rolls highest decides who takes the first turn in that battle round.

After the first player has finished their turn, the players who have not yet had a turn yet roll off. The player who rolls highest decides who will take the next turn in that battle round.

After that player has finished their turn, the remaining players roll again to see who takes the next turn, and so on, until all of the players have had a turn. Then, the battle round is over and a new one begins.

PSYCHIC PHASE

Only one player is allowed to attempt to resist a successfully manifested psychic power – if several players wish to do so, then the player whose turn is taking place can choose which one gets to make the attempt.

CHARGE PHASE

After a player has moved all their charging models, the other players can attempt to perform Heroic Interventions in an order decided by the player whose turn it is. An enemy **CHARACTER** can only perform a Heroic Intervention if it is within 3" of a model controlled by the player whose turn it is.

FIGHT PHASE

Any unit that has models within 1" of an enemy unit can Fight in this phase. Models can be used to attack any enemy models, not just those belonging to the player whose turn is taking place.

Units that charged this turn Fight first as normal. Then, the player whose turn it is chooses an order for all the players (including themselves) to select a unit to Fight with, before the next player chooses a unit. Continue going around in the same order until all eligible units that you want to Fight have done so. If one player completes all of their units' Fights first, or they don't have any units that can Fight, then the other players complete all of their remaining Fights, one unit after another, in the same order. No unit can Fight more than once in each Fight phase.

MORALE PHASE

In the Morale phase, all players must take Morale tests for units from their army that have had models slain during the turn. The player whose turn it is tests first, and they then decide the order in which the other players will take their Morale tests.

MULTIPLAYER STRATAGEM

In multiplayer missions, each player can use Command Points (CPs) to use the following Stratagem:

1+CP **BRIBE**

Stratagem

You can use this Stratagem at any time to give any number of your remaining CPs to another player to bargain for a temporary ceasefire, alliance, betrayal, etc.

HINTS & TIPS

In a battle fought between three or more opponents, each general taking part must learn to be cunning! You must be able to set your foes against each other, form temporary alliances, and know when to stab someone in the back before they do the same thing to you. In other words, a successful general needs to be willing to use underhand ploys and tactics in order to win a battle!

MULTIPLAYER BATTLE

CARNAGE

Several armies converge on the same battlefield, each determined to capture it for themselves. Make whatever truces you must and betray whomever you wish, but be careful – when the battle is over, there can be only one victor.

THE ARMIES

In order to play this mission, you will need three or four players. Each must select a Battle-forged army.

THE BATTLEFIELD

Create a battlefield and set up terrain; as it will need to accommodate up to four armies, you might need to use a slightly larger battlefield than normal. Then, place a single objective marker in the centre of the battlefield.

DEPLOYMENT

The battlefield is divided into quarters. The players roll off; the winner chooses one of the quarters to be their deployment zone. Then, the remaining players roll off. The winner selects one of the other quarters to be their deployment zone, and so on, until all the players have a deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who selected their deployment zone first, then the player who selected their deployment zone second, and so on. Models must be set up wholly within their own deployment zone, more than 9" from the centre of the battlefield. Continue setting up units until all sides have set up their armies.

POWER LEVEL AND RANKING

After all sides have deployed, determine each army's Power Level by adding together the Power Ratings of all the units set up in that army. Then rank the armies from highest Power Level to lowest. If two have the same Power Level, the players should roll off. Whoever wins has the higher rank.

FIRST TURN

The player with the lowest rank chooses who has the first turn during the first battle round. The player with the second lowest rank chooses who has the second turn during the first battle round, and so on.

BATTLE LENGTH

The game lasts for 5 battle rounds.

VICTORY CONDITIONS

If one player's army has slain all of its foes, they win a major victory. Otherwise, the player who has the most victory points wins a major victory. If two or more players are tied for the highest number of victory points, the one with the lowest rank wins a minor victory. Victory points are achieved for the following:

Dominate the Field: At the end of each battle round, the objective marker is worth 1 victory point to the player who controls it – keep a running score from battle round to battle round. A player controls the objective marker if there are more models from their army within 3" of the centre of the marker than there are enemy models.

CAMPAIGNS

Taking you beyond one-off battles, campaigns can add a new dimension to your gaming, giving each victory and defeat greater meaning. Essentially, they tell a story that unfolds with every new engagement, where the result of each battle will be affected by the one before and influence the one after.

Once you fight a number of battles with your army, you're likely to find that a narrative develops out of the action on the battlefield. Perhaps one unit gains a reputation for surviving against the odds, or one of your Characters begins a bitter rivalry with one from an army they face regularly.

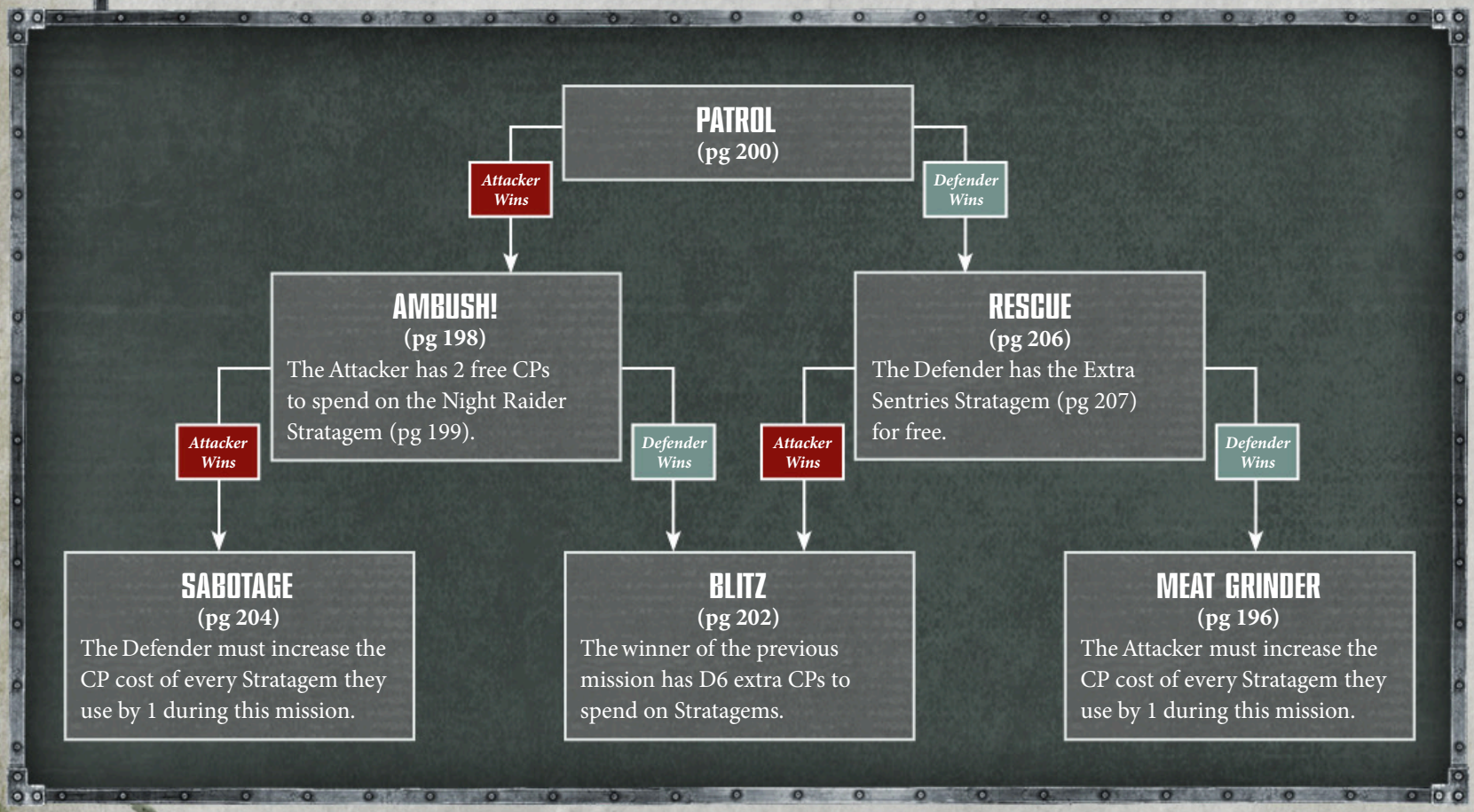
Campaigns are a great way of developing this natural narrative, providing it with a clearly defined structure and giving each battle you fight greater meaning. In essence, a campaign is simply a series of battles that are linked by a mechanism such as a map, flowchart or overarching story. Campaigns offer a style of gaming where armies gain battle honours and commanders hone their skills as the action progresses.

As you play and progress through the campaign, you will get to know and anticipate the strengths, weaknesses and strategies of your fellow players. Friendly rivalries abound, and are all part of the fun – as well as giving you the opportunity to capitalise on your victories, campaigns also allow you to seek retribution for your defeats!

A campaign can be as small or as extensive as you like. For instance, you could pitch your army against that of a friend and spend a day playing a short campaign that encompasses a skirmish, an epic main battle and a desperate last stand. Several friends could use a campaign as motivation for building their armies, where each week the players add a new unit to their forces and play again. There are many different types of campaign, but here are some examples of the most common kinds.

TREE CAMPAIGNS

Tree campaigns are a series of linked games, with the outcome of each one affecting the conditions of the next. For example, a simple tree campaign could consist of three battles (see below). In the first, one army is patrolling its territory (the defender), while the other must silence the patrols to gain the advantage (the attacker). If the attacking player wins the battle, the next mission sees them use this advantage to ambush the defender's forces. If the defender wins the first battle, the next mission is a rescue, as the attacker has to make a daring strike to retrieve the lone survivor of that



failed first mission. The result of the second basttle will determine which mission is played next, and the winner of that mission wins the campaign!

MATRIX CAMPAIGNS

Matrix campaigns require forward planning, with each battle affected by the choices you make at the start. They give you the opportunity to outmanoeuvre your foe in a series of linked games, using guile to win the day, but the mechanics are quite simple. Each player secretly picks an option from a list before each battle – the different choices will come together on the matrix to determine which mission to use. Below is an example that you could use to decide not only the mission you play, but which player has managed to gain an advantage over their opponent. You could use this matrix multiple times in the same campaign, or design your own with your opponent for the engagements that you fight later in the campaign, with additional bonuses or penalties.

MAP CAMPAIGNS

Map campaigns provide a dynamic geographical setting for your battles which you can explore as the campaign progresses. Each player might start with their own territory, marked out on a grid or even a Realm of Battle board modelled to represent the contested world. As battles are won and lost, territory might be taken over, key assets might be seized, and empires carved out that will be forever remembered. The action might not be restricted to battles – you can always write rules for supply lines, reinforcements, natural disasters and so on!

THE NEXT STEP

Once you have developed a taste for campaigning, you can make use of increasingly complex systems – some of these methods can be combined for an even more engaging experience. For example, you can incorporate a matrix into a map campaign and use your knowledge of the terrain to make the best strategical choices.

If you're new to campaigning, however, it's best to start small. While it's tempting to set your sights on conquering an entire star system, a set of linked battles with a manageable objective such as a capturing an outpost is perfect. On the other hand, if you've already enjoyed battling your way through a few games, then dive straight into an epic narrative campaign. This is the perfect forum for unleashing your creative talents, and provides great motivation to finish painting those final units or even build a whole new tabletop battlefield replete with sturdy fortifications, outlandish flora and all the scars of a protracted and hard-fought war.

Campaigns can become great multiplayer battles where pacts are formed and armies expand as the sagas unfold. In fact, stories are at the heart of every successful campaign, and when combined with a sound framework and organisation, they provide the excitement and interest that keeps everyone motivated to win.

		WARLORD A				
	WARLORD'S CHOICE	**Advance**	**Hold**	**Reconnoitre**	**Flank**	**Reinforce**
WARLORD B	**Advance**	**Retrieval Mission** (pg 218)	**Blitz** (pg 202) (Warlord B is the Attacker)	**Patrol** (pg 200) (Warlord B is the Attacker)	**Ambush!** (pg 198) (Warlord A is the Attacker)	**No Mercy** (pg 219)
	Hold	**Blitz** (pg 202) (Warlord A is the Attacker)	**Deadlock** (pg 235)	**Cleanse and Capture** (pg 230)	**Meat Grinder** (pg 196) (Warlord B is the Attacker)	**Meat Grinder** (pg 196) (Warlord A is the Attacker)
	Reconnoitre	**Patrol** (pg 200) (Warlord A is the Attacker)	**Cleanse and Capture** (pg 230)	**Patrol** (pg 200) (choose Attacker randomly)	**The Scouring** (pg 220)	**Sabotage** (pg 204) (Warlord B is the Attacker)
	Flank	**Ambush!** (pg 198) (Warlord B is the Attacker)	**Meat Grinder** (pg 196) (Warlord A is the Attacker)	**The Scouring** (pg 220)	**Cloak and Shadows** (pg 234)	**Ambush!** (pg 198) (Warlord B is the Attacker)
	Reinforce	**No Mercy** (pg 219)	**Meat Grinder** (pg 196) (Warlord B is the Attacker)	**Sabotage** (pg 204) (Warlord A is the Attacker)	**Ambush!** (pg 198) (Warlord A is the Attacker)	**Tactical Escalation** (pg 232)

For matrix campaigns, each warlord chooses their strategy in secret before revealing them simultaneously, and then cross-references their choices to determine which mission they will play. In this example, if Warlord A chose 'Hold' and Warlord B chose 'Flank', the two would play the Meat Grinder mission, with Warlord A as the Attacker.

WARHAMMER 40,000

CHAPTER APPROVED

2017 EDITION

GAMING IN THE 41ST MILLENNIUM

CHAPTER APPROVED

GAMING IN THE 41ST MILLENNIUM

OPEN PLAY

'The galaxy is a vast and terrible place, awash with a hungering darkness. Unto us alone does the Emperor give his light, that we might raise it high and drive back those ravenous shadows.'

- Chaplain Tellemorius of the Grey Knights Chapter

APOCALYPSE

Sometimes a battle will be fought that is so vast, so sprawling and spectacularly destructive, that it decides the fate of a world. When they are depicted upon the tabletop, such conflicts are known as Apocalypse battles.

Apocalypse battles are huge and dramatic tabletop conflicts, in which hundreds upon hundreds of infantry and squadron after squadron of fighting vehicles take to the field. The air darkens with waves of combat aircraft that rain fire from above. Titanic war engines grind across the battlefield, unleashing devastation with every volley, while space craft and artillery batteries annihilate their foes from afar.

Such grand conflicts have shaped the history of the 41st Millennium. Battles like the Fall of Cadia, the reclamation of Damnos, or the Doom of Valedor have seen the redemption or annihilation of entire worlds. Tales of incredible heroism and monstrous horror are woven from them, and the fate of whole star systems has been changed forever by their resolutions.

The rules for Apocalypse battles that you will find on the following pages explain how you and your friends can play out these sorts of enormous engagements for yourselves. At its most basic, an Apocalypse battle is a game of Warhammer 40,000 that features two teams each comprising two or more players and using armies of substantial size on a larger than normal gaming table. Everything is scaled up for maximum carnage. For some, this is an opportunity to combine several smaller armies into one large force sufficient to play a game of this magnitude. For others – those who own massive armies and super-heavy war engines that rarely get to see the tabletop – Apocalypse is the perfect excuse to unleash these beasts upon their foes.

In battles of such size, the minutiae of exact game balance become far less relevant. Many Apocalypse games allow players to recycle entire formations of infantry or vehicles, or to hammer the battlefield with firepower from

titanic assets considered to be miles away from the action. In this way, Apocalypse is the ultimate expression of the open play mechanics.

More important to a game of Apocalypse is the mission you choose to play, as this will provide a simple narrative and a robust framework within which your game can take place. On the following pages you will find a selection of these, each one designed with clear objectives and an emphasis on gaming spectacle and fun, allowing you to engage in a clash of titanic proportions.

Probably the most vital part of an Apocalypse game, however, is how the players themselves approach the game. Assembling all of the miniatures and scenery required for a game of Apocalypse is quite an undertaking, and the largest games are likely to last for a couple of days' intensive gaming. Players need to work together within their teams to ensure that everyone enjoys themselves and gets to make the most of the huge forces they've brought along, and should be conscious that Apocalypse is not intended to be a fiercely competitive or finely balanced gaming experience. After all, in a setting where storms of firepower can decimate entire armies in seconds and war engines the size of hab-blocks bestride the battlefield, everything can change in the blink of an eye!

Apocalypse games should therefore be played for the spectacle, and the sheer joy of playing out such an epic encounter. Entire lances of Imperial Knights stride into battle, guns thundering. Armadas of Asuryani and Drukhari aircraft streak through the skies, ploughing bloody furrows through Tyranid super-swarms with their massed firepower. The greatest heroes of the 41st Millennium clash in numbers rarely seen to decide whether worlds live or die. For many players, the chance to visualise these kinds of iconic scenes is reason enough to play. Of course, having the opportunity to deploy every single model in your collection as part of a still-larger army, and to perpetrate the sort of wholesale slaughter that only Apocalypse provides, are also good reasons to get involved!

So read on, and whether your gaming group plans to besiege a hive city, evacuate vital dignitaries from a dying world, or stage the tank war to end all tank wars, over the following pages you will find all you need to fight out the largest and most catastrophically destructive game of Warhammer 40,000 you've ever seen…

UNLEASH THE APOCALYPSE

Apocalypse is designed to be played between two teams of players, where every player can field all of the miniatures in their collection. It's the ideal showcase for your biggest and best models – an arena where Titans duel across a corpse-strewn battlefield and super-heavy tank squadrons engage in deadly combat!

Setting up a game of Apocalypse requires a little more preparation than most games. Because of this, it's best to have a 'game organiser'. They will make sure all of the players know where and when to meet, decide on the scenario to be played, and set up the terrain for the battle.

Apocalyptic Armies and Sides

Apocalypse is played between two teams of players, or 'sides'. Whilst Apocalypse battles can be fought between just two players, they are especially suited to team play. The number of players in each side doesn't have to be the same, but it helps if neither side has more than one extra player than the other.

In Apocalypse, players can use any models from their collection. They can even use their entire collection if they wish! It's a good idea to split the players into sides in such a way that both teams have similarly powerful armies. You may wish to compare each army's Power Rating to determine this – ideally each side should have a Power Rating of at least 150. Each player in a side commands their own army, and all units on the same side are considered friendly towards each other.

Warlords and Warmasters

Before a game of Apocalypse begins, each player nominates one model to be his Warlord. As a result, there may be several Warlords on each side, each of whom will have a Warlord Trait, as normal. However, it is important to establish who is in overall control of each side, so the players need to agree on which of their Warlords is going to be the Warmaster for that game. The Warmaster is in overall control of whatever alliance or war effort is taking place. The player that controls the Warmaster gets precedence when players in the team disagree upon matters of overall strategy that directly affect more than one person in that side. Be warned, though – the head of the enemy's supreme commander is a trophy greatly prized by the foe…

An Apocalyptic Battlefield

Apocalypse battles require suitably large battlefields. The gaming area needs to be at least 6' by 4', and is typically much larger; we've heard of Apocalypse games being played on the floor, where the battlefield is 30' by 40'! Just as the players in each

side combine their miniatures into a single army, all of the players in an Apocalypse battle should combine their terrain collections together to ensure they have enough scenery for the battle. Don't worry if there are wide-open spaces though – in fact, these are quite desirable, as you'll soon fill the space with models!

The Time Limit

Instead of a turn limit, Apocalypse battles have a time limit, which is determined by the players or the game organiser before the battle.

Apocalypse games usually take the best part of a day to play, and therefore have a schedule to determine when the battle starts and ends. Typically, a battle will start at 9 or 10 a.m. and end at 7 or 8 p.m., though it is not uncommon for games to go on longer than this, or even to take place over two or more days. Because these games often overrun, the end time should be set at least thirty minutes before the game really needs to finish. In addition to start and end times, a number of breaks should be scheduled for players to stop for refreshments. These also serve as good points to bring reinforcements and reserves into the battle. When a break point is reached, complete the current battle round before stopping. This ensures both sides have had the same number of turns.

PICKING A MISSION & DEPLOYING

The players decide which mission to play (or devise one of their own). Each mission tells you how to set up the battlefield, how to deploy the armies, what special rules apply to the game, and how the winner is decided.

The three 'Apocalyptic War' missions at the end of this section are good for general games of Apocalypse, and represent the types of apocalyptic battle that have been fought many times over the millennia.

With the schedule set, the players gathered, and the terrain set up, it is time to begin the battle. Because Apocalypse is a team game, some time needs to be set aside for a group discussion of the strategy to be employed for the coming battle.

Once all of the commanders in a side are clear about their objectives and their strategy, the armies can deploy. This can take some time for Apocalypse-sized armies, and because of this there will often be a time limit for deploying each army – any models that are not deployed within this time start the battle in reserve, and can enter the battlefield as reinforcements during the next scheduled break.

TYPICAL ONE-DAY SCHEDULE

9:00am – Arrive and deploy
10:00am – Start 1st session
1:00pm – Lunch break
2:00pm – Start 2nd session
5:30pm – Dinner break
6:00pm – Start 3rd session
9:00pm – End battle

ORGANISING THE APOCALYPSE

The scale of a typical game of Apocalypse can make coordinating, recruiting and scheduling more of a challenge than for normal games of Warhammer 40,000. Here you will find some tips for organising large-scale games.

Game Organiser

We've already mentioned the importance of the game organiser, whose responsibility it is to ensure Apocalypse gaming sessions run smoothly. Most gaming groups find that assigning this job to just one person is much more effective than having a committee in charge, as a group of organisers may well spend as much time debating with each other how best to do things as they do organising the game. The ideal game organiser should be open to suggestions and advice from other players, but will ultimately make all of the decisions pertaining to how the game is run.

If you've taken on the mantle of game organiser for your group, there are four important factors you will need to consider.

'The Four P's'

- **People**
- **Place**
- **Playing Area**
- **Plan**

1. People

One of the first challenges you will encounter is the difficulty of getting lots of people in one place at the same time. This will never be easy, but it helps to be proactive. Instead of casually suggesting a game of Apocalypse, give your players a firm date, time and place. If you arrange the game far enough in advance for people to fit it into their schedules, you'll usually find that plenty of volunteers will be available. If there are a limited number of places then be clear on this right at the start, as trying to tell someone there isn't room for them later can lead to hurt feelings. Also, let your players know that if they can't attend a game they've signed up for, they should let you know as soon as they can, as this will give you plenty of time to make other arrangements.

Large games can take quite a bit of time to set up and pack down, so it's a good idea to get a couple of players to agree to arrive early and leave late to help you with this.

Unfortunately, all this preparation doesn't ensure the day will unfold smoothly. People will turn up late, forget to bring things, and so on. As a game organiser, you should always be prepared. Bringing along some extra game aids and models yourself, and being flexible in re-organising which players are on what side is the key to success. Players that arrive late should join the game as 'reinforcements' during the next scheduled break. Those that have to leave early can hand over command of their troops to an ally, or withdraw their army by packing it away when they leave.

2. Place

You'll usually find that the place where you normally play games is perfectly suitable for games of Apocalypse too, but this won't always be the case due to the scale of the battle. Local leisure centres, community centres and libraries often have function rooms that can be hired for a day or two. However, it's rare to find a venue that can be hired for free. Because of this, you should warn players that they may have to cover the cost of hiring the venue. Warhammer World in Nottingham, UK, is fully equipped to cater for large-scale games, and you can book tables in advance online.

Ensuring that the venue is right for everyone is important, and it's your responsibility to arrange transportation, if needed, to and from your chosen location. You should also make sure there are adequate facilities for refreshments on-site, or otherwise instruct players to bring plenty of food and drink with them.

3. Playing Area

Once you have an idea of how large a playing area will be needed, you must make sure that you have enough terrain for the battle. You don't need as much terrain in Apocalypse games per square foot of the table as you do normally, but you may still find that some more terrain is required. If this is the case, you should consider coordinating with your group to produce more. You'll probably find that the promise of a game of Apocalypse can act as a great spur for making extra terrain.

4. Plan

With the logistics of your game sorted out, you next need to make a plan for the battle. This should be written and sent to all players well in advance of the game. It should include information such as:

- Where and when to turn up in order to play the game. If you're organising a game that is going to take more than a day to play, then you will also need to include information about accommodation.
- A list of players and their contact details (a list of phone numbers is especially useful for tracking down missing players).
- What the players need to bring with them (armies, codexes, dice, tape measures, etc.).
- A rough value of the combined Power Rating of all the models each player will bring (asking each player to submit this well in advance is recommended).
- Spare glue – invaluable for any last-minute repairs!
- A schedule for the day stating when the game will start, when breaks will take place, etc, such as the one provided on page 11.
- A list of who will arrive early to help set up, and who will stay late to help pack away.
- What arrangements have been made for eating and drinking, or a note telling players to bring their own food.
- Any special or 'house' rules that will be used.
- An overview of the mission being played.
- Anything else you can think of that may be useful.

Most importantly of all, leave yourself fifteen minutes before the battle to explain the mission and any special rules you are using to all of the players that are taking part.

There is one final decision you will need to make, and that's whether to join in the battle yourself, or act as a neutral games master. This is a matter of personal preference, but we recommend joining in if you can, as by the time the game has started, almost all of the your work has been done. On the other hand, there are those who really enjoy acting as a games master in order to make sure that everybody has as good a time as possible. It also leaves them free to spring unexpected surprises during the game, such as unleashing sudden warp storms and cataclysmic orbital bombardments!

APOCALYPTIC WAR

RACE TO DESTRUCTION

Two armies to stumble across each other at an unexplored location. The first thing each will know of the other is when their breathless scouts report sighting the enemy. Whichever side is able to organise their attack the fastest will be able to grab the initiative and strike before their opponents are fully prepared.

THE ARMIES

The players and their armies are split into two sides as described on page 10. One Warlord on each side is nominated to be their force's Warmaster.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 10. The players controlling the two Warmasters then roll off.

Starting with the winner, each side takes it in turns to set up an objective marker, until a total of six have been set up. These can be placed anywhere on the battlefield so long as the centre of each is more than 10" from the centre of any other, or from any battlefield edge.

DEPLOYMENT

Both sides secretly bid (and write down) the amount of time they want to take to deploy. Bids must be in whole minutes. The amount of time bid is the time that side will have to set up their forces on the battlefield. The side that bids lowest deploys first wholly within the deployment zone of their choice (in the case of a tie, the players controlling the two Warmasters roll off and the winner deploys first).

Once the first side has deployed, the opposing side does likewise in the opposite deployment zone, in the amount of time that they bid.

Models must be set up within their own deployment zone. Any units that are not deployed on the battlefield because there is no room or because the deployment time limit has run out, are placed in strategic reserves (see below). Note that this does not apply to units that are deployed using an ability that allows them to be set up elsewhere, such as 'Teleport Strike', 'Ambush', etc.

POWER LEVEL

Before battle begins, determine each side's Power Level by adding together the Power Ratings of all the units set up in that army. Whichever side has the lowest is the Underdog. If both sides have the same Power Level, the game organiser chooses which side is the Underdog.

FIRST TURN

The side that deployed first has the first turn.

STRATEGIC RESERVES

Any units not set up during deployment are placed in strategic reserves. These units can be set up on the battlefield during any of the game's scheduled breaks, but if they have not been set up by the end of the battle they count as destroyed, which may affect how many victory points your opponent scores.

When a unit arrives from strategic reserves and is set up during a scheduled break it is set up wholly within 6" of that side's battlefield edge (models that are larger than 6"

are instead set up so that they are touching their side's battlefield edge). If a unit cannot be placed because there is insufficient room, it must wait until the next scheduled break before arriving from strategic reserves.

BATTLE LENGTH

The battle continues until the time limit is reached, as described on page 11. Players should complete the current battle round and then end the battle.

VICTORY CONDITIONS

At the end of the game, the side who has scored the most victory points wins a major victory. If both sides have the same number of victory points, the Underdog side wins a minor victory. Victory points are achieved for the following:

Take and Hold: At the end of the battle, each objective marker is worth 1 victory point to the side that controls it. A side controls an objective marker if there are more models from their side within 3" of the centre of it than there are enemy models.

Slay the Warmaster: If the enemy Warmaster has been slain during the battle, the side that destroyed it scores 1 victory point.

Titanic Destruction: At the end of the battle, each side receives 1 victory point for each enemy **TITANIC** unit that has been destroyed.

APOCALYPTIC WAR

NIGHT MARCH

A battlefield is a confusing place, especially at night, when it is not uncommon for forces to be unsure of where other friendly forces are located, let alone the enemy! The resulting battle will find the two sides dangerously intermingled, with friends and foes scattered across the landscape in all directions.

THE ARMIES

The players and their armies are split into two sides as described on page 10. One Warlord on each side is nominated to be their force's Warmaster.

THE BATTLEFIELD

Create a battlefield that is at least 4' by 8' and then set up terrain as described on page 10. The players controlling the two Warmasters then roll off.

Starting with the winner, each side takes it in turns to set up an objective marker, until a total of six have been set up. These can be placed anywhere on the battlefield so long as the centre of each is more than 10" from the centre of any other, or from any battlefield edge.

The winner of the roll-off then chooses which long edge of the battlefield will be their battlefield edge. The opposite edge is their opponent's battlefield edge.

DEPLOYMENT

Starting with the side that placed the sixth objective marker, each side takes it in turns to set up a deployment marker, until a total of six have been set up. These must be placed on any battlefield edge, more than 48" away from the centre of any other deployment marker (as measured along the edge of the battlefield). An example of how this might work can be seen on the map below. Once all six deployment markers have been set up, each side splits their force into three contingents, each roughly a third of the army. The players controlling the two Warmasters then roll off.

Starting with the winner, each side takes it in turns to set up one of their contingents wholly within 18" of one of their deployment markers (a different deployment marker must be used for each of the three contingents). Any units that are not deployed on the battlefield because there is no room are placed in strategic reserves (see below). Note that this does not apply to units that are deployed using an ability that allows them to be set up elsewhere, such as 'Teleport Strike', 'Ambush', etc.

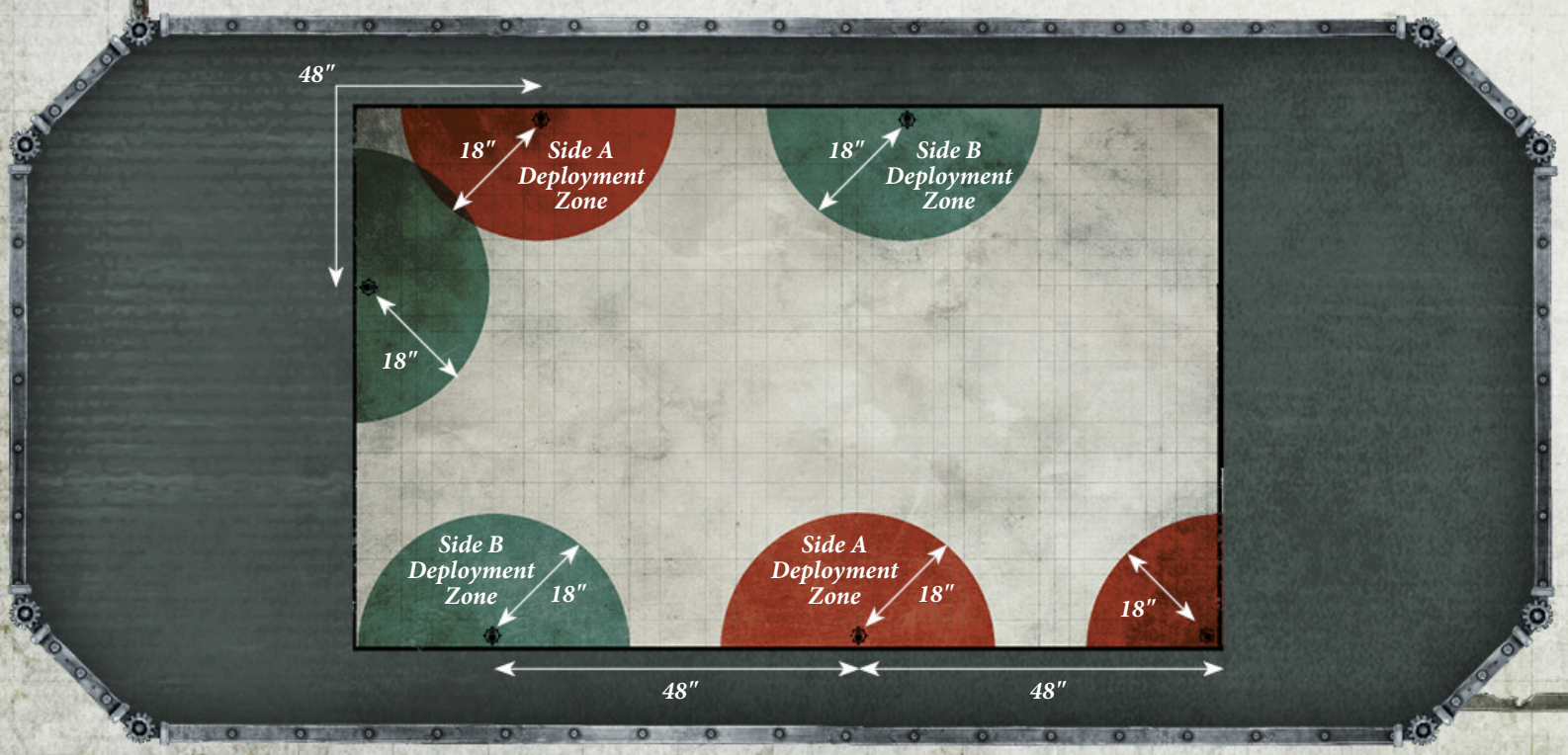
Do not remove the deployment markers once all models have been set up – these show where strategic reserves may enter the battlefield.

POWER LEVEL

Before battle begins, determine each side's Power Level by adding together the Power Ratings of all the units set up in that army. Whichever side has the lowest is the Underdog. If both sides have the same Power Level, the game organiser chooses which side is the Underdog.

FIRST TURN

The players controlling the two Warmasters roll off and the winner has the first turn.



STRATEGIC RESERVES

Any units not set up during deployment are placed in strategic reserves. These units can be set up on the battlefield during any of the game's scheduled breaks, but if they have not been set up by the end of the battle they count as destroyed, which may affect how many victory points your opponent scores.

When a unit arrives from strategic reserves and is set up during a scheduled break it is set up wholly within 6" of that side's battlefield edge and wholly within 18" of one of that side's deployment markers (models that are larger than 6" are instead set up so that they are touching one of their side's deployment markers). If a unit cannot be placed because there is insufficient room, it must wait until the next scheduled break before arriving from strategic reserves.

ILL MET BY MOONLIGHT

During the first battle round, the maximum range of all shooting attacks and psychic powers is limited to 24". Targets that are further away cannot be seen or attacked.

BATTLE LENGTH

The battle continues until the time limit is reached, as described on page 11. Players should complete the current battle round and then end the battle.

VICTORY CONDITIONS

At the end of the game, the side who has scored the most victory points wins a major victory. If both sides have the same number of victory points, the Underdog side wins a minor victory. Victory points are achieved for the following:

Take and Hold: At the end of the battle, each objective marker is worth 1 victory point to the side that controls it. A side controls an objective marker if there are more models from their side within 3" of the centre of it than there are enemy models.

Slay the Warmaster: If the enemy Warmaster has been slain during the battle, you score 1 victory point.

Titanic Destruction: At the end of the battle, each side receives 1 victory point for each enemy **TITANIC** unit that has been destroyed.

APOCALYPTIC WAR

EXTERMINATUS!

Apocalyptic wars are terrifying affairs, and sometimes the combatants will unleash weapons of such vast power that they can destroy the planets on which they fight. The two armies have become so enraged that they care nothing for the consequence of their actions, even if it means their own destruction.

THE ARMIES

The players and their armies are split into two sides as described on page 10. One Warlord on each side is nominated to be their force's Warmaster.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 10. The players controlling the two Warmasters then roll off.

Starting with the winner, each side takes it in turns to set up an objective marker, until a total of six have been set up. These can be placed anywhere on the battlefield so long as the centre of each is more than 10" from the centre of any other, or from any battlefield edge.

DEPLOYMENT

The side that placed the sixth objective marker chooses which deployment zone they want before deploying their entire army. The opposing side then does likewise in the opposite deployment zone.

Models must be set up wholly within their own deployment zone. Any units that are not deployed on the battlefield because there is no room are placed in strategic reserves (see below). Note that this does not apply to units that are deployed using an ability that allows them to be set up elsewhere, such as 'Teleport Strike', 'Ambush', etc.

POWER LEVEL

Before battle begins, determine each side's Power Level by adding together the Power Ratings of all the units set up in that army. Whichever side has the lowest is the Underdog. If both sides have the same Power Level, the game organiser chooses which side is the Underdog.

FIRST TURN

The side that deployed first has the first turn.

STRATEGIC RESERVES

Any units not set up during deployment are placed in strategic reserves. These units can be set up on the battlefield during any of the game's scheduled breaks, but if they have not been set up by the end of the battle they count as destroyed, which may affect how many victory points your opponent scores.

When a unit arrives from strategic reserves and is set up during a scheduled break it is set up in its side's deployment zone and wholly within 6" of the battlefield edge (models that are larger than 6" are instead set up so that they are touching a battlefield edge within their side's deployment zone). If a unit cannot be placed because there is insufficient room, it must wait until the next scheduled break before arriving from strategic reserves.

THE FINAL BATTLE

In this mission, units do not need to take Morale tests.

THE END OF THE WORLD

At the start of each battle round, the players controlling the two Warmasters roll off. The winner then rolls a D3 and adds the current battle round number to the result, before consulting the table below.

D3 + BATTLE ROUND	EFFECT
2-3	**Orbital Barrage:** Starting with the side that will have the next turn, each side selects a point on the battlefield and rolls a D6 for every unit within D6" of that point. Subtract 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+, the unit being rolled for suffers D3 mortal wounds.
4-5	**Virus Bomb:** Roll a D6 for each unit on the battlefield, with the exception of **VEHICLES**. Add 1 to the result if the unit has more than 10 models. On a 4+ that unit suffers D3 mortal wounds.
6+	**Cyclonic Explosion:** Every unit on the battlefield suffers D3 mortal wounds (units with more than 10 models instead suffer D6 mortal wounds).

BATTLE LENGTH

The battle continues until the time limit is reached, as described on page 11. Players should complete the current battle round and then end the battle.

VICTORY CONDITIONS

At the end of the game, the side who has scored the most victory points wins a major victory. If both sides have the same number of victory points, the Underdog side wins a minor victory. Victory points are achieved for the following:

Take and Hold: At the end of the battle, each objective marker is worth 1 victory point to the side that controls it. A side controls an objective marker if there are more models from their side within 3" of the centre of it than there are enemy models.

Slay the Warmaster: If the enemy Warmaster has been slain during the battle, you score 1 victory point.

Titanic Destruction: At the end of the battle, each side receives 1 victory point for each enemy **TITANIC** unit that has been destroyed.

BEYOND THE APOCALYPSE

These pages feature a number of battle themes and variant rules that can easily be incorporated into any Apocalypse battle. The aim is to allow players to expand the scope and depth of their Apocalypse games, and at the same time to make it straightforward for players to fight interesting battles based on the background and stories that are intrinsic to the 41st Millennium.

STORY-BASED OBJECTIVES

The missions presented on the previous pages are really just a starting point, and many players create their own missions for their Apocalypse games, based on a particular battle described in their favourite codex or Black Library novel, for example.

In many Apocalypse missions, victory is decided by which side controls objective markers. Objective markers represent key strategic locales or vital equipment – basically something worth the sacrifice of entire armies to capture. The missions on the previous pages all use objective markers as a method of determining the winner. For players who wish to base their games of Apocalypse on a narrative they have read or made up, these objective markers can represent anything they like, from a Mek-faktory that is churning out extra-armoured Stompas, to a warp rift from which legions of Greater Daemons are pouring forth. Usually this is done to tie the objective to the story, or because you want an especially impressive model or scenery piece to be the focus of the game. On pages 80-87, you will find an entire section devoted to the modelling and making of fantastic-looking objective markers for use in your games.

You can even create corresponding special rules to better represent your chosen scenario, such as the effects of a dangerous chemical leak in the vicinity of the faktory, or tides of Daemons that emerge from the warp rift at the start of each battle round. Such missions require more initial work, as the story, objectives and special rules have to be decided on and written out in advance, but the added level of immersion and depth will quickly make the effort worthwhile.

PERSONAL OBJECTIVES & SECRET ORDERS

Most games of Apocalypse are played between teams of players, and victory will either go to one side or the other. A variation on this idea is to give each player in a side their own personal objective. Overall victory is determined normally, but then the players in both sides can see how well they have done at achieving their personal objectives. The player in each side that has done the best is allowed to lord it over their teammates and claim the lion's share of the glory! This can lead to players doing all kinds of strange things and employing unusual tactics during a battle, often with very entertaining results.

As an example, you could say that each player must pick or randomly determine a personal objective from the following list:

- Control the most objective markers.
- Destroy the most enemy units.
- Control the centre of the battlefield with your Warlord.
- Kill the **CHARACTER** on the opposing side with the highest Power Rating.
- Destroy the unit on the opposing side with the highest Power Rating.

It's easy to come up with additional objectives based on the mission you are playing and the armies present. Each player then writes down their personal objective and reveals it at the end of the battle to claim their glory (or lack thereof!).

If you're the game organiser, you could alternatively write down 'secret orders' for each player, instead of allowing them to select a personal objective. Secret orders can be one of the objectives already described, or anything else you can devise. For example, you could say that a player must move a certain model to a certain point, or engineer a rival on their own side to be killed by the enemy, or advance their whole force into the opposing side's half of the table. Such secret orders would not be made known to the other players, creating some unpredictable behaviour!

THE UMPIRED BATTLE

Perhaps the ultimate form of Apocalypse is an umpired – or games-mastered – battle. In an umpired game, the game organiser forgoes the pleasure of taking part in the battle directly, and instead helps devise and adjudicate the game as the umpire, or games master. At its simplest level, this involves organising a game as described earlier, urging the players along to ensure the game moves at a brisk pace and sorting out any rule questions.

However, useful as these things are, an umpired game really shines when the umpire devises their own themed Apocalypse game, coming up with the story and background for the battle and any special rules that apply. We'd recommend only attempting this once you have a few games of Apocalypse under your belt and know what the players in your group like and, more importantly, what they don't like. Your aim should be to entertain your players, so they go away looking forward to the next game you organise. Because of this, it's worth putting some time and thought into the story you devise so that it feels convincing, and you may also want to make handouts for the players which you can give out at the start of the game. These handouts should explain the story, any special rules the player will need to know, and any secret information that only they have access to.

In play, the umpire can keep some pieces of information secret from some or all of the players. The umpire might, for example, decide that an area of what looks like clear terrain is actually dangerously radioactive, only revealing this information when an unwary unit enters the terrain. They could also unleash meteor showers on the battlefield mid-game, teleport alien forces to the front lines without warning, and all sorts of other fun surprises.

The unpredictability introduced by an umpire can make a game of Apocalypse even more immersive for the players, who will have to adapt on the fly to endure.

MULTI-TABLE GAMES

If you know a large group of players, at a games club for example, you can consider setting up a multi-table game of Apocalypse. You will probably need at least eight players to run such a game. As its name implies, a multi-table battle is played on several tables. A separate Apocalypse game is played on each, but the tables might represent different locations that are close to each other on a much larger battlefield, or different battlefields within a greater war zone.

Multi-table games are easy to organise, as long as you have enough space and players. All you need to do is set up two or more tables as you would for a normal game of Apocalypse, and then split the players so all tables have enough players. The same time limit applies to all of the tables. At the appointed time, all the games stop and all the victory points from all the tables are added together to see which side has won.

To add an extra level of immersion, you can theme the tables so they represent different types of battlefields, each with its own special rules and terrain. For example, one table might represent a large hive city full of towering buildings and sprawling ruins, another an ash waste, and a third an arctic ice plain. You can also link two or more tables together in some way, with a bridge, or some more esoteric means like a teleport array or a webway portal. Units on one table are allowed to move to the other table via that link. Alternatively, the events that take place on one table can affect another linked table. For example, one table could contain a vast siege cannon, while another could be 'the front' where the shelling is taking a devastating toll. One team of players is trying to weather the bombardment while their allies attempt to silence the big guns. The other side aims to shell their foe into oblivion, while receiving targeting data from their scouts behind enemy lines. Note that linked tables don't have to be physically linked in the real world, as long as players communicate what's happening on each one.

IT'S ALL ABOUT HAVING FUN!

The guidelines and ideas throughout this section can be mixed and matched by the game organiser to create the ideal battle. As with so many things about Apocalypse, the best way to decide which rules to use is to sit down and talk with your fellow players. Although the game organiser should always have the final say, there is little point in inflicting a set of rules upon a group of players that won't enjoy using them, so even the most dictatorial of organisers will find it helpful to talk through which special rules they plan to use and why. You'll find that a little bit of explanation is usually more than enough to get everybody onside and looking forward to the battle. As long as all the players keep in mind that the only really important rule is that everyone has a good time, then anything goes!

LAND RAIDERS

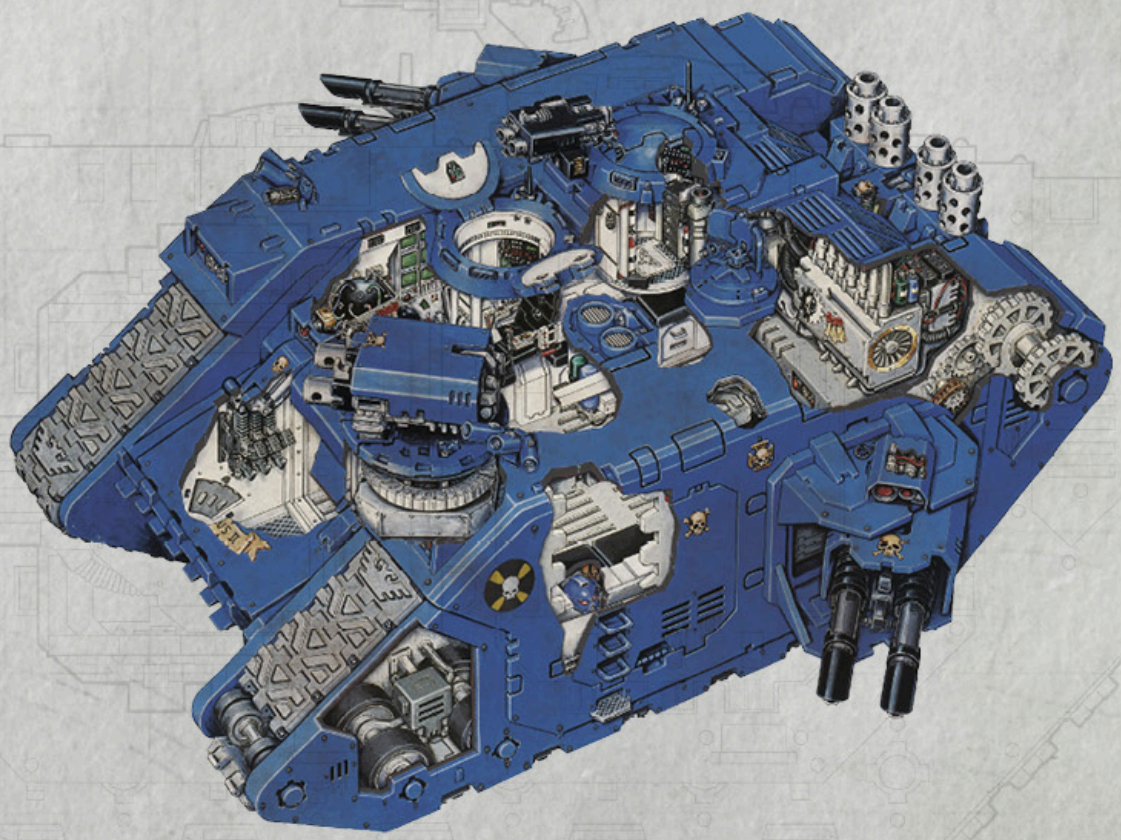
Throughout ten thousand years of warfare and turmoil, the Land Raider has remained amongst the mightiest and most iconic of all Imperial war machines. Whilst many follow a standard build pattern, there are those that have been modified for specific battle scenarios, their carefully calibrated weapons an orchestra of destruction.

Land Raiders are enormous battle tanks that rank amongst the mightiest war engines deployed by Space Marine Chapters and Chaos Space Marine warbands. These vehicles are exceptionally advanced, incorporating ancient technology understood only dimly – if at all – by most Tech-Priests of the Adeptus Mechanicus. Each Land Raider is inestimably valuable, for the secrets of their construction are now known only to a blessed few, and the resources required to construct even one such machine could produce a hundred lesser tanks.

Such effort and expenditure is justified as soon as the Land Raider rolls into battle. As the ground shudders beneath its tracks, the tank's formidable arsenal of weaponry wreaks havoc through the enemy ranks. Searing beams leap from its lascannons, converging on the enemy's heaviest war engines and punching through their armour to ignite ammunition stores and rupture power cells. At the same time, the Land Raider's twin heavy bolter howls, spitting streams of self-propelled, mass-reactive bolts that punch through armour and flesh to blow enemy infantry apart in welters of gore. When coupled with the thumping firepower of a pintle storm bolter or the fire-and-forget lethality of a hunter-killer missile, this ferocious battery of weapons can reduce entire enemy formations to blazing wreckage and heaped corpses in moments.

CONVERTING MODELS FOR OPEN PLAY GAMES

Many hobbyists enjoy the creative challenge of converting some or all of the models in their collection by customising them with parts taken from other Citadel Miniatures kits. You can convert models to tie them to a story you have read, or simply to make them stand out even more on the tabletop. The versatile Land Raider kit is a good candidate for this sort of thing. It has multiple weapon options, from its powerful hull-mounted gun to its customisable side-sponsons. Switching out the standard weapons allows you to create a whole range of tanks with various battlefield capabilities, each suited to a different kind of warfare. On the following pages you will find instructions for creating bespoke datasheets for converted Land Raiders, as well as a few examples for conversions we've made. Because these datasheets don't have a points value, they can't be used in matched play games, but they are ideal for open play games in which you can field any unit you like, from an Imperial tank bristling with lascannons, to a brutal Chaos monstrosity replete with an array of barbarous guns.



As valuable as its offensive capacity is the Land Raider's herculean resilience. Boasting monobonded adamantium armour sheathed in thermorepugnant ceramite plates, the Land Raider can shrug off cannon shells, laser blasts and the impact of monstrous talons without slowing. The tank's machine spirit is bellicose and formidable, allowing it to keep moving and firing even when its living crew are injured or incapacitated. Meanwhile its mechanical systems are multiply redundant and auto-sanctified, meaning that nothing short of the most ruinous damage can impact the Land Raider's combat effectiveness.

All this makes the Land Raider not only a potent and versatile battle tank, but also an exceptional infantry transport. With space in its troop bay to carry up to ten power-armoured battle-brothers or five Terminators, along with all of their ammunition and battle gear, the Land Raider can rapidly relocate a formidable force of super-human warriors in almost total safety. Smashing through enemy forces, shrugging off incoming fire and bulldozing ruins, barricades and undergrowth, the Land Raider delivers its living cargo, before lingering to support them with its devastating firepower.

Historically, Land Raiders were utilised during the era of the Great Crusade and the Horus Heresy to orchestrate massed Space Marine offensives. Hundreds of these titanic tanks rolled into battle, raising miles-high dust trails and shaking the very ground. Nothing could stand before their fury. Since those days, Land Raiders have grown scarcer, their strength spread thin across countless war zones. Forced to fulfil a wider variety of strategic roles, the core template of the Land Raider has been diversified through innovation and necessity. Certain widespread variants have arisen. The Land Raider Crusader, for example, was developed by the Black Templars for rapid armoured assaults on heavily defended enemy positions. Boasting an extended troop bay, a short-ranged but lethal multi-melta, and the withering anti-infantry firepower of hurricane bolter arrays, this belligerent engine excels at overrunning trench lines and barricades. The Land Raider Redeemer, by comparison, has been retrofitted for the horrific confines of urban warfare. Mounting a pair of immense flamestorm cannons, this vehicle can flood a stronghold or fortified ruin with cleansing fire and eradicate swathes of dug-in enemy infantry in moments.

There are rarer examples of variant Land Raiders, patterns that have been developed only by specific Space Marine Chapters and kept solely for their usage. Such innovation is frowned upon by the machine priests of the Adeptus Mechanicus, for within the bounds of the Imperium innovation is a heretical practice. Thus far, however, necessity has stayed the hand of the Adeptus Mechanicus, as it is impossible to deny the effectiveness of such variants in battle.

These specialist Land Raider variants are named by their creators, and influenced by the predilections of their patron Chapters. The tank-busting Terminus Ultra – developed by the Ultramarines – is the most common, and it has been adopted by various other Chapters. By comparison, the Mjalnar-pattern Land Raider of the Space Wolves mounts twin-linked helfrost cannons that can freeze their target in a heartbeat, while the flamestorm cannons and assault cannons of the Angel Infernus-pattern Land Raider of the Blood Angels help the transport excel against infantry at close range.

The Heretic Astartes possess their own Land Raiders, monstrous war engines baptised in blood and reeking of hate and malevolence. Some of these abominations are truly ancient, battle-tanks that levelled their guns against the battlements of the Emperor's palace during the final days of the Horus Heresy. Others are built upon daemonic forge planets within the bounds of the Cicatrix Maledictum, led into damnation when their Chapter turns renegade, or are stolen from defeated loyalists, their machine spirits tortured and broken to obedience by their new masters. Whatever their provenance, Chaos Space Marine Land Raiders are every bit as fearsome as their loyalist counterparts are noble. Their hulls bristle with metal spikes and leering gargoyles. Rattling chains dangle from their armour plates, threaded with the rune-carved skulls of slain foes and gory trophies taken from the field of battle. Eye-searing runes and daemonic sigils are blazoned across their hulls, and auras of unspeakable evil hang around them like shrouds.

Some of these fell war machines are marked by the Dark Gods, their hulls twisted like flesh into fanged maws and grasping limbs. They may dance with spectral soul-fires or be wreathed in choking clouds of droning plague flies. They may mount ferocious arrays of churning brazen blades to butcher the foe, or braziers from which billow fumes of a soporific, hallucinogenic nature. They may even bear sacrificial altars upon their broad backs, or play host to malevolent daemonic entities that lurk within them and direct their weaponry like parasites.

Just as some of the loyalist Space Marine Chapters have adapted their Land Raiders to suit their particular styles of warfare, so some especially well-resourced or innovative Heretic Astartes factions have done the same. Perhaps the most enduring traitor Land Raider variant so far recorded is the Hades Diabolus, which was developed by the Black Legion. Bristling with mid-to-long-range anti-infantry firepower, the Hades Diabolus can unleash a withering hurricane of shots that shred enemy infantry in seconds, and reduce artillery, walkers and even light tanks to sparking wreckage. This fearsome weapon has been encountered in several war zones around the sundered Cadian Gate, and its usage is spreading.

LAND RAIDER VARIANTS

On these pages we provide you with some guidelines on how to write open play datasheets for simple Land Raider conversions, as well as providing you with some examples that we have created ourselves.

Converting and modifying miniatures is an easy and exciting aspect of the Warhammer 40,000 hobby. With certain models, such as the Land Raider – which has weapon mountings and fittings that are interchangeable with several other Space Marine vehicles – it is straightforward to create an entirely new vehicle variant. It is just as simple to create a datasheet for these converted miniatures so that you can field them on the battlefield in open play games.

1. Select Primary Sponson Weapons

Start by selecting the primary sponson weapons for your Land Raider from the list below. This will also determine the vehicle's initial Transport Capacity (TC). In general, the more weapons you add, the less models the Land Raider will be capable of transporting:

- Two twin lascannons (TC = 10)
- Two hurricane bolters (**IMPERIUM** only, TC = 16)
- Two flamestorm cannons (**IMPERIUM** only, TC = 12)

2. Select Secondary Sponson Weapons

Next, select a pair of secondary sponson weapons (if any) for your Land Raider from the list below, and adjust the vehicle's Transport Capacity accordingly:

- Two lascannons (-5 TC)
- Two heavy bolters (-5 TC)
- Two heavy flamers (-5 TC)
- None (-0 TC)

3. Select Hull-mounted Weapons

Then, choose a hull-mounted weapon for your Land Raider from the list below, and adjust the vehicle's Transport Capacity once more:

- Twin lascannon (-5 TC)
- Twin heavy bolter (-0 TC)
- Twin assault cannon (**IMPERIUM** only, -0 TC)
- Twin helfrost cannon (**SPACE WOLVES** only, -5 TC)
- Reaper autocannon (**CHAOS** only, -0 TC)

4. Select Wargear Options

All **IMPERIUM** Land Raiders have the option to take a hunter-killer missile, storm bolter or multi-melta. All **CHAOS** Land Raiders have the option to take a havoc launcher and either a combi-bolter, combi-flamer, combi-melta or combi-plasma. None of these weapons affects the vehicle's TC.

5. Determine Final Transport Capacity

If your Land Raider has 0 TC or less, it cannot transport any models in battle. Otherwise, your Land Raider can transport that many models. The type of models your Land Raider can transport depends on whether it is **IMPERIUM** or **CHAOS**. Refer to the examples on pages 25-29, substituting the number of models the example Land Raider can carry with your model's TC.

6. List Abilities

Write down your Land Raider's abilities (all of the abilities mentioned below can be found on at least one of the example datasheets in this section).

- All Land Raiders have the Explodes and Smoke Launchers abilities.
- **IMPERIUM** Land Raiders have the Power of the Machine Spirit ability, and **CHAOS** Land Raiders have the Daemonic Machine Spirit ability.
- All Land Raiders equipped with 3 twin lascannons and/or 2 lascannons have the Power Overload ability.
- So long as it is not equipped with either lascannons or twin lascannons, an **IMPERIUM** Land Raider can have the Frag Assault Launchers ability.

7. List Profile

All Land Raiders have the same profile, as listed on any of the example datasheets that follow. All Land Raiders created using these guidelines have a Power Level of 30 and the Lord of War Battlefield Role.

8. Keywords

Write down your Land Raider's keywords:

- Imperium Land Raiders have the **IMPERIUM, ADEPTUS ASTARTES** and **<CHAPTER>** Faction keywords.
- Chaos Land Raiders have the **CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES** and **<LEGION>** Faction keywords.
- All Land Raiders have the **VEHICLE** and **LAND RAIDER** keywords. Land Raiders with a transport capacity have the **TRANSPORT** keyword.
- Finally, create a name for your Land Raider (e.g. Terminus Maxima) to be its last keyword.

The **<CHAPTER>**, **<MARK OF CHAOS>** and **<LEGION>** keywords are described in the appropriate codex. Note that for **IMPERIUM** Land Raiders, you can also choose **BLOOD ANGELS, DARK ANGELS, SPACE WOLVES, GREY KNIGHTS** or **DEATHWATCH** .

30 POWER

TERMINUS ULTRA

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminus Ultra	*	6+	*	8	8	16	*	9	2+

A Terminus Ultra is a single model equipped with two lascannons and three twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Power Overload: If you roll three or more hit rolls of 1 for this model's lascannons or twin lascannons in the same phase, it experiences a power overload and suffers 6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, LAND RAIDER, TERMINUS ULTRA

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

The Terminus Ultra is a ferocious tank-hunter, dominating every armoured engagement it rumbles into.

30 POWER

WRATH OF MJALNAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wrath of Mjalnar	*	6+	*	8	8	16	*	9	2+

A Wrath of Mjalnar is a single model equipped with a twin helfrost cannon and two twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin helfrost cannon	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed beam	24"	Heavy 2D3	6	-2	1	-
- Focused beam	24"	Heavy 2	8	-4	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

TRANSPORT

This model can transport 5 **SPACE WOLVES INFANTRY** models. Each **JUMP PACK, TERMINATOR** or **WULFEN** model takes the space of two other models. It cannot transport **PRIMARIS** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, WRATH OF MJALNAR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

OPEN PLAY

The Wrath of Mjalnar surges into the enemy lines, pouring helfrost and las-fire into the foe to their ruin.

30 POWER

ANGEL INFERNUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Angel Infernus	*	6+	*	8	8	16	*	9	2+

An Angel Infernus is a single model equipped with a twin assault cannon, two heavy flamers and two flamestorm cannons.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.

TRANSPORT

This model can transport 7 **BLOOD ANGELS INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models. It cannot transport **PRIMARIS** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, ANGEL INFERNUS

The Angel Infernus unleashes firestorms so intense that even the most dug-in defenders are reduced to ashes in a heartbeat.

30 POWER

SOLEMNUS AGGRESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Solemnus Aggressor	*	6+	*	8	8	16	*	9	2+

A Solemnus Aggressor is a single model equipped with a twin assault cannon, two heavy bolters and two hurricane bolters.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.

TRANSPORT

This model can transport 11 **DARK ANGELS INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models. It cannot transport **PRIMARIS** models.

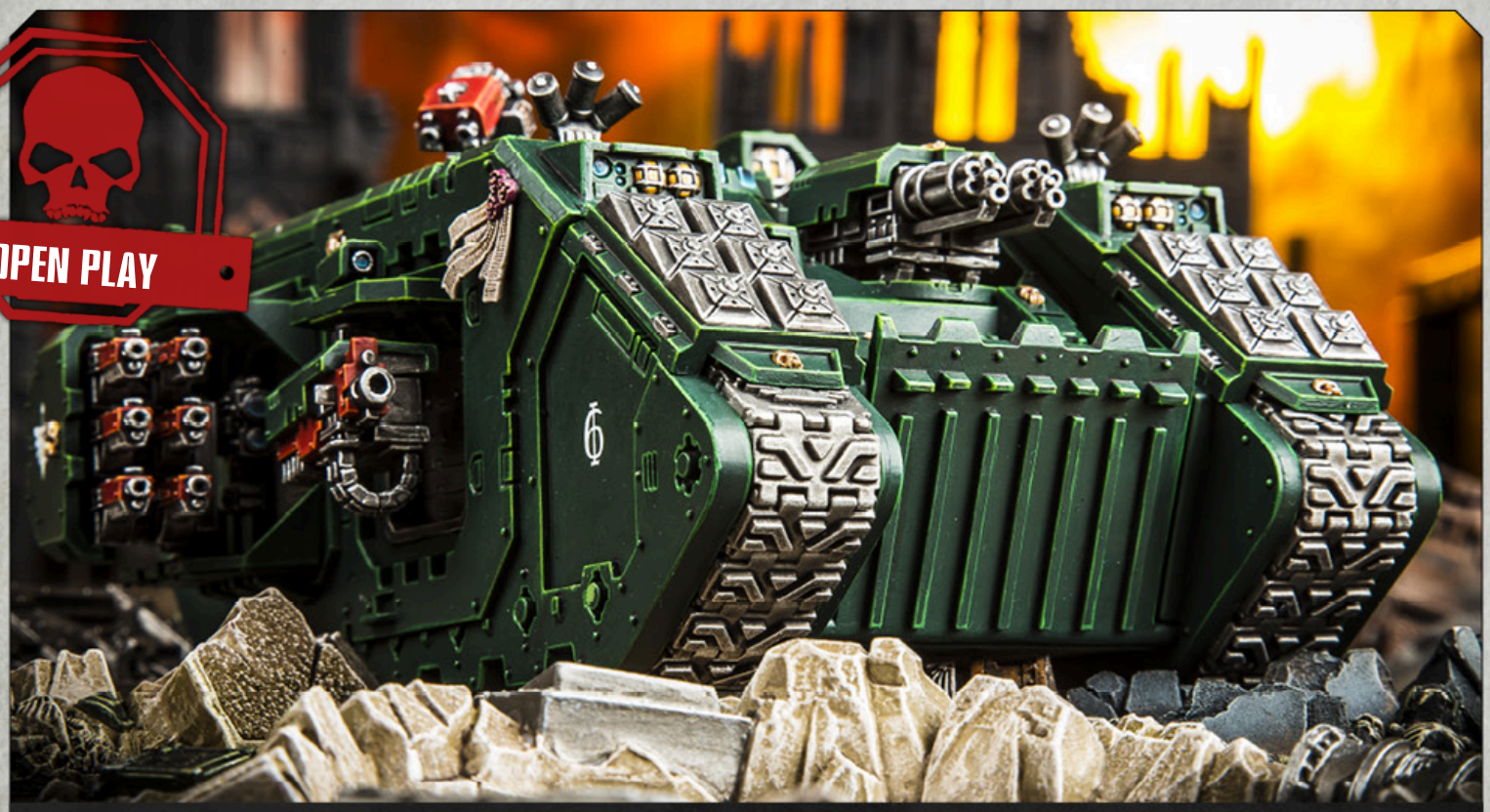
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, SOLEMNUS AGGRESSOR

OPEN PLAY



So terrifying is the volume of fire generated by the Solemnus Aggressor that it can shatter an infantry advance in a single volley.

30 POWER

HADES DIABOLUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hades Diabolus	*	6+	*	8	8	16	*	9	2+

A Hades Diabolus is a single model equipped with a reaper autocannon, two heavy bolters and two twin lascannons.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any hit rolls of 1 when firing supercharge, the bearer is slain after all of the weapon's shots have been resolved.
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model may take a havoc launcher.
- This model may take a combi-bolter, combi-flamer, combi-melta or combi-plasma.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Daemonic Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

TRANSPORT
This model can transport 5 **<LEGION> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models and each **CULT OF DESTRUCTION** model takes the space of three other models.

FACTION KEYWORDS
CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS
VEHICLE, TRANSPORT, LAND RAIDER, HADES DIABOLUS

OPEN PLAY

NARRATIVEPLAY

‘THE SEDITIOUS AND THE MALIGNANT CLAIM THAT ACCOUNTS OF MYRIAD IMPERIAL VICTORIES ARE HYPERBOLIC, THAT SUCH GLORY CANNOT POSSIBLY BE MANIFEST IN SO DARK A TIME. BURN THESE DOUBTERS, FOR THE GLORIES OF THE EMPEROR’S SERVANTS TRANSCEND MERE TRUTH.’

- Officio Didactus Directive VI

PLANETSTRIKE

In games of Planetstrike, armies battle to the death in a devastating planetary assault. Players take specific roles – one is the Attacker, attempting to wrest control of a planet, and the other is the Defender, who will do everything they can to defend it from invasion.

Planetary invasions are swift and terrible affairs, characterised by deafening bombardments, earth-shattering explosions and storms of defensive fire that set the skies alight.

Thousands of battle-hungry warriors plunge from on high, pouring from the drop-craft and low-orbiting spaceships that darken the atmosphere like void-borne leviathans. Megatonnes of ordnance hammer down upon the defenders waiting below, destroying fortifications and reducing swathes of soldiery to crater-strewn corpses. Attack craft weave through lattices of withering flak, strafing the foe or else being swatted from the sky as plummeting fireballs.

Stablights sweep the lowering clouds, hunting for incoming enemy craft. Their touch is certain death to any invader caught in their beams, and red-hot debris rains from the skies as batteries of anti aircraft guns take their toll. Gigantic landers plummet from the heavens, shaking the ground with their impact before disgorging yet more warriors into the merciless meat grinder as the planetary assault rumbles on.

Below the chaotic skies lies a war-torn landscape, chewed up and spat out by thunderous waves of orbital bombardments. From churned bedrock and blazing forests rise the ruined shells of once-proud buildings, amongst them inviolable strongholds that jut defiantly from the tortured earth. The defenders of these surviving strongpoints clutch their weapons and look to the skies, praying to whatever deities they hold dear that their fortress does not become their tomb.

It is within this nightmarish crucible of battle that true heroes are forged. Some are reaving destroyers who plunge from the stars to sow death and destruction. Others are staunch gatekeepers, stoic heroes who stand firm amidst the death that rains from the skies, bellowing commands that bolster the courage of the outnumbered defenders. It is these heroes whose blades must inevitably clash, and whose battles to the death will ultimately decide the fate of entire worlds.

Planetstrike is a war on all fronts, in which the fate of an entire world will be decided. Will you play as the Defender, setting up formidable fortifications and spending your warriors' lives to repel the invaders? Or will you play as the Attacker, raining hellfire and damnation upon the foe before sending an army of your best troops to claim the smoking remains of their strongholds?

Whether you choose to tear the planet from your opponent's grasp or annihilate the invaders from the skies, the rules presented on the following pages will allow you to craft exciting narrative games based around these roles. Using the framework provided, you can play out a battle – or even a series of them – that depicts the key moments of the fight to invade or defend your chosen world. You can even name the planet and determine its geography – is it industrial, a hive world or a jungle? – and collect armies and terrain that are themed around the story you wish to tell.

PLAYING PLANETSTRIKE

Planetstrike is an expansion that incorporates planetary invasion missions into Warhammer 40,000. In these missions, one player takes the role of the Attacker, and their opponent the Defender. As a result, the missions presented in this expansion are designed primarily for narrative play, telling the story of a planet under siege.

Planetstrike missions supplement the Warhammer 40,000 core rules with additional abilities, Warlord Traits, Stratagems and Detachments that help to better reflect the forces and tactics deployed by armies during such a battle. These additional rules are described below.

PLANETSTRIKE MISSIONS

If you wish to play a Planetstrike battle, you should first select a mission from the table below. Alternatively, you can roll to randomly select which mission you will play.

PLANETSTRIKE	
D6	MISSION
1	**Planetfall**
2	**Desperate Assault**
3	**Seize and Destroy**
4	**Stranglehold**
5	**Forlorn Hope**
6	**Planetquake**

PLANETSTRIKE ARMIES

The players choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. The Defender's army must include at least one Planetstrike Defender Detachment (pg 34) and at least one Fortification Network Detachment. We recommend the Defender includes lots of **BUILDINGS** to withstand the Attacker's onslaught. The Attacker's army, on the other hand, cannot include any Fortifications, and must include at least one Planetstrike Attacker Detachment (pg 34).

The Power Level of the Attacker's army should be greater than that of the Defender's. Note that the Power Rating of any of the Defender's Fortifications do not count when calculating their army's Power Level. The Defender can include as many Fortifications as they want, essentially for free!

As with any game that puts players in different roles, we recommend replaying these missions, but switching the Attacker and Defender around to give both the opportunity to test out a different set of tactics.

PLANETSTRIKE BATTLEFIELDS

See pages 42-43 for some examples of different ways to create a Planetstrike battlefield.

PLANETSTRIKE ABILITIES

Planetstrike missions use the following additional rules:

Firestorm

The planetary invasion is preceded by a fierce firestorm.

The Attacker makes a series of Firestorm attacks at the start of the first battle round, but before the first turn begins; each mission will specify how many are made. The Attacker first places six dice numbered 1 through 6 on the battlefield, anywhere more than 9" apart. For each Firestorm attack, roll one dice: every unit within 3" of the corresponding dice's location suffers D6 mortal wounds. **INFANTRY** units hit by a Firestorm attack can choose to go to ground before the damage is rolled; if they do, they only suffer D3 mortal wounds, but cannot do anything during their first turn. After Firestorm attacks have been resolved, the location dice are removed.

Planetary Assault

The invader's forces rain from the skies to assault those on the ground.

In Planetstrike missions, the Attacker's units are not set up on the battlefield during deployment and instead start the game in Reserve. **INFANTRY** units and units that can **FLY** start the game in orbit, whilst other units start the game in a landing zone, just off one edge of the battlefield.

The Attacker rolls a dice for each of their units still in Reserve at the end of each of their Movement phases (this is called a Reserve roll) – on a 3+ that unit arrives from Reserve. Note that if a unit placed in Reserve is embarked within a **TRANSPORT**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and its embarked units).

If the unit arrives from orbit, place it anywhere on the battlefield that is more than 6" from any enemy model. If the unit arrives from a landing zone, place it wholly within 6" of the battlefield edge designated as the Attacker's landing zone – the mission itself will describe which battlefield edge this is.

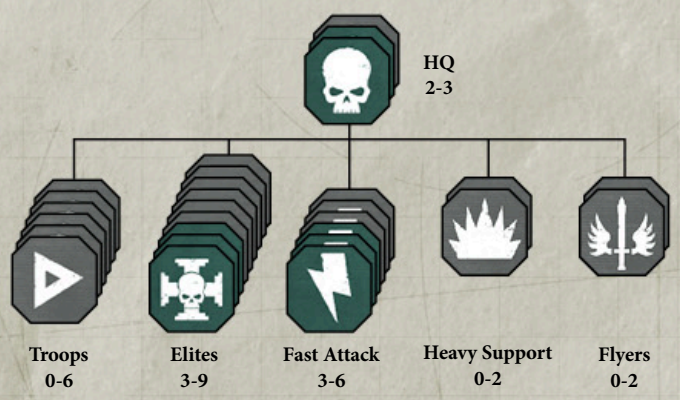
WARLORD TRAITS AND DETACHMENTS

If you are playing a Planetstrike mission, you can use the following Warlord Traits and Detachments when choosing your army, depending on whether you are the Attacker or the Defender.

PLANETSTRIKE DEFENDER WARLORD TRAITS	
D3	**WARLORD TRAIT**
1	**Lord of Ambush** You can re-roll hit rolls of 1 for friendly units within 6" of your Warlord if targeting an Attacking unit that arrived as reinforcements this turn.
2	**Protector of Worlds** You can re-roll failed Morale tests for friendly units whilst they are within 6" of your Warlord.
3	**Planetary Defender** You have one bonus Command Point – this can only be spent on a Planetstrike Stratagem.

PLANETSTRIKE ATTACKER WARLORD TRAITS	
D3	**WARLORD TRAIT**
1	**Master of Timing** You can re-roll one failed Reserve roll each turn.
2	**Burner of Worlds** When you make Firestorm attacks, add 1 to the total number you can make.
3	**Planetary Attacker** You have one bonus Command Point – this can only be spent on a Planetstrike Stratagem.

PLANETSTRIKE ATTACKER DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +5 Command Points (these 5 CPs can only be spent on Planetstrike Stratagems).

PLANETSTRIKE DEFENDER DETACHMENT

Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +5 Command Points (these 5 CPs can only be spent on Planetstrike Stratagems).

STRATAGEMS

If you are playing a Planetstrike mission, you can use spend Command Points (CPs) to use the following Stratagems, depending on whether you are the Attacker or the Defender.

2CP SCORCHED SKIES
Planetstrike Attacker Stratagem

Use this Stratagem before resolving your Firestorm attacks. You make D3 additional Firestorm attacks.

1CP RAPID DROP ASSAULT
Planetstrike Attacker Stratagem

Use this Stratagem before making Reserve rolls at the end of your Movement phase. D3 units of your choice automatically arrive from Reserve.

2CP HEAVY DUTY DROP
Planetstrike Attacker Stratagem

Use this Stratagem during deployment. Select one of your units – that unit starts the game in orbit, even if it is not an **INFANTRY** unit or a unit that can **FLY**. If the unit is a **TRANSPORT**, units can start the battle embarked inside it as normal.

3CP GROUND OBSERVER
Planetstrike Attacker Stratagem

Use this Stratagem after rolling to see where a Firestorm attack will land. Add 1 to or subtract 1 from the result (treat a 0 as a 6, and treat a 7 as a 1).

3CP LASERBURN
Planetstrike Attacker Stratagem

Use this Stratagem after resolving your Firestorm attacks, before the location dice are removed. Roll two dice; if you roll a double, nothing happens. Otherwise, draw a straight line between the two Firestorm location dice shown by the dice rolled; each unit that the centre of this line passes over suffers D3 mortal wounds.

3CP PLANETQUAKE BOMB
Planetstrike Attacker Stratagem

Use this Stratagem after resolving your Firestorm attacks. Resolve one additional Firestorm attack; this attack is resolved in exactly the same way, but hits all units within 2D6" of the location dice.

2CP TARGETING JAMMERS
Planetstrike Defender Stratagem

Use this Stratagem before the Attacker resolves their Firestorm attacks. You can move one of the Firestorm location dice up to 2D6" in any direction.

1CP DROP ZONE DENIAL
Planetstrike Defender Stratagem

Use this Stratagem when playing a mission in which the Attacker chooses a battlefield edge to be their landing zone. Before they choose, select a battlefield edge – the Attacker cannot choose that battlefield edge to be their landing zone. You can only use this Stratagem once per battle.

2CP FORTIFIED STRONGHOLD
Planetstrike Defender Stratagem

Use this Stratagem before the Attacker resolves their Firestorm attacks. Select a single **BUILDING** on the battlefield. You can add 1 to any saving throws made for that building for the duration of the battle.

1CP FOXHOLES
Planetstrike Defender Stratagem

Use this Stratagem when one of your **INFANTRY** units is hit by a Firestorm attack. Halve the number of mortal wounds (rounding up) suffered by the unit.

2CP KRAK TRAPS
Planetstrike Defender Stratagem

Use this Stratagem when an enemy unit arrives from Reserve and is set up on the battlefield. Roll a D6 for each model in that unit – for each roll of 6, that unit suffers a mortal wound.

1CP DIRECTIONAL VOID SHIELDS
Planetstrike Defender Stratagem

Use this Stratagem before the Attacker resolves their Firestorm attacks. Select a single **BUILDING** on the battlefield. Roll a D6 each time that building suffers a mortal wound as a result of a Firestorm attack – on a 4+ that building does not lose a wound.

PLANETSTRIKE

PLANETFALL

Invading forces orbit above, raining fire upon the planet's inhabitants, their landing parties inbound to take for themselves any fortresses still standing. The defenders must weather the storm and repel the enemy, no matter the cost. The attackers must not rest until the world is theirs.

THE ARMIES

The players choose armies as described on page 33.

THE BATTLEFIELD

The Defender creates the battlefield; they start by setting up their Fortifications anywhere on the battlefield. They then set up all other terrain on the battlefield however they choose to create a defensive position. Once the Defender has created the battlefield, the Attacker chooses one battlefield edge to be their landing zone – this is where their non-orbital Reserve units will arrive from.

Next, the Defender places six objective markers. One objective marker may be placed inside each **BUILDING**. Any objective marker not placed in a building can be placed anywhere on the battlefield so long as the centre of each is more than 6" from the centre of any other objective marker, any building or any battlefield edge.

If a building containing an objective marker is destroyed during the game, the Defender must place the objective marker where the building used to be.

DEPLOYMENT

The Defender now sets up all of their units, anywhere on the battlefield. The Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules described on page 33.

FIRESTORM ATTACKS

The Attacker rolls a D3 and adds 1 to the result for each Fortification that is on the battlefield (add 2 instead if the fortification is a **BUILDING**). The total is the number of Firestorm attacks (pg 33) that the Attacker makes.

FIRST TURN

The Attacker has the first turn.

BATTLE LENGTH

The game lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Storm and Defend: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. If an objective marker is within a **BUILDING**, count all the models within 3" of the building and all the models garrisoning it when determining who controls the objective marker.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

PLANETSTRIKE

DESPERATE ASSAULT

The attacking forces have taken heavy losses during their initial descent, and they have but a tenuous presence upon the planet's surface. The defenders must take this chance to rout the enemy from their drop site now, before the invaders can establish a permanent beachhead.

THE ARMIES

The players choose armies as described on page 33.

WRACK AND RUIN

The Attacker has three additional Command Points to use in this battle. These bonus Command Points can only be spent on Planetstrike Stratagems.

THE BATTLEFIELD

The Defender starts by selecting one of the long battlefield edges to be the Attacker's landing zone – this is where their non-orbital Reserve units will arrive from. The Defender then creates the battlefield; they start by setting up their Fortifications anywhere on the battlefield. They then set up all other terrain on the battlefield however they choose to create a defensive position, bearing in mind that they will know from which direction the Attacker's land-based forces will assault from.

The Attacker then places one objective marker anywhere within 18" of the middle of their landing zone edge. Next, the Defender places five objective markers. One objective marker may be placed inside each **BUILDING**. Any objective marker not placed in a building can be placed anywhere on the battlefield so long as the centre of each is more than 6" from the centre of any other objective marker, any building or any battlefield edge.

If a building containing an objective marker is destroyed during the game, the Defender must place the objective marker where the building used to be.

DEPLOYMENT

The Defender now sets up all of their units, anywhere on the battlefield that is more than 18" from the middle of the Attacker's landing zone edge. Unlike other games of Planetstrike, the Attacker can start this battle with any number of their units already on the battlefield; after the Defender has finished setting up their units, the Attacker sets up any of their units wholly within 18" of the middle of their landing zone edge. This area is their beachhead. At least one of the Attacker's units must be set up within this beachhead. The rest of the Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules to arrive as described on page 33.

FIRESTORM ATTACKS

The Attacker rolls a D3 and adds 1 to the result for each Fortification that is on the battlefield (add 2 instead if the fortification is a **BUILDING**). The total is the number of Firestorm attacks that the Attacker makes (pg 33).

FIRST TURN

The Attacker has the first turn.

BEACHHEAD VANGUARD

For the duration of the battle, the Attacker does not need to take Morale tests for any of their units that start the battle within the beachhead zone – these units are utterly fearless.

BATTLE LENGTH

The Attacker rolls a D6 at the end of battle round 5; on a 3+, the game continues, otherwise the game ends. At the end of battle round 6, the Defender rolls a D6; this time the game continues on a 4+, otherwise it ends. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Storm and Defend: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. If an objective marker is within a **BUILDING**, count all the models within 3" of the building and all the models garrisoning it when determining who controls the objective marker.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

PLANETSTRIKE

SEIZE AND DESTROY

Far from the bedlam of the front lines lies an emplacement of utmost importance – if the invaders capture it, their foes will find a coordinated defence almost impossible to achieve. The defenders must keep the attacking force at bay lest they gain control of this vital stronghold.

THE ARMIES
The players choose armies as described on page 33.

FORTIFIED POSITION
The Defender has three additional Command Points to use in this battle. These bonus Command points can only be spent on Planetstrike Stratagems.

THE BATTLEFIELD
The Defender creates the battlefield; they start by setting up one Fortification, ideally a **BUILDING**, in the centre of the battlefield – this is the Vital Stronghold. The Defender then places all their other Fortifications anywhere on the battlefield. They then set up all other terrain on the battlefield however they choose to create a defensive position. Once the Defender has created the battlefield, the Attacker chooses one battlefield edge to be their landing zone – this is where their non-orbital Reserve units will arrive from.

Next, the Defender places four objective markers. One objective marker must be placed on the Vital Stronghold (it must be placed inside it, if it is a **BUILDING**). One objective marker may be placed inside each other **BUILDING**. Any objective marker not placed in a building can be placed anywhere on the battlefield so long as the centre of each is more than 6" from the centre of any other objective marker, any building or any battlefield edge.

If a building containing an objective marker is destroyed during the game, the Defender must place the objective marker where the building used to be.

DEPLOYMENT
The Defender now sets up all of their units, anywhere on the battlefield. The Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules described on page 33.

FIRESTORM ATTACKS
Add together the Power Level of the Vital Stronghold and any units embarked within it, and divide the result by 10 (rounding up). Then add 1 to this number for each other Fortification that is on the battlefield. The total is the number of Firestorm attacks that the Attacker makes (pg 33).

FIRST TURN
The Attacker has the first turn.

VITAL GARRISON
The Defender does not need to take Morale tests for any of their units that are within 6" of the Vital Stronghold.

BATTLE LENGTH
The Attacker rolls a D6 at the end of battle round 5; on a 3+, the game continues, otherwise the game ends. At the end of battle round 6, the Defender rolls a D6; this time the game continues on a 4+, otherwise it ends. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS
At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Capture at all Costs: At the end of the game, the objective marker in the Vital Stronghold is worth 6 victory points to the player who controls it. Each other objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. If an objective marker is within a **BUILDING**, count all the models within 3" of the building and all the models garrisoning it when determining who controls the objective marker.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

PLANETSTRIKE

STRANGLEHOLD

Though the battle for the fate of the planet still rages fiercely, the invading conquest is reaching its culmination in one quadrant vital to the war effort. Victory on this battlefield could well end the war in a single blow, so the defenders must do whatever it takes to deny their enemy.

THE ARMIES

The players choose armies as described on page 33.

THE BATTLEFIELD

The Defender creates the battlefield; they start by setting up their Fortifications anywhere on the battlefield. They then set up all other terrain on the battlefield however they choose to create a defensive position. Once the Defender has created the battlefield, the Attacker chooses one battlefield edge to be their landing zone – this is where their non-orbital Reserve units will arrive from.

Next, the Defender places three objective markers. One objective marker may be placed inside each **BUILDING**. Any objective marker not placed in a building can be placed anywhere on the battlefield so long as the centre of each is more than 6" from the centre of any other objective marker, any building or any battlefield edge. If a building containing an objective marker is destroyed during the game, the Defender must place the objective marker where the building used to be.

DEPLOYMENT

The Defender now sets up all of their units, anywhere on the battlefield. The Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules described on page 33.

FIRESTORM ATTACKS

The Attacker makes two Firestorm attacks for each Fortification that is on the battlefield (pg 33).

FIRST TURN

The Attacker has the first turn.

BACKS TO THE WALLS

The Defender can re-roll failed Morale tests for their units.

BATTLE LENGTH

The Attacker rolls a D6 at the end of battle round 5; on a 3+, the game continues, otherwise the game ends. At the end of battle round 6, the Defender rolls a D6; this time the game continues on a 4+, otherwise it ends. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Storm and Defend: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. If an objective marker is within a **BUILDING**, count all the models within 3" of the building and all the models garrisoning it when determining who controls the objective marker.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

STRATAGEMS

In this mission, players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

DEMOLITION CREW

Planetstrike Attacker Stratagem

Use this Stratagem before one of your units fights in the Fight phase. For each wound roll of 6+ you make for that unit when it attacks a **BUILDING** that phase, the building suffers a mortal wound in addition to any other damage.

1CP

DENIAL

Planetstrike Defender Stratagem

Use this Stratagem at any time. Select a single **BUILDING** on the battlefield. That building is immediately destroyed. If you would then roll to see if it explodes, there is no need to roll; the building automatically explodes.

PLANETSTRIKE

FORLORN HOPE

As a sign of the importance of this great assault, the invader's Supreme Warlord has entrusted his personal banner to his chosen warriors, ordering them to plant the standard atop the burning ruins of the enemy's fortifications. If the assault fails the banner will be lost, and with it, the battle.

THE ARMIES

The players choose armies as described on page 33.

THE BATTLEFIELD

The Defender creates the battlefield; they start by setting up their Fortifications anywhere on the battlefield. They then set up all other terrain on the battlefield however they choose to create a defensive position. Once the Defender has created the battlefield, the Attacker chooses one battlefield edge to be their landing zone – this is where their non-orbital Reserve units will arrive from.

Next, the Defender places three objective markers. One objective marker may be placed inside each **BUILDING**. Any objective marker not placed in a building can be placed anywhere on the battlefield so long as the centre of each is more than 6" from the centre of any other objective marker, any building or any battlefield edge. If a building containing an objective marker is destroyed during the game, the Defender must place the objective marker where the building used to be.

DEPLOYMENT

The Defender now sets up all of their units, anywhere on the battlefield. The Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules described on page 33.

FIRESTORM ATTACKS

The Attacker rolls a D3 and adds 1 to the result for each Fortification that is on the battlefield (add 2 instead if the fortification is a **BUILDING**). The total is the number of Firestorm attacks that the Attacker makes (pg 33).

THE SUPREME WARLORD'S BANNER

At the start of the battle, before the first battle round begins, the Attacker must nominate one of their **INFANTRY** models to be the Supreme Warlord's banner bearer (use a marker to denote this).

The banner bearer cannot embark in a **TRANSPORT**, leave the battlefield, or move further than 9" in any single phase for any reason. If the banner bearer is a **CHARACTER**, they may be targeted by shooting attacks even if they are not the closest enemy unit (the banner makes them an easy target to enemy snipers).

If the banner bearer is slain, the banner is dropped; place the marker where the slain model was standing. Any other **INFANTRY** model can then pick it up by moving into contact with it. From that point, the banner remains with the new banner bearer, until they are slain and it is dropped again.

A unit automatically passes Morale tests if one of its models is carrying the banner.

FIRST TURN

The Attacker has the first turn.

PLANT THE BANNER

If, at the end of any turn, the Attacker controls an objective marker (as described in Storm and Defend, opposite) and the banner bearer is within 3" of the centre of that objective marker (if it is within a **BUILDING**, they need only be within 3" of that building), they can plant the banner. If the banner bearer is slain while the banner is planted, it still counts as being planted until it is picked up by another **INFANTRY** model as described above. If it is picked up by a model from the Attacker's army, it remains planted. If it is picked up by a model from the Defender's army, it is cast down.

BATTLE LENGTH

The game lasts for six battle rounds. However, from the third battle round onwards, the battle can end earlier. If, at the end of a battle round, the banner has been planted for two consecutive battle rounds (including the current one), the game ends. This means that if the banner is planted, the Defender gets two turns to try and cast it down.

VICTORY CONDITIONS

Look to the Colours: At the end of the battle, the Attacker wins if the banner is planted, and the Defender wins if the banner is being carried by a model from their army. Any other result is a draw.

Designer's Note: *Obviously not all armies make use of banners as such, so players are encouraged to imagine what their army might use to signal victory. Necrons might erect some transdimensional relay, while Tyranids might plant a brain-like hive node, for example.*

PLANETSTRIKE

PLANETQUAKE

The skies glow with fire as a punishing bombardment rains down, and the shattered earth begins to crumble and break apart under the massive forces wreaked upon it. The battlefield is utterly consumed by war. Can the defenders hold fast as their fortifications crumble around them?

THE ARMIES

The players choose armies as described on page 33.

THE BATTLEFIELD

The Defender creates the battlefield; they start by setting up their Fortifications anywhere on the battlefield. They then set up all other terrain on the battlefield however they choose to create a defensive position. Once the Defender has created the battlefield, the Attacker chooses one battlefield edge to be their landing zone – this is where their non-orbital Reserve units will arrive from.

Next, the Defender places six objective markers. One objective marker may be placed inside each **BUILDING**. Any objective marker not placed in a building can be placed anywhere on the battlefield so long as the centre of each is more than 6" from the centre of any other objective marker, any building or any battlefield edge. If a building containing an objective marker is destroyed during the game, the Defender must place the objective marker where the building used to be.

DEPLOYMENT

The Defender now sets up all of their units, anywhere on the battlefield. The Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules described on page 33.

FIRESTORM ATTACKS

The Attacker rolls a D6 and adds 1 to the result for each Fortification that is on the battlefield (add 2 instead if the fortification is a **BUILDING**). The total is the number of Firestorm attacks that the Attacker makes (pg 33).

FIRST TURN

The Attacker has the first turn.

DESPERATE TIMES, DESPERATE MEASURES

The Defender gains D3 bonus Command Points at the start of each of their turns.

SHELLSTORM

At the start of the second battle round, and at the start of each battle round thereafter, the Attacker resolves D6 Firestorm attacks. The location dice numbered 1-3 are placed normally by the Attacker (pg 33), then the Defender places dice 4-6 following the same rules. When all the location dice have been placed, the Attacker rolls to see where each Firestorm lands, then resolves any damage.

TECTONIC UPHEAVAL

At the start of the third battle round, and at the start of each battle round thereafter, the Attacker rolls a D6 for each **BUILDING** and consults the table below:

D6	RESULT
1-3	**Ominous Rumblings:** No adverse effects.
4	**Ker-rack!:** The building being rolled for suffers a mortal wound.
5	**Cave In:** The building being rolled for suffers D3 mortal wounds. Any units inside must immediately disembark. No unit can embark inside the building for the rest of the battle.
6	**She's Coming Apart:** As for 'Cave In' except that the building suffers D6 mortal wounds.

BATTLE LENGTH

The Attacker rolls a D6 at the end of battle round 5; on a 3+, the game continues, otherwise the game ends. At the end of battle round 6, the Defender rolls a D6; this time the game continues on a 4+, otherwise it ends. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Storm and Defend: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. If an objective marker is within a **BUILDING**, count all the models within 3" of the building and all the models garrisoning it when determining who controls the objective marker.

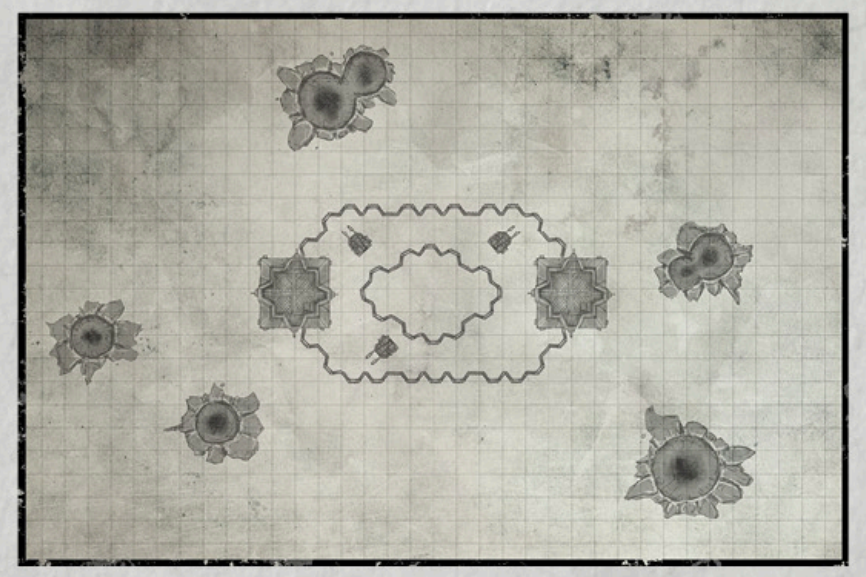
Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

PLANETSTRIKE DEPLOYMENTS

These battlefields shown here are just a few examples of classic Planetstrike set-ups the Defender can refer to when creating their battlefield.

1. All-round Defence

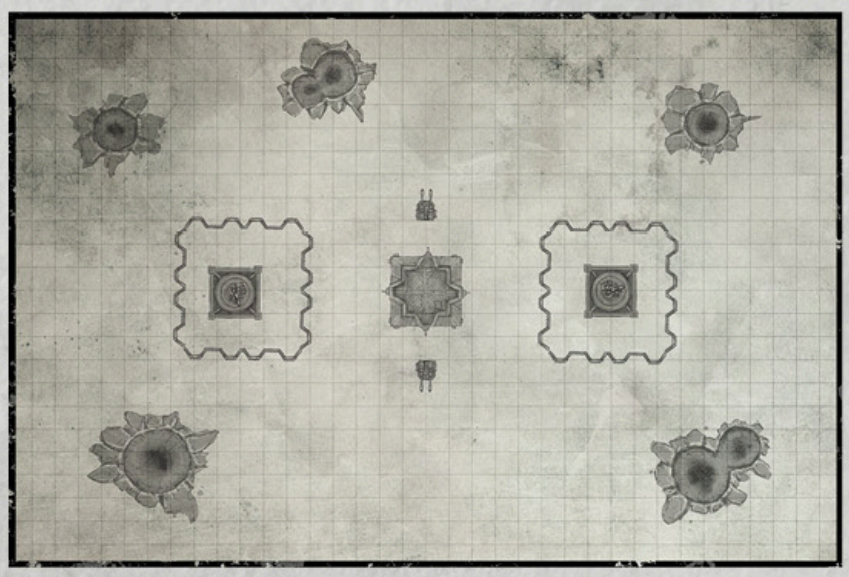
The Defender has placed their Fortifications to protect the centre of the battlefield so that, whichever direction the Attacker comes from, they will be ready.



1. ALL-ROUND DEFENCE

2. Central Stronghold

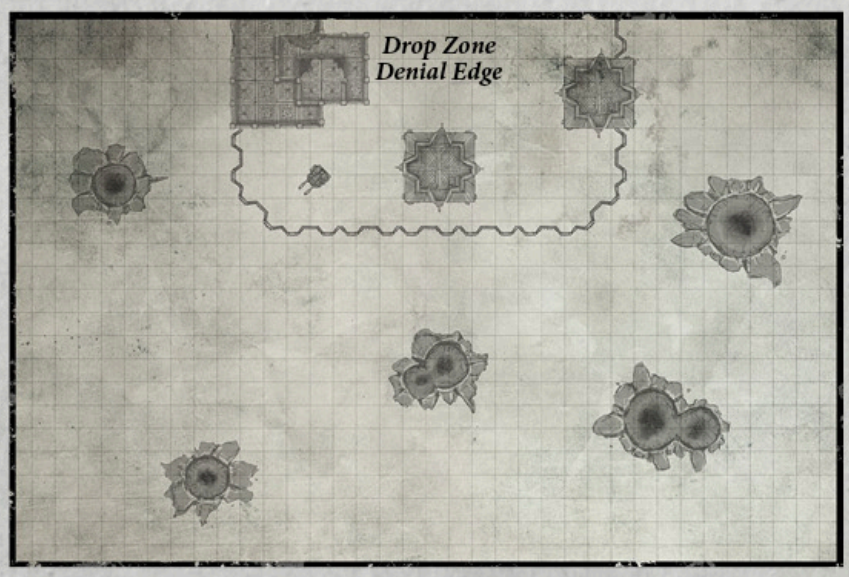
This set-up is particularly useful in missions like Seize and Destroy, where the Defender places their best Fortification in the centre of the battlefield. Here, the central stronghold is guarded on all approaches by other sets of Fortifications, forming an outer perimeter of defences that the Attacker must fight their way through before attacking the vital target.



2. CENTRAL STRONGHOLD

3. Fortified Flank

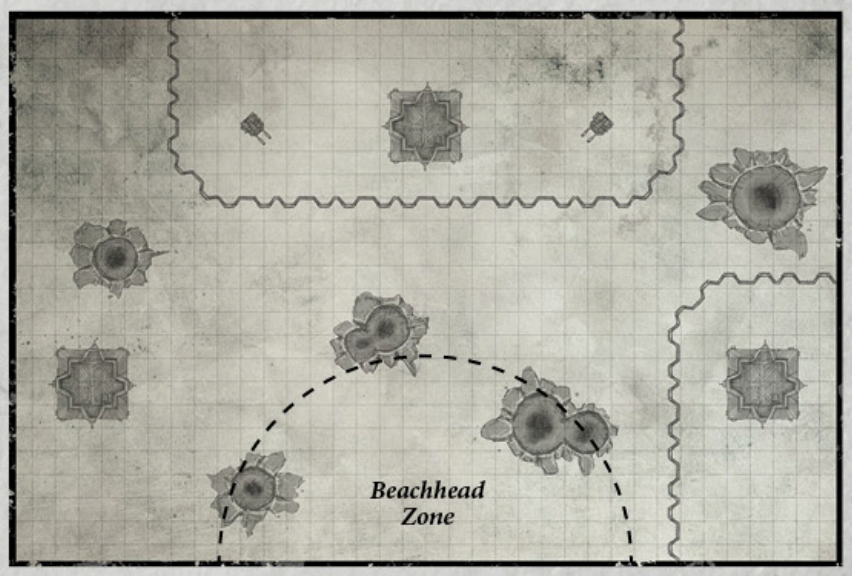
This set-up is only recommended if the Defender is using the Drop Zone Denial Stratagem (pg 35). As the Attacker can't select the battlefield edge you choose to be their landing zone edge, the Defender can concentrate their Fortifications on that edge – be wary though, the Attacker's army could still come on from one of the two short edges of the battlefield.



3. FORTIFIED FLANK

4. Kill-zone

This set-up is only useful in the Desperate Assault mission, where you always know which battlefield edge will be the Attacker's landing zone edge, and where the Attacker's starting forces may deploy. The Defender can then set up their Fortifications so that they surround the Attacker's beachhead zone and hence create a kill-zone with overlapping fields of fire.



4. KILL-ZONE

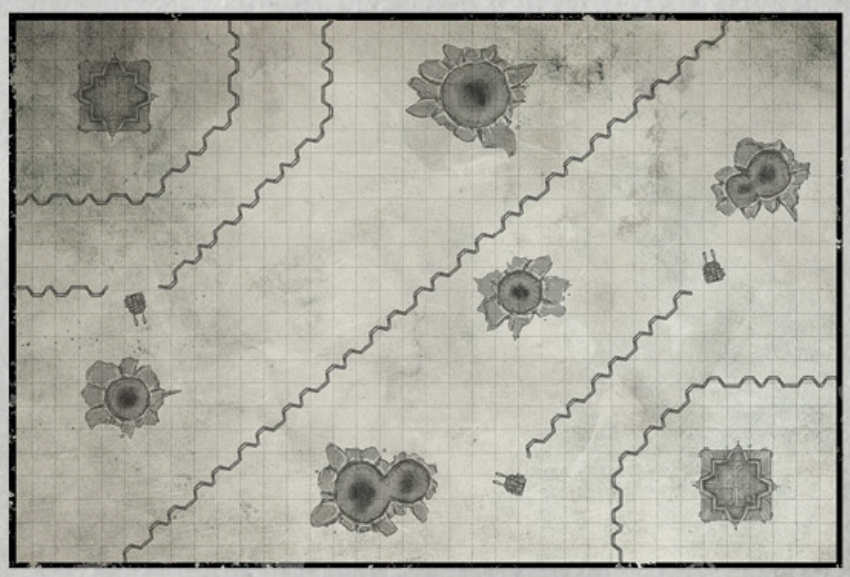
5. Spread-out Defence

The Defender has placed their Fortifications all over the battlefield. Whilst it means that each Fortification is more vulnerable to attack, it prevents the Attacker from concentrating their Firestorm attacks and their forces on one part of the battlefield in order to wrest control from you and dominate the battle.

5. SPREAD OUT DEFENCE

6. Sacrificial Outpost

In this set-up, the Defender has placed two heavily defended bastions in opposing corners of the battlefield, with a series of defence lines between them. Whilst the Attacker can overwhelm one of them relatively easily by choosing a landing zone adjacent, capturing the other will prove exceptionally difficult, as they will have to cross the entire battlefield of defences to do so.



6. SACRIFICIAL OUTPOST

STRONGHOLD ASSAULT

In games of Stronghold Assault, two forces vie for control of a fortified war zone. Players take specific roles – one is the Attacker, determined to capture or destroy their foe's vital bastions, and the other is the Defender, who must dig in behind the fortress walls and repel the invaders with overwhelming firepower.

The galaxy's battlefields are punctuated with monolithic strongholds that reach towards the heavens. These fortifications are monuments to the unyielding nature of siege warfare. Many have endured centuries of unrelenting battle. Some have withstood more than ten millennia of grinding war, sheltering troops as they unleash their fury against the foe.

Built into the grandest bastions are weapons of such terrible magnitude that they can annihilate a battleship in low orbit. Such structures form the beating hearts of defence lines and trench networks that protect and connect whole webworks of bunkers and redoubts.

From sprawling greenskin scrapforts the size of cities to Imperial fortress worlds that watch over entire regions of space, these bastions are as varied as they are numerous. Some, such as nightmarish Medrengard, proud Solaxis or lost and lamented Cadia, are names known the length and breadth of the galaxy. Others – like Catachan with its living bulwarks of carnivorous jungle, or Fenris, home to the mighty Fang – are famed for their more unconventional defences.

Yet even the most formidable series of fortifications are naught but walls and barricades without a garrison to defend them. Only when soldiers man battlements and operate weapon systems is a fortress' true defensive potential realised. A single squad of warriors can prove themselves the equal of hundreds when occupying a bunker, pouring firepower into their enemies with impunity, safe from all but the most punishing retaliation.

It is no surprise, then, that the key to victory in any theatre of war is often to seize control of its fortifications. Commanding such assets allows supply lines to be safeguarded, entire regions to be denied to the foe, and massive enemy offensives to be weathered against the odds. So precious are these fortified networks that commanders will spend countless lives to wrest them from their foes.

In such a dark era, the death toll required for victory is rarely a consideration, however. Determined to succeed, commanders hurl their warriors against the enemy's walls and guns in their hundreds. Sappers and demolition experts charge forwards, pelting through hails of fire to slap explosive charges onto bulkheads and hatches. Artillery pieces and battle tanks elevate their barrels and spit their shells in looping arcs to come crashing down upon armoured structures until they tumble in flaming ruin. Aircraft sweep overhead, raining bombs upon trenches and ramparts to fill them with fire.

Many commanders also have access to more insidious or esoteric weapons of siege warfare. Tunnelling warheads churn through bedrock to detonate amidst reinforced foundations. Powerful psykers flay the defenders' minds, fortress walls no protection against the razored talons of the warp. Xenos warrior constructs phase out of synch with reality, passing through bunker doors and bulwarks like ghosts before solidifying again to wreak havoc within. Towering monsters and abhorrent daemons rampage forward, shrugging off the defenders' fire before tearing down their strongholds with sheer brute force.

For all this devastation and horror, the victors in such grinding siege warfare are most often those with the willpower to prevail. Such heroes overcome their foes no matter the cost, and survive to raise their colours over fortifications strewn with the mangled remains of the enemy dead.

The rules on the pages that follow give you everything you need to play your own Stronghold Assault games. Taking the roles of Attacker and Defender, you can play out your own exciting narratives, or even link together several games to depict the key moments in the besiegement of a larger fortress.

You can even play out a campaign of planetary invasion by combining a series of Planetstrike missions (pg 36-41) with those from this section to determine the fate of an entire planet. From the moment enemy ships appear in orbit to the desperate battles in the ruins, from the initial surge of the attacking forces to the courageous last stand of the defenders behind their walls, such a campaign follows an invasion through from inception to glorious victory or bloody defeat.

PLAYING STRONGHOLD ASSAULT

Stronghold Assault is an expansion that incorporates siege-themed missions into Warhammer 40,000. In these missions, one player takes the role of the Attacker, and their opponent the Defender. As a result, the missions presented in this expansion are designed primarily for narrative play, telling the story of a fortress under siege.

Stronghold Assault missions supplement the Warhammer 40,000 core rules with additional abilities, Warlord Traits, Stratagems and Detachments that help to better reflect the forces and tactics deployed by armies during such a battle. These additional rules are described below.

STRONGHOLD ASSAULT MISSIONS

If you wish to play a Stronghold Assault battle, you should first select a mission from the table below. Alternatively, you can roll to randomly select which mission you will play.

STRONGHOLD ASSAULT

D6	MISSION
1	**Breakthrough**
2	**Bunker Assault**
3	**All-out Attack**
4	**Crossfire**
5	**The Big Push**
6	**Last Stand**

STRONGHOLD ASSAULT ARMIES

The players choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. The Defender's army must include at least one Fortification Network Detachment or one Stronghold Assault Defender Detachment (pg 46). At least one of the Defender's Fortifications must be a **BUILDING** (pg 57-63). The Attacker's army must include at least one Stronghold Assault Attacker Detachment (pg 46), and the Power Level of the Attacker's army should be more than the Defender's.

As with any game that puts players in different roles, we recommend replaying these missions, but switching the Attacker and Defender around to give both the opportunity to test out a different set of tactics.

Designer's Note: *In the Breakthrough and Crossfire missions the Attacker must attempt to move off the Defender's battlefield edge. We find that these missions are more rewarding with ground-based armies that contain few, if any, units that can* ***FLY****.*

STRONGHOLD ASSAULT ABILITIES

Stronghold Assault missions use the following additional rules:

Big Guns Never Tire

The invaders have brought along their heaviest ordnance to level the defences of the foe.

The Attacker's models can move and shoot Heavy weapons without incurring the -1 penalty to their hit rolls, but only when targeting a **BUILDING**.

Demolitions

The attacking troops are equipped with demolition tools and explosive charges to breach the enemy's defences.

Each time the Attacker makes a wound roll of 6+ for a model attacking a **BUILDING** in the Fight phase, the building suffers a mortal wound in addition to any other damage.

Hold at All Costs

The defenders' courage is steeled by the protection offered by their fortifications and trenches.

The Defender adds 1 to the Leadership characteristic of their units whilst they are within 6" of a Fortification from their army.

Deadly Defences

The fortifications on this world are all connected to a planetary defence auger that guides their automated fire.

The Defender can add 1 to hit rolls made for **BUILDINGS** in their army in the Shooting phase.

Captured Fortification

An undefended stronghold is an asset for the attackers to capture and turn upon the foe.

At the start of most Stronghold Assault missions, Fortifications are under the control of the Defender. However, the Attacker can capture any unoccupied **BUILDING** in their Movement phase if all the models in one of their **INFANTRY** units ends their move within 3" of that building. If they do so, the building immediately comes under their control and the unit must, if able to do so, embark inside to garrison it (note that they must still obey all the normal restrictions listed on that building's datasheet). Buildings can potentially exchange hands several times over the course of the battle. Note that only buildings with the **TRANSPORT** keyword can be captured in this manner – other Fortifications are fully automated or have no interior to capture and garrison.

WARLORD TRAITS AND DETACHMENTS

If you are playing a Stronghold Assault mission, you can use the following Warlord Traits and Detachments when choosing your army, depending on whether you are the Attacker or the Defender.

STRONGHOLD ASSAULT ATTACKER WARLORD TRAITS

D3	WARLORD TRAIT
1	**Siege Breaker** You can re-roll failed charge rolls for friendly units that are within 6" of your Warlord when they declare a charge against a **BUILDING**.
2	**Fortress Destroyer** You can re-roll wound rolls of 1 for friendly units that are within 6" of your Warlord when they target a **BUILDING**.
3	**Stronghold Assault Attacker** You have one bonus Command Point – this can only be spent on a Stronghold Assault Stratagem.

STRONGHOLD ASSAULT DEFENDER WARLORD TRAITS

D3	WARLORD TRAIT
1	**Counterfire Master** You can re-roll failed hit rolls for friendly units within 6" of your Warlord (this includes any **BUILDING** they are embarked within, and any other units embarked within the same building).
2	**Fortress Commander** If your Warlord is embarked within a **BUILDING**, roll a dice each time that building loses a wound; on a 6+, the building does not lose a wound.
3	**Stronghold Assault Defender** You have one bonus Command Point – this can only be spent on a Stronghold Assault Stratagem.

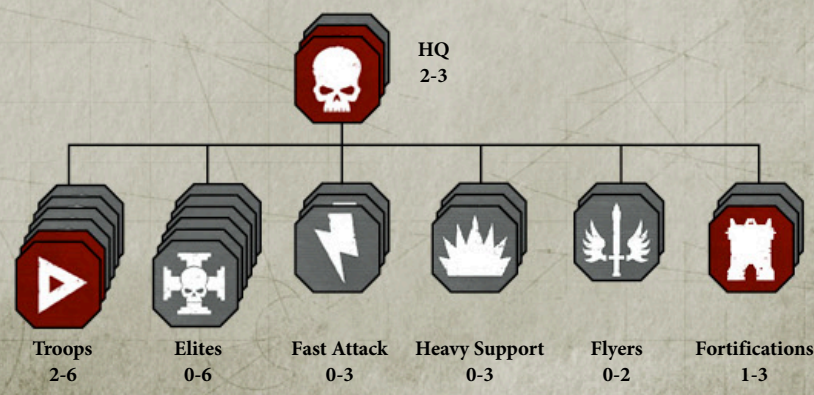
STRONGHOLD ASSAULT ATTACKER DETACHMENT

Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +5 Command Points (these 5 CPs can only be spent on Stronghold Assault Stratagems).

STRONGHOLD ASSAULT DEFENDER DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction (excluding **UNALIGNED** units).

Command Benefits: +5 Command Points (these 5 CPs can only be spent on Stronghold Assault Stratagems).

STRATAGEMS

If you are playing a Stronghold Assault mission, you can spend Command Points (CPs) to use the following Stratagems, depending on whether you are the Attacker or the Defender.

3CP PRELIMINARY BOMBARDMENT

Stronghold Assault Attacker Stratagem

Use this Stratagem at the start of the first battle round, but before the first turn begins. You can launch a Preliminary Bombardment, as described in the Narrative Play Mission Rules section of the *Warhammer 40,000* rulebook.

1CP GREMLIN CURSE

Stronghold Assault Attacker Stratagem

Use this Stratagem at the start of any phase. Select a **BUILDING**; until the end of the current phase that building will only hit on rolls of 6, regardless of any modifier.

2CP DESPERATE LAST PUSH

Stronghold Assault Attacker Stratagem

This Stratagem can only be used once per battle, and can only be used if the mission instructs either player to roll a D6 to determine if another battle round is played or if the battle ends. That player does not roll a dice – you automatically play another battle round.

2CP DAWN ASSAULT

Stronghold Assault Attacker Stratagem

Use this Stratagem at the start of the first battle round, but before the first turn begins. For the duration of the first battle round, both players must use the Low Visibility rules from Battlezone: Night Fight, as described in the Battlezone section of the *Warhammer 40,000* rulebook.

1CP STRUCTURAL COLLAPSE

Stronghold Assault Attacker Stratagem

Use this Stratagem when an attack causes a **BUILDING** to lose a wound. Roll 2D6; if the result is greater than that building's remaining wounds its Toughness characteristic is reduced by D3.

2CP SAPPERS

Stronghold Assault Attacker Stratagem

Use this Stratagem before one of your units fights in the Fight phase. You can add 1 to wound rolls for that unit when it attacks a **BUILDING** that phase.

3CP CONCEALED DEPLOYMENT

Stronghold Assault Defender Stratagem

Use this Stratagem after setting up all your Fortifications, but before deploying any other unit. Use the Concealed Deployment rules, as described in the Narrative Play Mission Rules section of the *Warhammer 40,000* rulebook, to deploy the rest of your units. If you want a unit to start the battle embarked inside a **BUILDING**, place its set-up marker on that building.

1CP RIGGED TO BLOW

Stronghold Assault Defender Stratagem

Use this Stratagem when an enemy unit captures one of your **BUILDINGS** and embarks within it. Roll a D6; on a 1 nothing happens, otherwise the embarked unit suffers D6 mortal wounds.

2CP FORTIFIED STRONGHOLD

Stronghold Assault Defender Stratagem

Use this Stratagem after you have set up a **BUILDING**. Whoever controls that building can add 1 to saving throws made for it for the duration of the battle.

2CP AMMO STORE

Stronghold Assault Defender Stratagem

Use this Stratagem when a unit from your army that is embarked within a **BUILDING** shoots. You can re-roll failed hit rolls for that unit until the end of the phase.

1CP EMERGENCY REPAIRS

Stronghold Assault Defender Stratagem

Use this Stratagem at the start of any of your turns. Select a **BUILDING** that has at least one unit from your army embarked in it; that building repairs one lost wound.

3CP ESCAPE HATCH

Stronghold Assault Defender Stratagem

Use this Stratagem when one of your **BUILDINGS** is destroyed. Do not roll any dice for disembarking units to see if they are slain – all models automatically disembark safely.

STRONGHOLD ASSAULT

BREAKTHROUGH

The initial phase of the war has gone well, but now the attackers must cross no-man's-land quickly, under heavy fire, to break through the defenders' front lines.

THE ARMIES

The players choose armies as described on page 45.

THE BATTLEFIELD

The Defender creates the battlefield. They start by setting up their Fortifications anywhere on the battlefield wholly within their own table half. They then set up other terrain on the battlefield – we suggest plenty of barricades and obstacles, and a few ruins or craters. Next, the Defender places three objective markers. One may be placed in each **BUILDING**. Any remaining objective markers are placed in the Defender's deployment zone; the centre of each must be more than 6" from the centre of any other objective marker, any building or any battlefield edge. If a building containing an objective marker is destroyed during the battle, the Defender must place the objective marker where the building used to be.

DEPLOYMENT

After the battlefield has been created, the Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.

FIRST TURN

The Defender has the first turn.

PUNCH THROUGH THEIR DEFENCES

The Attacker's units can move off the Defender's battlefield edge if all of their models can make it off the board in the same phase. Any that do so are removed from the board and take no further part in the battle.

GROUND TO COVER

If any of the Attacker's units have an ability that would enable them to move on from a battlefield edge, that unit can only move on from the Attacker's edge.

BATTLE LENGTH

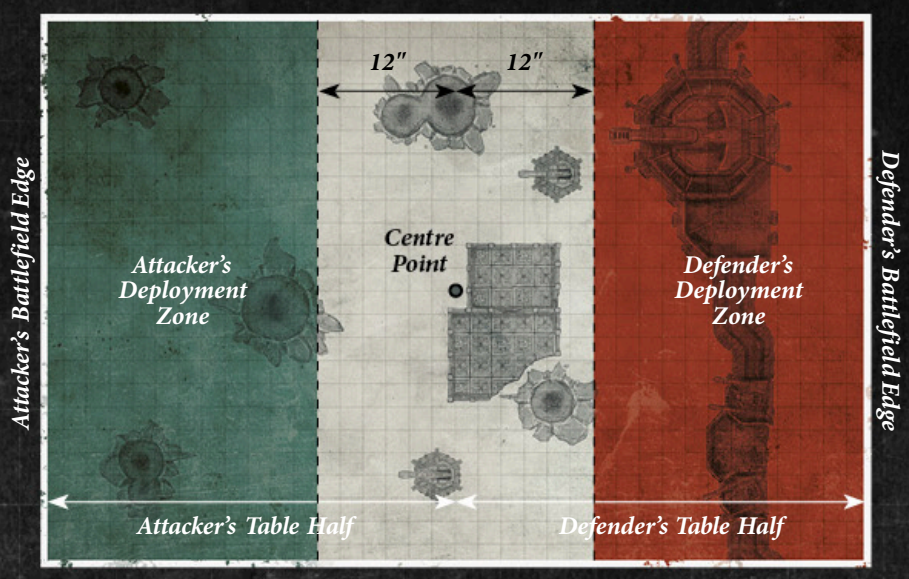
The game lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Hold the Line: At the end of the game, the Defender scores 3 victory points for each objective marker they control. The Defender controls an objective marker if they have more models within 3" of the centre of it than the Attacker does. If an objective marker is within a **BUILDING**, count all the models within 3" of it and all the models garrisoning it.

Break Through: At the end of the game, the Attacker scores 1 victory point for each of their units that is wholly within the Defender's deployment zone, and D3 victory points for each of their units that have moved off the Defender's battlefield edge (see above).



STRONGHOLD ASSAULT

BUNKER ASSAULT

One side has withdrawn behind the shelter of unyielding bunkers, holding the advancing foe at arm's reach whilst calling down withering salvoes of artillery strikes. The attackers must destroy or overwhelm the bunkers as quickly as possible, before the barrages pound them into oblivion.

THE ARMIES

The players choose armies as described on page 45.

THE BATTLEFIELD

The Defender creates the battlefield. They start by setting up their Fortifications anywhere on the battlefield wholly within their own table half. They then set up other terrain on the battlefield – we suggest plenty of barricades and obstacles, and a few ruins or craters.

DEPLOYMENT

After the battlefield has been created, the Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.

TARGETING AUGER

After both sides have deployed, the Defender selects one of their **BUILDINGS** to house the Targeting Auger. Whilst this Fortification is garrisoned by one of the Defender's units, they can direct an artillery strike at the start of each of their Shooting phases in addition to any shooting attacks they make this phase. The Defender places a marker (such as a dice or coin) anywhere on the battlefield. The Attacker can move the marker D6" in any direction. After this is done, the Defender rolls a dice for each unit within 3" of the marker – on a 3+, that unit suffers D3 mortal wounds.

FIRST TURN

The Defender rolls a D6. On a 1, 2 or 3, the Attacker has the first turn, and on a 4, 5 or 6 the Defender has the first turn.

BATTLE LENGTH

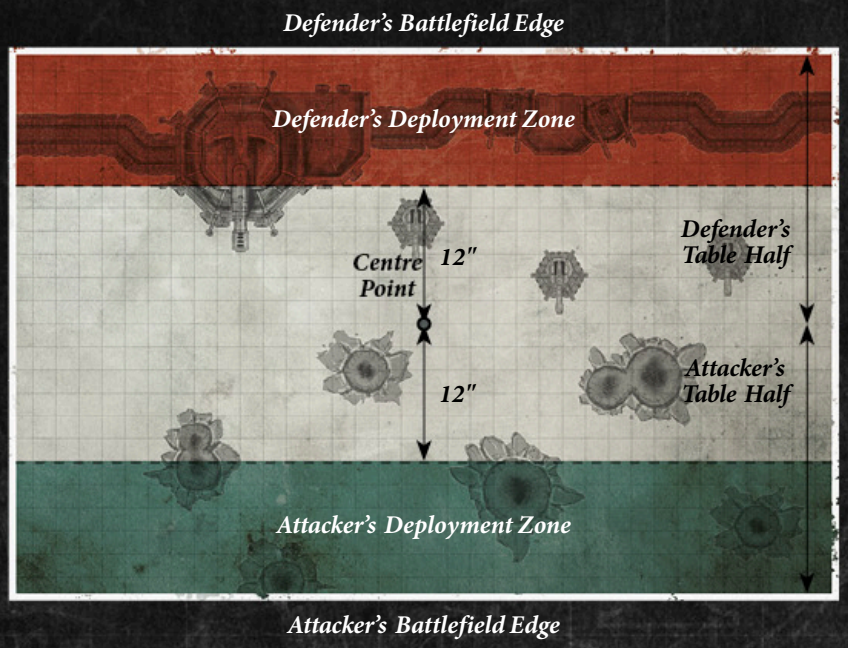
The game lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Rubble and Ruin: The Attacker scores 3 victory points for each **BUILDING** they destroy, and for each building they have captured and still hold at the end of the game. The Defender scores 3 victory points for each **BUILDING** still on the battlefield at the end of the game not captured by the Attacker. Any **BUILDING** with a Wounds characteristic of more than 15 is instead worth 6 victory points in each case.



STRONGHOLD ASSAULT

ALL-OUT ATTACK

The defenders have withdrawn to a more heavily fortified position. For the attacking forces to push further, these strongholds must be overcome, despite the heavy losses that a headlong assault may incur.

THE ARMIES

The players choose armies as described on page 45.

THE BATTLEFIELD

The Defender creates the battlefield. They start by setting up their Fortifications anywhere on the battlefield wholly within their own table half. They then set up other terrain on the battlefield – we suggest plenty of barricades and obstacles, and a few ruins or craters. Next, the Defender places three objective markers. One may be placed in each **BUILDING**. Any remaining objective markers are placed in the Defender's deployment zone; the centre of each must be more than 6" from the centre of any other objective marker, any building or any battlefield edge. If a building containing an objective marker is destroyed during the battle, the Defender must place the objective marker where the building use to be.

DEPLOYMENT

After the battlefield has been created, the Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.

FIRST TURN

The Attacker has the first turn.

SUSTAINED ASSAULT

Any of the Attacker's units that are destroyed can later return to the battle. At the end of each of their Movement phases, the Attacker rolls a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 5+, they can immediately set that unit up again, wholly within 6" of their battlefield edge.

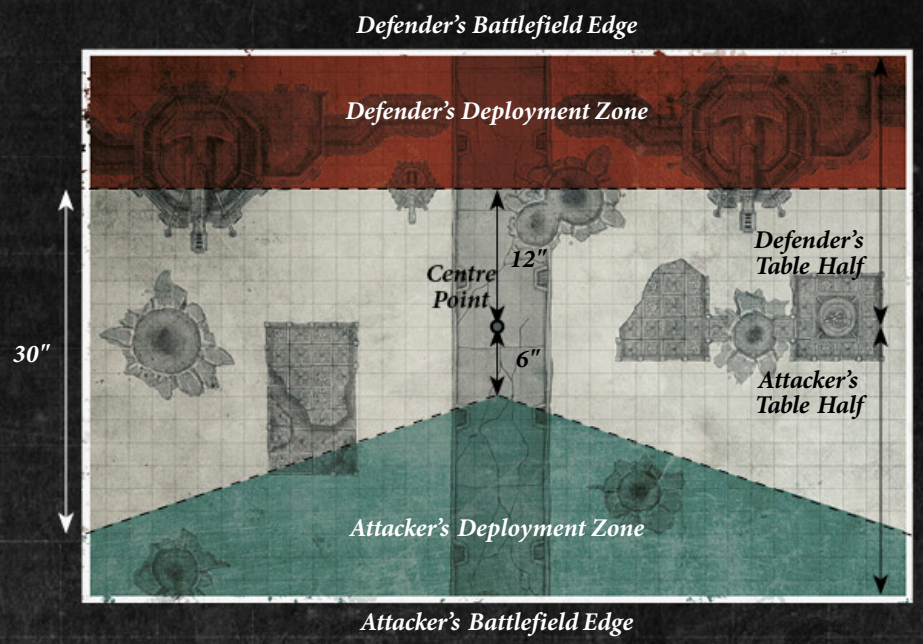
The Attacker can, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes, and can be returned to the battle later as described above.

BATTLE LENGTH

The Attacker rolls a D6 at the end of battle round 5; on a 3+, the game continues, otherwise the game ends. At the end of battle round 6, the Defender rolls a D6; this time the game continues on a 4+, otherwise it ends. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who controls the most objective markers is the winner. If both players control the same number, the game is a draw. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. If an objective marker is within a **BUILDING**, count all the models within 3" of it and all the models garrisoning it.



STRONGHOLD ASSAULT

CROSSFIRE

Networks of interconnected fortifications guard a vital crossing– a narrow pass with overlapping fields of fire. In preparation for a major push, the attacker must breach this cordon without suffering heavy casualties, overwhelming each fortified 'island' in turn while avoiding being caught in lethal crossfire.

THE ARMIES
The players choose armies as described on page 45.

THE BATTLEFIELD
The Defender creates the battlefield. They start by setting up their Fortifications anywhere on the battlefield wholly within their own table half or deployment zones. They then set up other terrain on the battlefield – we suggest plenty of barricades and obstacles, and a few ruins or craters.

DEPLOYMENT
After the battlefield has been created, the Defender sets up their army wholly within their three deployment zones (each 24" in diameter). At least one unit must be set up within each zone. The Attacker then sets up their army wholly within their deployment zone.

FORCED MARCH
Each time one of their units Advances, the Attacker rolls 2D6 and adds the scores together when determining how much further the unit can move.

FIRST TURN
The Attacker has the first turn.

GROUND TO COVER
If any of the Attacker's units have an ability that would enable them to move on from a battlefield edge, that unit can only move on from the Attacker's edge.

PUNCH THROUGH THEIR DEFENCES
The Attacker's units can move off the Defender's battlefield edge if all of their models can make it off the board in the same phase. Any that do so are removed from the board and take no further part in the battle.

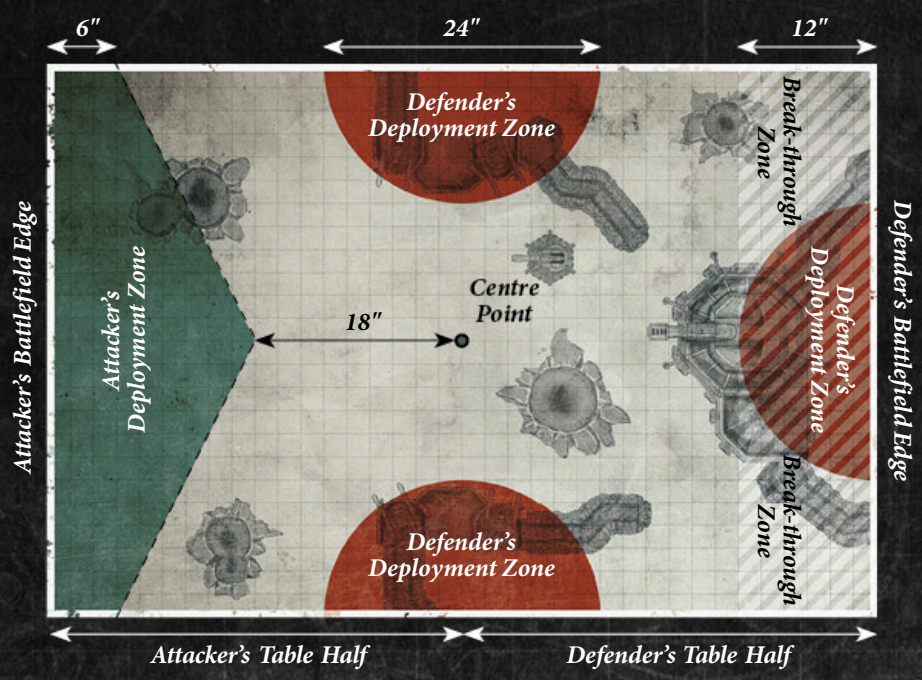
BATTLE LENGTH
The game lasts for eight battle rounds.

VICTORY CONDITIONS
At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Secure the Pass: At the end of the game, the Attacker scores 3 victory points for each of the Defender's deployment zones that contain no units from the Defender's army. The Defender scores 3 victory points for each one that does.

Killing Fields: The Defender scores 1 victory point for each enemy unit that is destroyed.

Break Through: At the end of the game, the Attacker scores 1 victory point for each of their units that is wholly within the break-through zone shown on the map, and D3 victory points for each of their units that has moved off the Defender's battlefield edge (see above).



STRONGHOLD ASSAULT

THE BIG PUSH

After days of constant bombardment, the attackers have gathered their forces to launch an assault on the shattered remnants of the defending forces. Command has underestimated the tenacity of the foe, however, and as the attack begins the defenders are working to bring their weapons back online.

THE ARMIES

The players choose armies as described on page 45.

THE BATTLEFIELD

The Defender creates the battlefield. They start by setting up their Fortifications anywhere on the battlefield wholly within their own table half. They then set up other terrain on the battlefield – we suggest plenty of barricades and obstacles, and a few ruins or craters.

DEPLOYMENT

After the battlefield has been created, the Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.

SHATTERED DEFENCES

All of the Defender's **BUILDINGS** start the game dilapidated; their Toughness characteristic is reduced by 1 for the entire battle and they cannot fire any ranged weapons until the fourth battle round.

BUNKER BUSTER BOMBARDMENT

At the start of the first battle round, but before the first turn begins, the Attacker rolls a dice for each enemy **BUILDING** that is on the battlefield. On a roll of 4+, that building is hit by a bombardment; roll 2 dice and discard the lowest result – the building suffers that many mortal wounds.

FIRST TURN

The Defender rolls a D6. On a 1, 2 or 3, the Attacker has the first turn, and on a 4, 5 or 6 the Defender has the first turn.

BATTLE LENGTH

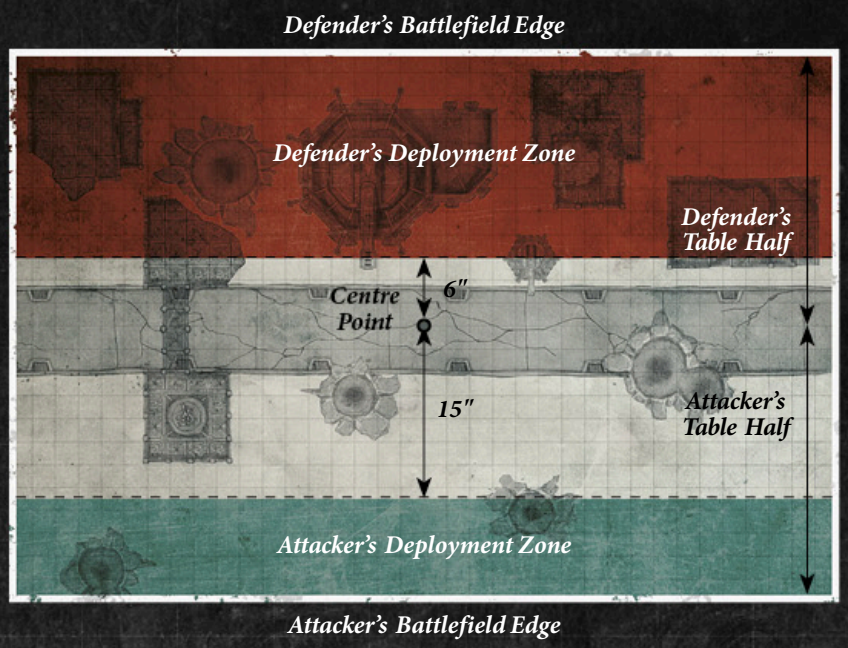
The Attacker rolls a D6 at the end of battle round 5; on a 3+, the game continues, otherwise the game ends. At the end of battle round 6, the Defender rolls a D6; this time the game continues on a 4+, otherwise it ends. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Battered but Defiant: At the end of the game the Defender scores 3 victory points for each **BUILDING** still on the battlefield that has not been captured.



STRONGHOLD ASSAULT

LAST STAND

Surrounded and besieged, a handful of troops have held out against all the odds. But now, the enemy have amassed in overwhelming numbers to stamp out this last vestige of resistance, and the defenders' reinforcements have been delayed. Until they arrive, the last survivors of the garrison are on their own.

THE ARMIES

The players choose armies as described on page 45. The Defender must include at least three **INFANTRY** units in their army.

THE BATTLEFIELD

The Defender creates the battlefield. They start by setting up their Fortifications anywhere on the battlefield wholly within their own table half. They then set up other terrain on the battlefield – we suggest plenty of barricades and obstacles, and a few ruins or craters.

DEPLOYMENT

After the battlefield has been created, the Defender sets up three **INFANTRY** units wholly within their deployment zone – these are the Last Survivors. The remainder of their army is placed in Reserve and will arrive as reinforcements, as described below. The Attacker then sets up their army wholly within their deployment zone.

FIRST TURN

The Defender has the first turn.

DELAYED RESERVES

At the end of each of their Movement phases, the Defender rolls a D6 for each of their Reserve units – this is called a Reserve roll. On a 3+, the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a **TRANSPORT**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it). Units arriving from Reserve are set up wholly within 6" of the Defender's battlefield edge.

LAST SURVIVORS

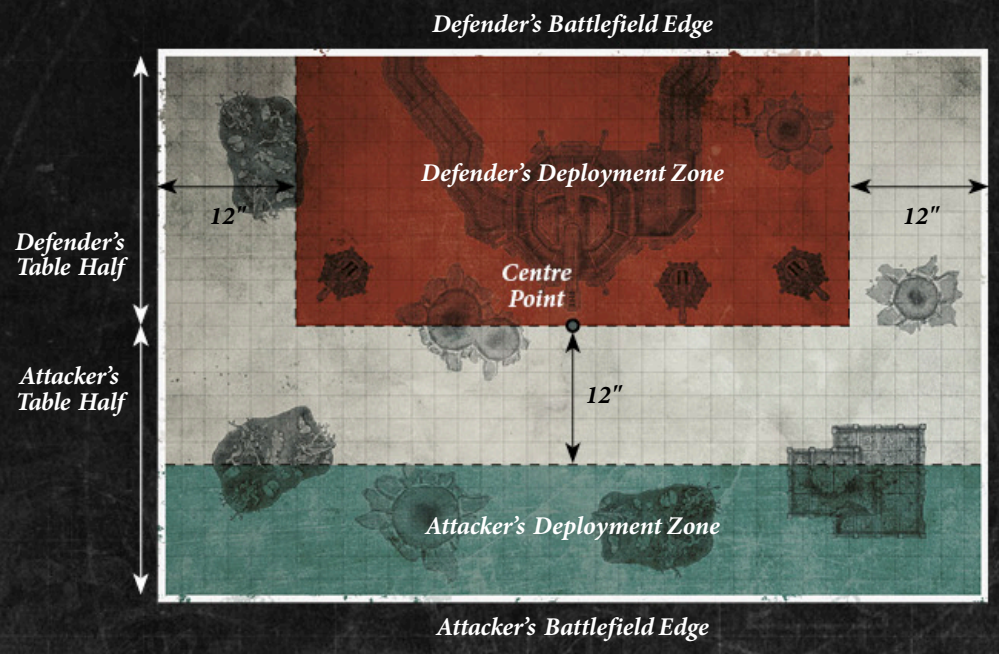
The Defender can re-roll failed Morale tests for their Last Survivor units.

BATTLE LENGTH

The Attacker rolls a D6 at the end of battle round 5; on a 2+, the game continues, otherwise the game ends. At the end of battle round 6, the Defender rolls a D6; this time the game continues on a 3+, otherwise it ends. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the Attacker wins if all three of the Last Survivor units have been completely destroyed. If two Last Survivor units have been completely destroyed the game is a draw, otherwise the Defender is the winner.



LINEAR CAMPAIGNS

PLANETSTRIKE: PLANETFALL

Attacker Victory: In Desperate Assault, the Attacker doubles the bonus Command Points they get from the Wrack and Ruin ability.

Defender Victory: In Desperate Assault, the Wrack and Ruin ability is not used.

PLANETSTRIKE: DESPERATE ASSAULT

Attacker Victory: In Seize and Destroy, the Attacker can re-roll any failed Reserve roll.

Defender Victory: In Seize and Destroy, the Defender adds 1 to the Toughness characteristic of the Vital Stronghold, if it is a **BUILDING**.

PLANETSTRIKE: SEIZE AND DESTROY

Attacker Victory: In Stranglehold, the Backs to the Walls ability is not used.

Defender Victory: In Stranglehold, the Attacker cannot use the Demolition Crew Stratagem.

PLANETSTRIKE: STRANGLEHOLD

Attacker Victory: In Forlorn Hope, when a model from the Attacker's army is the banner bearer, they can add 1 to saving throws made for that model's unit.

Defender Victory: In Forlorn Hope, the Defender can re-roll hit rolls of 1 and wound rolls of 1 when targeting the banner bearer, or their unit, with shooting and/or close combat attacks.

PLANETSTRIKE: FORLORN HOPE

Attacker Victory: In Planetquake, the Attacker has two bonus Command Points. In addition, the Attacker starts rolling for Tectonic Upheaval at the start of their second turn, instead of their third.

Defender Victory: In Planetquake, the Defender has two bonus Command Points. In addition, the Attacker must subtract 1 from any roll they make on the Tectonic Upheaval table (to a minimum of 1).

The narrative missions presented in this book are perfect for players wishing to run a simple campaign. The outcome of every battle will be affected by the one before, and each victory will influence the one that follows.

The Planetstrike and Stronghold Assault missions in this book can be played sequentially to tell a thrilling linear campaign. This is an extremely simple campaign where one player takes the role of Attacker in every mission and their opponent the Defender. The victor of the first battle will gain an advantage in the second battle in the campaign, making it easier to secure another victory and so gain another winner's bonus for the next battle, and so on. The campaign then culminates in a winner-takes-all final fight.

Planetstrike Campaign

To play a linear Planetstrike Campaign, first decide who will be the Attacker and who will be the Defender. Players cannot switch roles during the campaign.

Each player should then select one **CHARACTER** model in their collection to be their Supreme Warlord. Your Supreme Warlord has been chosen for their skill at global conquest or defence. As a result, at the beginning of the campaign they will have not one, but two Warlord Traits. One of these will be chosen from the Planetstrike Attacker or Defender table, as appropriate, and the other can be chosen from a different Warlord Traits table. Your Supreme Warlord has both of these traits throughout the campaign. If your Supreme Warlord is removed as a casualty during any of your games, roll a D6 at the end of the battle. On a 2+, the Supreme Warlord is assumed to have made a full recovery in time for the next battle in the campaign. On a 1, however, their injuries are more serious and will take more time to heal – your Supreme Warlord cannot be used in the next mission in the campaign and you will need to use a different model as your Warlord – generate a new Warlord Trait for them as normal.

Then simply play each of the Planetstrike missions in order. The victor of each mission earns a bonus in the next mission of the campaign, as detailed on the left. If a game is a draw, both players receive their bonus for the next mission. Whoever wins the final mission, Planetquake, is then the victor of the campaign. If this game ends in a draw, we suggest that whoever won the most victories during the previous missions is crowned overall victor. If this is still a draw, we suggest the Defender wins a moral victory – after all, their forces have likely been outnumbered throughout the campaign.

Stronghold Assault Campaign

To play a linear Stronghold Assault Campaign, simply follow the process detailed for a Planetstrike Campaign, except that in this campaign the Supreme Warlord takes one of their two Warlord Traits from the appropriate Stronghold Assault Attacker or Defender table. Play each of the Stronghold Assault missions in order, gaining the bonuses as detailed on the right. Whoever wins the final mission, Last Stand, is the winner of the campaign (in the case of a draw, use the process described on the left to determine the victor).

Planetary Invasion Campaign

If you're feeling adventurous, you can play both of these campaigns one after the other in a truly legendary Planetary Invasion campaign. In such a contest, the Planetstrike campaign is but the first phase of the war, where the invader lands their forces on the planet while the defender tries to repel them. The final phase of the war is the Stronghold Assault campaign, where the Attacker must consolidate their forces and attempt to break past the Defender's fortifications to crush them.

If you are playing a Planetary Invasion campaign, then players should retain their roles, Attacker or Defender, for both phases of the campaign. Each Supreme Warlord should have three Warlord Traits rather than two; one from the Planetstrike Attacker or Defender table, one from the Stronghold Assault Attacker or Defender table, and one from another Warlord Traits table. Whoever wins the Planetstrike phase wins one Laurel of Victory, and the appropriate bonus:

Attacker Bonus: In Breakthrough, the Attacker can make three Firestorm attacks, even though it is not a Planetstrike Mission. These attacks should be made after the Defender has deployed. In addition, the Attacker rolls a D6 at the end of each battle they lose during the Stronghold Assault phase. On a 5+ they get the bonus for the next game, even though they lost the last one.

Defender Bonus: In Breakthrough, the Defender selects a single **BUILDING** in their army. They can add 1 to save rolls for that building during the battle. In addition, the Defender rolls a D6 at the end of each battle they lose during the Stronghold Assault phase. On a 5+ they get the bonus for the next game, even though they lost the last one.

Whoever wins the Stronghold Assault phase of the campaign wins one Laurel of Victory. The player with the most Laurels of Victory at the end of both phases is the winner. If this is a tie, we suggest that whoever won the most victories throughout the entire campaign wins; if this is still a tie, the Defender earns a moral victory.

STRONGHOLD ASSAULT: BREAKTHROUGH

Attacker Victory: In Bunker Assault, the Attacker can move the Targeting Auger marker 2D6", instead of D6", as described in the Targeting Auger ability.

Defender Victory: In Bunker Assault, the Attacker can move the Targeting Auger marker D3", instead of D6", as described in the Targeting Auger Ability.

STRONGHOLD ASSAULT: BUNKER ASSAULT

Attacker Victory: In All-out Attack, the Attacker needs to roll a 4+ rather than a 5+ to return their destroyed units to battle as described in the Sustained Assault ability.

Defender Victory: In All-out Attack, the Attacker needs to roll a 6+ rather than a 5+ to return their destroyed units to battle as described in the Sustained Assault ability.

STRONGHOLD ASSAULT: ALL-OUT ATTACK

Attacker Victory: In Crossfire, the game lasts for nine battle rounds instead of eight. In addition, the Attacker rolls three dice rather than two each time one of their units Advances. They must discard the lowest result, then add the other two dice together when determining how much further the unit can move.

Defender Victory: In Crossfire, the game lasts for seven battle rounds instead of eight. In addition, the Forced March ability is not used.

STRONGHOLD ASSAULT: CROSSFIRE

Attacker Victory: In The Big Push, the Attacker's Bunker Buster Bombardment hits enemy **BUILDINGS** on the roll of a 2+, instead of a 4+.

Defender Victory: In The Big Push, the Shattered Defences ability is not used.

STRONGHOLD ASSAULT: THE BIG PUSH

Attacker Victory: In The Last Stand, the Attacker has two bonus Command Points. In addition, the Defender must subtract 1 from all their Reserve rolls.

Defender Victory: In The Last Stand, the Defender has two bonus Command Points. In addition, the Defender adds 1 to all their Reserve rolls.

MATCHED PLAY

‘When you meet the foe upon the field of battle, seek keenly for every advantage. When shells are flying and blades are drawn, such faithful diligence can be the difference between victory in the Emperor’s name, or ignominious defeat.’

- Warmaster Slaydo,
saviour of the Sabbat Worlds

NEW BATTLEFRONTS

Pitting two Battle-forged armies against one another, matched play missions are as level a playing field as you can get in your Warhammer 40,000 games. Victory will go to the commander who has fortune, strategy and cunning on their side, and each new mission you play is an opportunity to master all three.

From capturing enemy-held objectives to seizing precious relics with a worth calculated in worlds, dominating the battlefield with heavy artillery to annihilating your foes wholesale, the matched play missions available in the *Warhammer 40,000* rulebook give players a wide range of strategic challenges. Whether your tastes run to the tightly controlled scenarios of Eternal War, or the rapidly shifting battlefield challenges of Maelstrom of War, there's plenty of material there to keep you gaming for days on end.

Every general or warlord worth their name relishes new strategic challenges, however. Tried and tested tactics must be revised, or whole new routes to victory found. Units or weapons that seemed, at first glance, to lack the utility you desired suddenly come into their own as their abilities on the tabletop are proved invaluable. Opponents who know each other's every ploy suddenly discover new tricks and traps to try out on one another. On the following pages you will find just such a range of exciting new opportunities to crush your foes.

Amongst the Eternal War missions on offer, you will find battles in which reserve forces roll in turn after turn to escalate the conflict to catastrophic levels. You will play games where the location of your goals is concealed until the last moment, forcing you and your opponent into a race to secure them, and others in which the acquisition of certain objectives can bestow upon a warlord unparalleled glory. Commanders will be assassinated and territory claimed, with each battle offering new nail-biting chances for victory or defeat.

The Maelstrom of War missions presented here are equally exciting, introducing new permutations of this system to bring fresh challenge to your games. From battles in which forces must act quickly to secure their objectives before the chance to succeed passes them forever, to scenarios in which leaders must make strategic gambles to win, or forces must engage in a desperate race against time to evade a horrible death, these thrilling and chaotic battles will test your skills as a tabletop commander to the absolute limits!

PLAYING NEW MISSIONS

This section includes twelve new matched play missions; six Eternal War missions, and six Maelstrom of War missions. You can agree with your opponent which set of matched play missions to use, or you can roll off, and whoever rolls highest can choose which set to use, be it one from this book or the *Warhammer 40,000* rulebook.

Having picked the set you wish to use, you can either select one of the six missions, or roll a dice to randomly select one using the appropriate table. The table for the matched play missions in this book is below.

	ETERNAL WAR	MAELSTROM OF WAR
D6	MISSION	MISSION
1	Front-line Warfare	Kill Confirmed
2	Resupply Drop	Targets of Opportunity
3	Scorched Earth	Tactical Gambit
4	Dominate and Destroy	Race to Victory
5	Ascension	Sealed Orders
6	Roving Patrol	Recon

MATCHED PLAY MISSION RULES

Click here to go to Chapter Approved 2019 Matched Play Mission Rules.

+++

IT IS BETTER TO PLANT YOUR FLAG ATOP A HILL OF FALLEN HEROES, THAN KEEP IT FURLED AMIDST AN ARMY OF COWARDS.

+++

ETERNAL WAR

FRONT-LINE WARFARE

Your forces have encountered the enemy along a contested border between your territory and theirs. It is imperative that you seize the disputed ground quickly, while preventing your foe from crossing the border into your own lands.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then place four objective markers on the battlefield as follows. Starting with the player who won the earlier roll-off, the players alternate placing these objective markers until all four have been set up. The first objective marker set up by each player can be placed anywhere on the battlefield so long as the centre of the marker is at least 12" from the centre of the battlefield and both players' deployment zones. The second objective marker set up by each player must be placed in their own deployment zone. In both cases the centre of each objective marker must be more than 12" from the centre of any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players alternate deploying their units, one at a time, starting with the player who placed the fourth objective marker. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Seize and Control: At the end of the game, each objective marker is worth a number of victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. The number of victory points you receive for each objective marker you control depends on its location: the objective marker in your own deployment zone is worth 1 victory point, the objective marker in the enemy's deployment zone is worth 4 victory points, and the other two objective markers are each worth 2 victory points.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

RESUPPLY DROP

Braving the flak batteries of the foe, your best pilots are inbound with supplies to drop to your beleaguered forces. You must race your enemy to the prize, driving them away from the drop coordinates and seizing the supplies as they land.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players place six objective markers as follows. The players roll off and, starting with the winner, the players alternate placing these objective markers until all six have been set up. The objective markers can be placed anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

SUPPLIES INCOMING

At the start of the third battle round, the player who has the next turn selects three objective markers. These are the alpha objective markers. The remaining three are the beta objective markers. That player then randomly selects an alpha objective marker by rolling a D3 – the other two are removed from the battlefield. This is a Mission roll (pg 67), so cannot be re-rolled by using the Command Re-roll Stratagem. At the start of their opponent's next turn, their opponent does likewise for the beta objective markers. After this is done, there should only be two objective markers remaining on the battlefield – these are the supplies both players must now control.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Secure Supplies: At the end of the game, each of the two objective markers left on the battlefield is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

EVEN THE MOST MAGNIFICENT BLADE OR DEVASTATING MUNITION IS NO MATCH FOR FAITH, AND A HEART FULL OF HATRED.

+++

+++

TRUE VICTORY LIES NOT IN MERCY, BUT IN THE WHOLESALE ERADICATION OF YOUR FOE.

+++

ETERNAL WAR

SCORCHED EARTH

You are fighting for control of key strategic assets scattered throughout this region. However, while seizing these locations is undoubtedly valuable, destroying those crucial to your enemy is more important still, and will likely bring you victory.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players place six objective markers as follows. The players roll off and, starting with the winner, the players alternate placing these objective markers until all six have been set up. The objective markers can be placed anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Control or Raze: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. However, if an objective marker is within the enemy's deployment zone you can choose to raze it if you control it; doing so scores you D3 victory points instead of 1 but that objective marker is then removed from the battlefield.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

DOMINATE AND DESTROY

Sometimes it is not enough simply to defeat your enemy. Rather, you must humble them utterly, seizing control of the battlefield as though it is yours by right and smashing any foe foolish enough to challenge your claim.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players place six objective markers as follows. The players roll off and, starting with the winner, the players alternate placing these objective markers until all six have been set up. The objective markers can be placed anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Dominate the Battlefield: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. This is in addition to the 1 victory point you score for each destroyed enemy unit.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

THERE ARE GREATER GLORIES TO BE KNOWN IN THIS STRANGE AGE THAN THE SIMPLE TRIUMPH OF VICTORY.

+++

ETERNAL WAR

ASCENSION

You have learned of several vital locations where objects that grant great power can be acquired. The leaders of your army must seize this resource, while ensuring it is denied to the enemy's own champions.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then place three objective markers on the battlefield as follows. The first objective marker is set up at the centre of the battlefield. Then, starting with the player who determined the deployment map, the players each place one more objective marker; these can be set up anywhere on the battlefield so long as the centre of the marker is exactly 18" from the centre of the battlefield, at least 12" from both players' deployment zones and more than 12" from the centre of any other objective marker.

DEPLOYMENT

The players alternate deploying their units, one at a time, starting with the player who placed the third objective marker. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over.

At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Ascend: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. However, if only one player has any **CHARACTERS** within 3" of the centre of an objective marker, they control it regardless of the number of nearby enemy models. Furthermore, if a character controls the same objective marker for more than one of their turns consecutively, the number of victory points scored is increased; score 2 victory points at the end of your turn for an objective marker that has been controlled by the character for two of their turns consecutively, 3 victory points if it has been controlled by the character for three of their turns consecutively and so on.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

ROVING PATROL

Pushing forward through no-man's-land, your advance elements have identified crucial battlefield assets and begun the fight to seize them from the foe. With both forces pouring their reserves into the battle, it will escalate quickly…

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit. Each then divides their army into three forces, with as equal a number of units in each as possible, before rolling a D3 to randomly select one. This is the player's Starting Force. If a player has less than three units, randomly select a unit to be the Starting Force.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone. The players place 1 objective marker at the centre of the battlefield. Then, starting with the player who determined the deployment map, they each place one more objective marker in their deployment zone and more than 6" from any battlefield edge.

DEPLOYMENT

The players alternate deploying their Starting Force units, one at a time, starting with the player who placed the third objective. Their other units are not set up at the start of the battle. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

RESERVE FORCES

Any unit not set up at the start of the battle starts the game in Reserve. At the end of your first Movement phase, roll a D6 for each of your units in Reserve. On a 3+ that unit is set up wholly within your deployment zone and wholly within 6" of any battlefield edge (units with abilities such as 'Teleport Strike' that allow them to arrive elsewhere may use these). If a unit is embarked within a **TRANSPORT**, they will arrive when their transport does (make one roll for the transport and the units inside). At the end of your second Movement phase, all of your units still in Reserve automatically arrive, and are set up as described above.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

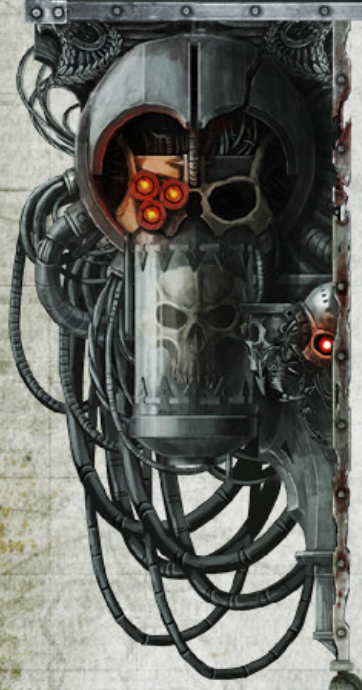
NO BATTLE IS TOO COSTLY, NOR BUTCHER'S BILL TOO HIGH, THAT BRINGS VICTORY OVER A HATED FOE.

+++

+++

EVERY BULLET YOU FIRE, EVERY BLADE YOU SWING THAT SLICES THE ENEMY'S FLESH, IS A PRAYER TO THE GODS OF WAR.

+++



MAELSTROM OF WAR

KILL CONFIRMED

Amidst the madness of battle, the order comes through: the enemy's forces must be eliminated at all costs. You must spare no effort in neutralising your foe's warriors as quickly as you can, for they are trying to do the same thing to you.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

KILL ORDER

In this mission, Tactical Objectives that are achieved when an enemy unit is destroyed can only be discarded when they are achieved, unless they are impossible to achieve (e.g. if you generated 'Witch Hunter', but your opponent no longer has any **PSYKERS** left in their army, you can choose to discard it at the end of your turn in the usual way).

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. This is in addition to the 1 victory point you score for each destroyed enemy unit.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

TARGETS OF OPPORTUNITY

At the battle's bleeding edge, you alone can seize the split-second opportunities that make the difference between victory and defeat. You must out-manoeuvre and out-think your enemy, and snatch victory out of their very hands.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone. The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. At the start of a player's turn, after discarding all active Tactical Objectives as described in the Opportunity Lost rule below, they generate 3 new Tactical Objectives.

OPPORTUNITY LOST

At the start of each player's turn, before generating new Tactical Objectives, all of their remaining active Tactical Objectives are discarded – the window of opportunity to achieve these has been lost. This essentially means that a player only has a single turn to achieve any Tactical Objective they generate.

STRATAGEM

In this mission, players can spend Command Points (CPs) to use the following Stratagem:

2CP

SECOND CHANCE

Maelstrom of War Stratagem

Use this Stratagem at the start of your turn, before discarding your Tactical Objectives. Select one active Tactical Objective; that one will not be discarded due to the Opportunity Lost rule. You still generate 3 new ones after the others have been discarded (for a total of 4).

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

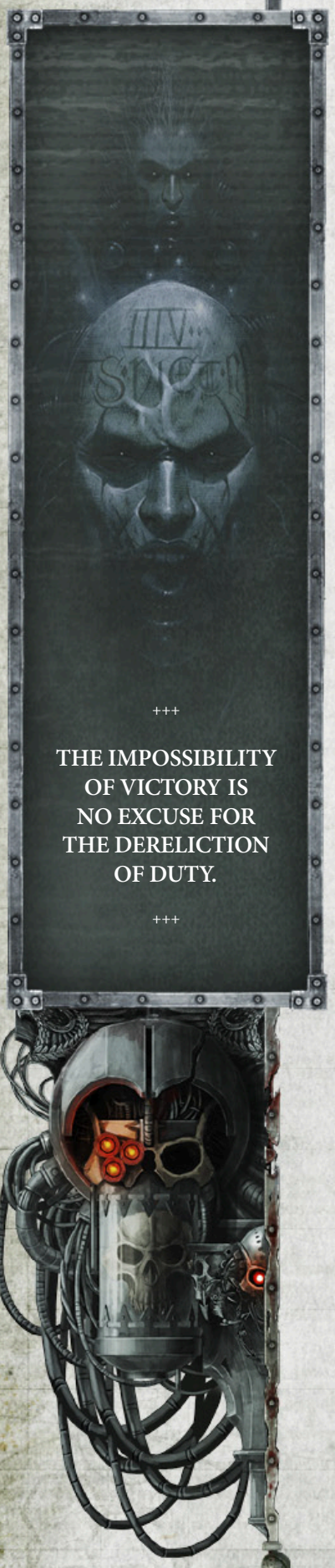
First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

HOPE IS THE OPIATE OF THE WEAKLING AND THE FOOL. THE FAITHFUL MAN NEEDS NO SUCH EMPTY PROMISES.

+++



MAELSTROM OF WAR

TACTICAL GAMBIT

Sometimes, victory goes to the commander most willing to take a big risk, and most able to see it through to a successful conclusion. You must now do both, while ensuring that you sabotage your enemy's attempts to do the same.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone. The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

THE GAMBIT

At the start of each player's turn, before generating new Tactical Objectives (see below), the player must declare how many they think they can achieve before the start of their next turn: 1, 2, 3 or 4 (you cannot declare 0).

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4. Players must not generate new Tactical Objectives until after they have declared their gambit for this turn, as described above.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Bold Gamble: At the end of each player's turn, that player must count how many Tactical Objectives they achieved during their turn and compare it to the number they declared they would achieve at the start of the turn. If they have achieved at least that many Tactical Objectives, they score a number of victory points equal to the number they declared. If they achieved less, however, their opponent scores that many victory points. Note that Tactical Objectives achieved during your opponent's turn do not count towards the total for your turn (you still score the Victory Points awarded by the Tactical Objective itself, but they can't help you achieve your gambit for the turn).

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

RACE TO VICTORY

Doom approaches, and you must seize victory before it descends. A plummeting meteorite, an onrushing swarm or the detonation of a viral warhead; whatever the threat, you must beat it – and your opponent – to the punch.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

BATTLE LENGTH

In this mission, the players are attempting to achieving 10 Tactical Objectives before their opponent. The game ends at the end of the battle round in which either player has achieved 10 or more Tactical Objectives.

Otherwise, at the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over, even if neither player has achieved 10 Tactical Objectives. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over, even if neither player has achieved 10 Tactical Objectives. The battle automatically ends at the end of battle round 7, regardless of how many Tactical Objectives have been achieved.

Designer's Note: *The target of 10 Tactical Objectives assumes that players are using armies with a points limit between 1,001 and 2,000. If the points limit is less than this, reduce the target to 8 Tactical Objectives. If it is more, increase it to 12.*

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Glory to the First: The first player to achieve their tenth Tactical Objective scores 3 victory points.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

NO AMOUNT OF PLANNING AND FORETHOUGHT CAN COUNTER SUFFICIENT BELLIGERENT ZEAL.

+++

+++

ASK NOT WHY YOU MUST SERVE. ASK NOT HOW. ASK ONLY FOR THE CHANCE TO DO SO, AND TO DIE AT DUTY'S END.

+++

MAELSTROM OF WAR

SEALED ORDERS

You face a true strategic challenge. With your orders filtering through in coded parcels, and only your success unlocking the next part of the plan, you must achieve your objectives at all costs or be left as a failure in the dust of the battlefield.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone. The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. At the start of each player's first turn, they generate 6 Tactical Objectives. If, at the start of a player's subsequent turn, they have no active Tactical Objectives remaining, they must generate new Tactical Objectives. The first time a player runs out of Tactical Objectives they generate 5 new ones. The second time they run out they generate 4 new ones, and so on.

SECRET ORDERS

In this mission, players keep their Tactical Objectives secret from each other. Only reveal Tactical Objectives when achieving them.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

STRATAGEM

In this mission, players can spend Command Points (CPs) to use the following Stratagem:

1CP **ACCEPTABLE LOSSES**

Maelstrom of War Stratagem

Use this Stratagem at the end of your turn to discard up to 3 of your active Tactical Objectives.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

RECON

While moving through no-man's-land, you have located a site of surprising strategic importance. Reinforcements are rushing to help you claim this prize for yourself, but your enemy is striving just as hard to rip it from your grasp.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit. Each then divides their army into three forces, with as equal a number of units in each as possible, before rolling a D3 to randomly select one. This is the player's Starting Force. If a player has less than three units, randomly select a unit to be the Starting Force.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their Starting Force units, one at a time, starting with the player who did not pick their deployment zone. Their other units are not set up at the start of the battle. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

RESERVE FORCES

Any unit not set up at the start of the battle starts the game in Reserve. At the end of your first Movement phase, roll a D6 for each of your units in Reserve. On a 3+ that unit is set up wholly within your deployment zone and wholly within 6" of any battlefield edge (units with abilities such as 'Teleport Strike' that allow them to arrive elsewhere may use these). If a unit is embarked within a **TRANSPORT**, they will arrive when their transport does (make one roll for the transport and the units inside). At the end of your second Movement phase, all of your units still in Reserve automatically arrive, and are set up as described above.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

THE FAITHFUL WARRIOR NEEDS NO REWARD EXCEPT FOR AN ENDLESS SUPPLY OF FOES TO VANQUISH.

+++

OBJECTIVE MARKERS

A common theme in many matched play battles is the capturing of objectives. These can represent all manner of valuable assets, from crucial strategic locations or valuable materiel to enemy spies, ancient relics, terrified dignitaries, top-secret plans, or whatever else your imagination can conceive of.

Warhammer 40,000 armies look fantastic on the tabletop. From towering monsters to lumbering war engines, massed infantry to hurtling combat aircraft and more, they present a magnificent spectacle. A well-presented battlefield further elevates this visual grandeur, with painted and evocative scenery pieces for your armies to battle in and around.

But what about the prizes you are fighting over? Objectives on the battlefield can be represented with any token or counter you choose. But, just as a bare tabletop with some books piled on it for hills can't compare with a shattered worldscape covered in gothic ruins and alien jungle, rudimentary objective markers just aren't as evocative or exciting as something a little more elaborate.

Many players therefore enjoy the modelling challenge of creating their own objective markers. These can be as simple or as complex as you like, and while some people prefer generic objective markers that can be applicable to any gaming table or environment, others prefer to craft themed markers that go with their army and increase its presence on the tabletop.

Good examples of simple and generic markers would be things like crates, barrels and containers. Perhaps they hold ammunition supplies or vital power cells? Maybe they're containers of gene-seed stolen from a Space Marine Chapter's precious reserves? They could contain the plans for an anti-Tyranid bio-weapon or a series of blasphemous tomes of lore crucial for Daemon-summoning rituals. The list goes on, with the very neutrality of such simple markers allowing for whatever interpretation players desire of their contents.

Even with such straightforward objective markers, there are certain basic steps that you may want to take to ensure they look their best, and are at their most useful on the tabletop.

Painting

Always put as much time and effort into painting your objective markers as you would into other models that you're planning to put on the tabletop. A lot of generic objective markers are likely to be quite straightforward-looking objects, so they may not take a whole lot of work to get to a good standard, but it's still worth taking the time to undercoat, base, wash, layer and highlight them. Doing this will tie them properly into the environment around them. Some of the Citadel Paint System's Technical paints are especially useful for making objective markers look great with minimum effort. Corroded relics, sacrificial altars sprayed with blood, and the glowing lenses of shield generators are all effects that look great on the tabletop.

Bases

Whether a heap of shattered helmets or a stack of ammo crates, it's always best to put your objective markers onto a suitably sized base. 25mm bases will suffice, but to make them really stand out, a 40mm base is definitely the best size.

Numbering

Numbering your markers in some manner is also a good idea. There are many missions, both in Eternal War and Maelstrom of War, where this is an important consideration. You can simply paint the numbers 1 to 6 on the objective's base, but it's a lot more fun to find some in-world method of identifying them – such as painting Imperial gothic numerals onto the sides of crates and barrels, attaching a certain number of glowing lights or lenses, or affixing the appropriate amount of skulls to a spike. However you choose to do it, this sort of additional creative step takes very little extra work but looks great in-game.

Theme

Beyond simply constructing basic objective markers, many gamers enjoy fashioning a set that are themed to a specific battlefield. This is actually very easy to do. Anyone who has been building up the same army for any length of time will usually find themselves with plenty of spare bits and pieces left over from the Citadel Miniatures kits they've built. Whether this be spare shoulder pads or weapons, unused back banners, skull piles or trophies, such things can make fantastic themed objective markers.

It's worth ensuring that whatever components you choose are suitable. Have a think before reaching for your clippers – are the bits you've found big enough to make impressive, easily visible objective markers? Do you have enough to make a full set of six markers? While a single Space Marine helm might seem cool at first glance, in reality it's going to get lost on the battlefield, even if it's stuck to a base. On the other hand, a heap of severed helms piled up or impaled on spikes would make for a marvellous Chaos Space Marine objective marker, and a set of six, each modelled slightly differently, would look even better.

For inspiration, look no further than your army's codex, or any of the myriad pieces of grim and gothic artwork scattered throughout Warhammer 40,000 publications. If you have a Space Wolves army, for example, you could create six banner poles jutting from the snow-covered ground, hung with wolf-tail talismans and covered in runes. For an Astra Militarum player, numbered hovering servo-skulls, piles of spare weapons and ammo, or small shrines to the Emperor would be ideal. Tyranid players could craft scuttling brain-beasts to be devoured, while Necron players may want to mark out the numerals on their objectives with scarabs, and T'au collectors may wish to lace the battlefield with hovering spy-drones that need to be snatched up before the enemy can destroy them.

Whatever you decide to do, with a bit of time and effort you will create something exciting and unique that will make a great addition to your games and your army. On the following pages, you will find details of some objective markers we have made for *Chapter Approved*. Have a go at making some of them, or use them as inspiration for your own designs.

SPACE MARINES OBJECTIVE MARKERS

SECURED FOR THE EMPEROR

The objective markers shown below are from the Sector Imperialis Objectives set, and are ideal for use with a Space Marines collection. The Emperor's finest are typically sent to secure the most crucial of battlefield targets, which these markers represent very well. From the doomsday bomb that could destroy a world, to the xenos specimen that cannot fall into enemy hands, and the crashed saviour pod that bore a Planetary Governor to safety, these markers not only reflect the vital nature of the Space Marines' targets, but contribute to the narrative of the game that you are playing.

IMPERIAL OBJECTIVE MARKERS

WORLDS OF THE IMPERIUM

The objective markers shown here were made using the Warhammer 40,000 Hero Bases set, and tie well into the aesthetic of Imperial armies, from unexploded munitions to secret bunker entrances. Note also the numbering on these markers that helps them function in their in-game capacity.

VITAL SUPPLIES

Crates, barrels and bits of equipment make for excellent Imperium-themed objective markers. These were made using the Battlefield Accessories Set combined with spare bits from Space Marines vehicle kits. They are ideal for missions that involve capturing supplies and munitions, and are easy to adorn with numerals for identification.

CHAOS OBJECTIVE MARKERS

FOR THE DARK GODS!

These objective markers were made using spare components from plastic Chaos Space Marines kits.

In keeping with the cruel nature of the Heretic Astartes, they are numbered by the amount of spikes that jut from them.

NECRON OBJECTIVE MARKERS

THE SLUMBERING DEAD

These objective markers were made using spare Necron Warriors left over from building an Annihilation Barge.

The scarabs arranged on the bases of these skeletal Necron statuettes indicate the number of each objective marker.

TYRANID OBJECTIVE MARKERS

TWISTED LIFEFORMS

These objective markers were made using spare plastic components from Tyranid sprues, and represent the vile bioforms that infest any world the Tyranids invade.

DRUKHARI OBJECTIVE MARKERS

POISONED PRIZES

These objective markers were made using spare plastic Drukhari components, and evoke the cruel aesthetic of the Commorrite raiders.

The number of skulls adorning these grim monuments denotes the numerical designation of each marker.

T'AU EMPIRE OBJECTIVE MARKERS

FOR THE GREATER GOOD

These objective markers represent fallen Drones loaded with vital tactical intelligence. They are made from plastic spare parts from T'au Empire kits.

Each Drone is marked with a T'au numeral that signifies the marker's number.

ORK OBJECTIVE MARKERS

GUBBINZ AND BITZ

These ramshackle Ork objective markers were built using spare parts from plastic Ork sprues.

The objective numbers on these colourful markers have been etched in crude tally-marks by some unusually well-organised Ork Mekaniak.

BATTLEZONE: INDUSTRIAL WORLDS

So long as you and your opponent agree, any Warhammer 40,000 battle can use Battlezone rules. If you choose these Battlezone rules, your forces can interact with the Sector Mechanicus structures upon which they fight. They can pour fire down on their foes from their elevated positions or tap into plasma feeds and promethium lines to increase their weapons' destructive potential.

Height Advantage: A model gains a Height Advantage whilst occupying the upper levels of a Sector Mechanicus structure and shooting at a unit that is at a lower level. To gain a Height Advantage, every model in the target unit must be 3" or more below the firing model. If a model shoots with a Height Advantage, the target does not receive bonuses to their saving throws for being in cover.

STRATAGEMS

In this battlezone, you and your opponent can both use Command Points (CPs) to use any of the following Stratagems:

1CP GRAPPLING HOOKS

Industrial Worlds Stratagem

A crude but effective means of claiming the high ground.

Use this Stratagem at the start of your Movement phase. Select one of your **INFANTRY** units. For the duration of your turn, models in this unit can ascend or descend Sector Mechanicus structures when they move, even without a ladder, wall or girder. Furthermore, for the duration of your turn, do not count any vertical distance that unit moves against the total they can move that turn (i.e. moving vertically is free for those models).

2CP POWER SUPPLY

Industrial Worlds Stratagem

The molten blood of the Omnissiah flows ever onward.

Use this Stratagem at the start of any turn. Select a Void Shield Generator that is within 6" of a Haemotrope Reactor, or that is connected to a Haemotrope Reactor or a Thermic Plasma Regulator by either Fuel Pipes or Thermic Plasma Conduits. The invulnerable save afforded by the Void Shield Generator is 4+ until the end of the turn.

1CP OVERLOAD POWER CORE

Industrial Worlds Stratagem

Crudely desecrated, this volatile device makes a potent bomb.

Use this Stratagem before an **INFANTRY** model from your army that is within 1" of a Plasma Conduit throws a grenade. Instead of a grenade, that model hurls a power core at the foe. You only make a single hit roll, but if you hit the target it suffers D3 mortal wounds.

1CP PLASMA FEED

Industrial Worlds Stratagem

The Omnissiah's grace can be siphoned and turned upon the foe.

Select an **INFANTRY** unit from your army that is within 1" of any Thermic Plasma Regulators or Conduits before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, add 1 to the Strength and Damage characteristics of all plasma weapons the unit is equipped with. For the purposes of this Stratagem, a plasma weapon is any weapon profile whose name includes the word 'plasma' (e.g. plasma pistol, plasma gun, plasma rifle, plasma incinerator).

1CP SIPHON PROMETHIUM

Industrial Worlds Stratagem

A quick and risky transfusion of refined promethium makes flamer weapons all the more lethal.

Select an **INFANTRY** unit from your army that is within 1" of any Fuel Pipes before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, double the range of all flame weapons the squad is equipped with and add 1 to any wound rolls made for these weapons. For the purposes of this Stratagem, a flame weapon is an Ork burna, skorcha or any weapon profile whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm gauntlet).

1CP SUPERCHARGED OBLITERATION

Industrial Worlds Stratagem

Power surges down blessed conduits, allowing the Omnissiah's wrath to surge forth again and again.

Use this Stratagem after you have fired a Plasma Obliterator in the Shooting phase. If that building is within 6" of a Haemotrope Reactor, fire the Plasma Obliterator again.

1CP LONG BOMB

Industrial Worlds Stratagem

Munitions hurled from on high rain down with great fury.

Use this Stratagem before a unit from your army shoots in the Shooting phase. If a model in that unit has a Height Advantage, you can double the range of any Grenade weapons it uses this phase.

BATTLEZONE: EMPYRIC STORMS

So long as you and your opponent agree, any Warhammer 40,000 battle can use Battlezone rules. If you have chosen these Battlezone rules, raging warp tides will affect your armies and their surroundings, changing the laws of reality, manifesting fell creatures and imbuing psykers with unfathomable power.

Raging Storms: Each player must generate a single Empyric Storms event at the start of each of their turns. To generate an Empyric Storms event, roll two dice, one after the other: the first dice represents tens and the second represents digits, giving you a result between 11 and 66. Then consult the table on the right.

Some Empyric Storms events are 'Instantaneous' – these are resolved as soon as they are generated. Other events are 'Persistent'. If you generate a Persistent event, the effects listed for that event apply to both players until the start of your next turn, at which point they will cease to have any effect and you will then generate a new event. If a Persistent event that is already in effect is generated, then a new event should be generated instead.

Empyric Reinforcements

Some Empyric Storm events can summon a new unit to the battlefield, or transform one model into a different model. Note that these new units do not cost either player any points in a matched play game. They cannot include any additional models, but can otherwise be given any upgrades or options normally available to them. The event that creates a new unit will describe how to set it up on the battlefield. It cannot move in the Movement phase of the turn in which it is set up, and counts as having moved for any rules purposes (e.g. if firing Heavy weapons, etc.), but can otherwise act normally during the rest of its turn (i.e. it can shoot, charge, etc.).

BATTLEZONE: EMPYRIC STORMS CARD DECK

If you own a deck of Battlezone: Empyric Storms cards, you can generate your Empyric Storms event by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up so that you and your opponent can both see what events are currently in play.

EMPYRIC STORMS TABLE

D66	RESULT	TYPE
11	**Psychic Interference**	Persistent
12	**Psychic Boon**	Persistent
13	**Empyric Shield**	Persistent
14	**Null Tide**	Persistent
15	**Total Power**	Persistent
16	**The Denizens Hunger**	Persistent
21	**Warp Surge**	Persistent
22	**Warp Ebb**	Persistent
23	**Psychic Apotheosis**	Instantaneous
24	**Warp Tunnel**	Instantaneous
25	**Reality Speeds**	Persistent
26	**Reality Slows**	Persistent
31	**Warp Shadows**	Persistent
32	**Empyric Might**	Persistent
33	**Empyric Resilience**	Persistent
34	**Empyric Fury**	Persistent
35	**Empyric Courage**	Persistent
36	**Empyric Terror**	Persistent
41	**Warp Regeneration**	Instantaneous
42	**Empyric Foresight**	Persistent
43	**Empyric Feedback**	Instantaneous
44	**Conduit of the Immaterium**	Instantaneous
45	**Warp Resurrection**	Instantaneous
46	**Empyric Mastery**	Persistent
51	**Overwhelming Power**	Persistent
52	**The Warp Becalmed**	Persistent
53	**Psychic Devastation**	Persistent
54	**Empyric Invulnerability**	Persistent
55	**Uncontrolled Mutation**	Instantaneous
56	**Dark Possession**	Instantaneous
61	**Terrors of the Warp**	Persistent
62	**Warp Blast**	Instantaneous
63	**Unreality Reigns**	Persistent
64	**Psychic Stun**	Instantaneous
65	**Daemontide**	Instantaneous
66	**Empyric Breach**	Instantaneous

11 PSYCHIC INTERFERENCE — *Persistent*

Screaming voices clamour upon the winds of the Empyrean. Surging psychic static fills the thoughts of psykers across the battlefield, fouling their connection to the powers of the warp and making it ever more difficult to focus. Powers sputter and fizzle, dispersing like mist amidst a gale.

Increase the warp charge value of all psychic powers by 1.

12 PSYCHIC BOON — *Persistent*

Wave upon wave of warp energy flows across the battlefield, like an incoming tide that inundates a drowning shore. Eyes burning with power, the psykers of the warring armies find themselves able to siphon off all the empyric energies they require to fuel even their most terrifying abilities.

Decrease the warp charge cost of all psychic powers by 1 (to a minimum of 1).

13 EMPYRIC SHIELD — *Persistent*

Billowing soul-mists roll in across the battlefield, barely perceptible yet cloying and thick. They gather about warriors fighting all across the battlefield, shifting in and out of reality at random. Where the warp mists solidify, blasts and blades are stopped dead.

All models gain a 6+ invulnerable save. If a model already has an invulnerable save, you can instead add 1 to the roll when making invulnerable saving throws for it.

14 NULL TIDE — *Persistent*

Entropic currents drag at the warring armies, moaning data ghosts and rip-tides of misery draining away the protective powers of sorcery and technology alike. Power fields flicker out in showers of sparks. Sorcerous barriers fade like smoke. Even Daemons find themselves stripped of their normal empyric defences by the sucking null tide.

Models cannot use invulnerable saves.

15 TOTAL POWER — *Persistent*

A raging squall of fury sweeps across the battlefield, downpours of glowing crimson ectoplasm splattering upon every surface. Searing rage fills the minds of the battling psykers, charging them with energy and transforming their powers into empyric battering rams.

If a **PSYKER** rolls any doubles when taking a Psychic test, that power is automatically manifested and no attempts to Deny the Witch can be made to resist it.

16 THE DENIZENS HUNGER — *Persistent*

As the veil of reality thins, so terrible warp predators begin to circle like sharks drawn by blood in the ocean. Across the battlefield, psykers shudder and struggle to focus as they feel questing tendrils brush their minds, and hot, sulphurous breath upon the backs of their necks.

If a **PSYKER** rolls any doubles when taking a Psychic test, they suffer Perils of the Warp.

21 WARP SURGE — *Persistent*

As howling psychic gales blast across the battlefield, warring psykers find the distance across which they can hurl their powers greatly magnified. Sorcerous flames and psychic shields alike are carried far and fast upon the surging tides of the empyrean.

The range of all psychic powers is doubled.

22 WARP EBB — *Persistent*

Though warp storms rage beyond the veil, this battlefield has become becalmed. The powers of the immaterium fade, until it becomes difficult for psykers to project their powers even beyond the cages of their own minds. For some warriors this proves a reprieve, for others it is a curse.

The range of all psychic powers is halved.

23 PSYCHIC APOTHEOSIS — *Instantaneous*

Boundless change roils beneath the thin skin of reality. Strands of fate are rewoven, and hidden potential is suddenly unlocked. Like dawn breaking through the darkness, a powerful mind is awoken like never before, and a newfound – if dangerous – power is harnessed.

Randomly select one **CHARACTER** in your army that is not a **PSYKER**: that model immediately becomes a **PSYKER** and remains one for the rest of the battle. This model can attempt to manifest the *Smite* psychic power once in each of your Psychic phases. However, this model suffers Perils of the Warp any time they fail a Psychic test.

24 WARP TUNNEL — *Instantaneous*

As the warp rages, its wayward currents draw in the unwitting and propel them through reality to unexpected quarters. So swift is this transition that those warriors barely have time to realise that they have moved at all.

Select any unit from your army (but not a **VEHICLE**) that is more than 1" from any enemy models and remove it from the battlefield. Then, set up that unit anywhere on the battlefield that is more than 9" from any enemy model. The unit cannot move again during the Movement phase of this turn, and counts as having moved for any rules purposes (e.g. if firing Heavy weapons, etc.), but can otherwise act normally during the rest of its turn (i.e. it can shoot, charge, etc.).

25 REALITY SPEEDS — *Persistent*

Within the aegis of some warp storms, the temporal flow of reality accelerates like water rushing through rocky rapids. Warriors find themselves flung across the battlefield, with those whose souls are bound closest to the warp able to travel swiftest of all.

All models add 1" to their Move characteristic. **PSYKERS** and **DAEMONS** add 3" to their Move characteristic instead.

26 REALITY SLOWS — *Persistent*

The air itself thickens, becoming a leaden, sucking miasma that clings to combatants and slows their advance. Those through whom the warp's energies flow strongest are the worst encumbered, moving as though encased in slowly setting ferrocrete.

All models subtract 1" from their Move characteristic (to a minimum of 0"). **PSYKERS** and **DAEMONS** subtract 3" from their Move characteristic instead (to a minimum of 0"). If a model has a minimum and maximum Move characteristic, subtract 1" from the maximum value only.

31 WARP SHADOWS — *Persistent*

The warp storm brings an unnatural dusk, shrouding the battlefield in shifting shadows and crawling gloom. Warriors peer through the cold darkness, their souls filled with dread at this unnatural phenomenon and the invisible dangers that doubtless lurk within it.

When making hit rolls in the Shooting phase, subtract 1 from the result if the target is more than 12" away from the firing model, subtract 2 if it is more than 24" away, or subtract 3 if it is more than 36" away.

32 EMPYRIC MIGHT — *Persistent*

Amidst the churning tides of the warp, fanged maws yawn wide to vomit forth the souls of mighty warriors. These soul-echoes bind themselves to the corporeal forms of battling warriors and potent psykers, and lend ethereal might to their blows.

All models add 1 to their Strength characteristic. **PSYKERS** and **DAEMONS** add 2 to their Strength characteristic instead.

33 EMPYRIC RESILIENCE — *Persistent*

A roaring tornado of empyric energy churns across the battlefield. Where it passes over the warring armies, combatants find their flesh toughening like leather, their sinews thickening and skin growing unnatural scales or horned plates that repel attacks from the foe.

All models add 1 to their Toughness characteristic. **PSYKERS** and **DAEMONS** add 2 to their Toughness characteristic instead.

34 EMPYRIC FURY — *Persistent*

Blood-red clouds drift silently down upon the battlefield, settling in a noxious miasma over the warring armies. Warriors find their hearts thudding faster and adrenaline surging as unnatural fury fills them, driving them on to hack and batter madly at their enemies with howls of rage.

All models add 1 to their Attacks characteristic. **PSYKERS** and **DAEMONS** add 2 to their Attacks characteristic instead.

35 EMPYRIC COURAGE — *Persistent*

Singing warp-winds sweep across the battlefield, bringing with them the voices of the heroic dead. Words of encouragement and strength fill the minds of the battling armies, the stirring exhortations of champions long dead steeling their nerves and hardening their hearts.

All models add 1 to their Leadership characteristic. **PSYKERS** and **DAEMONS** add 2 to their Leadership characteristic instead.

36 EMPYRIC TERROR — *Persistent*

As the warp presses close to the skin of reality, malefic spirits seep through to haunt the denizens of realspace. Things shudder and twitch in warriors' peripheral vision. Crawling horror and unreasoning terror fill men's minds, along with the sense that terrible, hateful things lurk just beyond sight.

All models subtract 1 from their Leadership characteristic. **PSYKERS** and **DAEMONS** subtract 2 from their Leadership instead.

41 WARP REGENERATION — *Instantaneous*

A rolling storm-surge of empyric energy sweeps across the battlefield, reknitting sundered flesh and setting shattered bone. What the warp takes in exchange for this apparent miracle, none can say, but though seemingly benevolent, there is always a price for such largesse.

Every model on the battlefield regains 1 lost wound.

42 EMPYRIC FORESIGHT — *Persistent*

Flashes of foresight bombard those fighting upon the battlefield, sudden squalls of prophecy and storms of foretelling showing them when and where to strike at their foes. Those closest bound to the warp benefit greatest of all, gaining godlike insight of the skeins of fate.

You can re-roll hit rolls of 1. You can instead re-roll failed hit rolls made for **DAEMONS** or **PSYKERS**.

43 EMPYRIC FEEDBACK — *Instantaneous*

A keening shriek begins to build across the battlefield, a screaming empyric gale that howls louder and more savagely by the moment. Psykers drop to their knees, hands clutched to their ears, tear ducts weeping blood, as the malefic screams reach an unbearable pitch.

Roll a dice for each **PSYKER** on the battlefield: on a 4+ that model immediately suffers a mortal wound.

44 CONDUIT OF THE IMMATERIUM — *Instantaneous*

Like lightning striking a tree, a spike of warp energy earths itself through one of the psykers battling here. Knowing that to let that power ground within them is to invite an agonising death, the psyker desperately channels the sudden surge of power and unleashes it.

Randomly select a **PSYKER** on the battlefield. That **PSYKER** immediately manifests a psychic power it knows as if it were its Psychic phase. No Psychic test is necessary and no attempt to Deny the Witch can be made. After resolving the psychic power, the **PSYKER** suffers Perils of the Warp.

45 WARP RESURRECTION — *Instantaneous*

With the warp in wild flux all around, the natural order of reality is perverted. The ghosts of the recently slain slither from the cold grip of death and flow back into their abandoned bodies, reknitting flesh and bone to rise and do battle once more.

Select one of your **INFANTRY** units that is on the battlefield: you can immediately return one slain model to that unit. You can instead return D3 slain models if the unit chosen has the Troops Battlefield Role.

46 EMPYRIC MASTERY — *Persistent*

The battlefield resides at the eye of the storm, an island of calm empyric currents amongst the madness of the maelstrom. Psykers find themselves able to control their powers – and to unmake those of the foe – with greater ease than they have ever known in their lives.

Re-roll failed Psychic tests and Deny the Witch tests.

51 OVERWHELMING POWER — *Persistent*

From amidst the seething madness of the warp storms, a meteoric blast of power roars down to strike one of the psykers upon the field of battle. Blazing with energy and potential, the suddenly energised warrior begins a rampage through the enemy forces.

Randomly select a **PSYKER** on the battlefield. Double that model's Strength, Toughness and Attacks characteristics.

52 THE WARP BECALMED — *Persistent*

The warp storm dissipates as suddenly as it roared into being, vanishing so completely that – for a brief and blessed moment – the dangers of psychic predation vanish completely. The warring psykers seize their chance to wield their powers safely, knowing that such a blessing cannot last.

PSYKERS cannot suffer Perils of the Warp.

53 PSYCHIC DEVASTATION — *Persistent*

Clouds of psychic energy roll low over the battlefield, and disembodied eyes the size of spacecraft appear in the sky. Wherever psychic energies are unleashed in the shadow of this warp storm, their effects are vastly magnified.

Each time a psychic power is manifested and not resisted by a Deny the Witch test, resolve its effects, then resolve its effects again. If the psychic power allows you to target a unit, you can choose to select a different target for the second set of effects, or you can inflict double the damage, bestow twice the bonuses or inflict twice the penalties on the same unit. No additional Psychic test is required, and no Deny the Witch test can be taken to attempt to nullify the second set of effects.

54 EMPYRIC INVULNERABILITY — *Persistent*

Warp winds howl down in a tight, spiralling mass of dark energy and lashing, ectoplasmic tentacles, engulfing a psyker and warding away the blades, bolts and energy blasts of their enemies.

Randomly select a **PSYKER** on the battlefield. Re-roll failed saves for that model.

55 UNCONTROLLED MUTATION — *Instantaneous*

As the tides of the warp surge higher, the energies they unleash begin to overwhelm the psykers on the battlefield. Flesh runs like candle wax. Tentacles, eyes and yawning maws tear through bone, and the screaming psyker degenerates into a bloated Spawn.

Randomly select a **PSYKER** on the battlefield and roll 2D6: if the result is equal to or greater than that model's Leadership characteristic, it is slain and transformed into a Chaos Spawn. Before removing that psyker as a casualty, both players roll off. Whoever wins the roll-off takes control of the Chaos Spawn for the rest of the battle and sets it up anywhere within 6" of the psyker and more than 1" from any enemy models.

56 DARK POSSESSION — *Instantaneous*

Upon the screaming winds of the warp storm, an insidious voices hisses and beguiles, threatens and curses. Should one of the psykers upon the field of battle prove too weak-willed to resist its call, the Daemon approaching through the storm will steal their flesh for its own…

Randomly select a **PSYKER** on the battlefield and roll 2D6: if the result is equal to or greater than that model's Leadership characteristic, it is slain and transformed into a Daemon Prince of Chaos. Before removing that psyker as a casualty, the player whose psyker was slain takes control of the Daemon Prince for the rest of the battle and sets it up anywhere within 6" of the psyker and more than 1" from any enemy models.

61 TERRORS OF THE WARP — *Persistent*

With the warp storm raging more furiously by the moment, predatory abominations from the empyric depths draw near to the battlefield. Their tendrils wind around the minds and souls of their prey, while their fangs gnash in anticipation of the feast.

Each time a **PSYKER** suffers Perils of the Warp, it suffers D6 mortal wounds instead of D3.

62 WARP BLAST — *Instantaneous*

The sky above the battlefield fills with racing clouds of black smoke and flaring green lightning. Arcing bolts of warp energy leap down to flay the battlefield, blasting warriors to atoms and melting war engines into slag.

Roll a dice for each unit on the battlefield. On a 1 that unit suffers D3 mortal wounds.

63 UNREALITY REIGNS — *Persistent*

Time stutters and blinks. Gravity fluctuates, and the immutable laws of physics unravel to leave warriors flailing wildly, reeling in bewildered incomprehension.

All dice rolls of 1 count as 6, and all dice rolls of 6 count as 1.

64 PSYCHIC STUN — *Instantaneous*

The warp storm is lit by a sudden flash of blinding light. Those with psychic sensitivity look desperately away, attempting to shield their senses from the overwhelming blast of light and sound.

Roll a dice for each **PSYKER** on the battlefield: on a 6 that **PSYKER** immediately loses one randomly selected psychic power it knows. It cannot use this psychic power for the rest of the battle.

65 DAEMONTIDE — *Instantaneous*

As the warp storm rages across the battlefield, reality tears open with a terrible ripping sound, and a tide of unnatural entities spills through.

Both players roll off and whoever wins adds one unit of the following to their army and sets it up anywhere on the battlefield that is more than 9" from any enemy models: 10 Bloodletters, 10 Pink Horrors, 10 Plaguebearers or 10 Daemonettes.

66 EMPYRIC BREACH — *Instantaneous*

The catastrophic power of the warp storm surges, and a mighty rent in the empyrean opens upon the field of battle. Through the breach steps a mighty daemonic lord, an entity of cruelty and destruction that emits a triumphant roar of freedom before wading into the fight.

Both players roll off and whoever wins adds one of the following to their army and sets it up anywhere on the battlefield that is more than 9" from any enemy models: Bloodthirster of Unfettered Fury, Bloodthirster of Insensate Rage, Wrath of Khorne Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets.

LADDER CAMPAIGNS

A brilliantly simple yet highly enjoyable campaign structure, the tried and tested ladder campaign will let you settle old rivalries and make brand new ones – all in the name of friendly competition, of course! Here you'll learn how to fight your way to the top, one rung at a time.

A great way to put your matched play army through its paces is to take part in a ladder campaign. These campaigns are easy to set up and versatile to play, making them ideal for gaming groups and school leagues. With straightforward rules, ladder campaigns are the perfect forum in which to trial your matched play army for the first time – although they are also ideal for seasoned players seeking to prove their worth in the crucible of battle.

In its simplest form, a ladder campaign involves participants attempting to battle their way to the top of the 'ladder' by defeating their fellows in games of Warhammer 40,000. The more battles a player wins, the higher up the ladder they will climb.

The concept sounds simple, but there can be a great deal of strategy involved. Pick your opponents wisely, as your next battle might propel you into top position – or send you right to the bottom! The trickiest part about scaling the ladder's giddy heights is staying at the top. The champion's position is the most precarious, as every other player will be vying to depose them.

You can use any of the rules presented in this and other Warhammer 40,000 publications when fighting your battles, but ladder campaigns are particularly well-suited to matched play gaming. Simply choose which matched play system you'd like to use and ensure that all participants follow it when putting together their armies. On the opposite page you will find an example ladder campaign that you can follow – or use as inspiration for creating your own – as well as some hints and tips for making your campaigns even more exciting and memorable.

LADDER OF COMMAND

A Warhammer 40,000 ladder campaign is a great way to organise a simple game league at a club. Players challenge each other in battle with the view of climbing the ladder, and whoever is at the top is considered the current reigning champion.

The concept of a ladder campaign is really very simple. A list of all of the players taking part is kept, with the first player to join being number one, the second player to join number two and so on. As new players join the ladder, they add their name to the end of the list and take the next number.

So a ladder with six players would have a list of six names numbered from one to six. If two players later joined the ladder, they would be given positions seven and eight, and so on.

When players in the ladder fight a battle, the result will affect their position on the ladder as described in the rules that follow. To play a ladder game, all you need to do is choose a willing opponent from the ladder, and arrange to fight a battle!

THE MISSION

The players choose which matched play mission they will play. This can be one found in this book, in the *Warhammer 40,000* rulebook, or in any other Warhammer 40,000 publication. Roll off if each player wishes to play a different mission – the winner can choose which mission is used.

THE ARMIES

We suggest that each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield, set up terrain and set up any objective markers that may be required, as described in the mission you are using.

DEPLOYMENT

The players set up their armies by following the instructions in the mission they are using.

VICTORY CONDITIONS

Determine the winner as described in the Victory Conditions section of the mission being used.

CLIMBING THE LADDER

If the winner of a battle is the lower of the two players on the ladder, they swap places with their opponent. If the winner is higher up the ladder, they swap places with the player that is directly above them, unless they are at the very top, in which case the loser drops a rung on the ladder. In the case of a tie, the players remain in their current positions. For example, if player five defeats player three in battle, they swap places. But if player three is victorious over player five, player three swaps places with player two.

In addition to the above, anyone who doesn't play a game for a month drops to the bottom of the ladder, falling below any players who have played games in the last month. The player at the top of the ladder is the current reigning champion!

HINTS & TIPS

Ladders are a great way to run a simple league, and are very easy to modify if you want to add more complexity.

For example, you could allow players to use any of the missions presented in any Warhammer 40,000 publication, such as narrative and open play missions, or stipulate that they use certain Battlezone rules.

You may also want to modify the way that players pick their armies. For example, you could say that the players must select armies with a Power Level of 100 or less.

Last, you could tie in special games and events that take place at your club or gaming group to the ladder. Perhaps at the end of each month there is a special multiplayer battle fought between the top players (rules for this type of game can be found in the Warhammer 40,000 rulebook). Or perhaps the ladder campaign culminates in a giant Apocalypse battle (see page 12 of this book to see how to organise this). If you wish, at the end of the year, you could hand out trophies and certificates to players for their achievements, such as holding the top place for the longest period of time, fighting the most battles, advancing the most rungs in a single month, and so on.

WARHAMMER 40,000

CHAPTER APPROVED

2018 EDITION

GAMING IN THE 41ST MILLENNIUM

CHAPTER APPROVED

GAMING IN THE 41ST MILLENNIUM

OPEN PLAY

‘Without let up, without fail, the greenskinned ones attack, assail, and invade. There has been no peace with this alien race, nor will there ever be, for they understand but one thing: war! They are savage in victory, unrepentant in defeat. Look to your weapons, for they are your only hope.’

- Commander Farsight

LOOTED WAGONS

Enemy armoured vehicles that have been captured and repurposed by Orks are known as Looted Wagons. They provide greenskins of all clans with a wider range of mechanised support, and besides, Orks think there is something inherently funny about blowing foes up with their own weapons.

Orks have a knack for salvaging, and nothing is more valuable to them than weaponry. Scrap teams haul off damaged or abandoned enemy vehicles, often not even waiting until a battle is over. Ork Mekboyz pay many mouthfuls of teef for the recovered wrecks, and they delight in patching up and kustomising them to improve upon their speed, dakka, and general design.

Most often the base of a Looted Wagon is Imperial in nature. This is, in part, because the Imperium is the single largest empire in the galaxy, but is also a testament to the sturdiness of Imperial vehicles, which allows them to survive the ensuing 'tinkering' of a Mekaniak. A few anti-grav xenos skiffs withstand the brutal modification process, but most are quickly destroyed by Meks who regularly fix complex mechanisms by applying heavy blows from blunt instruments.

While Looted Wagon is a catch-all term, and can cover any number of modified vehicles, there are three basic categories. Karts are Mek-tinkered transport vehicles. Most often these are made using a chassis from an Astra Militarum Chimera, Goliath Truck or Space Marine Rhino. They are ideal for getting Ork Boyz to the front lines of combat as quickly as possible.

The second category of looted vehicles, Wagons, sacrifices transport capacity in favour of a larger weapon and thicker armour. Leman Russ Battle Tanks are the most common core for Wagons, but Orks will try out almost anything. The largest pilfered vehicles are Battle Fortresses, mobile strongholds that bristle with weaponry, gun turrets, and additional armour plates. They are frequently based on Imperial super-heavy tanks such as the Baneblade or Shadowsword.

CONVERTING MODELS FOR OPEN PLAY GAMES

Many hobbyists enjoy the creative challenge of converting some or all of the models in their collection by customising them with parts taken from other Citadel Miniatures kits. You can convert models to tie them to a story you have read, or simply to make them stand out even more on the tabletop. Looted Wagons present a wealth of opportunities for this sort of thing, being converted from almost any other Citadel kit you like. On the following pages you will find a guide on how to build and convert a Looted Wagon from a Leman Russ Battle Tank, but the same idea can be applied to almost any kit from the Citadel range, from the humble Rhino to the massive Baneblade! We also include some example datasheets you can use in your open play games for three broad categories of Looted Wagons; Karts, Wagons and Battle Fortresses. Because these datasheets don't have a points value, they can't be used in matched play games, but they are ideal for open play games in which you can field any unit you like.

KART

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kart	*	5+	*	6	7	10	*	6	3+

A Kart is a single model equipped with a big shoota.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	5+	3
3-5	6"	6+	D3
1-2	3"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	-
Shoota	18"	Assault 2	4	0	1	-
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Stikkbomb launcha	12"	Assault 2D6	3	0	1	This weapon can be fired once per battle.

WARGEAR OPTIONS

- This model may take up to two additional weapons from the following list: big shoota, skorcha.
- This model may take up to six shootas.
- This model may take a stikkbomb launcha.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Dakka! Dakka! Dakka!: Each time you roll an unmodified hit roll of 6 for an attack with a ranged weapon made by a model in this unit, that hit roll succeeds regardless of any modifiers. In addition, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls. When firing a weapon with randomly determined characteristics (e.g. a bubblechukka), any additional hit rolls use the same characteristics as the hit roll that generated the additional hit roll. This ability does not affect weapons that automatically hit their target.

Big Red Button: Once per battle, at the start of the Shooting phase, the driver of the Kart can hit the inviting and mysterious red button mounted on his dashboard. When he does, roll a D3 on the table below to see what happens.

D3	Result
1	**Boosta:** Immediately move this model 6" as if it were your Movement phase (models cannot disembark from the vehicle before doing so).
2	**More Dakka:** Add 1 to the Strength characteristic of this model's ranged weapons until the end of the phase.
3	**Auto-welder:** This model regains D3 lost wounds.

TRANSPORT

This model can transport 10 **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of two other models.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, TRANSPORT, LOOTED WAGON, KART

OPEN PLAY

11 POWER

WAGON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wagon	*	5+	*	7	8	12	*	6	3+

A Wagon is a single model equipped with a big shoota.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
7-12+	10"	5+	3
4-6	7"	6+	D3
1-3	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	-
Killkannon	24"	Heavy D6	8	-2	2	-
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.
Rokkit launcha	24"	Assault 1	8	-2	3	-
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Stikkbomb launcha	12"	Assault 2D6	3	0	1	This weapon can be fired once per battle.
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of the shot. If the result is 11+, do not make a wound roll – instead, if the attack hits it causes 3 mortal wounds. The bearer then suffers 1 mortal wound.

WARGEAR OPTIONS

- This model may take a killkannon, lobba or zzap gun.
- This model may replace its big shoota with a skorcha or zzap gun.
- This model may take up to two additional weapons from the following list: big shoota, skorcha, rokkit launcha.
- This model may take a stikkbomb launcha.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Dakka! Dakka! Dakka!: Each time you roll an unmodified hit roll of 6 for an attack with a ranged weapon made by a model in this unit, that hit roll succeeds regardless of any modifiers. In addition, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls. When firing a weapon with randomly determined characteristics (e.g. a bubblechukka), any additional hit rolls use the same characteristics as the hit roll that generated the additional hit roll. This ability does not affect weapons that automatically hit their target.

Mobile Fortress: This model ignores the penalty for moving and firing Heavy weapons.

Shoot 'Em Again!: If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot twice in the following Shooting phase with its killkannon or lobba (the weapon must target the same unit both times).

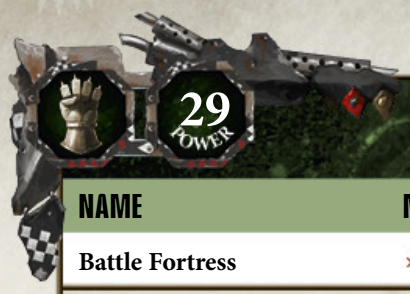
Big Red Button: Once per battle, at the start of the Shooting phase, the driver of the Wagon can hit the inviting and mysterious red button mounted on his dashboard. When he does, roll a D3 on the table below to see what happens.

D3	Result
1	**Boosta:** Immediately move this model 6" as if it were your Movement phase. This model cannot use the Shoot 'Em Again! ability this turn.
2	**More Dakka:** Add 1 to the Strength characteristic of this model's ranged weapons until the end of the phase. This modifier counts towards the result when rolling for a zzap gun's Strength.
3	**Auto-welder:** This model regains D3 lost wounds.

FACTION KEYWORDS: ORK, <CLAN>

KEYWORDS: VEHICLE, LOOTED WAGON, WAGON

OPEN PLAY



BATTLE FORTRESS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Battle Fortress	*	5+	*	9	8	26	*	8	3+

A Battle Fortress is a single model equipped with a deffkannon, killkannon, big shoota, twin big shoota and krushin' tracks.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
14-26+	10"	5+	9
7-13	7"	6+	6
1-6	4"	6+	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	-
Deffkannon	72"	Heavy 3D6	10	-4	D6	-
Killkannon	24"	Heavy D6	8	-2	2	-
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.
Mega-gatler	48"	Heavy 4D6	7	-2	1	-
Rokkit launcha	24"	Assault 1	8	-2	3	-
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Stikkbomb launcha	12"	Assault 2D6	3	0	1	This weapon can be fired once per battle.
Twin big shoota	36"	Assault 6	5	0	1	-
Twin skorcha	8"	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of the shot. If the result is 11+, do not make a wound roll – instead, if the attack hits it causes 3 mortal wounds. The bearer then suffers 1 mortal wound.
Krushin' tracks	Melee	Melee	User	-2	D3	-

WARGEAR OPTIONS

- This model may replace its deffkannon with a mega-gatler.
- This model may replace its killkannon with a twin big shoota, zzap gun or lobba.
- This model may take up to two additional weapons from the following list: big shoota, skorcha, rokkit launcha.
- This model may take either two sponsons, or four sponsons; each sponson is equipped with either a zzap gun or a rokkit launcha, and either a twin big shoota or twin skorcha (e.g. rokkit launcha and twin skorcha).
- This model may take up to two stikkbomb launchas.

ABILITIES

Battle Fortress: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. In addition, this model ignores the penalty for moving and firing Heavy weapons, and can – except when firing Overwatch – still fire its weapons if enemy units are within 1" of it (but only its twin big shootas or twin skorchas can target units that are within 1" of it – other guns must target other units). Finally, this model only gains a bonus to its saving throws for being in cover if at least half of the model is obscured from the firer.

Dakka! Dakka! Dakka!: Each time you roll an unmodified hit roll of 6 for an attack with a ranged weapon made by a model in this unit, that hit roll succeeds regardless of any modifiers. In addition, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls. When firing a weapon with randomly determined characteristics (e.g. a bubblechukka), any additional hit rolls use the same characteristics as the hit roll that generated the additional hit roll. This ability does not affect weapons that automatically hit their target.

Big Red Button: Once per battle, at the start of the Shooting phase, the driver of the Battle Fortress can hit the inviting and mysterious red button mounted on his dashboard. When he does, roll a D3 on the table below to see what happens.

D3	Result
1	**Boosta:** Immediately move this model 6" as if it were your Movement phase (models cannot disembark from the vehicle before doing so).
2	**More Dakka:** Add 1 to the Strength characteristic of this model's ranged weapons until the end of the phase. This modifier counts towards the result when rolling for a zzap gun's Strength.
3	**Auto-welder:** This model regains D3 lost wounds.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

TRANSPORT

If this model is equipped with a mega-gatler, it gains the **TRANSPORT** keyword and can transport 30 **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of two other models.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, TITANIC, LOOTED WAGON, BATTLE FORTRESS

KONVERSION GUIDE

For those who want to channel their inner Mekboy, the following is a guide detailing how to create a Looted Wagon using a Leman Russ Battle Tank and parts from the Ork Battlewagon kit. Follow the advice step by step or use the principles as inspiration for your own mad mechanisations.

To make a Looted Wagon, Ork Mekboyz start by getting their grubby hands on a vehicle and then they 'kustomise' it by adding their own improvements (i.e. Orky details). That is exactly the process that the Games Workshop Design Studio has followed here. This Wagon began its life as a Leman Russ Battle Tank, and was modified with parts from the Ork Battlewagon kit.

It is worth noting that Mekboyz are notorious for their fast and loose building style – after all, why measure to see if something will fit properly when you can simply hammer it into shape later or weld something even bigger over it! Emulating Mek design ethos is all well and good, but humans are more prone to injury, so please practise safe precautions when using sharp instruments.

1

Carefully cut the cylindrical 'lug' off the bottom of the Battlewagon turret with a Citadel Saw.

2

Centre that offcut circle over the Leman Russ turret ring, and draw around it with a pencil.

3

This photo shows the pencil line drawn around the Leman Russ turret ring, which indicates where the Battlewagon turret will fit.

4

Small offcuts of plastic frame were glued onto the turret ring to hold the Battlewagon turret in place.

5

Add the Battlewagon turret. Note that the raised pieces of sprue offcut will allow the Battlewagon turret to be rotated freely, so do not use glue during this stage if you wish to keep the turret mobile.

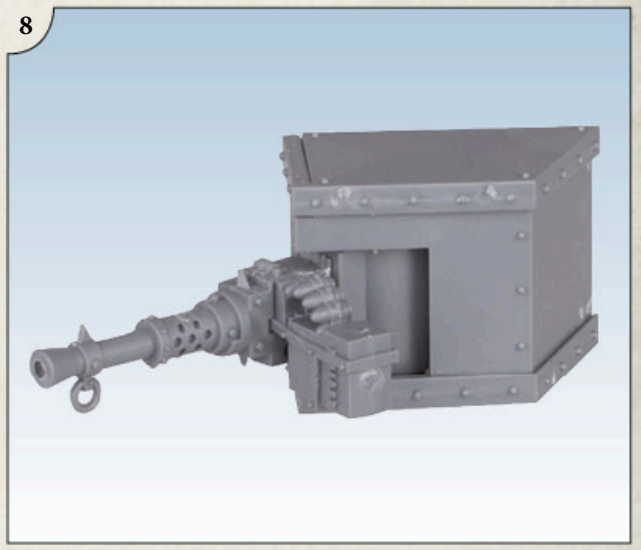
6

Using a Citadel Saw, cut the Leman Russ heavy bolters off the sponson mounts.

7

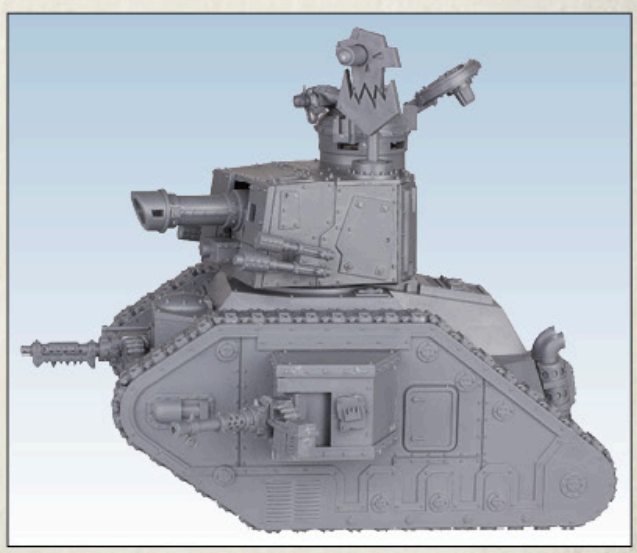
The big shootas were cut with a Citadel Saw to produce a squared-off edge that would fit against the Leman Russ sponson mounts.

8



Glue the big shoota to the Leman Russ sponson. Making 'dakka dakka dakka!' sounds at this stage is purely optional, but highly recommended.

The photos above show two different angles of the completed Looted Wagon. As you can see, Ork crew, glyph plates and other greenskin decorations have been added. The model is now ready for painting!



'Done, boss? Course it ain't, they always need more 'ammerin'… but it's done enough for killin'!'

- Orkimedes, Big Mek

CUSTOM CHARACTERS

This section allows you to create datasheets for bespoke named characters, either those of your own devising or any of the storied heroes detailed in the Warhammer 40,000 universe who do not already have a datasheet of their own.

The rules presented here allow you to create unique characters for use in your open play games. Whether designed for a one-off scenario or an epic campaign, these characters add a personal dimension to your battles. Using this system to create datasheets, either for heroes from your favourite Warhammer 40,000 story or characters of your own devising, is great fun, and can lead to a host of new modelling and painting opportunities that ultimately result in inspiring new miniatures to add to your collection.

When it comes to creating models and rules for these characters, there are broadly two different approaches. The first is to start by modelling and converting an awe-inspiring miniature, and then select the attributes and upgrades you feel are most fitting for its appearance and personality. The second is to create the rules for your character, research (or in the case of your own narrative creations, devise) its backstory, and then convert and paint a miniature to best represent them.

Creating your Characters

To create a datasheet for a named character, pick a **CHARACTER** datasheet from your army (other than a named character) and decide if you want to create a Hero, Mighty Hero or Legendary Hero. For each of these types of character, you can make a number of selections from the tables on the following pages. You can make up to 4 selections for a Hero, up to 6 selections for a Mighty Hero, and up to 8 selections for a Legendary Hero.

To make a selection, simply choose one of the following tables and either pick the result most suited to your character or, alternatively, roll the dice indicated on that table to randomly determine your selection and let destiny shape your champion! The following restrictions apply:

- No selection can be made more than once.
- You cannot select an ability that has the same effect as one your character already has, either through one of their own innate abilities or an ability gained through a Warlord Trait or relic.
- Weapon improvements cannot be applied to relics.
- Psychic enhancements are only available to **PSYKERS**.

If you are randomly generating your selections, and you roll a result that breaks any of the above restrictions or simply cannot be applied (for example, an upgrade to a ranged weapon for a character without ranged weapons), simply roll again.

<Sub-faction> Keywords

Some of the results on the Additional Abilities table contain the **<SUB-FACTION>** keyword. Whenever you see this, you should substitute it for the appropriate term for the sub-faction your **CHARACTER** is taken from.

For example, if you pick a Space Marine Captain, the **<SUB-FACTION>** keyword should be substituted for **<CHAPTER>**. If your character does not have any Sub-factions, as is the case with Genestealer Cults characters, substitute the **<SUB-FACTION>** keyword for the least general Faction Keyword it has (in this example, it would be **GENESTEALER CULTS** and not **TYRANIDS**).

'It is not easy to teach Orks anything, but I think we have, at last, taught them not to enter hab-block 77…'

Sergeant Zarr, Donian 188th, the Foestalkers

ADDITIONAL ABILITIES

D66	ABILITY
11	**Inspirational Fighter:** Re-roll hit rolls of 1 in the Fight phase for friendly **<SUB-FACTION>** units within 6" of this model.
12	**Beast Hunter:** You can re-roll failed wound rolls for attacks made by this model in the Fight phase if the target is a **MONSTER** unit.
13	**Heroic:** This model can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, it is within 6" of any enemy units, and can move up to 6" when doing so.
14	**Duellist:** Add 1 to this model's Strength and Attacks characteristics while it is within 1" of any enemy **CHARACTER** units.
15	**Zealot:** You can re-roll failed hit rolls for this model in the Fight phase if it made a charge move, performed a Heroic Intervention, or was charged this turn.
16	**Deadly Charge:** Add 1 to the Attacks characteristic of this model in the Fight phase if it made a charge move this turn.
21	**Targeting Augury:** Enemy units do not gain the benefit of cover to their saving throws against attacks made by friendly **<SUB-FACTION>** units within 6" of this model when the attack is made.
22	**Directed Fire:** Re-roll hit rolls of 1 in the Shooting phase for friendly **<SUB-FACTION>** units within 6" of this model.
23	**Deadly Marksman:** Add 1 to the Damage characteristic of ranged weapons used by this model.
24	**Sundering Shots:** Each wound roll of 6+ made for this model's ranged attacks inflicts 1 mortal wound on the target in addition to any normal damage.
25	**Keen Eye:** This model can target enemy **CHARACTER** units in the Shooting phase even if they are not the closest enemy model.
26	**Defensive Fighter:** When this model fires Overwatch, it successfully hits on rolls of 5 or 6, instead of only 6.
31	**Grudge:** You can re-roll any hit, wound and damage rolls made for this model's attacks that target the enemy Warlord.
32	**Resilient:** Each time this model loses a wound, roll a dice; on a 5+ it does not lose that wound.
33	**Camouflage:** Add 2 instead of 1 to saving throws made for this model when it is receiving the benefit of cover.
34	**Stealth Assault:** Enemy units cannot fire Overwatch at this model.
35	**Indomitable:** All damage suffered by this model is halved (rounding up).
36	**Impervious:** This model regains 1 lost wound at the start of your turn.
41	**Infiltrator:** During deployment, you can set up this model in ambush, instead of placing it on the battlefield. At the end of any of your Movement phases it can reveal its location – set it up anywhere on the battlefield that is more than 9" from any enemy models.
42	**Stealthy:** Subtract 1 from hit rolls for attacks made with ranged weapons that target this model.
43	**Hard to Kill:** Wound rolls of 1, 2 or 3 made for attacks that target this model always fail, even if the attack has a Strength characteristic higher than this model's Toughness characteristic.
44	**Strategic Feint:** At the start of the first battle round but before the first turn begins, you can pick a friendly **<SUB-FACTION>** unit within 6" of this model and set it up again, anywhere wholly within your deployment zone. If your opponent has any units with similar abilities, roll off; starting with the winner of the roll-off, take it in turns to resolve these abilities.
45	**Swift Strike:** You can always choose this model to fight first in the Fight phase even if it did not charge. If the enemy has units that have charged, or that have a similar ability, alternate choosing units to fight with, starting with the player whose turn is taking place.
46	**Foresight:** Once per battle, if this model is on the battlefield, you can re-roll one hit roll, wound roll, damage roll or saving throw.
51	**Inspirational Leader:** Friendly **<SUB-FACTION>** units can use this model's Leadership instead of their own while they are within 6" of it.
52	**Rallying Cry:** You can re-roll failed Morale tests for friendly **<SUB-FACTION>** units while they are within 6" of this model.
53	**Icon of Retribution:** Roll a dice each time a friendly **<SUB-FACTION>** model within 6" of this model is slain in the Fight phase. On a 6, the unit that made the attack that slew the model suffers 1 mortal wound after it has finished making its attacks.
54	**Impetuous:** You can re-roll failed charge rolls for this model.
55	**Terrifying:** Subtract 1 from the Leadership characteristic of enemy units while they are within 3" of this model.
56	**Savage Riposte:** Each time you roll an unmodified saving throw of 6 for this model in the Fight phase, the enemy unit that made the attack suffers 1 mortal wound after it has resolved all of its attacks.
61	**Air Strike:** Once per battle, in your Shooting phase, you can pick an enemy unit, other than a **CHARACTER** unit, that is visible to this model and roll a D6. On a 1-4 nothing happens. On a 5+ the target unit suffers D3 mortal wounds.
62	**Swift Advance:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a D6.
63	**Reactive Tactics:** This model, and friendly **<SUB-FACTION>** units within 6" of them, can charge even if they Fell Back that turn.
64	**Strike and Fade:** After this model has fought in the Fight phase, it can immediately pile in D3+3" in any direction, not just towards the closest enemy model.
65	**Final Strike:** If this model is slain, you can select an enemy unit within 3" of it and roll a D6; on a 2+ that unit suffers D3 mortal wounds.
66	**Direct Fire:** Each time you make a wound roll of 6+ in the Shooting phase for a friendly **<SUB-FACTION>** unit within 6" of this model, the AP characteristic of that attack is improved by 1 (e.g. AP -1 becomes AP -2).

WEAPON IMPROVEMENTS

2D6	RESULT
2	**Auto-loader:** Pick one of this model's ranged weapons. Increase the number of shots this weapon makes by 1 (e.g. a Pistol 1 weapon becomes a Pistol 2 weapon).
3	**Penetrator Rounds:** Pick one of this model's ranged weapons. Improve that weapon's AP characteristic by 1 (e.g. AP -1 becomes AP -2).
4	**High Calibre:** Pick one of this model's ranged weapons. Add 1 to that weapon's Strength characteristic.
5	**Improved Sights:** Pick one of this model's ranged weapons. Add 6" to that weapon's Range characteristic.
6	**Inferno Round:** Pick one of this model's ranged weapons. Add the following ability to that weapon: 'Units do not receive the benefit of cover to their saving throws against attacks made with this weapon.'
7	**Artificer Weapon:** Pick one of this model's weapons. Add 1 to that weapon's Damage characteristic.
8	**Finely Balanced:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'Each time the bearer fights, it can make 1 additional attack with this weapon.'
9	**Shredder:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'You can re-roll failed wound rolls for attacks made with this weapon.'
10	**Brutal:** Pick one of this model's melee weapons. Improve that weapon's Strength characteristic by 1 (e.g. User becomes +1, +1 becomes +2).
11	**Razor-edged:** Pick one of this model's melee weapons. Improve that weapon's AP characteristic by 1 (e.g. AP -1 becomes AP -2).
12	**Heirloom:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'Each unmodified hit roll of 6 made for attacks with this weapon scores 2 hits instead of 1.'

Designer's Note: *If a weapon has more than one profile, the weapon improvement applies to each of that weapon's profiles.*

PSYCHIC ENHANCEMENTS

D3	RESULT
1	**Psychic Might:** Add 1 to the number of psychic powers this character can attempt to manifest in your Psychic phase.
2	**Adamantium Will:** Add 1 to the number of psychic powers this character can attempt to deny in your opponent's Psychic phase.
3	**Master of Lore:** Add 1 to the number of psychic powers this model knows from one of the psychic disciplines available to them.

CHARACTERISTIC MODIFIERS

2D6	RESULT
2	**Old War Wound:** Select a result from this table, or roll 2D6 to randomly select a result (re-roll if you get this result again). Subtract or worsen this model's characteristic by the amount described in the result you picked instead of adding or improving it (e.g. if the Ferocious Combatant result was selected, an Attacks characteristic of 3 would become 2, while if the Dead-eyed result was selected, a BS of 3+ would become 4+).
3	**Courageous:** Add 1 to this model's Leadership characteristic.
4	**Ferocious Combatant:** Add 1 to this model's Attacks characteristic.
5	**Mighty:** Add 1 to this model's Strength characteristic.
6	**Dead-eyed:** Improve this model's Ballistic Skill characteristic by 1 (e.g. BS 3+ will become BS 2+), to a maximum of 2+.
7	**Fleet:** Add 2" to this model's Move characteristic.
8	**Blademaster:** Improve this model's Weapon Skill characteristic by 1 (e.g. WS 3+ will become WS 2+), to a maximum of 2+.
9	**Enhanced Physiology:** Add 1 to this model's Toughness characteristic.
10	**Toughened Armour:** Improve this model's Save characteristic by 1 (e.g. Sv 5+ will become Sv 4+), to a maximum of 2+.
11	**Divine Protection:** Improve this model's invulnerable save by 1 (e.g. an invulnerable save of 5+ will become an invulnerable save of 4+), to a maximum of 3+. If this model does not have an invulnerable save, it instead gains a 6+ invulnerable save.
12	**Heroic Constitution:** Add 1 to this model's Wounds characteristic.

CAPTAIN ARGENTUS

Captain Argentus is a Space Marine Captain of the Silver Skulls Chapter, represented by a Primaris Captain miniature with a subtle head-swap kitbash. This example explains how we created a custom named-character datasheet appropriate for this famed champion of Humanity.

As the starting point we used the Primaris Captain datasheet from *Codex: Space Marines*, arming Argentus with a power sword and a master-crafted stalker bolt rifle, as well as a bolt pistol and frag and krak grenades. To have achieved his rank, Argentus must be a greatly skilled warrior and a veteran of many campaigns – to reflect this we made him a Mighty Hero, allowing six selections to be generated from the tables on the previous pages. We decided to pick the selections, rather than rolling them randomly, to ensure they fit with his equipment, personality, style of leadership and tactics.

The first thing we chose to improve is Argentus' equipment. Having fought in many battles against the T'au Empire, Argentus uses his bolt rifle, Silverstrike, to pierce the armour of their battlesuits and slay the pilot within. To represent this, we selected the Penetrator Rounds and Artificer Weapon results from the Weapon Improvements table to improve the Armour Penetration and Damage characteristics of his master-crafted stalker bolt rifle to match this storied weapon.

Next, we wanted to show how Argentus commands his company in battle. Argentus directs the firepower of his warriors with consummate skill. As such, we chose the Targeting Augury and Direct Fire abilities from the Additional Abilities table.

As the Silver Skulls are known for their use of prognosticators to divine the future, we also selected the Foresight ability to represent the visions of the future presented to Argentus by his advisors.

Finally, we chose the Ferocious Combatant result from the Characteristic Modifiers table to increase Argentus' Attacks characteristic, representing the Silver Skulls' practice of slaying powerful enemies in close combat.

NARRATIVE PLAY

‘The propaganda of the T’au claims their ways are more enlightened than ours, but the xenos made a mistake when they entered our hive city. In that claustrophobic hell every advance cost them more blood than any so-called civilised race would dare pay.’

- Sergeant Nikita Petrov, 731st Vostroyan Firstborn Regiment

BATTLE HONOURS

Many famous units exist in Warhammer 40,000, whether it is the Catachan veterans known as Harker's Hellraisers, the many storied squads of the Ultramarines 2nd Company, or Boss Snikrot's Red Skull Kommandos. Battle Honours can be used to represent such superlative groups in your games of Warhammer 40,000.

Even amongst the most elite forces in the galaxy there are formations who stand above their peers. These are the units whose names and deeds are spoken in awed tones by their comrades, and with fear by their foes. Chosen for the most dangerous of missions, emerging bloody but victorious against impossible odds time and time again, these warriors anchor the centre of the battle line in the face of the enemy's depthless hatred. When others turn to retreat, it is these squads who stand fast. When all hope is lost, it is these legendary figures who rise up to turn the tide.

The rules presented in this section enable you to create such peerless units and use them in your Warhammer 40,000 campaigns. Incorporating these rules will greatly enhance the narrative of your games, allowing units to gain experience as they fight in battles and gain additional abilities, called Battle Honours, as they are promoted in rank in between your games.

There are hosts of different abilities available to units each time they are promoted, and how you choose to upgrade your units and forge their reputation is ultimately up to you. You could choose Battle Honours that best suit the backstory and personality you have invented for the unit, or you could select the abilities that echo the very deeds the unit performed in previous battles. Alternatively, you could choose those upgrades you feel will give your promoted unit the greatest tactical advantage in the remainder of your campaign. Will you make the unit better at what they already do well, such as adding extra firepower to your shootiest unit? Or will you shore up their weaknesses, perhaps by adding mobility to a slower formation? Whatever you do will set the unit apart from its peers in the rest of your army.

So what are you waiting for? Your troops have distinguished themselves in the heat of battle – glory and honour await…

'We kill everyfing 'cept those we let escape so they can tell their mates 'bout how we'z da stabbiest.'

- Boss Snikrot
Red Skull Kommandos

USING BATTLE HONOURS

Battle Honours is an expansion for Warhammer 40,000 that allows players to represent experienced and especially skilled units in their campaigns. The rules presented in this section supplement the Warhammer 40,000 core rules and can be used as part of any campaign system, whether it is one from the *Warhammer 40,000* rulebook, or one of your own creation.

When playing a campaign, all units, other than **CHARACTERS**, **SWARMS**, **DRONES** and **BUILDINGS***, will gain experience points for fighting in a battle, and for performing certain deeds during that battle. At the start of the campaign, every unit begins with 0 experience points. If new units are added to your army roster during the campaign, they also begin with 0 experience points.

The table on page 22 details all the different ways a unit can earn experience points and how many experience points are awarded for each deed performed during a battle. Keep a tally of how many experience points each unit earns during each battle, and, at the end, make a note on your army roster of each unit's experience points total.

***Designer's Note:** *Swarms, drones and buildings are not known for their ability to learn new skills, and characters are already experienced veterans, who typically have access to a variety of wargear and a suite of rules such as relics and Warlord Traits to further personalise them and boost their combat potential. If you and your opponent want to create even more bespoke characters for use in your campaigns, consider using the Custom Characters open play rules presented on pages 14-17.*

Gaining Battle Honours

At the end of each battle, you should check to see if any of your units have accumulated enough experience points to be promoted a rank by consulting the table on page 22. If a unit gains any ranks, it will also gain new Battle Honours, which you should write down on your army roster.

The type of Battle Honour you can select for it depends on what kind of unit it is. If it is a **VEHICLE**, you must select from the Vehicle Battle Honours (pg 25). If it is a **MONSTER**, you must select from the Monster Battle Honours (pg 24). For all other units, select from the Warrior Battle Honours (pg 23). In any case, you cannot select a Battle Honour that is for a higher rank than the unit is.

The Power Rating of a unit also increases by 1 for each Battle Honour it has. For example, the Power Rating of a unit with 3 Battle Honours is increased by 3.

Recover and Resupply

If a unit that has any Battle Honours is destroyed during a battle, the controlling player must roll a D6 for it at the end of the battle. On a 1, that unit must recover and resupply – it will not be available in the next game in your campaign. This represents the unit returning to friendly lines to recover from its injuries, repair battle damage, train fresh recruits, etc.

Vehicle Squadrons and Monstrous Broods

In the case of units containing models that are split into separate units during deployment, each of those models is treated as a separate unit for the purposes of Battle Honours i.e. the deeds they perform, and the experience, ranks and Battle Honours they subsequently gain, are their own, The only exception to this is that for each Battle Honour held by these models, the parent unit's Power Rating is increased by 1, rather than the model's.

BATTLE HONOURS IN ONE-OFF GAMES

Battle Honours can be used in one-off narrative games as well, if both you and your opponent agree. If you wish to do so, at the start of deployment, before any units are set up on the battlefield, each player gains a number of experience points equal to their army's Power Level that they can distribute to units in their army as they wish, exactly as if they had earned those experience points in a campaign. If this would increase their rank, they gain an appropriate Battle Honour as well (note, however, that if their Power Rating increases as a result, you do not gain an additional experience point).

REPRESENTING BATTLE HONOURS

If you wish, you can customise the miniatures belonging to those units that have accrued Battle Honours so as to better represent their veteran status. Adding a customised elite unit to your Warhammer 40,000 army increases the character of your collection and gives you a chance to tool up your army on the tabletop.

Those who are keen on painting can use Battle Honours as inspiration for extra details. You might decide that a campaign marking, medal or barbaric tattoo upon a banner, pauldron or bare head is befitting of the unit's elevated status, or perhaps adding some simple kill stripes or tallies to their armour, wargear or hulls is the way to go. It may be that you wish to denote Battle Honours by applying extra decal transfers to your models.

Others may select Battle Honours that can become modelling projects. Displaying the severed heads of your foes is a gruesome way to represent the Assassins Battle Honour, and nothing will spark a rivalry like a favoured gaming opponent spotting a captured banner painted up in their army's colours.

BATTLE DEED	EXPERIENCE POINTS
Unit took part in the battle	+1
Unit was controlling an objective marker at the end of the battle	+2
Unit destroyed enemy units during the battle (excluding **VEHICLE**, **MONSTER** or **TITANIC** units)	+1 per unit
Unit destroyed enemy **VEHICLE** units during the battle (excluding **TITANIC** units)	+2 per **VEHICLE** unit
Unit destroyed enemy **MONSTER** units during the battle (excluding **TITANIC** units)	+2 per **MONSTER** unit
Unit destroyed enemy **TITANIC** units during the battle	+3 per **TITANIC** unit
Unit destroyed the enemy Warlord during the battle	+D3
Unit of the match (at the end of the battle, each player selects one of their units to have performed this deed)	+D3
Unit was destroyed during the battle.	-D3 (a unit cannot lose more experience points for being destroyed than it gained during a battle)

EXPERIENCE POINTS	RANK	BATTLE HONOUR
0-4	Green	None.
5-9	Blooded	Pick a Rank 1 Battle Honour for the unit.
10-24	Experienced	Pick a Rank 2 Battle Honour for the unit. Alternatively, you can pick a different Rank 1 Battle Honour for the unit.
25-39	Veteran	Pick a Rank 3 Battle Honour for the unit. Alternatively, you can pick a different Rank 1 or Rank 2 Battle Honour for the unit.
40-59	Elite	Pick a Rank 4 Battle Honour for the unit. Alternatively, you can pick a different Rank 1, Rank 2 or Rank 3 Battle Honour for the unit.
60+	Legendary	Pick a Rank 5 Battle Honour for the unit. Alternatively, you can pick a different Rank 1, Rank 2, Rank 3 or Rank 4 Battle Honour for the unit.

WARRIOR BATTLE HONOURS

SHARPSHOOTERS

Rank 1 Warrior Battle Honour

When deadly accurate fire is called for, this squad has proved itself more than up to the task.

Re-roll hit rolls of 1 for this unit in the Shooting phase.

AGILE

Rank 1 Warrior Battle Honour

These fighters cross the battlefield with uncanny agility.

You can re-roll Advance and Charge rolls for this unit.

DEADEYE SHOTS

Rank 1 Warrior Battle Honour

These masters of the kill know precisely where to place their shots for maximum damage.

Each time you roll an unmodified wound roll of 6 for an attack with one of this unit's ranged weapons, increase the Damage characteristic of that attack by 1.

GRIZZLED

Rank 1 Warrior Battle Honour

These warriors have seen the greatest horrors the galaxy has to offer, and have developed an unshakeable nerve in the process.

This unit ignores penalties to their Leadership characteristic.

LUCKY

Rank 2 Warrior Battle Honour

Despite having fought in the bloodiest of battles, these warriors remain intact.

Roll a D6 each time a model from this unit loses a wound; on a 6 the model does not lose that wound.

COMBAT SPECIALISTS

Rank 2 Warrior Battle Honour

These fighters have honed their close-combat skills, and destroy their enemy in a storm of well-placed blows.

Re-roll hit rolls of 1 for this unit in the Fight phase.

ASSASSINS

Rank 2 Warrior Battle Honour

Knowing well the value of disrupting the enemy's command structure, these fighters set out to slay the foe's leaders.

Add 1 to wound rolls for attacks made by models in this unit that target an enemy **CHARACTER** unit.

BREACHERS

Rank 3 Warrior Battle Honour

Veteran besiegers all, these warriors are adept at picking the enemy out of fortified positions.

Add 1 to wound rolls for attacks made by models in this unit if the target of those attacks is receiving the benefit of cover.

TROPHY TAKERS

Rank 3 Warrior Battle Honour

These ferocious combatants adorn their equipment with pieces of the enemies they have slain – only their most experienced foes can look upon this display of might and hold their nerve.

Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of this unit.

DISCIPLINED

Rank 4 Warrior Battle Honour

Even when face to face with their enemy, these redoubtable warriors remain calm.

This unit can shoot or charge during a turn in which it Fell Back.

BRUTAL

Rank 5 Warrior Battle Honour

These fighters attack in a particularly aggressive fashion, clubbing their enemies to the ground.

Add 1 to the Strength and Attacks characteristic of models in this unit during any turn in which they made a successful charge move.

MONSTER BATTLE HONOURS

UNSTOPPABLE BEAST

Rank 1 Monster Battle Honour

This creature crashes into its enemies with great force, crushing them beneath its bulk and shattering their battle lines.

After this model completes a charge move, roll a D6 for each enemy unit within 1" of it. On a 4+ that unit suffers 1 mortal wound.

MONSTROUS REGENERATION

Rank 1 Monster Battle Honour

Healing at horrifying speed, the wounds inflicted on this towering monstrosity are sealed over in moments.

This model regains 1 lost wound at the start of each of your turns.

TERRIFYING

Rank 2 Monster Battle Honour

Some monsters are so huge and horrifying that even seasoned warriors will flee rather than stand against them.

Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of this model.

LASHING LIMBS

Rank 2 Monster Battle Honour

Blows landed upon this monster are instantly responded to with ferocious violence.

Each time you roll an unmodified saving throw of 6 for this model in the Fight phase, the enemy unit that made that attack suffers 1 mortal wound after it has resolved all of its attacks.

INHUMAN RESILIENCE

Rank 3 Monster Battle Honour

This beast shrugs off even the most devastating attacks, its battle-toughened hide proof against the blows of the enemy.

Roll a D6 each time a model in this unit loses a wound; on a 5+ the model does not lose that wound.

SWEEPING BLOWS

Rank 3 Monster Battle Honour

This creature reaps all before it with great scything blows, felling entire formations with each swing.

Each unmodified hit roll of 6 made for this model's attacks in the Fight phase score 2 hits instead of 1.

VIOLENT DEATH THROES

Rank 4 Monster Battle Honour

Some Tyranid beasts are at their most dangerous in their final moments.

If this model is destroyed, its controlling player can choose for it to automatically trigger death throes (see *Codex: Tyranids*) – no dice roll is required.

JUGGERNAUT

Rank 4 Monster Battle Honour

When this monster fights, it lets nothing and no one stand between it and its favoured target.

You can re-roll charge rolls for this model.

JUST MAKING IT ANGRY

Rank 5 Monster Battle Honour

The fury of this abomination in battle remains undiminished through even the most grievous of wounds.

If this model has a damage table, double the number of wounds it has remaining for the purposes of determining what its Strength and Attacks characteristics are.

EAGER

Rank 5 Monster Battle Honour

This creature surges ahead of its comrades, drawn to the foe by an insatiable battle-lust.

At the start of the first battle round but before the first turn begins, you can move this model up to 5". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

VEHICLE BATTLE HONOURS

FAMED COMMANDER

Rank 1 Vehicle Battle Honour

This tank is commanded by a celebrated and honoured officer, who inspires his crew to fight on despite serious damage.

Roll a D6 each time a model in this unit loses a wound; on a 6 the model does not lose that wound.

SKILLED DRIVER

Rank 1 Vehicle Battle Honour

This vehicle's driver can pick their way through battlefield debris swiftly, guiding his steed with practised ease.

You can re-roll Advance rolls for this unit.

EXPERIMENTAL AMMUNITION

Rank 2 Vehicle Battle Honour

The experienced crew of this vehicle have been granted access to powerful cutting-edge munitions.

Select one of the ranged weapons used by one or more models in this unit. Add 1 to the Damage characteristic of that weapon for attacks made by that unit.

ADVANCED TARGETING

Rank 2 Vehicle Battle Honour

This vehicle's sensors enable its crew to lock onto a target at great range, even through the thickest fighting.

Add 6" to the maximum range of this unit's Heavy and Rapid Fire weapons that have an unmodified maximum range of 24" or longer.

ABLATIVE ARMOUR

Rank 3 Vehicle Battle Honour

The hull of this vehicle has been covered in additional armour plating, offering substantial protection against all but the most penetrative of weapons fire.

Attacks against this unit that have an AP characteristic of -1 are treated as having an AP characteristic of 0 instead.

STORIED VEHICLE

Rank 3 Vehicle Battle Honour

This vehicle has a long and colourful history, and those chosen to crew it feel an immense pride in their assignment.

You can re-roll one hit roll or wound roll for this unit in each of your Shooting phases.

BLESSED DRIVE

Rank 4 Vehicle Battle Honour

The crew of this engine ensures it is in top working order at all times, knowing that mobility is often the key to survival.

If this model has a damage table, double the number of wounds it has remaining for the purposes of determining what its Move characteristic is.

LAST RETORT

Rank 4 Vehicle Battle Honour

This vehicle's hardened crew have resolved to deliver one final destructive message to their enemies should they meet their end upon the battlefield.

If a model in this unit is destroyed, the controlling player can choose for it to automatically explode – no dice roll is required.

PROMINENT TROPHY

Rank 5 Vehicle Battle Honour

Whether the bones of a great enemy, or a captured relic, this vehicle displays an item that inspires its allies and demoralises the foe.

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this unit. Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of this unit.

BLESSED WEAPONS

Rank 5 Vehicle Battle Honour

This crew have vowed to maintain the full fury of their guns until their dying breath.

If this model has a damage table, double the number of wounds it has remaining for the purposes of determining what its Ballistic Skill characteristic is.

CITIES OF DEATH

In the nightmare of the far future, armies battle one another to annihilation amid the shattered ruins of vast corpse-strewn cities. The Cities of Death expansion allows both players to recreate the brutal, close-confines nature of urban warfare.

In a galaxy of war, cities make for the bloodiest of battlefields. Bombed from orbit, the blasted city ruins are overrun by hordes of slavering aliens or crushed to rubble beneath the footfalls of titanic war machines. Warriors engage in bitter close-quarters battles whilst mighty battle tanks smash through crumbling buildings, grinding bricks and bodies both beneath their steel treads. Victory will only be won by an army ruthless and determined enough to drive its enemy from every collapsed building, root out and eradicate every firebase, and level entire strongholds to deny their foes a vantage point. Every building, staircase and hallway becomes a battleground fought over by dozens of warriors, no quarter given until the floor is carpeted with the bodies of the dead and the walls are blasted rubble. In these cramped confines, warriors fight on long after their ammunition is spent. With the butts of rifles and scavenged weapons, they bludgeon, stab and hack their foes to death.

Battle lines are drawn from one street corner to another and soldiers dart across shell-pocked roads. No man's land is watched over by merciless snipers waiting for the next fool to stray into their sights. Forward units employ stealth to close the distance to such threats – launching pinpoint strikes under cover of darkness – or stage daring raids from labyrinthine sewer networks in an attempt to ambush the ambushers. In such battles, combatants are at their most base and low, and no tactic is too desperate, no rule unbreakable if it might increase the chance of victory. City fighting takes all the horrors of war and magnifies them. Territory is more important, lives are cheaper, and survival is all but impossible.

PLAYING CITIES OF DEATH

Cities of Death is an expansion that incorporates brutal urban warfare missions into Warhammer 40,000. In these missions, one player takes the role of the Attacker, and their opponent the Defender. As a result, the missions presented in this expansion are designed primarily for narrative play, telling the story of bitter inner-city warfare. As with any game that puts players in different roles, we recommend replaying these missions, but switching the Attacker and Defender around to give both players a chance to test out a different set of tactics.

This expansion supplements the core rules with additional abilities, Warlord Traits (below), Stratagems (pg 32-35) and Battlezones (pg 36-37) that reflect the tactics deployed when playing a Cities of Death mission.

CITIES OF DEATH MISSIONS

This expansion includes six Cities of Death missions designed for narrative play games. If you wish to play a Cities of Death battle, you should first select a mission from the table below, or roll to randomly select which mission you will play.

D6	MISSION
1	The Gauntlet (pg 38)
2	Total Devastation (pg 39)
3	Relief Force (pg 40)
4	Grand Assault (pg 41)
5	Thunder Run (pg 42)
6	Decapitation (pg 43)

CITIES OF DEATH ARMIES

The Armies section of each Cities of Death mission provide instructions on how to determine which of the players will be the Attacker and which will be the Defender, and may include guidelines on the models which make up the armies.

Regardless of which mission you use, we recommend that you include several smaller units of infantry, instead of fewer, larger units. Large units are tricky to manoeuvre in Cities of Death battlefields whilst smaller units are better able to take full advantage of the cover available and the obscured rules introduced later in this section. Also bear in mind that large models such as vehicles will not be able to traverse all parts of the battlefield. Whilst they remain powerful, they will require support from other units in Cities of Death.

CITIES OF DEATH BATTLEFIELDS

In a Cities of Death mission, the battlefields are characterised by the increased density of the terrain. As such, unless the mission you are playing instructs you otherwise, we recommend having at least 3-4 terrain features in each 2' by 2' area, at least half of which (rounding up) should be ruins or Sector Mechanicus structures. Irrespective of the size of your battlefield, you must include at least 6 ruins or Sector Mechanicus structures (otherwise you will not have enough terrain features on which to place objective markers for many of the missions in this expansion). The streets and areas between the ruins and Sector Mechanicus structures should be liberally littered with obstacles, barricades, wreckage and other detritus so that troops have some shelter as they dash from one building to another.

On pages 62-67 you will find expanded battlefield terrain rules, some of which update those found in the *Warhammer 40,000* rulebook. In Cities of Death, you must use the expanded rules for battlefield terrain.

Objective Markers

Many missions use objective markers – these represent sites of strategic import that both sides are attempting to secure. These can be represented by any appropriate markers or models you have available. A player controls an objective marker if they have more models within 3" of it than their opponent does. When measuring distances involving objective markers, always measure to and from the centre of the marker.

CITIES OF DEATH WARLORDS

If you are playing a Cities of Death mission, you can use the following Warlord Traits when choosing your army:

D3	WARLORD TRAIT
1	**Cityfight Specialist:** If your army is Battle-forged, you receive 3 additional Command Points. These can only be spent to use Cities of Death Stratagems (pg 32-35).
2	**Conqueror of Worlds:** If this Warlord is within range of an objective marker (see above) it controls that objective marker even if there are more enemy models within range of the same objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.
3	**Urban Warrior:** This Warlord treats all soft cover it is entirely on or within, or that it is receiving the benefit of cover from, as hard cover (pg 30). In addition, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by this Warlord.

CITIES OF DEATH ABILITIES

Cities of Death missions use the following additional rules:

Obscured Targets

In urban environments, troops can make use of the dense terrain as they advance into position to obscure them from the enemy's sights.

After you have chosen a unit to shoot with and you have chosen the target unit, or units, for the attacks, you must determine if any of the targets are obscured.

A target unit is obscured if every model in it is obscured from the point of view of the firing model. An individual model is obscured unless all parts of it that are facing the firing model are visible from the point of view of the firing model (a **VEHICLE** or **MONSTER** is instead obscured unless 50% or more of the model facing the firing model is visible from the point of view of the firing model). If unsure, stoop down and get a look from behind the shooting model to see if any part of it is obscured. For the purposes of determining whether or not a model is obscured, a model can see through other models in its own unit and other models in the target unit. Models with the Flyer Battlefield Role are never obscured, even if less than 50% of the model is visible to the firing model.

Subtract 1 from hit rolls for attacks with ranged weapons if the target is obscured.

Note that it is possible for a target unit to be obscured from the point of view of some models in a firing unit and not from others. In such cases, only the models to whom the target unit is obscured suffer the penalty to their hit rolls.

Designer's Note: *When checking to see if a model is obscured, consider the main body of the firing model and its target – do not include the models' bases or parts that are 'sticking out' like aerials, banners, weapons or particularly impressive hairstyles, but do include all limbs.*

We recommend that players agree about what constitutes the main body of a model before the battle begins. We have also found that it pays to be gracious when judging if a target is obscured or not – in other words, if there is any doubt at all as to whether a target is obscured or not, then count it as obscured. If both players take this approach the game will flow more smoothly and will be much more satisfying.

From this angle, this unit of Aggressors is obscured – every model in the unit is at least partially obscured by the ruin they are occupying.

When these Guardian Defenders choose their targets, the Flash Gitz are not obscured to any of them – every model in the Guardian unit can see at least one of the Flash Gitz without any obstruction.

This Repulsor is not considered to be obscured, as it is a vehicle and more than 50% of the model is visible to the firing unit from this angle.

Lucky Hit

Sometimes, despite making best use of available cover and all efforts to conceal your position, a stray shot or ricochet will nonetheless find its mark.

A hit roll of 6 always hits the target, irrespective of any modifiers that may apply.

Streets and Roads

Forces can move quickly across streets and roads, but doing so often leaves them exposed to enemy fire.

After you have created the battlefield, the players should agree what areas count as streets and roads. If a model spends its entire Movement phase on a street or road, its Move characteristic is increased by 3" until the end of the phase. This has no effect on units that can **FLY**.

Dangerous Terrain

Many war-torn city ruins are verging on total collapse and are extremely perilous to those that shelter within, who may be crushed by loose masonry or fall through unstable floors.

Some terrain is classed as dangerous terrain. Each time a model Advances or charges through dangerous terrain, roll a D6; on a 1, that model's unit suffers 1 mortal wound.

Height Advantage

In urban warfare, every soldier in a tall building is a sniper, raking fire onto those below. Combating foes with such a height advantage is a dangerous proposition indeed.

A model gains a height advantage whilst it is occupying the upper levels of a ruin or a Sector Mechanicus structure and it shoots at a unit that is either at street level or within a lower level of a ruin or Sector Mechanicus structure. To gain a height advantage, every model in the target unit must be on levels that are 3" or more below that of the firing model.

If a model makes an attack with a ranged weapon against an enemy unit over which it has a height advantage, the Armour Penetration characteristic of that weapon is improved by 1 (e.g. AP0 becomes AP-1, AP-1 becomes AP-2, and so on).

Soft Cover and Hard Cover

In the close confines of building-to-building warfare, cover is the key to survival – but not all cover offers the same degree of protection.

In a Cities of Death mission, terrain features are classed as either soft cover or hard cover. After you have created the battlefield, players should agree what terrain features fall into which class (see the guidelines below). Then, instead of using the rules for cover as described in the core rules, use the following rules:

If a unit is entirely on or within any terrain feature, or it is receiving the benefit of cover from a terrain feature, add 1 to its models' saving throws against shooting attacks if the terrain feature is classed as soft cover, or add 2 if the terrain feature is classed as hard cover. Invulnerable saves are unaffected. Units gain no benefit from cover in the Fight phase.

Improving the Benefits of Cover

Some models have abilities that improve the bonus a model receives to its saving throw when it is receiving the benefit of cover, e.g. 'add 2 to saving throws made for models in this unit when they receive the benefit of cover instead of 1.' If a model has an ability like this, you only add the bonus to its saving throw when it receives the benefit of soft cover. If such a model is receiving the benefit of hard cover, you instead add an additional +1 bonus to its saving throws, regardless of the actual number listed in its ability. In the example above, this would mean you add 3 to the saving throws made for the unit when it benefits from hard cover.

Ignoring the Benefits of Cover

Some weapons and models have abilities that ignore the benefit a target might otherwise receive to its saving throws from being in cover, e.g. 'units attacked by this weapon do not gain any bonus to their saving throws for being in cover' or 'enemy units do not receive the benefit to their saving throws for being in cover against attacks made by this model.' If a model has an ability like this, or is shooting a weapon that has an ability like this, it makes no difference whether the target is receiving the benefit of soft or hard cover – it gains no bonus to its saving throws. Note, however, that such abilities only ignore the bonus a target might otherwise have gained to its saving throws; it does not ignore any penalty incurred to the firer's hit rolls as a result of the target being obscured (pg 28).

Agreeing on Cover

The following table provides guidance as to whether a terrain feature is soft cover or hard cover. If a terrain feature does not appear on the table below, players should agree after creating their battlefield whether it is classed as soft or hard cover.

SOFT COVER	HARD COVER
• Death World Forest (including Eldritch Ruins, Grapple Weeds, Shardwrack Spines and Barbed Venomgorse)	• Sector Mechanicus structures (including Haemotrope Reactors, Galvanic Servohaulers, Thermic Plasma Regulators* and Thermic Plasma Conduits*)
• Woods	• Ruins
• Battlescape	• Fuel Pipes*
• Craters	• Barricades
• Imperial Statuary	• Fortifications
• Obstacles	

** Fuel Pipes, Thermic Plasma Regulators and Thermic Plasma Conduits have a chance of inflicting a mortal wound on a unit that uses them as cover. To see if this happens in games of Cities of Death, roll a D6 each time you make an unmodified saving throw of 6 for such units, instead of a modified saving throw of 7+. On a 1, the model's unit suffers 1 mortal wound.*

NARRATIVE PLAY
MISSION SPECIAL RULES

Most narrative play missions use one or more additional special rules to better represent the different tactics and strategies used by Attackers and Defenders. Some of the more in-depth mission special rules are collected below and referenced by the missions that appear later.

Concealed Deployment

In some battles, commanders have had time to conceal the positions of their forces from their enemy.

If a mission uses Concealed Deployment, the Defender will need a set-up marker for each unit in their army that they intend to start the battle deployed on the battlefield. You do not need any markers for units that will start the battle embarked on a **TRANSPORT**, only a marker for the transport itself. Each marker needs to be distinct (for example, by having a different number) so it can correspond to a specific unit. The Defender must write down which unit each marker represents and keep this information secret from their opponent.

When the Defender deploys their army, they set up the markers instead of their models. Once the Defender has set up all their markers, the Attacker deploys all their forces. Once this has been done, the Defender then reveals which marker corresponds to which unit, setting up the appropriate models as they do so. The first model in each unit must be placed exactly where the unit's set-up marker was placed, and the entire unit must be set up wholly within the player's own deployment zone.

Dawn Raid

Cunning commanders may attack under cover of darkness to better conceal their advance from the foe.

If your mission uses Dawn Raid, both players must subtract 1 from all hit rolls made in the Shooting phase during the first battle round of the game.

Preliminary Bombardment

In a major offensive, the attacker will often launch a heavy bombardment prior to the main attack.

If your mission uses Preliminary Bombardment, then at the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside **TRANSPORTS**). On a roll of 6, that unit has been hit by a Preliminary Bombardment; that unit suffers D6 mortal wounds. **INFANTRY** units that are hit by a Preliminary Bombardment can choose to go to ground before the damage is determined – if they do, they only suffer D3 mortal wounds, but cannot take any actions during their first turn.

Random Battle Length

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random Battle Length, at the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7, or when one army has slain all of its foes.

Reserves

Reserves are forces which are not directly present at the start of battle, but are available as reinforcements.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+, the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a **TRANSPORT**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve.

Sustained Assault

Occasionally, an army will possess overwhelming superiority in numbers.

If your mission uses Sustained Assault, any of the Attacker's units that are destroyed can be brought back into play later in the battle, to represent their almost limitless supply of reinforcements. At the end of each of the Attacker's Movement phases, roll a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+, immediately set up that unit within 6" of a battlefield edge – the mission will specify which.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later as described above.

STRATAGEMS

If you are playing a Cities of Death mission, you can spend Command Points (CPs) to use the following Stratagems.

1CP

BREACHING GEAR

Cities of Death Stratagem

Assault troops use breaching gear to improve access and manoeuvrability when storming enemy-held structures.

Use this Stratagem if an **INFANTRY** unit in your army declares a charge against only one enemy unit in your Charge phase, and that unit is entirely on or within a ruin or Sector Mechanicus structure, but before making the charge roll. After making the charge roll, you can change one of the two dice results to a 6.

1CP

SIEGE SHELL

Cities of Death Stratagem

These are massive shells that can blast the foe out of cover and render the ruins they hide in unstable.

Use this Stratagem in your Shooting phase before making attacks with a **MONSTER** or **VEHICLE** from your army. Select one of that model's ranged weapons that makes a random number of attacks (e.g. Heavy D6, Heavy 2D6). That weapon can target a single ruin or Sector Mechanicus structure as if it were an enemy unit. To do so, make a single hit roll using the model's Ballistic Skill (ignore modifiers). If the hit roll is successful, roll a D6 and add the weapon's Damage characteristic to the result. If the total is 8 or more, the terrain feature is classed as dangerous terrain for the rest of the battle and you immediately roll a D6 for each model that is entirely on or within that terrain feature – on a 1, that model's unit suffers 1 mortal wound.

1CP

REINFORCED POSITION

Cities of Death Stratagem

Upgrading a position's defensibility can take many forms, such as affixing armoured plating to improve density, or hanging flak-mesh to ward off shrapnel.

Use this Stratagem after both sides have deployed, but before the first battle round begins. Pick a terrain feature that is classed as soft cover and is wholly within your deployment zone. For the remainder of the battle that terrain feature is classed as hard cover instead.

2CP

HUNKER DOWN

Cities of Death Stratagem

For troops experienced in city fighting, it becomes second nature to dart behind rubble and take cover in sight-obscured spaces at the crack of a rifle shot.

Use this Stratagem at the start of your opponent's Shooting phase. Choose a unit from your army that is entirely on or within a ruin or Sector Mechanicus structure. Until the end of the turn, add an additional 1 to saving throws for models in this unit that are receiving the benefit of cover.

1CP

WRECKER

Cities of Death Stratagem

Wrecker balls, seismic drills, sophisticated lascutters, or similarly destructive devices can bring an extra level of devastation to city fighting, shattering both ruins and the squads hidden within.

Use this Stratagem at the end of your Fight phase if a **MONSTER** or **VEHICLE** model from your army is within 1" of a ruin or Sector Mechanicus structure. Select one of that model's melee weapons and make a single hit roll using the model's Weapon Skill (ignore modifiers). If you hit, roll a D6 and add the weapon's Damage characteristic to the result. If the total is 8 or more, the terrain feature is classed as dangerous terrain for the rest of the battle and you immediately roll a D6 for each model that is entirely on or within that terrain feature – on a 1, that model's unit suffers 1 mortal wound.

PLASMA FEED

1CP

Cities of Death Stratagem

With a suitable energy source nearby, a plasma weapon can be supercharged to fire devastatingly potent blasts.

Select an **INFANTRY** unit from your army that is within 1" of any Thermic Plasma Regulators or Conduits before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, add 1 to the Strength and Damage characteristics of all plasma weapons the unit is equipped with. For the purposes of this Stratagem, a plasma weapon is any weapon whose name includes the word 'plasma' (e.g. plasma pistol, plasma gun, plasma rifle, plasma incinerator).

SIPHON PROMETHIUM

1CP

Cities of Death Stratagem

A quick and risky transfusion of refined promethium makes flamer weapons all the more lethal.

Select an **INFANTRY** unit from your army that is within 1" of any Fuel Pipes before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, double the range of all flame weapons the squad is equipped with and add 1 to any wound rolls made for these weapons. For the purposes of this Stratagem, a flame weapon is an Ork burna, skorcha or any weapon whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm gauntlet).

EXPERT GRENADIER

1CP

Cities of Death Stratagem

Those who survive in the close-quarters hell of urban combat learn to use their grenades to optimal effect.

Use this Stratagem when a model from your army throws a Grenade at an enemy unit that is entirely on or within a ruin or Sector Mechanicus structure. You can re-roll failed wound rolls when resolving that Grenade's attacks. Furthermore, if that Grenade makes a random number of attacks, it always makes the maximum number of attacks instead (e.g. a Grenade D6 profile would instead be treated as a Grenade 6 profile when thrown at a unit that is entirely on or within a ruin or Sector Mechanicus structure).

PLUNGING FIRE

1CP

Cities of Death Stratagem

When targeting quarry from above, a shooter can pinpoint the weakest part of enemy armour.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, attacks made by models in that unit which have a height advantage over their target are resolved with an additional improvement of 1 to their Armour Penetration characteristic (e.g. an AP of '-1' becomes '-2', '-2' becomes '-3', and so on).

LONG BOMB

1CP

Cities of Death Stratagem

Munitions hurled from on high rain down with fury.

Use this Stratagem before a unit from your army shoots in the Shooting phase. ~~If a model in that unit has a height advantage, you can double the range of any Grenade weapons it uses this phase.~~

OPERATE SERVOHAULER

1CP

Cities of Death Stratagem

Through desperation, technical know-how or intuition, some warriors have a knack for being able to operate any equipment to their advantage.

Use this Stratagem at the end of your Movement phase if an **INFANTRY** unit from your army is within 1" of a Galvanic Servohauler and there are no enemy units within 1" of the same Galvanic Servohauler. You can move that Galvanic Servohauler in any direction, as if it were a **VEHICLE** unit in your army with a Move characteristic of 6" (it cannot Advance as part of this move, and cannot move within 1" of any enemy model). If the Galvanic Servohauler is towing a crane, both the Servohauler and the crane are moved.

SIEGE ARMOUR

1CP

Cities of Death Stratagem

Experienced crews seek to protect their vehicles from plunging fire by adding armour to the tops of their engines of war.

Use this Stratagem before the battle. Choose a **VEHICLE** model from your army: during the battle, enemy attacks do not gain any bonus to their Armour Penetration characteristic for having a height advantage when targeting that vehicle.

OVERLOAD POWER CORE

1CP

Cities of Death Stratagem

Crudely desecrated, this volatile device makes a potent bomb.

Use this Stratagem before an **INFANTRY** model from your army that is within 1" of a Plasma Conduit shoots a ranged weapon at a unit within 6". Instead of firing that weapon, that model hurls a power core at the unit. Make a single hit roll; if you hit the target, it suffers D3 mortal wounds.

GRAPPLING HOOKS

1CP

Cities of Death Stratagem

An effective means of claiming the high ground.

Use this Stratagem at the start of your Movement phase. Select one of your **INFANTRY** units. For the duration of your turn, models in that unit can ascend or descend ruins or Sector Mechanicus structures when they move, even without a ladder, wall or girder. Furthermore, for the duration of your turn, do not count any vertical distance that unit moves against the total they can move that turn (i.e. moving vertically is free for those models).

DEMOLITIONS

1CP

Cities of Death Stratagem

Combat engineers can degrade assets, denying their utility to the foe. Many such acts of sabotage are best resolved through the use of high explosives.

Use this Stratagem at the end of your Movement phase. Choose an objective marker you control and roll a D6: on a 4+ the objective marker is removed from the battlefield and the ruin or Sector Mechanicus structure in which the objective marker is located is now classed as dangerous terrain. You can only use this Stratagem once per battle.

BLOOD IN THE STREETS

1CP

Cities of Death Stratagem

Cover is the key to survival in urban combat, and those that move out in the open sign their own death warrant.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, you can re-roll failed wound rolls for attacks made by models in that unit, provided that the target is entirely at street level and is neither obscured nor receiving the benefit of cover.

MASTER SNIPERS

1CP

Cities of Death Stratagem

The most skilled marksmen can thread nigh-impossible shots through the densest of terrain to take out enemy officers.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by weapons in your unit that have an ability that says 'A model firing this weapon can target an enemy **CHARACTER** even if they are not the closest enemy unit.' In addition, models firing such weapons ignore all negative modifiers to their hit rolls until the end of the phase so long as they remained stationary during their previous Movement phase.

RUBBLE AND RUIN

1CP

Cities of Death Stratagem

Years of sustained bombardment have reduced many a sturdy structure to a rubble-strewn deathtrap.

Use this Stratagem at the start of the first battle round, but before the first turn begins. Select a ruin or Sector Mechanicus structure on the battlefield – you cannot select one that is currently occupied by any models. That terrain feature is dangerous terrain for the rest of the battle.

POINT-BLANK OVERWATCH

2CP

Cities of Death Stratagem

It takes a cool hand to hold fire until the optimal moment against an oncoming foe, but sometimes waiting until the target is as close as possible is the defenders' only hope for survival.

Use this Stratagem when an enemy unit declares a charge against a unit from your army. Instead of firing Overwatch as soon as the enemy unit declares its charge, the enemy unit makes its charge roll as normal. If this is insufficient to end a move within 1" of the target, no Overwatch is fired at the charging unit. Otherwise, all models in the charging unit are considered to be within line of sight of all models in the unit being charged, and within half range of all of its ranged weapons, when resolving the Overwatch.

SEWER RATS

2CP

Cities of Death Stratagem

By squeezing through pipes and wading through filth, these infiltrators have navigated underground sewer systems, using them to attack the foe from an unexpected quarter.

Use this Stratagem just before you set up a **SWARM** or **INFANTRY** unit during deployment. Instead of setting up that unit on the battlefield, you can place them to one side and say that they are infiltrating a sewer network. At the end of any of your Movement phases, you can set the unit up anywhere on the battlefield at street level that is more than 9" from any enemy models and is not within a ruin or a Sector Mechanicus structure.

RIGGED TO BLOW

2CP

Cities of Death Stratagem

Placing explosive traps where the enemy is sure to set them off is a classic city-fighting tactic.

Use this Stratagem at the end of your turn. Secretly pick an objective marker that is not currently controlled by your opponent, and write this down. The first time a unit in your opponent's army ends a move within 3" of that objective marker, roll a D6: on a 1 nothing happens, on a 2-5 the unit suffers D3 mortal wounds, and on a 6 it suffers D6 mortal wounds. In addition, roll a D6 if the objective marker was on or within a ruin or Sector Mechanicus structure: on a 4+ that terrain feature is now classed as dangerous terrain.

BOOBY TRAPS

2CP

Cities of Death Stratagem

Urban combat is a dirty business. The cluttered terrain and close quarters are perfect conditions for troops to rig deadly devices in the enemy's path.

This Stratagem is used after both sides have deployed, but before the first battle round begins. Secretly pick a single ruin or Sector Mechanicus structure that is not currently occupied by any models, and write it down. The first time any model moves within 1" of that terrain feature, they trigger booby traps and their unit suffers D3 mortal wounds (D6 if they Advanced this turn). In addition, roll a D6: on a 4+ that terrain feature is now classed as dangerous terrain.

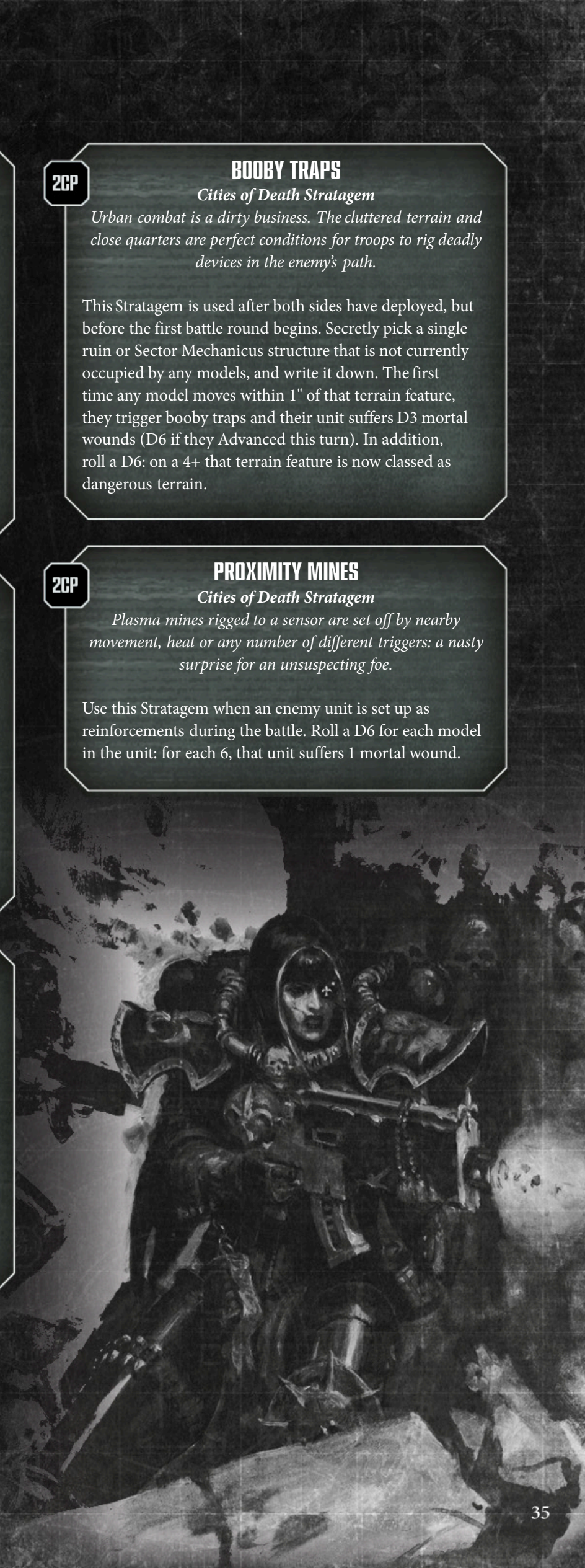
PROXIMITY MINES

2CP

Cities of Death Stratagem

Plasma mines rigged to a sensor are set off by nearby movement, heat or any number of different triggers: a nasty surprise for an unsuspecting foe.

Use this Stratagem when an enemy unit is set up as reinforcements during the battle. Roll a D6 for each model in the unit: for each 6, that unit suffers 1 mortal wound.



URBAN BATTLEZONES

So long as you and your opponent agree, any Cities of Death battle can use one or more of the three Urban Battlezone rules sets on these pages. These rules allow you to recreate battles that are fought in cityscapes that are even more hostile and hazardous to the combatants than usual. These can be used in addition to, or instead of, any other Battlezone rules.

Battlezone: Industrial Worlds

Some rules presented in Battlezone: Industrial Worlds (printed first in *Chapter Approved: 2017 Edition*) also feature as part of the rules found in this book (for example, the rules for Height Advantage on page 29). As a result, if you are using Battlezone: Industrial Worlds in conjunction with Cities of Death, the rules published in this book take precedence.

URBAN BATTLEZONE: INFESTATION

Unbeknownst to either army, the shattered ruins of this city district have become infested with foul creatures. Warriors must contend not only with enemy forces, but bestial hunters that lurk in the shadows of buildings, or that can burst from sewers to claw and savage their prey.

Infested City: Before the battle, the players jointly must gather at least four infestation units. These can be any units that have a Power Rating of 10 or less, but we recommend that players select units that do not share Faction keywords with any units from their own armies.

In matched play games, infestation units can be any of the following units: **BEAST** units, **SWARM** units, **GENESTEALER** units, **LICTORS**, **SPORE MINES** or **POXWALKERS** . In open play and narrative play games, infestation units can be any unit, and players are encouraged to choose forces that best suit their own story, irrespective of their Power Rating. Perhaps a pack of Helbrutes is rampaging through the city slaying all in their path, or an Officio Assassinorum Execution Force lurks in the ruins ready to strike. Your choice is limited only by your miniatures collection.

Lurking in the Shadows: Before either side deploys, you must first infest the city. To do so, you will need six objective markers: if there are fewer than six objective markers on the battlefield, the players must alternate setting up extra objective markers on different ruins or Sector Mechanicus structures until there are six (these extra objective markers have no effect on any victory conditions). The players then randomly select three different objective markers, setting up a randomly selected infestation unit on each (all models in an infestation unit must be set up within 6" of their objective marker).

Infested Sewers: Each time a player sets up a unit using the Sewer Rats Stratagem (pg 35), roll a D6 for each model in that unit: for each roll of 1, one model, chosen by the controlling player, was slain by the creatures infesting the sewers. In addition, at the end of each battle round, both players roll a D6. If the combined score is less than 6, a new infestation unit is set up on the battlefield. The players roll off and the winner sets up a new, randomly selected infestation unit anywhere on the battlefield at street level that is more than 9" from any other unit and is not within a ruin or a Sector Mechanicus structure.

Infestation Units: Infestation units are treated as enemy units by both players. In the Fight phase, infestation units fight after all other units unless they have charged in their turn (see below). When resolving attacks or making saving throws, etc. for infestation units, we recommend your opponent rolls the dice. The Command Re-roll Stratagem cannot be used to re-roll dice rolls made for infestation units.

The Infestation Turn: At the end of each battle round, the infestation units have a 'turn'. In their Movement phase, each infestation unit will move as far as possible towards the closest objective marker (unless they are already within 3" of one), but they will not Fall Back or Advance. If they are a **PSYKER**, they will attempt to manifest *Smite* in their Psychic phase (they will never attempt to Deny the Witch). In their Shooting phase, each model will shoot at the closest visible unit. If they are within 12" of any unit in their Charge phase they will attempt to charge the closest unit. In their Fight phase, each model will target the closest unit with all of its attacks.

In all cases, infestation units will never target other infestation units, and if two units are equally close, randomly select which they will charge or target with their attacks. If any sequencing issues arise, the players roll off and the winner decides the order in which the rules in question are resolved.

URBAN BATTLEZONE: CONFLAGRATION

An inferno is sweeping across the city, flames leaping from building to building, transforming them into blazing deathtraps. Troops must battle not only with the enemy, but the fires consuming the city, fighting through flame and smoke to reach their objectives. Only the insane and the foolish can withstand the heat in such a war zone for long.

Set Ablaze: After both sides have deployed, and at the end of each battle round thereafter, the players roll off. The winner then rolls a D6 for each ruin and Sector Mechanicus structure on the battlefield that is not ablaze. Add 1 if there are any other terrain features that are ablaze within 6" of the terrain feature being rolled for. On a 6+, the terrain feature being rolled for catches ablaze and is treated as dangerous terrain for the remainder of the battle.

Flames Intensify: When a terrain feature is set ablaze for the first time, place a 'blaze dice' on it, with the dice showing 1. At the start of each battle round, the number on each blaze dice on the battlefield increases by 1 (to a maximum of 6).

Pillars of Smoke: Models cannot see through or over terrain features that are ablaze. This means that a unit is not visible, and so cannot be targeted, if a terrain feature that is ablaze is in between it and the firing model. Units that are on or within a terrain feature that is ablaze can be seen and targeted normally.

Consumed by Fire: At the end of the battle round, after rolling to see if any terrain features are set ablaze, each player must roll a dice for each of their models that is entirely on or within a terrain feature that is ablaze. Add the result of that terrain feature's blaze dice to the score. For each roll of 7+ that model's unit suffers 1 mortal wound.

STRATAGEMS

In this Battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagems:

1CP

FIREFIGHTERS

Conflagration Stratagem

Use this Stratagem at the start of your Shooting phase. Select an **INFANTRY** unit that is on or within a terrain feature that is ablaze. That unit cannot make any attacks this phase, but immediately decrease the blaze dice of the terrain feature it is on or within by 1 (to a minimum of 1).

1CP

ARSONISTS

Conflagration Stratagem

Use this Stratagem at the start of your Shooting phase. Select a ruin or Sector Mechanicus structure that is within 6" of a unit from your army. That unit cannot make any attacks this phase. If the terrain feature is ablaze, immediately increase the blaze dice of the terrain feature by 1 (to a maximum of 6). If the terrain feature is not ablaze, it is instead set ablaze.

URBAN BATTLEZONE: POLLUTION

A dense layer of poisonous smog covers the city, shrouding everything in thick clouds of toxic dust. Acid rain pours onto the streets below, exposed flesh sizzling and burning in the deluge. Centuries of such pollutants have compromised the integrity of the buildings themselves, their crumbling walls and weakened floors liable to collapse at any moment.

Acid Rain: Subtract 1 from the Toughness characteristic of models unless their unit is entirely on or within a ruin or Sector Mechanicus structure, or they are a **MONSTER**, or they are a **VEHICLE** with a Toughness characteristic of 7 or more that does not have the Open-topped ability.

Shrouding Smog: Targets are obscured even if they are completely visible to the firing model or they have the Flyer Battlefield Role. In addition, the maximum range of Rapid Fire, Assault and Heavy weapons is halved in this Battlezone.

Crumbling City: All ruins and Sector Mechanicus structures are dangerous terrain (pg 29). In addition, terrain features that would provide hard cover instead only provide soft cover, unless the Reinforced Position Stratagem (pg 32) is used.

STRATAGEMS

In this Battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagem:

1CP

BLIND FIRING

Pollution Stratagem

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Rapid Fire, Assault and Heavy weapons fired by this unit this phase can shoot up to their full range, but will only hit targets over half their maximum range on hit rolls of 6, irrespective of any modifiers that may apply.

CITIES OF DEATH NARRATIVE PLAY

THE GAUNTLET

The defender's forces have been cut off and surrounded. Rather than stay and fight, they decide to break out in the dead of night before the attacker can tighten the noose. The opposing side must try to prevent them slipping away under the cover of darkness.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. Neither army can include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's. This mission works best with ground-based armies that contain few, if any, units that can FLY.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 27.

DEPLOYMENT

After terrain has been set up, the Attacker sets up their army and then the Defender sets up their army. A player's models must be set up wholly within their deployment zone, and the Attacker must set up as equal a number of units as possible in each of their two deployment zones.

CUT OFF AND SURROUNDED

The Defender cannot use any abilities or Stratagems that allow their units to be set up off the battlefield and arrive as reinforcements later.

FIRST TURN

After both sides have deployed, the Defender rolls a D6: on a 6 the Defender has the first turn, otherwise the Attacker has the first turn.

DAWN RAID

This mission uses the Dawn Raid rules (pg 31).

ESCAPE ROUTE

Any Defender unit can move off the battlefield edge labelled 'Escape Route' so long as all of its models can move off the board in the same phase. Any units that do so have escaped the ambush – they are removed from the battlefield and take no further part in the battle.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 31) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, add up the Power Ratings of all the Defender's escaped units (see Escape Route, above) and compare this to the Power Level of their army (count the entire unit's Power Rating, even if only a single model escaped). If the combined Power Rating of the escaped units is one third or more of the army's Power Level, the Defender wins a major victory. Any other result is a major victory for the Attacker.

CITIES OF DEATH NARRATIVE PLAY

TOTAL DEVASTATION

A single city ruin is being used as a safe house and strongpoint for the defender's senior leaders. The attacker is under orders to locate and destroy this haven, and is fully prepared to flatten the entire block to accomplish their mission.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. The Defender's army can include up to one Fortification and the Attacker's army cannot include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 27. After terrain has been set up, the Defender must set up 6 objective markers. Each must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT

After terrain has been set up, the Defender sets up their army using the Concealed Deployment rules (pg 31) and then the Attacker sets up their army. A player's models must be set up wholly within their deployment zone.

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 31).

FIRST TURN

The players roll off and the winner chooses who has the first turn.

STRONGPOINT

The Defender has 6 additional Command Points in this mission, which must all be used on the Reinforced Position Stratagem (pg 32). After reinforcing their positions, the Defender must secretly pick one objective marker to denote their strongpoint.

RAZE AND RUIN

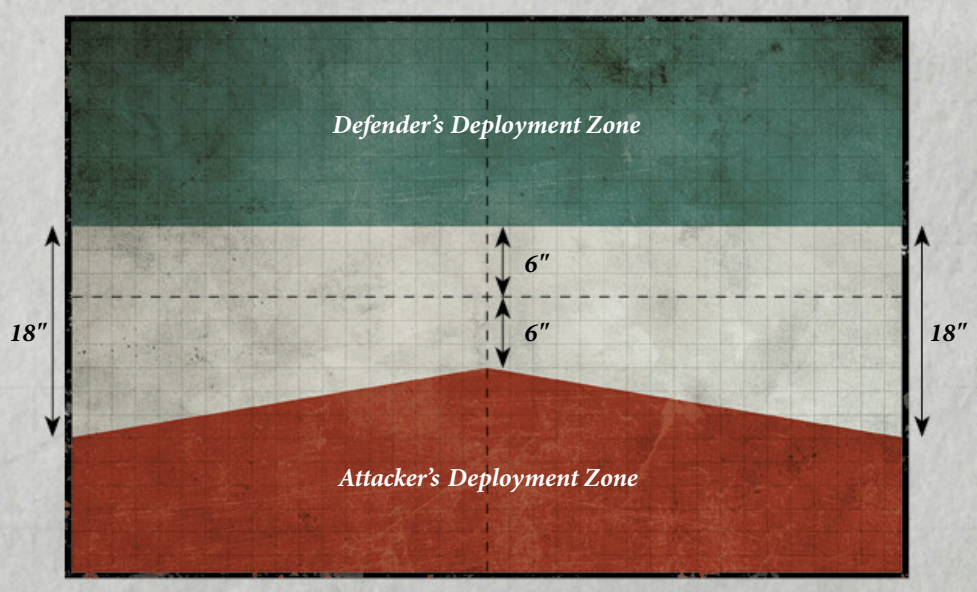
The Attacker can use the Demolitions Stratagem (pg 34) for free (i.e. it costs 0 CPs) and can do so any number of times during the battle.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 31) to determine how long the battle lasts.

VICTORY CONDITIONS

If, at the end of the battle, the Demolitions Stratagem has been used on the Defender's strongpoint, or the terrain feature containing the strongpoint has become dangerous terrain (as the result of, for example, the Wrecker or Siege Shell Stratagem) the Attacker wins a major victory. Any other result is a major victory for the Defender.



CITIES OF DEATH NARRATIVE PLAY

RELIEF FORCE

A unit occupying a vital building has been cut off and isolated. They have held out for days against several waves of attackers, but now the odds stacked against them seem insurmountable. A relief force has been sent to secure the building and save the garrison before the enemy overwhelms their position.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. The Defender's army can include up to one Fortification (but not a **BUILDING**) and the Attacker's army cannot include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 27. Ensure that there is at least one ruins or Sector Mechanicus structure wholly within 12" of the centre of the battlefield to be the Vital Building. The streets and roads around this building should contain plenty of barricades and obstacles to represent this building's outer defences. After terrain has been set up, the Defender sets up 1 objective marker on or within the Vital Building.

DEPLOYMENT

After terrain has been set up, the Defender sets up one or two **INFANTRY** units from their army entirely on or in the Vital Building. If the Defender's army includes a Fortification, they set this up within 6" of the Vital Building. The remainder of the Defender's army starts in Reserves (pg 31). The Attacker then sets up their army wholly within their deployment zone.

FIRST TURN

The Attacker has the first turn.

RELIEF FORCES

When the Defender's units arrive from Reserves, they are set up wholly within 6" of the Defender's battlefield edge (units may still use any abilities they may have that allow them to arrive elsewhere, such as 'Teleport Strike').

VITAL BUILDING

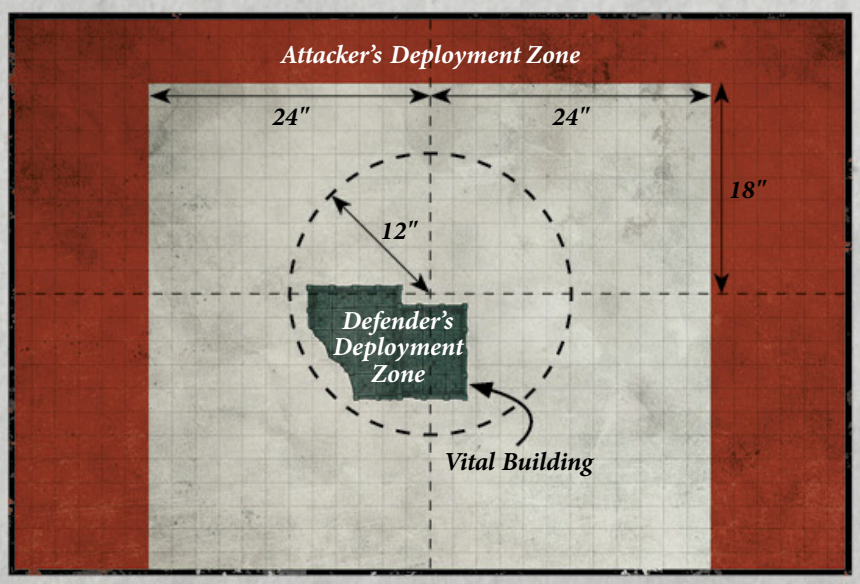
The Defender has 1 additional Command Point in this mission. Neither player can use the Demolitions Stratagem (pg 34) on the Vital Building objective marker.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 31) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins a major victory if they control the Vital Building objective marker. Any other result is a major victory for the Defender.



CITIES OF DEATH NARRATIVE PLAY

GRAND ASSAULT

After weeks, months or even years of brutal urban conflict, the opportunity has arisen for one army to strike a decisive blow, either to push the invaders out of their city or alternatively to crush the last vestiges of resistance.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. The Defender's army can include up to one Fortification and the Attacker's army cannot include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 27. After terrain has been set up, the Defender must set up 6 objective markers in their deployment zone. Each must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT

After terrain has been set up, the Defender sets up their entire army, and then the Attacker sets up their entire army. A player's models must be set up wholly within their deployment zone.

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 31).

FIRST TURN

The Defender has the first turn.

PLANT THE FLAG

Once the Attacker's army controls an objective marker, it remains under their control for the remainder of the game, even if the unit that was controlling it moves away or is destroyed, and the Defender can never regain control of it. Note that whilst the Attacker continues to control the objective marker, the unit itself does not.

SUSTAINED ASSAULT

The Attacker uses the Sustained Assault rules (pg 31). Each time one of the Attacker's replacement units arrives, roll a D6: on a 1-5, set up the unit so that it is wholly within 6" of the Attacker's battlefield edge. On a 6, set up the unit wholly within 6" of any battlefield edge.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 31) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins a major victory if they control all the objective markers on the battlefield. Any other result is a major victory for the Defender.

Attacker's Battlefield Edge

CITIES OF DEATH NARRATIVE PLAY

THUNDER RUN

The attacker aims to demoralise the defenders by way of an imposing incursion along the city's main thoroughfare. However, if the defenders prove uncowed they may be able to mount a counter-attack, perhaps striking a critical blow to the attacker's strength.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. Neither army can include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's. This mission works best with ground-based armies that contain few, if any, units that can **FLY**.

After choosing their army, the Attacker must select 1-3 of their units to be Thunder Run units: these units are attempting to advance down the city's thoroughfare. Thunder Run units cannot move into ruins or Sector Mechanicus structures for any reason.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 27. Ensure that the two short edges of the battlefield are connected by a street or road that is sparsely littered with obstacles.

DEPLOYMENT

After terrain has been set up, the Defender sets up their army using the Concealed Deployment rules (pg 31) and then the Attacker sets up their army. A player's models must be set up wholly within their deployment zone. Thunder Run units must be set up on streets or roads.

LET THEM SEE OUR ADVANCE, LET THEM TREMBLE

The Attacker cannot use any abilities or Stratagems that allow their Thunder Run units to be set up off the battlefield and arrive as reinforcements later. Thunder Run units cannot embark onto **TRANSPORTS**.

FIRST TURN

After both sides have deployed, the Defender rolls a D6: on a 6 the Defender has the first turn, otherwise the Attacker has the first turn.

VICTORY ROUTE

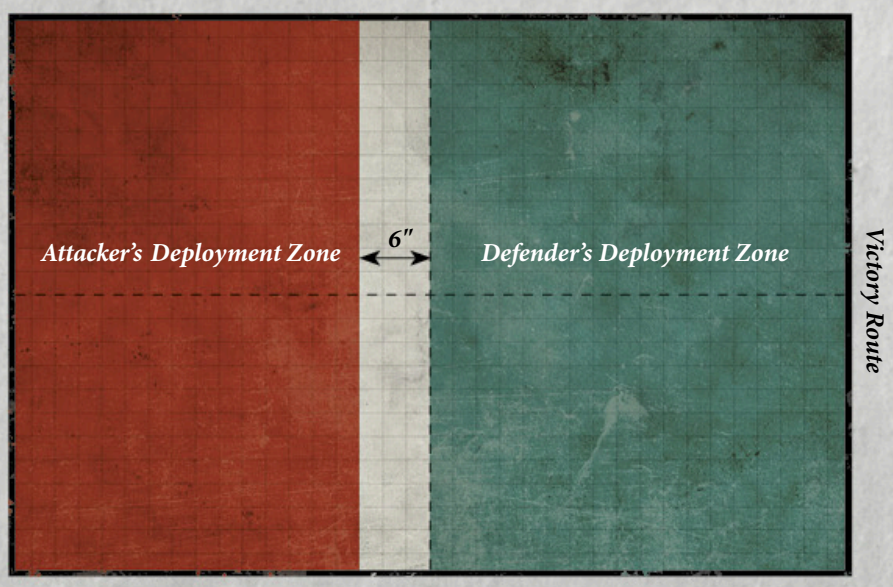
Any Thunder Run unit can move off the battlefield edge labelled 'Victory Route' so long as all of its models can move off the board in the same phase. Any units that do so have successfully completed their Thunder Run – they are removed from the battlefield and take no further part in the battle.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 31) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins a major victory if any of their Thunder Run units complete their Thunder Run. Any other result is a major victory for the Defender.



CITIES OF DEATH NARRATIVE PLAY

DECAPITATION

A small, fast-moving attack force has infiltrated deep within hostile territory. Their mission is to destroy the enemy command structure and swiftly exfiltrate the battlefield, severing the head of the opposing army and leaving their foes reeling in confusion.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. Neither army can include any Fortifications. This mission works especially well when the Defender's Power Level is at least twice that of the Attacker.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 27.

DEPLOYMENT

After terrain has been set up, the Defender sets up their Warlord and up to one third of their remaining units using the rules for Concealed Deployment (pg 31). The remainder of the Defender's army starts in Reserve (pg 31). The Attacker then sets up their army wholly within their deployment zone.

FIRST TURN

After both sides have deployed, the Defender rolls a D6: on a 6 the Defender has the first turn, otherwise the Attacker has the first turn.

TIMED STRIKE

At the start of the first battle round, the Attacker chooses whether or not the Dawn Raid rules (pg 31) will be used in the battle.

TARGET SIGHTED

In this mission, the Attacker can use the Master Snipers Stratagem (pg 34) for free (i.e. it costs 0 CPs).

DELAYED REINFORCEMENTS

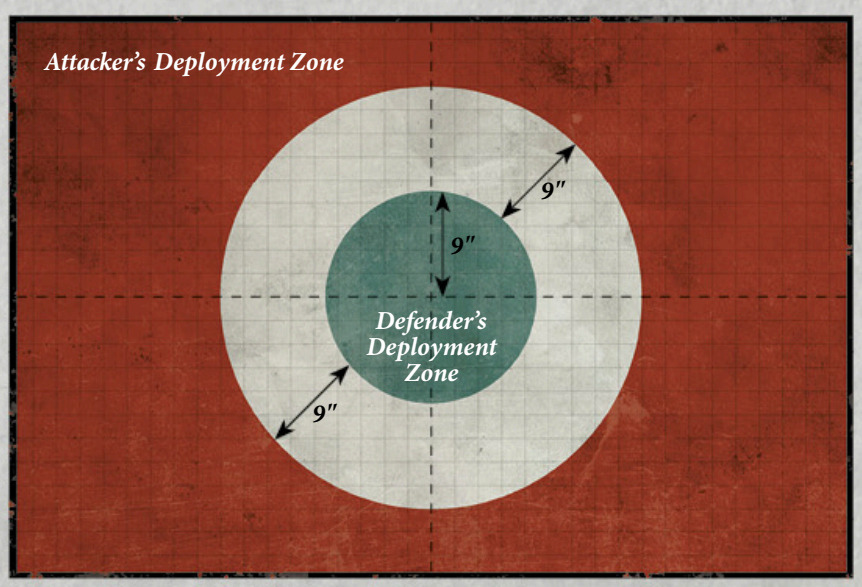
The Defender must subtract 1 from all Reserve rolls they make in this mission. When the Defender's units arrive from Reserves, they are set up wholly within 6" of any battlefield edge (units may still use any abilities they may have that allow them to arrive elsewhere, such as 'Teleport Strike').

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 31) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, if the Defender's Warlord has been destroyed, the Attacker wins a major victory. Any other result is a major victory for the Defender.



MATCHED PLAY

‘TRUST NOT THE XENOS, FOR THEY WISH TO TAKE WHAT IS OURS. TRUST NOT IN FLESH, FOR IT IS WEAK AND CORRUPTIBLE. PERFORM WELL THE RITES TO GUARD AGAINST MALFUNCTION AND PUT THY TRUST IN THE MACHINE GOD. ONLY THROUGH HIS DIVINE WEAPONRY MAY OUR SALVATION BE OBTAINED.’

- Excerpt from Litnus Aeternitas

NEW BATTLEFRONTS

Pitting two Battle-forged armies against one another, matched play missions are as level a playing field as you can get in your Warhammer 40,000 games. Victory will go to the commander who has fortune, strategy and cunning on their side, and each new mission you play is an opportunity to master all three.

The matched play missions available in the *Warhammer 40,000* rulebook give players a wide range of strategic challenges, from the tightly controlled scenarios of Eternal War, to the rapidly shifting battlefield challenges of Maelstrom of War. Every warlord worth their name relishes new strategic challenges, however. Tried and tested tactics must be revised, or whole new routes to victory found. Units that seemed, at first glance, to lack the utility you desired suddenly come into their own as their abilities on the tabletop are proved invaluable. On the following pages you will find just such a range of exciting new opportunities to crush your foes.

PLAYING NEW MISSIONS

This section includes twelve new matched play missions: six Eternal War missions and six Maelstrom of War missions. You can agree with your opponent which set of matched play missions to use, or you can roll off, and whoever rolls highest can choose which set to use, be it one from this book or the *Warhammer 40,000* rulebook.

Having decided the set you wish to use, you can either select one of its six missions, or roll a D6 to randomly select one using the appropriate table. The table for the matched play missions in this book is below.

	ETERNAL WAR	MAELSTROM OF WAR
D6	MISSION	MISSION
1	Vital Intelligence (pg 48)	Disruptive Signals (pg 54)
2	Narrow the Search (pg 49)	Decapitation Strike (pg 55)
3	Cut Off the Head (pg 50)	Strategic Gamble (pg 56)
4	The Four Pillars (pg 51)	Tactical Cascade (pg 57)
5	Supplies from Above (pg 52)	Visions of Victory (pg 58)
6	Beachhead (pg 53)	Scars of Battle (pg 59)

MATCHED PLAY MISSION RULES

Click here to go to the Chapter Approved 2019 Matched Play Mission Rules.

ETERNAL WAR

VITAL INTELLIGENCE

Important tactical information must be captured. Several key data-terminals have been detected, but they have been damaged in the fighting and you cannot reliably tell when each will be processing the intelligence you need.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

The players first place five objective markers as follows: the first objective marker is placed in the centre of the battlefield. Next, four imaginary lines are drawn between the centre of the battlefield and each corner of the battlefield: another objective marker is placed halfway along each of these lines, until there are five objective markers on the battlefield in total. The players then roll off and the winner individually numbers the objective markers 1 through 5.

Once all the objective markers have been placed and numbered, the players then create the rest of the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6 they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Capture the Data: At the start of each battle round, the player who had the first turn rolls a D6 (this cannot be re-rolled for any reason). On a 6, all objective markers are active for that battle round. On any other result, the objective marker which corresponds to the number rolled is active for that battle round. At the end of the battle round, each player scores a number of victory points equal to the number of objective markers they control. Each objective marker is worth 1 victory point; active objective markers are worth 2 victory points instead. In this mission, a player controls an active objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

NARROW THE SEARCH

Orbital scanners are locating a powerful relic. You must secure the area while they narrow their scans to its exact location, for it is hidden by a disruptive null field. The enemy is hunting it too, however, and must be driven away from the final location.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players then place one objective marker in the centre of the battlefield.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

NULL FIELD

Invulnerable saving throws cannot be made for units that are within 12" of the objective marker.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Zeroing In: At the end of each battle round, the player who controls the objective marker scores 1 victory point. A player controls the objective marker if they have more models within the specified distance of it than their opponent does. At the end of battle round 1, this distance is 18", and it shrinks by 3" at the end of each battle round, to a minimum of 3". So the player with the most models within 15" of the centre of the objective marker at the end of battle round 2, within 12" at the end of battle round 3, and so on, controls the objective marker.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

THOSE WITH PURPOSE DO NOT NEED UNDERSTANDING. FOR THE EMPEROR SEEKS MOST THEY WHO OBEY WITHOUT QUESTION.

+++

+++

BY SHOWING THE ENEMY THE SEVERED HEAD OF THEIR LEADER, YOU SHOW THEM ALSO THE STRENGTH OF THE EMPEROR.

+++

ETERNAL WAR

CUT OFF THE HEAD

Your commanders were gathering for a crucial tactical meeting when battle was joined. Your leaders must survive to preserve the information they carry, or else transmit it back to headquarters, whilst preventing the enemy commanders from doing so.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

Each player then allocates 3 Intel Points, as evenly as possible, between the **CHARACTERS** in their army, and notes this down on their army roster. If your army has no **CHARACTERS**, 1 Intel Point is instead allocated to your Warlord.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players then place one objective marker in the centre of the battlefield.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Crucial Intel: At the end of the third battle round, and at the end of each battle round thereafter, each player adds up the number of Intel Points allocated to models from their army that are currently on the battlefield, or that are currently embarked within a **TRANSPORT** that is on the battlefield; this is the number of victory points that player scores.

Transmit Intel: Starting from the second battle round, a player scores 1 victory point if they control the objective marker at the start of their turn. A player controls this objective marker if they have more **CHARACTERS** that have had Intel Points allocated to them within 3" of the objective marker than their opponent does (other units cannot control objective markers; ignore them when determining who controls the objective marker in this mission).

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

THE FOUR PILLARS

Strange and ancient alien pillars dominate this battlefield. While these are in your possession, their energies can be siphoned off and stored to power weapons of unimaginable destruction.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

First the players place four objective markers as follows. Draw imaginary lines from the centre of the battlefield towards each corner of the battlefield and place an objective marker 15" from the centre of the battlefield along each of these lines.

Once all the objective markers have been placed, the players then create the rest of the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

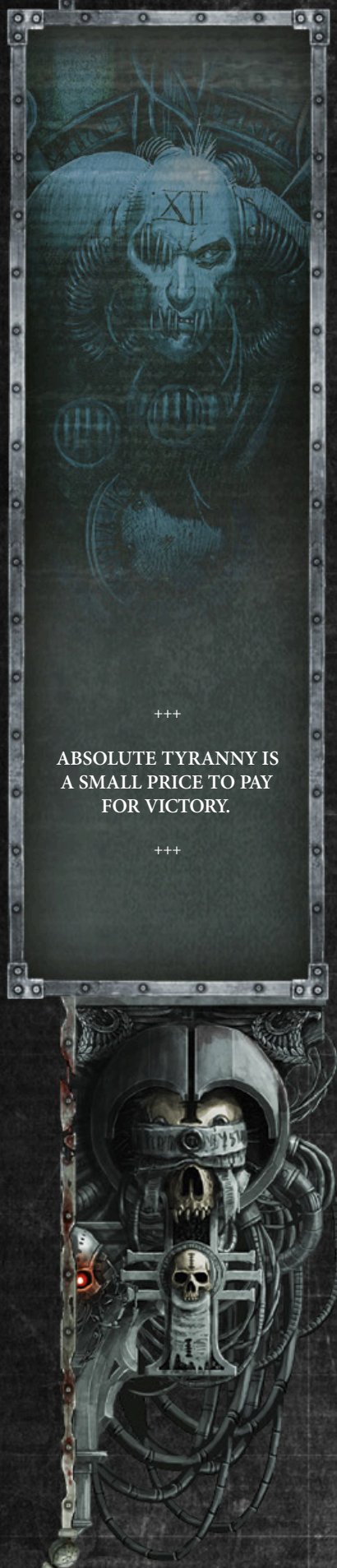
Siphon Power: At the end of each battle round, if one player controls more objective markers than their opponent, they score 1 victory point. If they control all four objective markers, they score 3 victory points instead. A player controls an objective marker if they have more models with the Troops Battlefield Role within 3" of it than their opponent does (other units cannot control objective markers; ignore them when determining who controls each objective marker in this mission).

No Prisoners: At the end of each battle round, a player scores 1 victory point if more units from their opponent's army were destroyed during that battle round than from their own army.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



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WE SEEK NOT PROGRESS OR UNDERSTANDING, BUT ONLY VICTORY IN THE NAME OF THE EMPEROR.

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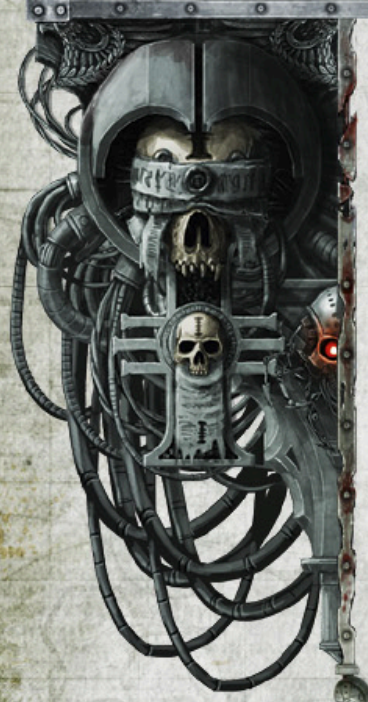


ETERNAL WAR

SUPPLIES FROM ABOVE

Valuable supplies are being delivered in slow-fall drop canisters. You must secure the landing sites, although these are hard to judge from the ground, so your forces must be ready to react and secure them while driving the enemy away from these locations.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players then roll off and, starting with the winner, alternate placing objective markers until four have been placed. Each objective marker can be placed anywhere on the battlefield, as long as each is more than 12" from any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off again and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

DRIFTING ON THE WIND

At the start of each battle round, starting with the player who has the first turn, alternate picking objective markers; for each objective marker, each player rolls a D6. The player who scores highest can move that objective marker up to 3" (they can be moved over models and terrain, but they cannot end the move on top of models, and cannot leave the battlefield – if they would, reduce the distance they are moved by the minimum amount necessary). If the results are tied, that marker is not moved this battle round. The players should then repeat this process for each of the other objective markers.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Secure Supplies: Starting from the second battle round, each player scores 1 victory point for each objective marker they control at the start of their turn. A player controls an objective marker if they have more models within 3" of it than their opponent does. However, if only one player has models that can **FLY** (excluding those with the Flyer Battlefield Role) within 3" of the objective marker, they control it, regardless of the number of nearby enemy models.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

BEACHHEAD

You must capture a key point in enemy territory while securing your own borders against their attacks. If you seize the enemy's territory but lose your own, there is no advantage gained.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players place one objective marker in the centre of the battlefield.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook), then picks one of the deployment zones for their army and sets up an additional objective marker within it. Their opponent uses the other deployment zone, and likewise sets up an additional objective marker within it. Neither of these objective markers can be set up within 8" of any battlefield edge or within 12" of any other objective marker.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Push Them Back: Starting from the second battle round, each player scores a number of victory points for each objective marker they control at the start of their turn. A player scores 1 victory point if they control the objective marker in their own deployment zone, 2 victory points if they control the objective marker in the centre of the battlefield, and 3 victory points if they control the objective marker in their opponent's deployment zone. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

THERE WILL ALWAYS BE SHADOWS, BUT NO DARKNESS CAN SURVIVE THE BLINDING LIGHT OF THE EMPEROR'S HATE.

+++

MAELSTROM OF WAR

DISRUPTIVE SIGNALS

In the chaos of battle, orders will often be disrupted by the enemy, misinterpreted, or undelivered, leaving even the soundest strategy at risk of failure – an experienced commander knows never to rely on a single plan.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives (inform your opponent of your choice). If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

STRATAGEM

Players can use the following Stratagem:

1CP **SIGNAL INTERRUPT**

Maelstrom of War Stratagem

Use this Stratagem after your opponent generates Tactical Objectives. Select one of their active Tactical Objectives – it can't be achieved this turn.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

DECAPITATION STRIKE

If you want to disrupt your opponent's plans, kill their leaders. For each commander you slay, a portion of the enemy's strategy crumbles away, until your forces sweep them aside.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. At the start of a player's turn, they must generate 3 Tactical Objectives. A player cannot have more than 6 active Tactical Objectives at any one time (stop generating new Tactical Objectives if a player reaches this limit).

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives (inform your opponent of your choice). If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

HIGH VALUE TARGETS

Each time a **CHARACTER** is slain, the controlling player must randomly select one of their active Tactical Objectives and discard it. If a Warlord is slain, the controlling player must instead randomly select D3 of their active Tactical Objectives and discard all of them.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

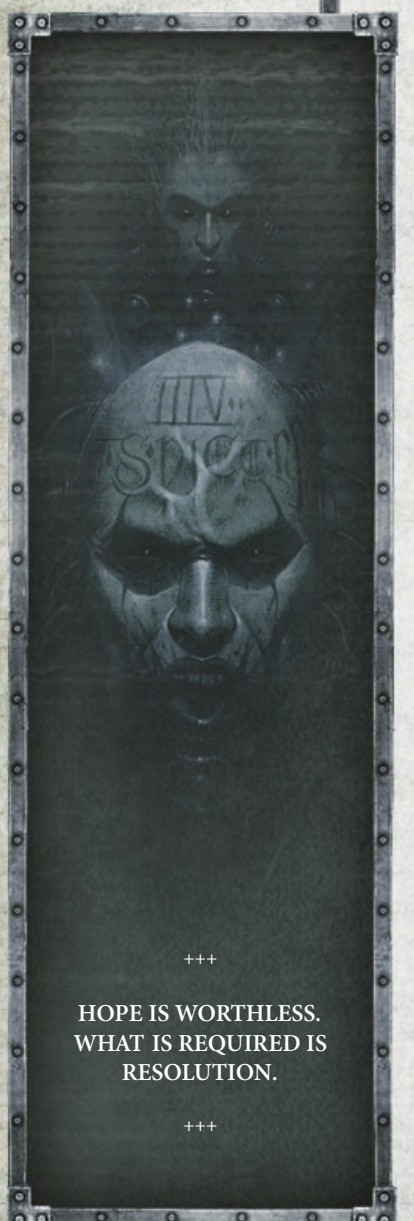
First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

THE INNOCENT MUST BE SACRIFICED TO ENSURE THAT THE GUILTY ARE PUNISHED.

+++



MAELSTROM OF WAR

STRATEGIC GAMBLE

Often success in battle will come down to being in the right place at the right time, and hardened veterans know well that a daring manoeuvre can turn the tide of an entire war.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives (inform your opponent of your choice). If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

TAKE A CHANCE

At the start of each player's turn, after they have generated new Tactical Objectives (if any), that player can choose to discard 2 of their Tactical Objectives to generate a new one. If that player is able to achieve the newly generated Tactical Objective by the end of this turn, they score double the number of victory points for that Tactical Objective.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

TACTICAL CASCADE

Victories can often lead to overconfidence. For every success, more responsibility will be placed upon your shoulders. You will need to adapt to this greater responsibility, or be buried by it.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives (inform your opponent of your choice). If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. At the start of a player's first turn, they must choose 2 Tactical Objectives – they automatically generate these Tactical Objectives. At the start of each of their turns after their first, they must generate 2 Tactical Objectives for each Tactical Objective they achieved in the previous battle round; a player cannot generate more than 6 a turn.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

The battle ends immediately once a player has achieved their 25th Tactical Objective. Otherwise, at the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Burden of Command: Each player loses 1 victory point for every 3 active Tactical Objectives they still have (rounding down) at the end of the battle.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

WITHOUT PURPOSE AND DIRECTION, ZEAL IS WASTED. LET THE EMPEROR'S HATE BE YOUR GUIDE.

+++

+++

IN AN HOUR OF DARKNESS A BLIND MAN IS THE BEST GUIDE. IN AN AGE OF INSANITY LOOK TO THE MADMAN TO SHOW THE WAY.

+++

MAELSTROM OF WAR

VISIONS OF VICTORY

Communications have broken down. Unable to reach any higher authority, you must rely on the advice of your ambitious subordinates to best direct your forces. You can only hope that their advice is well informed.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives. If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

UNRELIABLE ADVICE

Whenever a player is required to generate a Tactical Objective, they must instead generate two Tactical Objectives and their opponent selects which one they must keep. The other one is discarded, but can potentially be generated again later in the battle.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

SCARS OF BATTLE

The battle has raged long and hard. Your communications are unreliable, vital equipment has been lost and even the warriors under your command are fatigued beyond measure. Despite this, a vital opportunity to defeat the foe has arisen. Seize it!

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

LOST COMMUNICATIONS

At the start of the first battle round, but before the first turn begins, each player rolls a D6. On a 1, that player cannot generate Tactical Objectives numbered 11-16 in this mission, on a 2 that player cannot generate Tactical Objectives numbered 21-26, and so on. If a player is using Tactical Objective cards, remove these cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, immediately generate a new Tactical Objective to replace it.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives. If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

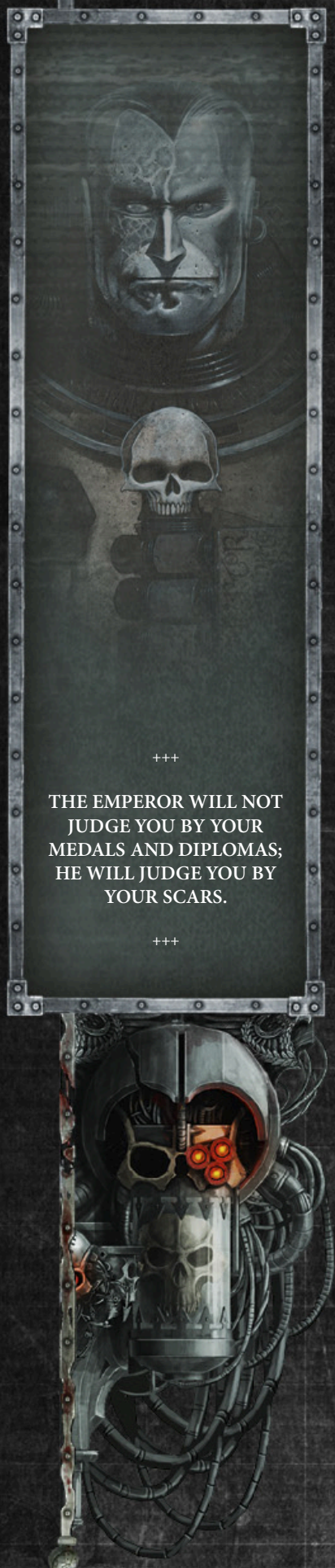
VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



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THE EMPEROR WILL NOT JUDGE YOU BY YOUR MEDALS AND DIPLOMAS; HE WILL JUDGE YOU BY YOUR SCARS.

+++

WARHAMMER 40,000

CHAPTER APPROVED

2019 EDITION

GAMING IN THE 41ST MILLENNIUM

CHAPTER APPROVED

GAMING IN THE 41ST MILLENNIUM

OPEN PLAY

‘Many are the ways of war, a multiplicity its theatres. A warlord must be ready to grasp the ever-changing madness of the battlefield and force it into the shape they most desire. To hesitate is to cede the foe a chance to do this first, and in so doing to steal your righteous triumph.’

- Tactica Imperialis

OPEN WAR CARDS

One popular system of creating a custom mission for Warhammer 40,000 is using Open War cards. These provide a fast and simple way to set up a game, complete with exciting twists, ruses and sudden-death victory conditions. Presented here are alternative methods for using your Open War cards.

The Open War cards pack includes a rules insert describing one method for creating a mission with randomly generated rules. Presented here are some alternative methods of using Open War cards, which can be used to provide new challenges if both players agree.

The Battlefield, Deployment and Objective Markers rules, as described in the rules insert included with the Open War deck, still apply, and – unless specified otherwise – so do the rules for First Turn and Victory.

METHOD 1 – DRAFTING CARDS

Instead of following the normal instructions for drawing Open War cards, use the following method:

- Decide which player will be player A and which player will be player B. If you cannot decide, simply roll off, re-rolling ties. The winner of the roll-off is Player A.

- Player A takes the deck of Deployment cards, selects three of them and lays them out in front of Player B. Player B then selects one of these to be used for this mission.

- Player B then takes the deck of Objective cards, selects three of them and lays them out in front of Player A. Player A then selects one of these Objective cards to be used for this mission.

- Player A then takes the deck of Twist cards, removes the Many Paths to Victory and Double or Nothing cards, then shuffles the remaining cards and deals them into two piles. Each player then takes one of these piles, selects one Twist card and places it face down in front of them. Once both players have selected a Twist card, both players reveal their choice. Both of these Twists will apply during this mission.

Follow the rules for using Ruses and Sudden Death cards, as described in the Open War rules insert.

DESIGNER'S NOTE

Open War cards provide a fantastic variety of options, with over 60,000 potential combinations of cards. As such, you might find that you get a few odd combinations when setting up your game as described in these alternative methods for using Open War cards. You will notice that each of the methods described here involves removing certain cards from one or more of the decks, usually to avoid certain Twist cards that add new objectives on top of those already in use. If you find you still have a combination of cards that conflict with another, simply repeat that step of the set-up instructions until you have a satisfactory combination. Bear in mind, however, that Open War games will not always be completely balanced, and one player may find their objectives to be more challenging than their opponent's. This is simply one of the unique tactical challenges presented as part of the Open War card system, and makes victory under such conditions all the more satisfying!

METHOD 2 – SECRET AGENDA

Instead of following the normal instructions for drawing Open War cards, use the following method:

- Decide which player will be player A and which player will be player B. If you cannot decide, simply roll off, re-rolling ties. The winner of the roll-off is Player A.
- Player A shuffles the deck of Deployment cards and draws the top card as normal to determine the deployment map for this mission.
- Player B shuffles the deck of Objective cards and draws the top card as normal to determine the objective for this mission.
- Player A then takes the deck of Twist cards, removes the Many Paths to Victory, Double or Nothing, Set Piece Battle and Meeting Battle cards. They then shuffle the remaining cards and deal them into two piles. Each player then takes one of these piles, selects one Twist card and places it face down in front of them. At the start the battle round, each player rolls one D6. On a 4+ that player reveals their Twist card. That Twist now applies for the rest of the battle. If an effect of the Twist applies from the first battle round, treat the current battle round as the first for the purposes of that Twist.
- Player B then shuffles the Ruse cards and deals one to each player, face down. These are kept secret until they are played.
- Player A then shuffles the Sudden Death cards and deals one to each player, face down. These are kept secret until they are played.

METHOD 3 – COVERT OPERATIONS

Instead of generating Open War cards as normal, use the following method:

Decide which player will be player A and which player will be player B. If you cannot decide, simply roll off, re-rolling ties. The winner of the roll-off is Player A.

Player A shuffles the deck of Deployment cards and draws the top card as normal to determine the deployment map for this mission.

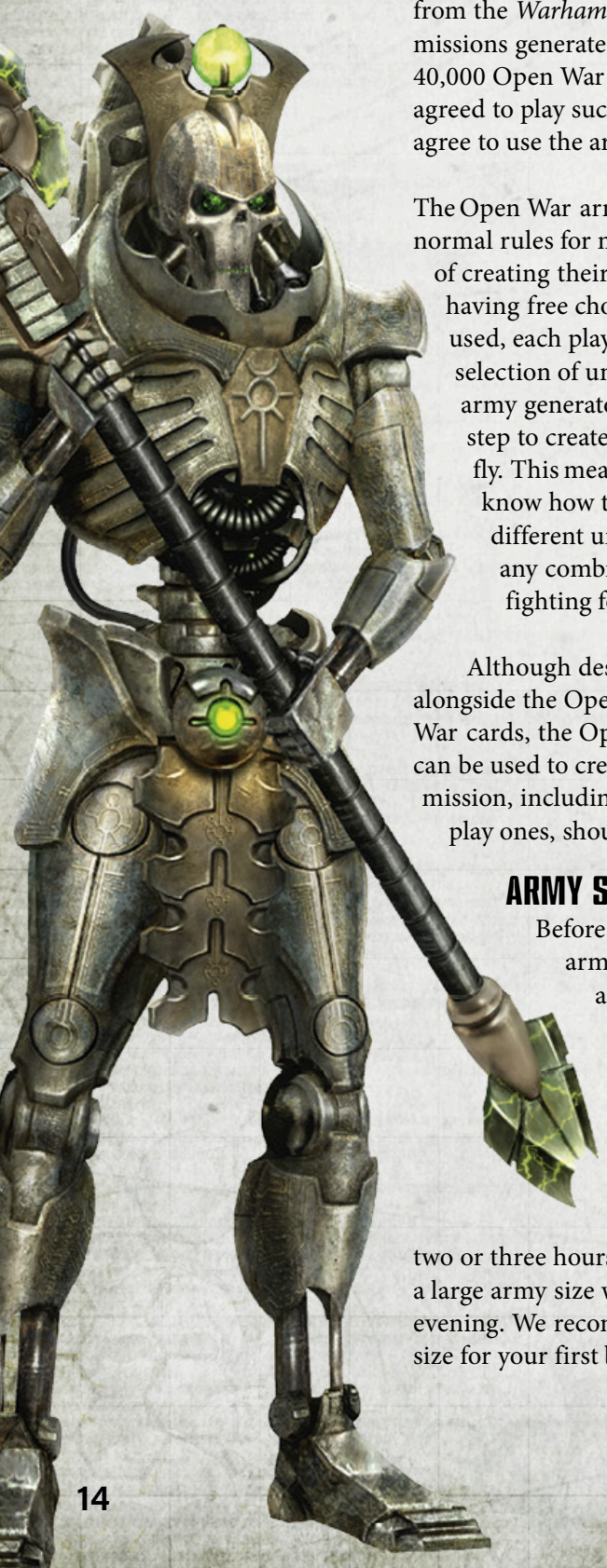
Player B then shuffles the Sudden Death cards and deals two to each player, face down. These are kept secret until they are played. Sudden Death cards must be played as soon as their conditions are met, however a player does not immediately win the battle when they play one of their Sudden Death cards. Instead, a player must play both of their Sudden Death cards to immediately win the battle.

Player A then takes the deck of Twist cards, removes the Many Paths to Victory card, shuffles the remaining cards and deals one face up. That Twist applies until the end of the battle.

The rules for using Ruses apply as described on the rules insert card included with the Open Play card pack. In this mission, the normal rules for Victory are not used.

OPEN WAR ARMY GENERATOR

In this section you will find the Open War army generator, designed for players who like the simplicity of open play games and are looking for as much variety in their forces as possible. This tool ensures your army need never be exactly the same from one battle to the next.



The army generator presented here is intended to be used alongside the Open War mission from the *Warhammer 40,000* rulebook, or missions generated using the Warhammer 40,000 Open War cards. If both players have agreed to play such a mission, they can also agree to use the army generator.

The Open War army generator replaces the normal rules for mustering an army; instead of creating their army before the battle, having free choice as to which units are used, each player will need to bring a varied selection of units to the game, using the army generator during the Deployment step to create a balanced force on the fly. This means that players will need to know how to get the best from all of their different units, and learn how to turn any combination of these into potent fighting forces.

Although designed specifically to be used alongside the Open War mission and the Open War cards, the Open War army generator can be used to create armies for any kind of mission, including narrative and matched play ones, should players agree to use it.

ARMY SIZE

Before playing a mission using the army generator, the players must agree an army size for their battle. The army size can either be small, medium or large. A battle with a small army size can be completed in an hour or two, a battle with a medium army size will take two or three hours to play, and a battle with a large army size will take a full afternoon or evening. We recommend using a small army size for your first battle using the generator.

The army size you choose will determine the Power Level limit for each player. The table below shows the Power Level limits for each army size, and the typical number of units the army will have.

ARMY SIZE TABLE

ARMY SIZE	POWER LEVEL LIMIT	TYPICAL NUMBER OF UNITS
Small	30	**5-10**
Medium	60	**8-15**
Large	90	**10-20**

TAILORED POWER LEVEL LIMITS (OPTIONAL)

Instead of picking a small, medium or large army size for your battle, you can simply choose the Power Level limit for your game, using the table above as a guideline.

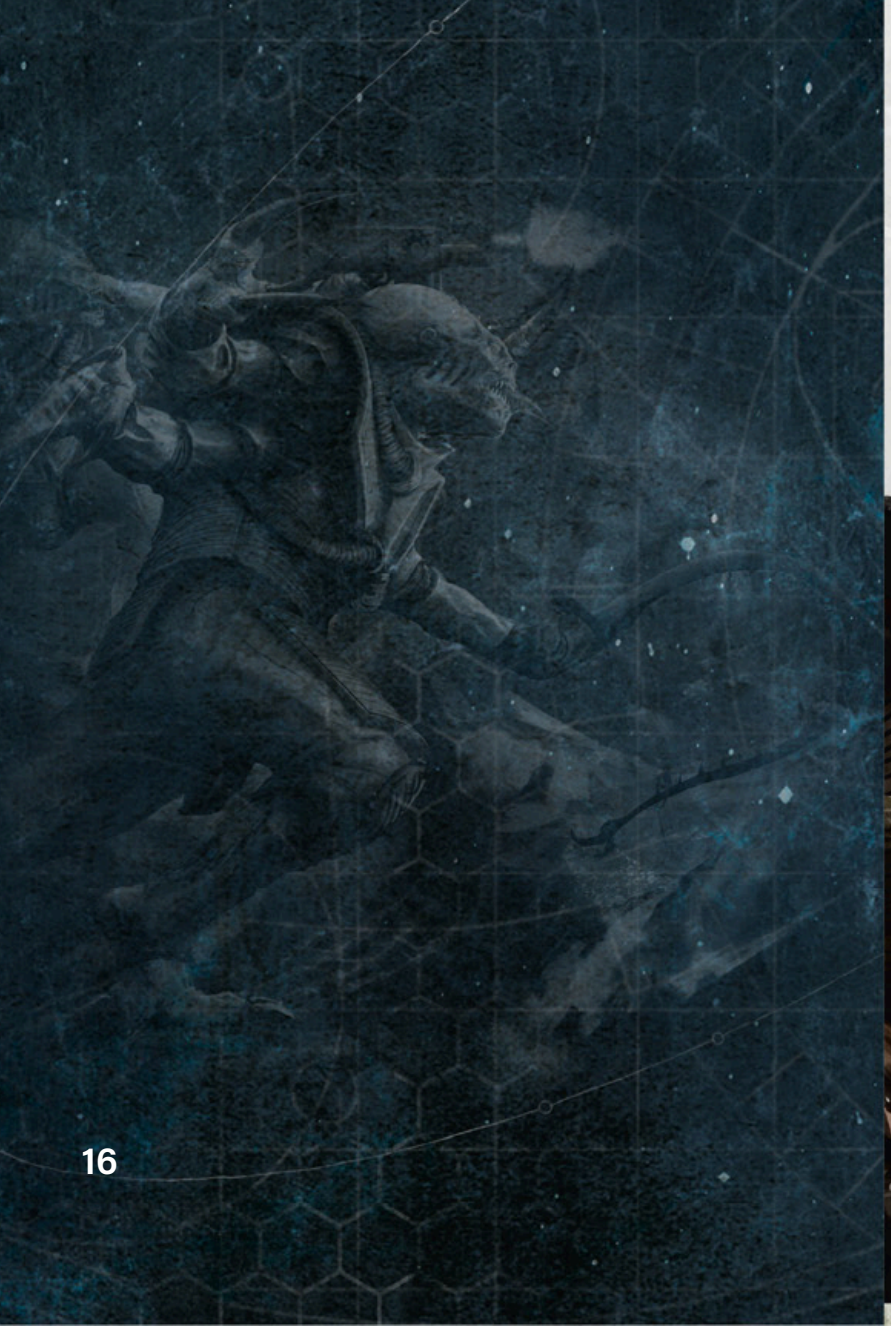
OPEN WAR CARDS

If you are using the army generator in conjunction with Open War cards, then when generating your mission, do not draw any Ruse or Sudden Death cards as described on the rules insert. Instead, these cards are drawn after deployment is complete, as described in Ruses & Sudden Death (see page 17).

Ultramarines fight furiously to hold back the advancing Necron legions, their last stand becoming more desperate by the moment.

'A good commander knows how to get the most from the assets they are assigned. They understand how to combine their infantry with their armour, their artillery with their witches, their gunships with their zealots with their war engines in order to maximise the effectiveness of all. By comparison, a great commander works the same strategic sorcery with whatever warriors and weapons are to hand, and emerges victorious no matter how unexpected the foes they face or the forces they lead.'

- Tactica Imperialis



USING THE ARMY GENERATOR

The army generator on page 18 is made up of 36 unit entries. Each unit entry details one or more types of unit, and how many of those units, that the player using the generator can include in their army (see Unit Types, opposite).

The army generator can either be used as a table that you roll on or it can be photocopied and cut out into 36 cards, which you can then shuffle and draw from. If you are rolling on it as a table, roll two dice one after the other, counting the first roll as tens and the second roll as units. For example, if the first roll was a 3 and the second roll a 4, the army generator roll would be 34. You then simply find the unit entry on the generator that corresponds to this number. If you are using cards, instead of making a roll, simply draw a card from the shuffled deck.

In the Deployment step of the mission being played, starting with the player who won the earlier roll-off, the players take it in turns to generate a unit entry using the army generator, continuing until both armies have been deployed (see Completing Deployment, opposite). When a player generates a unit entry, they must select one of the unit options listed and deploy the appropriate unit(s) from their collection wholly within their own deployment zone. Players must deploy as many units as they are able to based on the units available in their collection. Any units that a player is not able to deploy are ignored (they do not count as being destroyed).

PRE-BATTLE ARMY GENERATION (OPTIONAL)

If the players wish, they can generate their armies before the battle and just bring along the models they will be using to the game. To do this, the players must write down their rolls, or the cards they draw, and the units that they decide to use, and then alternate setting up the units in the order they were generated.

COMPLETING DEPLOYMENT

During deployment, each player must keep track of their army's Power Level. Once a generated unit entry results in a player's Power Level equalling or exceeding the Power Level limit for the battle, they can deploy the units generated by that entry, and then their army deployment is complete (they cannot make any further rolls or draw any further cards).

The opposing player can keep on generating and deploying units until a roll or card means that their Power Level also equals or exceeds the Power Level limit for the battle, at which point they can deploy the units generated by that roll or card and then their army deployment is also complete. A player must also finish their deployment if they no longer have any remaining units in their collection to deploy.

RUSES & SUDDEN DEATH

If you are using Open War cards to determine your mission, after deployment for both armies is complete, compare the Power Levels of the players' armies. If one player's army has a lower Power Level than their opponent, that player can draw one Ruse card. If one player's army has a Power Level that is at least double that of the other player's, then the player whose army has a lower Power Level can draw one Sudden Death card as well as one Ruse card.

UNIT TYPES

Rather than listing specific units, each unit entry in the army generator will tell you what type of unit, and how many of that unit, you can deploy. The table below explains each unit type.

UNIT TYPE TABLE

TYPE	DESCRIPTION
Troops*	A unit with the Troops Battlefield Role
Elites*	A unit with the Elites Battlefield Role
Fast Attack*	A unit with the Fast Attack Battlefield Role
Heavy Support*	A unit with the Heavy Support Battlefield Role
Champion	A **CHARACTER** unit that is not a **VEHICLE** or **MONSTER**
Conqueror	Any unit with the HQ Battlefield Role

* When you select one of these units, you can additionally select one unit with the Dedicated Transport Battlefield Role with enough transport capacity to transport the selected unit. This is added to your Power Level as normal.

LARGER UNITS

Many units can include additional models. When such a unit is selected, decide how many models you wish to include (as described on its datasheet) and pay the appropriate Power Rating cost.

SUBSTITUTIONS

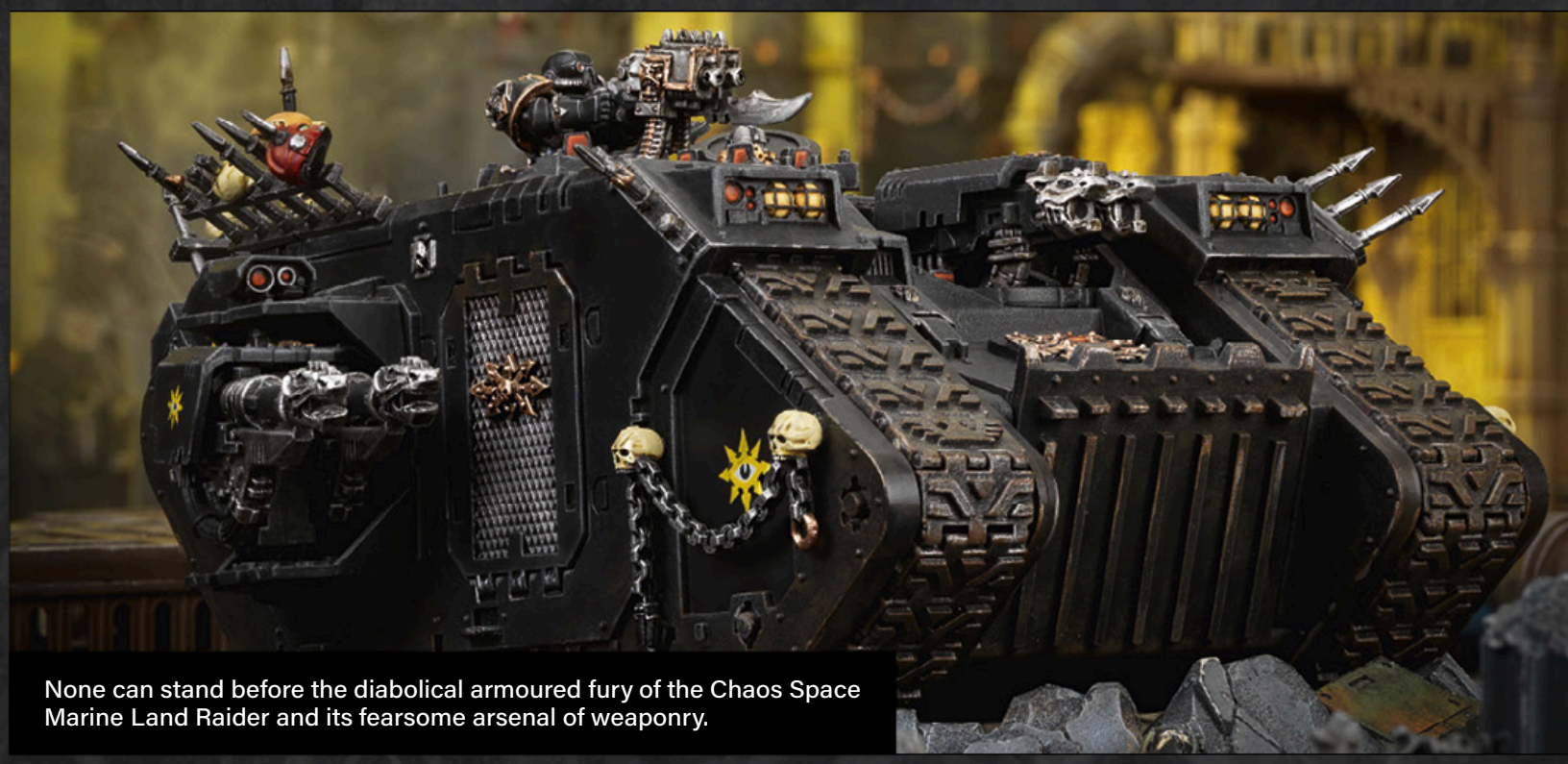
When selecting a unit from a unit entry, a player can, if they wish, choose a substitute unit instead. The following substitutions can be made:

- Instead of selecting 1 Fast Attack unit, a player can select 1 Flyer unit.
- Instead of selecting 1 Heavy Support unit, a player can select 1 Lord of War unit.

OPEN WAR ARMY GENERATOR

D66	UNIT TYPE
11	1 Troops unit
12	1 Troops unit
13	1 Elites unit
14	1 Fast Attack unit
15	1 Heavy Support unit
16	1 Champion unit
21	2 Troops units
22	2 Troops units
23	1 Troops unit or 1 Elites unit
24	1 Troops unit or 1 Fast Attack unit
25	1 Troops unit or 1 Heavy Support unit
26	1 Troops unit or 1 Champion unit
31	1 Conqueror unit
32	1 Troops unit or 1 Conqueror unit
33	2 Troops units or 1 Champion unit
34	2 Troops units or 1 Elite unit
35	Up to 3 Troops units or Elites units in any combination
36	Up to 3 Fast Attack units or Heavy Support units in any combination
41	1 Champion unit or Up to 2 Elites units
42	1 Champion unit or 1 Conqueror unit
43	1 Champion unit or 2 Troops units or 1 Elites Unit
44	1 Champion unit or 2 Troops units or 1 Fast Attack Unit
45	1 Champion unit or 2 Troops units or 1 Heavy Support unit
46	1 Conqueror unit or 2 Elites units
51	1 Conqueror unit or 2 Fast Attack units
52	1 Conqueror unit or 2 Heavy Support units
53	2 Champion units or 3 Troops units or 1 Elites unit
54	2 Champion units or 3 Troops units or 1 Heavy Support unit
55	2 Champion units or 3 Troops units or 1 Heavy Support unit
56	1 Conqueror unit or 3 Troops units or 1 Elite, Fast Attack or Heavy Support unit
61	1 Champion unit or 3 Troops units or 1 Fast Attack Unit or 1 Elites Unit or 1 Heavy Support unit
62	1 Champion unit or 3 Troops units or 1 Fast Attack Unit or 1 Elites Unit or 1 Heavy Support unit
63	1 Champion unit or 3 Troops units or 1 Fast Attack Unit or 1 Elites Unit
64	1 Champion unit or 3 Troops units or 1 Heavy Support unit or 1 Elites Unit
65	1 Champion unit or 3 Troops units or 2 Fast Attack Units or 1 Heavy Support unit
66	2 Champion units or 3 Troops units or 2 Fast Attack Units or 2 Elites Units or 2 Heavy Support units

A strike force of noble Ultramarines advance into battle behind their Captain, sworn to fight for courage and honour.



None can stand before the diabolical armoured fury of the Chaos Space Marine Land Raider and its fearsome arsenal of weaponry.

Ferrocrete whips past below as a host of Windriders from Craftworld Saim-Hann sweep into the fight.

NARRATIVE PLAY

'Myths and legends, tales of great heroes vanquishing their benighted foes; what are these but accounts of battles fought long ago and embellished over the slow count of ages? Fight well this day, my kin, and write new legends in the blood of our foe.'

- Farseer Vrachulain of Craftworld Biel-Tan

SPEARHEAD

Spearhead is an expansion for Warhammer 40,000 that brings new rules for fighting conflicts between forces of armoured vehicles on the battlefields of the 41st Millennium. In these cacophonous environments, speed, armour and big guns are the keys to victory!

Across the galaxy, wars are lost and won by decisive armoured assaults. From formations of Leman Russ battle tanks pounding the foe with their formidable cannons, to squadrons of sleek Aeldari craft swooping over the battlefield, lances of bright energy bursting from their weapons to annihilate any threats. On countless worlds, infantry must move unseen amongst the wreckage of armoured fighting vehicles, working their way closer to plant mines and grenades to cripple enemy war machines. Vast fortresses roll forwards on gargantuan tracks, crushing everything in their path as they conquer worlds. Fearsome Dreadnoughts stride into the enemies' lines, punching mighty fists through the thickest of armour plates. These are the battlefields of Spearhead – forces of armoured vehicles duelling to the death across a battlefield cratered by the heaviest of munitions, and the detonations of mortally wounded machines. Victory will only be won by those who can utilise speed, overwhelming firepower and the heavy armour of their vehicles to best effect!

Spearhead is an expansion that incorporates fast-moving vehicular warfare missions into Warhammer 40,000. In these missions, one player takes the role of the Attacker and their opponent the Defender. As a result, the missions presented in this expansion are designed primarily for narrative play, telling the story of these brutal armoured assaults. As with any game that puts players in different roles, we recommend replaying these missions, but switching the Attacker and Defender around to give both players a chance to test out a different set of tactics.

This expansion supplements the core rules with additional abilities, Warlord Traits, and Stratagems that reflect the tactics deployed when playing a Spearhead mission.

The ground shakes as the massed armoured might of the Astra Militarum rolls forth to crush the foe beneath their iron treads. No heretic shall long endure their wrath!

SPEARHEAD ABILITIES

Spearhead missions use the following additional rules:

ROADS

Forces can move quickly across streets and roads, but doing so often leaves them exposed to enemy fire.

After you have created the battlefield, the players should agree what areas count as Roads. If a **VEHICLE** model spends its entire Movement phase wholly on a Road, its Move characteristic is increased by 3" until the end of the phase. This has no effect on units that can **FLY**.

DANGEROUS TERRAIN

Even the relatively open spaces favoured by armoured commanders are full of hazards for a careless driver or pilot. Tank traps or hidden mines have all been the downfall of even the greatest tank aces in the galaxy.

Some terrain is classed as dangerous terrain. Each time a model Advances or Charges through dangerous terrain, roll a D6; on a 1, that model's unit suffers 1 mortal wound.

NARRATIVE PLAY MISSION SPECIAL RULES

Most narrative play missions use one or more additional special rules to better represent the different tactics and strategies used by Attackers and Defenders. Some of the more in-depth mission special rules are collected below and referenced by the missions that appear later.

CONCEALED DEPLOYMENT

In some battles, commanders have had time to conceal the positions of their forces from their enemy.

If a mission uses Concealed Deployment, the Defender will need a set-up marker for each unit in their army that they intend to start the battle deployed on the battlefield. You do not need any markers for units that will start the battle embarked on a **Transport**, only a marker for the transport itself. Each marker needs to be distinct (e.g. have a different number) so it can correspond to a specific unit. The Defender must write down which unit each marker represents and keep this information secret from their opponent.

When the Defender deploys their army, they set up the markers instead of their models. Once the Defender has set up all their markers, the Attacker deploys all their forces. Once this has been done, the Defender then reveals which marker corresponds to which unit, setting up the appropriate models as they do so. The first model in each unit must be placed exactly where the unit's set-up marker was placed, and the entire unit must be set up wholly within the player's own deployment zone.

DAWN RAID

Cunning commanders often attack under cover of darkness.

If your mission uses Dawn Raid, then in the first battle round, when resolving an attack made with a ranged weapon, subtract 1 from the hit roll.

PRELIMINARY BOMBARDMENT

In a major offensive, the attacker will often launch a heavy bombardment prior to the main attack.

If your mission uses Preliminary Bombardment, then at the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside Transports). On a roll of 6, that unit has been hit by a Preliminary Bombardment; that unit suffers D6 mortal wounds. **Infantry** units that are hit by a Preliminary Bombardment can choose to go to ground before the damage is determined – if they do they only suffer D3 mortal wounds, but cannot move, make shooting attacks or charge in the first battle round.

RANDOM BATTLE LENGTH

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random Battle Length, at the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time, on a roll of 4+ the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 7, or when one army has destroyed all of its foes.

RESERVES

Reserves are forces which are not directly present at the start of battle, but are available as reinforcements.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+ the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a Transport, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve.

SUSTAINED ASSAULT

Occasionally, an army will possess overwhelming superiority in numbers.

If your mission uses Sustained Assault, any of the Attacker's units that are destroyed can be brought back into play later in the battle, to represent their almost limitless supply of reinforcements. At the end of each of the Attacker's Movement phases, roll a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+ immediately set up that unit within 6" of a battlefield edge – the mission will specify which.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of their starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later, as described above.

TANK ACES

Each race of the galaxy that makes use of armoured vehicles exalts those warriors who show great skill in this type of warfare. From Commander Longstrike of the T'au Empire to Antaro Chronus of the Ultramarines, these warriors are rightly feared by their foes.

Before the battle, you can use the following Stratagem. If you do so, you must mark on your army list which unit it is being used on.

1/3CP

TANK ACE

Spearhead Stratagem

This vehicle is home to one of the greatest armour commanders your race has to offer. This veteran of countless conflicts guides the vehicles under their command with an expert eye and a killer's instinct.

Use this Stratagem before the battle. Pick one **VEHICLE** model from your army that is not **TITANIC** for 1CP or pick one **TITANIC VEHICLE** model from your army for 3CP. Add 1 to hit rolls made for that **VEHICLE** model until the end of the battle. In addition, re-roll hit rolls of 1 for friendly **VEHICLE** models whilst they are within 6" of this model. You can only use this Stratagem once per battle.

BATTLEZONE: TANK GRAVEYARD

Throughout the galaxy, numerous battlefields lie littered with the shattered hulks of ruined war machines. Whether this detritus is the result of recent conflict, or one from ages past, combatants must take care not to disturb discarded ordnance whilst navigating the burning remnants of recently slain vehicles.

So long as you and your opponent agree, any Spearhead battle can use the Spearhead Battlezone rules on this page. These rules allow you to recreate battles that are fought in an environment that is even more hostile and hazardous to the combatants than usual. These can be used in addition to, or instead of, any other Battlezone rules found in other publications.

If you choose to use this Battlezone, the following rules apply to your battle:

Unexploded Ordnance: Each time a unit Advances, roll one D6 for that unit. On a 1, that unit suffers D3 mortal wounds.

Smoke-wreathed Wasteland: After both sides have deployed, the players roll off. The winner then rolls one D6 for each terrain feature on the battlefield (other than Obstacles). On a 4+ the terrain feature being rolled for is ablaze and is treated as dangerous terrain for the remainder of the battle.

Models cannot see through or over terrain features that are ablaze. This means that a unit is not visible, and so cannot be targeted if you cannot draw a straight line, 1mm in thickness, between the attacking model and the target, without it passing over or through any part of this terrain feature. Units that are on or within a terrain feature that is ablaze can be seen and targeted normally.

SPEARHEAD MISSIONS

This expansion includes three Spearhead missions designed for narrative play games. If you wish to play a Spearhead battle, you should first select a mission from the table below, or roll to randomly select which mission you will play.

D3	MISSION
1	**Wall of Iron**
2	**The Trap is Sprung**
3	**Counter-Attack**

SPEARHEAD ARMIES

In a Spearhead mission, at least half (rounding up) of the units in a player's army must be **VEHICLES** that do not have the Flyer battlefield role. If you are using Battle-forged armies, treat the red HQ icon as being grey in Spearhead and Outrider Detachments (therefore these Detachments do not require a compulsory HQ choice to fulfil them).

SPEARHEAD BATTLEFIELDS

In a Spearhead mission, the battlefields are characterised by relatively open spaces, with a few large terrain features. As such, unless the mission you are playing instructs you otherwise, we recommend having a single large terrain feature in each 2' by 2' area, as well as a scattering of obstacles or barricades.

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of strategic import that both sides are attempting to secure. These can be represented by any appropriate markers or models you have available. A player controls an objective marker if they have more models within 3" of it than their opponent does. When measuring distances involving objective markers, always measure to and from the centre of the marker.

ARMOURED CONQUEST

All **VEHICLE** units (except those with the Flyer battlefield role) gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it, as normal.

SPEARHEAD WARLORDS

If you are playing a Spearhead mission, you can use the following Warlord Traits when choosing your army:

D6	WARLORD TRAIT
1	**Armour-Slayer:** *This warlord has fought against enemy armoured formations across the length and breadth of the galaxy, and knows instinctively where to place their shots to cause maximum damage.* Re-roll wound rolls of 1 for attacks made by this Warlord that target an enemy **VEHICLE**. You can re-roll failed wound rolls instead if the target **VEHICLE** has a Toughness characteristic of 8 or more.
2	**Defensive Gunner:** *This warlord excels at plunging their vehicle into the foes' lines, keeping enemy infantry back with pinpoint volleys from their lighter weapons, while they hunt their true target.* When this Warlord makes an attack with a weapon profile with a Strength characteristic of 5 or less, you can re-roll hit and wound rolls if that attack targets an enemy **INFANTRY** unit that is within 12" of your Warlord.
3	**Indomitable Spirit:** This Warlord knows how to keep their vehicle fighting, even when suffering serious injury and near-catastrophic damage. If this Warlord would lose a wound, roll one D6; on a 6+ that wound is not lost. In addition, at the start of your Movement phase, this Warlord regains 1 lost wound.

MISSION:
WALL OF IRON

Sometimes a defending army must create an impenetrable wall of armour to block an enemy assault. Every thoroughfare is blocked with the heaviest units a commander can find, presenting a wall of cannons to dissuade even the most bold attacker.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few units that can **FLY**. Once the armies have been chosen, the players must then decide who will be the Attacker and who the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Defender, and their opponent the Attacker. Otherwise, the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield should contain a reasonable amount of terrain features, especially around the Defenders deployment zone.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24). All of the Attacker's units must be set up in their deployment zone, and cannot be set up in other locations, such as teleportarium chambers, or in the webway.

FIRST TURN

The Attacker rolls one D6. On a 3+ the Attacker has the first turn, otherwise the Defender has the first turn.

BREAKTHROUGH

The Attacker must try to move models from their army off the Defender's battlefield edge. If a **VEHICLE** model from the Attacker's army finishes any kind of move in contact with the Defender's battlefield edge, the Attacker can remove that unit from the battlefield. That unit is considered to have broken through.

BATTLE LENGTH

The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, the Attacker should add up the total Power Rating of all the units that have broken through.

If the total Power Rating of units that have broken through is more than 50% of the total Power Rating of the Attacker's army, the Attacker is the winner.

If the total Power Rating of units that have broken through is more than 25%, but less than 50% of the total Power Rating of the Attacker's army, the game is a draw.

If the total Power Rating of units that have broken through is less than 25% of the total Power Rating of the Attacker's army, the Defender is the winner.

MISSION:
THE TRAP IS SPRUNG

When a weak point in the enemy line is detected, your armoured battle-group is dispatched to break through. But all is not as it seems. Just as your force is about to break through, the enemy emerge from hiding, converging on your troops. This fight will not be as easy as it first appeared!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can **Fly**. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker, and their opponent should be the Defender. Otherwise, the players can roll off to decide. If one player has a higher total Power Rating than their opponent, make a note of the difference before starting the battle.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield should contain a reasonable amount of terrain features, especially around the Defenders deployment zone.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24). The Defender can set up their units in either of their deployment zones.

FIRST TURN

The Defender rolls one D6. On a 3+ the Defender has the first turn, otherwise the Attacker has the first turn.

BATTLE LENGTH

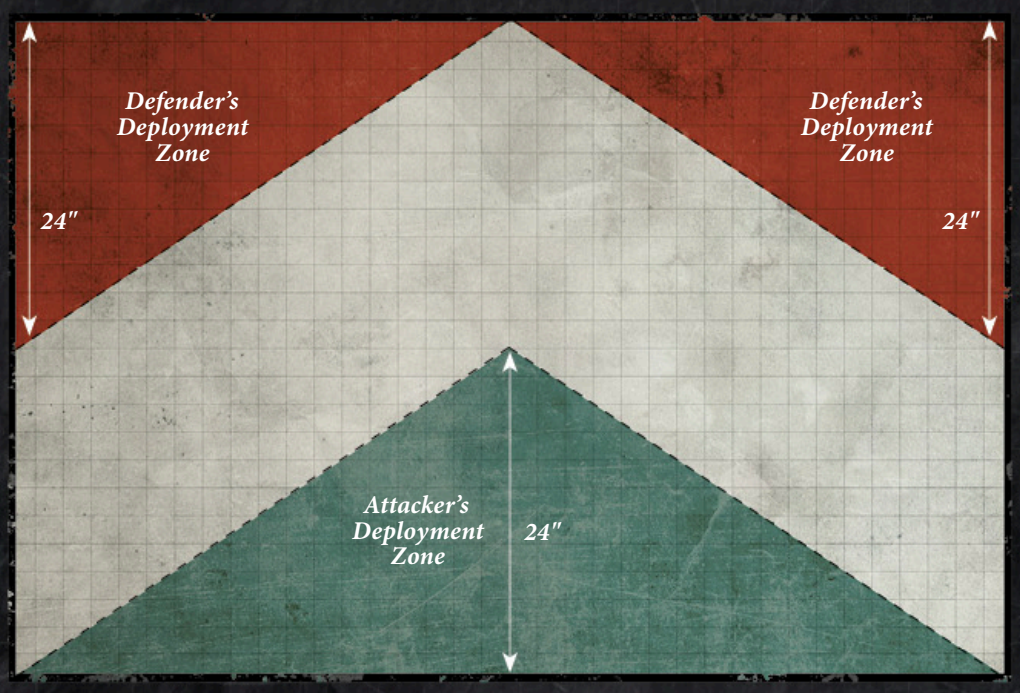
The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, each player should add up the Power Rating of each unit they have remaining on the battlefield. If the unit is below 50% of its starting number of models (or starting Wounds characteristic if it is a single model) only add 50% of its Power Rating (rounding up).

If one player had a higher total Power Rating at the start of the battle, that player should subtract the difference (noted at the start of the battle) from their total.

The player with the highest total Power Rating remaining on the battlefield is the winner. If the total is tied, the game is a draw.



MISSION:
COUNTER-ATTACK

The enemy advance has been stalled. Now is the time to mobilise our faster elements and strike back at them while they are vulnerable. Lead out your war machines and smash the enemy with your armoured fist!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can FLY. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker, and their opponent should be the Defender. Otherwise, the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Then, set up 3 objective markers in the Defender's deployment zone, as shown on the map below. The battlefield represents an apparently empty area which the attackers are trying to break through.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24).

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 24).

DAWN RAID

This battle uses the Dawn Raid rules found on page 24.

FIRST TURN

The Defender has the first turn.

BATTLE LENGTH

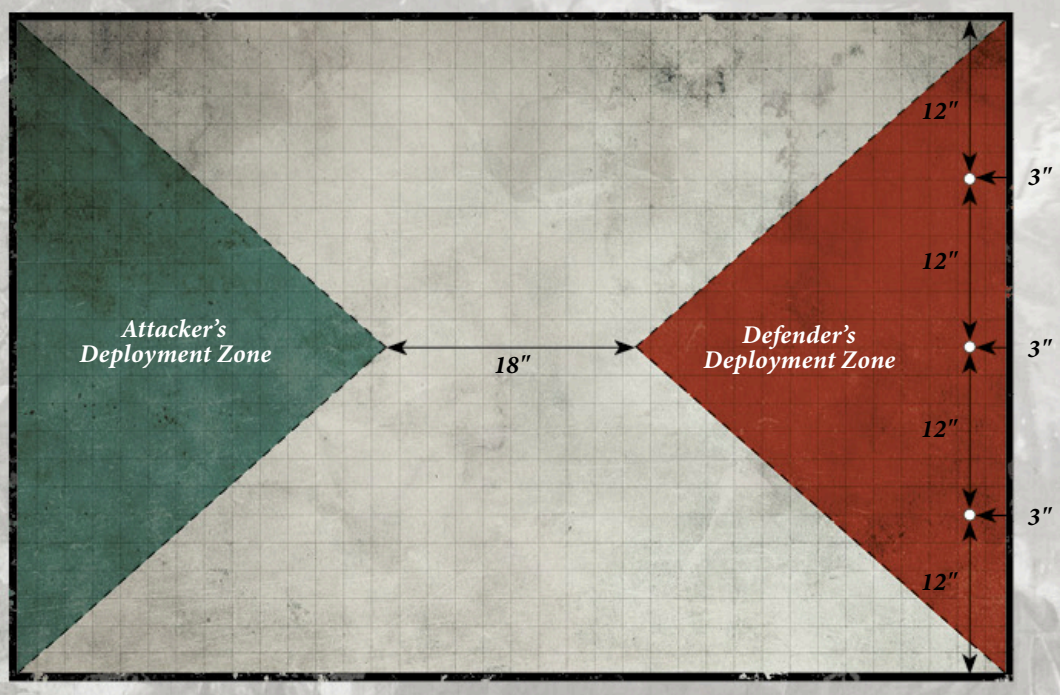
The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, if a player controls more objective markers than their opponent, that player is the winner. If no player controls more objective markers than their opponent, the game is a draw.

SUSTAINED ASSAULT

Returning units from the Attacker's army return from the short battlefield edge at the back of the Attacker's deployment zone.



SPEARHEAD STRATAGEMS

If your army is Battle-forged, you can use Command Points (CPs) to use the following Stratagems in Spearhead games. Please note that the Adeptus Astartes Spearhead Stratagem can be used if you have any Space Marines, Blood Angels, Dark Angels, Space Wolves, Grey Knights or Deathwatch Detachments in your army. The Heretic Astartes Spearhead Stratagem can be used if you have any Chaos Space Marines, Death Guard or Thousand Sons Detachments in your army.

2CP

GODHAMMER LASCANNONS

Adeptus Astartes Spearhead Stratagem

The mighty armaments of the Land Raider are rightly feared by its foes for their unbridled destructive potential.

Use this Stratagem when you select an **ADEPTUS ASTARTES LAND RAIDER** unit from your army to shoot. You can re-roll wound rolls for attacks made using this unit's twin lascannons that target an enemy **VEHICLE** model until the end of that turn.

1CP

CHORAL GUIDANCE

Adepta Sororitas Spearhead Stratagem

The machine spirits within the weapons systems of Sororitas vehicles are awakened by the sounds of the faithful.

Use this Stratagem when you pick an **ADEPTA SORORITAS VEHICLE** model to shoot that has at least two other friendly **ADEPTA SORORITAS VEHICLE** units within 6" of it. Re-roll hit rolls of 1 for attacks made by this unit until the end of that phase.

1CP

PERCUSSIVE BLAST

Astra Militarum Spearhead Stratagem

A battle cannon shell strikes armour like a mighty hammer, leaving ears ringing and crew momentarily stunned.

Use this Stratagem when an enemy **VEHICLE** model suffers any wounds as a result of an attack made using a battle cannon by a **LEMAN RUSS** model from your army. Halve the Move characteristic of that enemy model until the end of your opponent's next Movement phase.

1CP

MINED APPROACHES

Genestealer Cult Spearhead Stratagem

Experts in disrupting enemy movements, the cult often seed approaches to their ambush site with hidden explosives.

Use this Stratagem when an enemy **VEHICLE** model finishes a move within 10" of a **GENESTEALER CULT** unit from your army, or an Ambush Marker. Roll one D6; on a 2+ that enemy vehicle suffers D3 mortal wounds.

1CP

THE LIONS POUNCE

Adeptus Custodes Spearhead Stratagem

Even the Emperor's praetorians must react with all swiftness to the threat posed by enemy armour.

Use this Stratagem when you declare a charge with an **ADEPTUS CUSTODES** unit from your army that targets only **VEHICLE** models. Add 2 to the charge roll for that unit.

1CP

OBLITERATING FIRE

Imperial Knights Spearhead Stratagem

The Nobles of the Knight houses know well that overwhelming firepower can defeat even the strongest armour.

Use this Stratagem when you select one enemy **VEHICLE** model as the target of all the ranged weapons fired by a **QUESTORIS CLASS** model from your army. Re-roll wound rolls of 1 for attacks made by this Questoris Class model that target the selected enemy vehicle until the end of that phase.

2CP

COMPOSITE ACCELERATORS

T'au Empire Spearhead Stratagem

Utilising experimental linear accelerators, this gunship is able to fire a series of railgun munitions in the blink of an eye.

Use this Stratagem when you pick a **HAMMERHEAD GUNSHIP** model armed with a railgun to shoot. Until the end of that phase, change the Type characteristic of this weapon's Solid Shot profile to Heavy 3.

2CP

CRUSHING TREAD

Chaos Knights Spearhead Stratagem

The cruel pilots of corrupted knight suits love nothing more than using their vast clawed feet to crush their foes to dust.

Use this Stratagem when you select a **CHAOS KNIGHTS** model to Fight. You can re-roll the damage roll for attacks made using this model's titanic feet until the end of that phase.

2CP

CORRUPTING TOUCH

Chaos Daemons Spearhead Stratagem

Even the touch of the daemonic has an entropic effect.

Use this Stratagem when you pick a **CHAOS DAEMONS** unit to attack in the Fight phase. Until the end of that phase, when resolving an attack made by this unit against a **VEHICLE** model, a wound roll of 6+ inflicts 1 mortal wound, in addition to any other damage.

1CP

BLASTS OF DARK ENERGY

Drukhari Spearhead Stratagem

When the dark energy of the Drukhari is focused on a single target, the effects are spectacular.

Use this Stratagem when a **RAVAGER** model from your army selects one enemy **VEHICLE** model as the target of all of its ranged weapons. Add 1 to wound rolls for attacks made by this **RAVAGER** model until the end of that phase.

HAYWIRE STRIKE

2CP

Harlequins Spearhead Stratagem

A carefully placed blast of haywire energy can disable, or even cripple, an enemy war machine in an instant.

Use this Stratagem when you pick a **HARLEQUINS** unit armed with haywire cannons to shoot. Until the end of that phase, add 1 to wound rolls for attacks made using haywire cannons by this unit.

CRIPPLING STRIKES

1CP

Heretic Astartes Spearhead Stratagem

The followers of the dark gods will often cripple an enemy vehicle piece by piece to draw out the kill.

Use this Stratagem at the end of your Shooting phase. Select one enemy **VEHICLE** model that suffered four or more wounds as a result of attacks made by any **HERETIC ASTARTES VEHICLE** models from your army. Subtract 1 from hit rolls made for that enemy vehicle until the start of your next turn.

HUNTER ORGANISMS

2CP

Tyranids Spearhead Stratagem

Evolved to combat armoured vehicles, these small but vicious creatures enter through vents, or breaks in armour plate, to tear crew members and vehicle systems to shreds.

Use this Stratagem after deployment is complete, but before the first battle round. Select one enemy **VEHICLE** unit that is on the battlefield and visible to a **SYNAPSE** unit from your army. Roll one D6 at the start of each battle round. On a 6, that **VEHICLE** unit suffers D6 mortal wounds. An enemy unit can only be selected by this Stratagem once.

GUIDED BY ASURYAN

1CP

Craftworlds Spearhead Stratagem

Expert Fire Prism gunners are able to make pin point armour-breaking strikes against even fast moving targets.

Use this Stratagem in your Shooting phase when you choose a **FIRE PRISM** model to shoot with. Until the end of the phase, when resolving an attack made with a prism cannon's lance profile by that model, you can re-roll the hit roll.

REACTIVE SHIELDING

1CP

Necrons Spearhead Stratagem

Should the Necrontyr be familiar with their foes' weaponry, it is possible to minutely tune their quantum shielding to better defend against these attacks.

Use this Stratagem before rolling the D6 for the Quantum Shielding ability. You can roll one additional D6 and select which result is used for this attack.

BROADCAST TARGETING DATA

1CP

Adeptus Mechanicus Spearhead Stratagem

Precise targeting data is paramount in war.

Use this Stratagem at the start of your Shooting phase. Select one **<FORGE WORLD>** model from your army that has a broad spectrum data-tether. Until the end of the phase, when resolving an attack made by a friendly **<FORGE WORLD>** model whilst its unit is within 6" of the selected model that targets a **VEHICLE** unit, re-roll a hit roll of 1.

LINKED GAMES

The rules presented on the following pages offer guidance on how to link games of Kill Team, Warhammer 40,000 and Apocalypse, providing players with a multi-battle experience that illustrates the varied scale of different conflicts in the 41st Millennium, and the impact each has on the wider theatre of war.

Linked Games are a series of Kill Team, Warhammer 40,000 and Apocalypse battles in which the outcome of earlier games will influence those that follow. This means the triumphs and failures of your battles will have in-game consequences as you progress; if your forces manage to achieve victory in the early stages, you may find yourself gaining a crucial upper hand. The overall winner isn't determined until the final battle is fought, however, so even if you find yourself on the back foot, there is every chance your forces can snatch a victory from the jaws of defeat.

There are two ways that you can create Linked Games:

Inspired – With this method, the organiser(s) will create each round as the story progresses. The events and outcomes of each game will inspire those that follow, creating a dynamic and authentic tale in keeping with the situation the players and their armies find themselves in. After each round, the organiser(s) should consider the consequences of the game played, and where its narrative takes them for the next round.

Orchestrated – This method requires the organiser(s) to plan each round ahead of time. This allows the players to build to a specific culmination of events, and cover any aims they may have. For example, if both players want to play a game of Apocalypse using Titanic units, this can be planned into the Linked Games, organising each round around this key criteria. Similarly, Orchestrated Linked Games allows the organiser(s) to plan things ahead of time so that players can focus solely on gaming when the Linked Games start.

THE ORGANISER(S)

Before the battles can begin, the players will need to establish who amongst them will be designing the Linked Games. It could be that one player has a vision for where they

Designer's Note: *This section presents rules for combining your games of Warhammer 40,000 with Apocalypse and Kill Team – game systems that allow you to use your Citadel Miniatures in battles of a different type and size. If you don't have access to these game systems, you can still use the rules presented in this section with some slight adjustments: a larger game of Warhammer 40,000 for Apocalypse and a smaller game of Warhammer 40,000 for Kill Team is recommended.*

want the Linked Games to go, and takes on the role of organiser to bring this vision to the tabletop. In this official capacity, it is important that the organiser is impartial and doesn't design the games to unfairly benefit one player or another. Similarly, they should also be receptive to suggestions from other players as to how the Linked Games will function and develop. This will help the other players to feel invested in the games and have a good understanding of what the Linked Games are trying to achieve.

Another method is to have multiple official organisers, who all contribute towards the design of the Linked Games. This system ensures a variety of different ideas are generated, and allows all players to build meaningful narrative that impacts their army.

STRUCTURE

When planning these games, think about the different stages the players will go through, and what types of games you would like to play. If you were playing the games over a couple of evenings or a weekend, for example, you could cover Kill Team, Warhammer 40,000 and Apocalypse, using these varied systems to forge the story of a long and epic conflict between your armies. If you wanted to play over just one evening, you could start with a prologue of Kill Team followed by a main battle of Warhammer 40,000 or Apocalypse.

You should also consider the pace of your games. You could slowly build to a crescendo of events, or you could start with an epic clash and conclude the games in a smaller scale epilogue. There is no right way or wrong way to set the order and pacing of your games, but it is important to establish a natural point of conclusion.

NARRATIVE

Think about the story you are trying to tell, and by extension, the missions you would like to play. If you are building to an epic game of Apocalypse, do the initial missions of Kill Team and Warhammer 40,000 represent your forces establishing positions and probing for weak points? If you are starting with Apocalypse, perhaps the latter missions represent a bitter fight for survival? It might be that a clash of Apocalypse is mounting, but your smaller forces attempt to complete vital objectives that will influence the larger clash about to take place. There is a wealth of inspiration and resources available in Games Workshop publications to determine this. For example, the Linked Games on pages 36-47 draws inspiration from the Imperium Nihilus collection. You can either re-tell the stories contained within your favourite publications, or use them as inspiration to create your own games with different armies.

Equally, you can come up with a key concept or idea, and work together to build games around it. Here are a few examples:

- One force is converging on another for an apocalyptic battle. The defenders despatch a Kill Team to destroy a bridge that will prevent enemy armoured columns from joining the battle and give the defenders more time to prepare.

- Two small armies rush for a mighty weapon that could turn the tide in the greater battle about to begin.

- A Kill Team infiltrates an enemy fortress to destroy their artillery prior to a larger invasion.

- After a bigger battle, a Kill Team attempts a rescue mission to bring back a captured commander.

- Two armies of outriders and scouts clash ahead of the larger forces arriving later in the day. The victor will gain a positional advantage in the battle ahead.

- At the end of all things, with wrecks and fallen warriors around them, two mighty commanders meet in a bitter, final struggle.

BATTLE OUTCOMES

Battle Outcomes are rewards or penalties for players, based on the results of their battles, that influence subsequent games. This gives the early games real impact, making sure every battle counts, even if the winner is ultimately decided in the final mission. Battle Outcomes shouldn't be excessive, however. The rewards should be small bonuses, additional options and/or good fortune in certain scenarios. Similarly, the penalties aren't there to cripple your opponent – just to represent the impact on their forces so far and the requirement for them to rethink their strategy and not rely on the status quo. With this in mind, try to avoid Battle Outcomes that will significantly impact a player so as to ensure that the current winner doesn't run away with an early lead.

If you'd prefer, you can reward the player who is not winning the games. This gives them a slight boost to match their opponent and represents tactical realignment, external reinforcement or dogged determination to achieve victory.

When determining Battle Outcomes, consider where the narrative of your linked games is progressing, and build in consequences that reflect this. This will ensure each of your battles has a meaningful impact on the next. For example, if a game of Kill Team is based around rescuing a captured Commander, and a player achieves that victory, having a bonus that relates to that Commander in the subsequent game is an appropriate reward for that player. This could be as simple as the inclusion of the Commander in that game, or perhaps the player could be granted additional Command Points and Command Assets to represent the Commander's expertise.

Here are some examples of Battle Outcomes that you can use in many of your games:

- Choice of mission
- Choice of deployment zones
- Additional Command Points or Command Assets
- Additional units or access to certain types of unit
- Additional Warlord Traits, specialist levels or Relics
- Automatically win Initiative in the first battle round, and/or a battle round of that player's choice
- Automatically win the roll-off to see who goes first
- **Superior Positioning:** The player can set up D3 models or units, or one Detachment (in Kill Team, Warhammer 40,000 or Apocalypse respectively) off the battlefield, then at the end of one of their Movement phases (for Warhammer 40,000 and Kill Team) or in the Set Up Reinforcements step (for Apocalypse), the controlling player can set those units up more than 9" away from any enemy models and wholly within a distance equal to those units' Move characteristic from any battlefield edge.
- **Reinforcements:** Once per battle, at the end of any of the player's Movement phases (in Warhammer 40,000 and Kill Team) or in the Set Up Reinforcements step (in Apocalypse), the player can set up one model, unit or Detachment (in Kill Team, Warhammer 40,000 or Apocalypse respectively) that has been completely destroyed more than 9" away from enemy models, wholly within their deployment zone and wholly within a distance equal to those units' Move characteristic from any battlefield edge.
- Generate a Ruse (found in Warhammer 40,000 Open War or the Apocalypse Mission Generator in the *Apocalypse Core Manual*).
- **Fearless:** Morale tests or Nerve tests taken for units or models in the player's army are automatically passed.
- **Prepared Positions:** The player's units count as being in cover even when they're not in cover. In Kill Team, the player's models count as being obscured even when they're not being obscured. In either case, a unit or model loses this benefit the first time it makes a move of any kind.
- **Momentous Command:** Add 6" to the range of one of the player's units or models' aura abilities.

EXAMPLE LINKED GAME CAMPAIGNS

On the following pages you will find four example Linked Game campaigns. The first two (pg 40-41) are inspired by the narrative found in the Imperium Nihilus campaign books, and are best played using the specific forces involved in that conflict. The latter campaigns (pg 42-43) take a more general approach to the narrative, depicting the kind of escalating conflicts that occur on planets across the galay between varied races and factions. In either case, these should serve to inspire your own campaigns.

A mighty warhost from Craftworld Saim-Hann advances through the haunted ruins of the Imperial city of Vastrapol. Already they have struck at their enemies' defensive assets and assassinated those heroes amongst the foe's ranks whose destinies the Farseers perceived as a threat. Now, with the way to victory prepared, they strike the final blow.

ASSAULT ON THE SCRAP CITIES

As the fires of war burned across the sentinel world of Vigilus, Imperial forces fortified their positions within the continent-sized bio-sprawl of Mortwald and prepared to launch a counter-attack that would seem them fighting across the Ork scrap cities.

These games tell the story of the Imperial forces fighting against the Orks on Vigilus. With its protective force fields having failed, the hive city of Mortwald was attacked by a vast army of greenskins that had amassed in the wastelands around makeshift scrap cities. There they constructed fearsome Ork war machines. The Imperium shored up their defensive line around the Deinos Trench Network, and, led by the Imperial Knights of Dharrovar, counter-attacked into the heart of the scrap cities.

These battles are best fought between Imperium and Ork armies, but even if you don't have the Factions from this story, feel free to recreate the battle presented with the models from your collection. For example, Mortwald could be a T'au outpost, the Ork scrap cities could be an awakening Necron tomb world, and the wastelands could be a frozen tundra.

ROUND 1: KILL TEAM

CLEARING THE DEINOS

With Mortwald's force fields down, the Orks of Tanka Spill have begun a headlong assault into the Deinos Trench Network. Small Imperial contingents have been retreating, blunting the assault, then counter-attacking to retake the line section by section. One such kill team prepares the assault to retake lost ground and shore up the defences in preparation for the next Ork wave.

Mission: Sweep and Clear *(Kill Team Core Manual)*

Killzone: Wall of Martyrs

Battle Outcomes: In the next round, the winner has the first turn (do not roll, and their opponent cannot Seize the Initiative) and, if their army is Battle-forged, gains 2 additional Command Points.

ROUND 2: WARHAMMER 40,000

CHARGE OF THE DHARROVAR FREEBLADES

Additional reinforcements have secured the Deinos Trench Network. It is time to let slip the dogs of war. The Freeblade Knights of Dharrovar will lead the Imperial charge, seeking to destroy the smoke-churning factories and half-built Stompas at Tanka Spill. Victory here could cripple the ability of the Orks to deploy heavy armour in the larger war.

Mission: No Mercy (*Warhammer 40,000* rulebook) or Forlorn Charge (*Imperium Nihilus: Vigilus Defiant*)

Battlezone: Wasteland Dust Storm (*Imperium Nihilus: Vigilus Defiant*)

Battle Outcomes: In the next round, the winner generates 1 additional Command Asset each turn. When using the Sustained Assault rule, the winner's opponent cannot make any reinforcement rolls for Super-heavy Detachments in their army, and must subtract 1 from dice rolls made to see if a Reinforcement Detachment from their army arrives.

ROUND 3: APOCALYPSE

SCRAP CITY SIEGE

The charge of the Dharrovar Freeblades, regardless of outcome, has opened up an unprecedented opportunity for the Imperium. Several forces have been despatched to simultaneously support the Imperial Knights now on the brink of destruction and to strike at the Orks in the Green Diamond. Fortified as they are with Ork heavy artillery, the scrap cities will prove incredibly difficult to overcome, but the gains of the Dharrovar charge will not be squandered.

Mission: Meat Grinder (*Apocalypse Core Manual*). The Orks player is the Defender, regardless of army Power Levels.

War Zone: Sector Mechanicus (albeit an Ork version!)

Battle Outcomes: If a player wins this round, they are the overall winner.

WAR OF NIGHTMARES

With Vigilus on the very brink, Abaddon and his Heretic Astartes forces ran rampant across the planet. The defenders held out as best they could, but one decisive, symbolic challenge to the enemy could be enough to achieve vital objectives in the final hour.

These games tell the story of the Imperial forces fighting against the forces of Chaos on Vigilus. In the final stages of the campaign, the Heretic Astartes devastated much of the planet. One hive city after another was besieged by forces loyal to the Warmaster, their thirst for violence and vengeance only sated in battle. The Imperial leaders were forced to make difficult choices to maintain a desperate defence. This culminated in Marneus Calgar directly challenging Abaddon the Despoiler. Abaddon would not refuse the chance to deal such a symbolic blow to the Imperium's morale, but for Calgar, emerging victorious from the duel would buy his allies valuable time.

These battles are best fought between Chaos and Imperium armies, but even if you don't have these Factions, feel free to recreate the battle with models from your collection. For example, Vigilus could be an Aeldari craftworld, with an Avatar of Khaine fighting the Swarmlord in round three.

ROUND 1: KILL TEAM

STRIKE FROM WITHIN

Abaddon's forces are attacking with such venom and fury that the very walls shake from their onslaught. Nonetheless, key Imperial assets within the hivesprawls are making the invaders pay for every inch of Vigilus' cities they claim. As such, many Chaos kill teams must strike from the inside so as to circumvent the border defences.

Mission: Ambush or Assassinate (*Kill Team Core Manual*). The Chaos player is the Attacker.

Killzone: Sector Imperialis

Battle Outcomes: In the next round, the winner automatically has initiative in the first turn, and generates 2 additional Command Assets in the Orders phase of the first turn.

ROUND 2: APOCALYPSE

THE SIEGE INTENSIFIES

Chaos forces are besieging the Imperium's strongholds all across Vigilus. Desperate defenders attempt to hold ground against the invaders, but devastating assaults could spell the end. At Mortwald, scrapcode infection has compromised the already unstable Bastion force fields, whilst captured industrial machinery is churning away at the planet's crust, creating earthquakes and tectonic upheaval across the entire front. All out war is at hand.

Mission: Exterminatus (*Apocalypse Core Manual*)

War Zone: Sector Imperialis

Battle Outcomes: At the start of the next round, the winning player can select one unit from their army; add 6" to the range of that unit's aura abilities. In addition, if that player's army is Battle-forged, at the start of each of their turns they generate 1 additional Command Point.

ROUND 3: WARHAMMER 40,000

DEMISE OF A LEGEND

Vigilus is ablaze, its defence hopeless with near-impossible feats required to achieve victory. Determined to take whatever measures necessary, Marneus Calgar and his inner circle take the fight to Abaddon and his lieutenants in person. Two warlords clash in the upper spires of Saint's Haven as fleets battle overhead. An Imperium victory will allow Marneus' plan to come to fruition, giving his Aeldari allies the time they need. A Chaos victory, however, would deal a mighty blow to the Imperium's morale and Vigilus' damnation ensured.

Mission: Kingslayer with the Orbital Debris Twist (Warhammer 40,000 Open War cards) or Demise of a Legend (*Imperium Nihilus: Vigilus Ablaze*)

Battlezone: Field of Nightmares (*Imperium Nihilus: Vigilus Ablaze*)

Battle Outcomes: If a player wins this round, they are the overall winner.

'The Emperor did not fashion us to hesitate. Strike now, brothers, and end these heretics once and for all.'

- Brother-Sergeant Julianus, the Thasallae Beheading

DECISIVE STRIKE

Two forces attempt to scout out the other to find a weak point in their defence. Any weakness is then ruthlessly exploited with an overwhelming assault on all fronts. As the dust settles from the apocalyptic clash, the hunt for the enemy command begins.

ROUND 1: WARHAMMER 40,000

OUTRIDERS

The scouts and sentries of both armies clash in an attempt to survey the battlefield and secure the better position. Failure to do so could leave their larger force open to assault on multiple flanks. The outriders must ensure this does not happen.

Mission: Patrol *(Warhammer 40,000 rulebook)*

Battle Outcomes: In the next round, the winner is the Attacker. The Attacker automatically generates the Reinforcements Command Asset in the Generate Command Assets step of the first Orders phase, in addition to any others they generate. The Defender cannot use that Command Asset during that round.

ROUND 2: APOCALYPSE

SURROUNDED

The attacker has surrounded the enemy and presses their assault on all fronts. The defenders must dig-in and prepare for a brutal fight, for there is very little means of withdrawal and escape.

Mission: Pincer Attack *(Apocalypse Core Manual)*

Battle Outcomes: In the next round, the winner is the Defender. The Defender's Leader can use its Resourceful ability twice at the beginning of each battle round to generate 2 additional Command Points instead of 1.

ROUND 3: KILL TEAM

THE HUNT

A hard-fought victory has been achieved, but the war is not over. The victor must hunt down the enemy command and end their lives, lest they escape, regroup, and one day return for vengeance.

Mission: Extraction *(Kill Team Commanders)*

Battle Outcomes: If a player wins this round and the last, they achieve a major victory. If a player wins the previous round but not this round, they achieve a minor victory as the enemy Commander has managed to escape.

TITAN DOWN

Mighty enemy war machines have reaped a heavy toll in the conflict thus far. Conventional means of assault are no longer possible – the outgunned force must adopt a clandestine strategy, using kill teams and surgical strikes to bring the titans down.

These linked games are ideally suited for when one player (known as the Titanic player for the purposes of these missions) intends to use one or more **TITANIC** units from their collection and the other does not. Note that they can be played between players with any Warhammer 40,000 army. For example, it could be a swift-moving Aeldari force striking at Necron war machines, or a mob of Blood Axe Orks attempting to bring down the mighty tanks of the Astra Militarum.

ROUND 1: KILL TEAM

GUERRILLA WARFARE

By disrupting the supply and reinforcement lines of the stronger army, their titans will go unsupported. The outgunned force can then close in on their terms.

Mission: Disrupt Supply Lines *(Kill Team Core Manual)*. The Titanic player is the Defender.

Battle Outcomes: If the Attacker wins, in the next round the Defender must subtract 1 from their Titanic unit's hit rolls and 2" from their Titanic unit's Move characteristic. If the Defender wins, in the next round their units are always treated as being in or on a terrain feature during the first battle round.

ROUND 2: WARHAMMER 40,000

PREDATOR, PREY

With supply lines under attack, forces have been diverted to deal a critical blow to the guerrillas. The ground trembles under the advance of a mighty war machine; is it a formidable application of power, or has the titan been purposefully drawn out?

Mission: Ambush *(Warhammer 40,000* rulebook*)*. The Titanic player is the Defender, and should use one (and only one) Titanic unit in this mission.

Battle Outcomes: If the Defender wins, in the next round they generate the Dug In Ruse from the Apocalypse mission generator and generate 1 additional Command Asset each turn. If the Attacker wins, in the next round they generate the Ambush Ruse from the Apocalypse mission generator, can use this Ruse on D3 Detachments instead of one, and generate 1 additional Command Asset each turn.

ROUND 3: APOCALYPSE

FULLY COMMITTED

Everything possible has been done to disrupt the titanic units and prevent their commander from efficiently implementing them. All preparations have led to this point – the time to strike the killing blow and win the war.

Mission: Apocalypse mission generator *(Apocalypse Core Manual)* using the Show of Force Objective. The Defender does not generate any Ruses (unless as specified above).

Battle Outcomes: If a player wins this round, they are the overall winner.

PARALLEL BATTLES

The rules presented on the following pages offer guidance on how to link Kill Team with Warhammer 40,000 or Apocalypse to create one epic conflict, offering players a dynamic experience where the exploits of individual warriors have an immediate, real-time impact on the greater conflict taking place.

Even amongst the greatest battles of the 41st Millennium, where macro-weapons bring down Titans, cabals of sorcerers summon forth psychic maelstroms, and millions of boots pound the earth, the deeds of the few can turn the tides of war. Parallel Battles represent these very moments, where the crucial victory of a smaller force impacts the events of a larger battle taking place.

Parallel Battles are two Linked Games that are played side by side. They can be played with two players who 'pause' one game in order to complete the other. The consequences of this second game then creates Battle Outcomes for the first, a mid-battle impact that immediately changes the dynamic of the game.

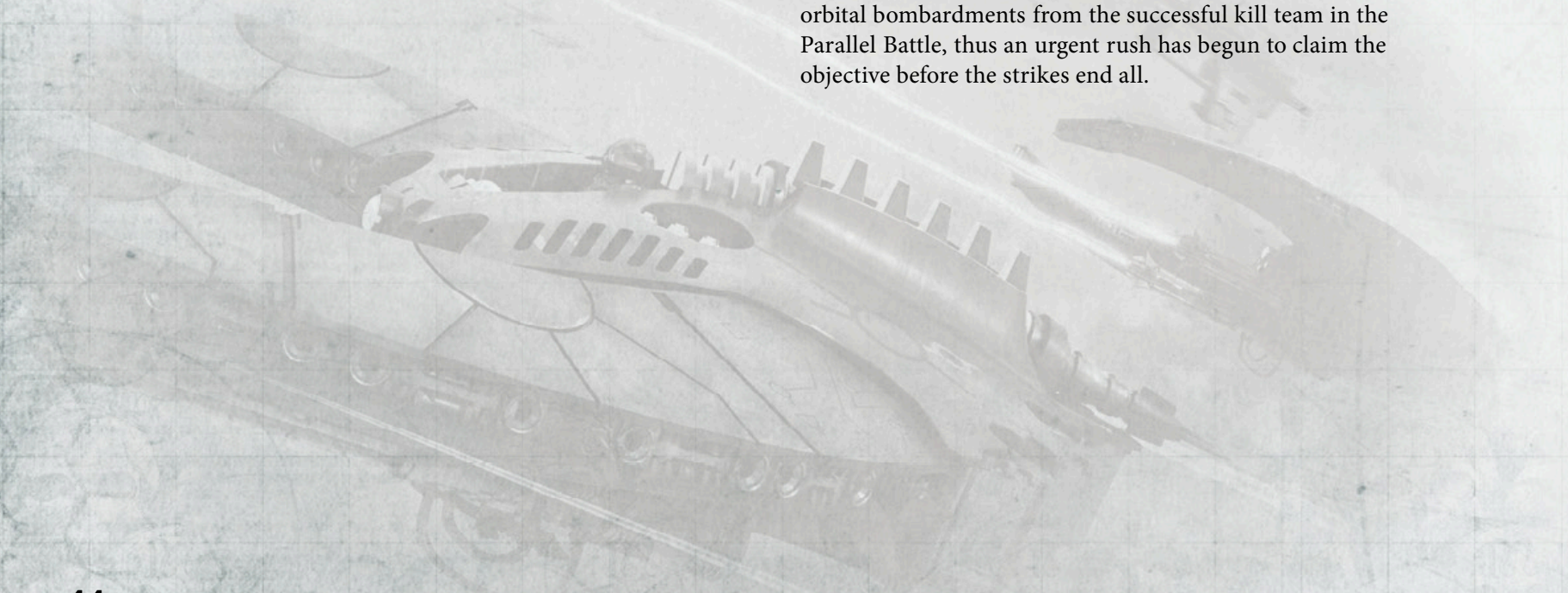
They can instead be played with four or more players split into teams. As two players play one game, the consequences of their actions can impact a game played by two other players, and vice versa. This creates exciting real-time drama for all players as they work to help each other indirectly.

When organising Parallel Battles, think about the scenario taking place and the impact you want a parallel game to have, and establish which of the two battles determines the overall winner. Here are a few examples:

- Two armies clash in a game of Apocalypse, but elsewhere, two kill teams battle for control of a mighty weapon to use on their enemies in the larger game. The larger game of Apocalypse will determine the overall winner, but victory in Kill Team could give one player the advantage they need to achieve victory.
- Two armies fight in a larger game, but elsewhere two smaller forces race to secure a webway portal. The smaller force that achieves victory can then rush to the aid of their allies, appearing on the battlefield at the crucial moment as reinforcements.
- Two armies meet on the streets of a hive city to finish a bitter war fought over many years, but both sides have infiltrated the city's underground tunnels to ambush the foe. The winner will be determined in a game of Warhammer 40,000, but if one of the kill teams completes their objectives, their foes above will be defenceless against the saboteurs and infiltrators assailing them from below.

After establishing a plan for your Parallel Battles, think about the timing and how they will fit around each other. One option is to pause one game in order to complete the Parallel Battle, creating a mid-game impact in your other game. Another option is to play real-time with a group of friends, so that as soon as certain objectives have been achieved, they have an immediate impact on the other game.

Over the following pages we have presented some example Parallel Battles for you to use. Feel free to add your own rules and twists if you wish. These could be could be in effect for an individual battle, or perhaps both Parallel Battles, or could take effect as a result of the completed Parallel Battle. For example, your forces could be fighting through the white-out of a blizzard, significantly hampering movement and accuracy in both battles. Perhaps the planet itself is falling apart after orbital bombardments from the successful kill team in the Parallel Battle, thus an urgent rush has begun to claim the objective before the strikes end all.



DEATH FROM ABOVE

Two large forces meet upon the battlefield to settle the war once and for all, but in orbit above them, a smaller battle takes place on a space station that holds vast, city-levelling weaponry. As these mighty armies clash, the outcome of the skirmish above could decide the fate of all.

The players set up a game of Warhammer 40,000. Alternatively, the players set up a game of Apocalypse and remove the Orbital Strike and Laserburn Command Assets – these cannot be used during the game other than by the method specified later.

The players then begin their game and play only the first battle round (in Warhammer 40,000) or turn (in Apocalypse).

Having paused their larger battle, the players set up a separate game of Kill Team, choosing a mission they feel works best for two kill teams fighting over the control room of a weaponised space station. We recommend the Sweep and Clear mission from the *Kill Team Core Manual*, using the Ultra-close Confines rules found in Kill Team: Rogue Trader or Kill Team: Arena.

Play through the Kill Team mission as specified and determine a winner as per the mission's victory conditions. If the game does not end in a draw, the winner gains control of the space station and can use it to aid their forces battling on the planet below. The players then resume their game of Warhammer 40,000 or Apocalypse.

If the larger game is of Warhammer 40,000, the player in control of the space station can use a Preliminary Bombardment (see page 194 of the *Warhammer 40,000* rulebook) at the start of each battle round as if it were the start of the first battle round. Their opponent's **INFANTRY** units can go to ground as specified, but cannot take any actions in their subsequent turn.

If the larger game is of Apocalypse, then when the game is resumed the player in control of the space station will generate the Orbital Strike and Laserburn Command Assets in addition to any other Command Assets they can generate. When used, these Command Assets are put to one side, and that player will generate them again in the Generate Command Assets step of the subsequent turn. Only the player who won the game of Kill Team can use these Command Assets during the battle.

The overall winner of this Parallel Battle is determined as per the victory conditions found in the Warhammer 40,000 or Apocalypse mission being played.

SECURE THE ARTEFACT

An ancient underground facility has finally been located. Within lies a powerful artefact of untold power. Two forces advance with all haste and attempt to hold off the enemy to capture the prize.

The players set up a game of Warhammer 40,000 using The Relic mission found in the *Warhammer 40,000* rulebook. Alternatively, they can set up a game using the Warhammer 40,000 Open War cards, using The Prize Objective, or set up a game of Apocalypse using The Prize Objective from the mission generator in the *Apocalypse Core Manual*. Regardless of which system the players choose, a large building or fortification should be placed in the centre of the battlefield. The objective marker is not placed on the battlefield, but set to one side for later use.

The players begin their game of Warhammer 40,000 or Apocalypse. As the objective marker is not currently placed on the battlefield, the players are attempting to secure entry into the underground facility. A player secures entry if they have any **INFANTRY** models from their army within 3" of the building or fortification in the centre of the battlefield at the end of their turn. A player is still considered to have secured entry even if those **INFANTRY** models are later destroyed or are more than 3" away from the building or fortification.

It both players secure entry by the end of the third battle round (in Warhammer 40,000) or third turn (in Apocalypse), pause the game at the end of the battle round (in Warhammer 40,000) or turn (in Apocalypse) in which the final player secured entry. If one player secures entry by the end of the third battle round (in Warhammer 40,000) or third turn (in Apocalypse) and the other does not, that player gains control of the relic/prize as their kill team has managed to secure the objective uncontested. Do not pause the game of Warhammer 40,000 or Apocalypse in this instance.

When the game of Warhammer 40,000 or Apocalypse is paused, the players set up a separate game of Kill Team. Choose a mission you feel works best for two kill teams attempting to secure an artefact in an underground facility. We recommend the Recover Intelligence mission found in the *Kill Team Core Manual.*

Play through the Kill Team mission as specified, including determining the winner, but with the following exceptions:

- Do not resolve the Scouting phase. The kill teams have had little time to prepare for the skirmish ahead.

- If one player secured entry in a battle round (in Warhammer 40,000) or turn (in Apocalypse) before the other, that player can determine (where appropriate) which player will be the Attacker and which the Defender, or who has the greatest strategic advantage. That player also automatically has the initiative in the first battle round.

The winner gains control of the relic/prize, unless the players draw (see below). The players then resume their game of Warhammer 40,000 or Apocalypse.

If a player has gained control of the relic/prize, then at the start of the first battle round (in Warhammer 40,000) or turn (in Apocalypse) in which they resumed their game, that player selects one unit from their army within 6" of the building or fortification to carry the objective marker (in Apocalypse), or one **INFANTRY** model from that unit to carry the objective marker (in Warhammer 40,000). If that player has no such units within 6" of the building or fortification, that player places the objective marker within 6" of the building or fortification instead. If the game of Kill Team was a draw, place the objective marker in the centre of the battlefield. Assume that the last surviving member of one of the kill teams managed to carry the relic/prize that far before succumbing to their wounds.

The game of Warhammer 40,000 or Apocalypse is then continued as normal. The overall winner of the Parallel Battle is determined as per the victory conditions found in the Warhammer 40,000 or Apocalypse mission being played.

'Munitorum don't tell us what this thing is, say we need t'know. Throne's own truth I agree with 'em. You can feel it in the air, can't you? Whatever it is, its powerful an' unnatural both, and no good ever came o' us grunts messin' with the like o' that. You just keep your lasgun singin' and a prayer to the Emperor on your lips, and let the high an' mighties worry 'emselves with the rest.'

- Guardsman Stephyn Jaxx, Mordant 12th 'Scarifiers'

SABOTEURS

Two forces in a protracted conflict struggle to break the deadlock. Should one force venture out of its fortified trench line, the other would gun them down callously in no man's land. Yet for many months both sides have tunnelled deep underground to find an advantage. Should one team of saboteurs prove victorious, the enemy's plans will collapse underneath them.

The players set up a game of Warhammer 40,000 or Apocalypse, choosing a mission they feel works best for two fortified armies fighting a protracted battle. We recommend Big Guns Never Tire or Meat Grinder from the *Warhammer 40,000* rulebook, or Apocalyptic Assault from the *Apocalypse Core Manual*.

The players begin their game and play only the first battle round (in Warhammer 40,000) or turn (in Apocalypse).

Having paused their larger battle, the players set up a separate game of Kill Team, using a killzone that uses the Ultra-close Confines rules as found in *Kill Team: Rogue Trader* or *Kill Team: Arena*. The players should choose a mission they feel works best for two kill teams fighting for territorial dominance underground. We recommend the Claim the Catacombs mission from *Kill Team: Arena.*

Play through the Kill Team mission as specified and determine a winner as per the mission's victory conditions. If the game does not end in a draw, the winner is in control of the tunnels and can now sabotage enemy forces on the battlefield above. The players then resume their game of Warhammer 40,000 or Apocalypse.

If the larger game is of Warhammer 40,000, the player in control of the tunnels can sabotage the enemy at the start of the second battle round. Select one point on the battlefield and place a suitable marker on that point. For each unit within 6" of the centre of that marker, roll one D6; that unit suffers a number of mortal wounds equal to the result. Whilst a unit that cannot **FLY** is within 6" of that marker, halve that unit's Move characteristic, subtract 3 (to a minimum of 1) from Advance rolls made for that unit and subtract 2 (to a minimum of 2) from charge rolls made for that unit.

If the larger game is of Apocalypse, the player in control of the tunnels can sabotage the enemy at the start of the second turn. Select one point on the battlefield and place a suitable marker on that point. Place one blast marker next to each unit within 9" of the centre of that marker. Whilst a unit that cannot **FLY** is within 9" of that marker, halve that unit's Move characteristic.

The overall winner of the Parallel Battle is determined as per the victory conditions found in the Warhammer 40,000 or Apocalypse mission being played.

CHALLENGE MISSIONS

Whilst many of the games of Warhammer 40,000 you play will take place between roughly even forces, it is a rare battle indeed that is ever that balanced. Often one force is hopelessly outclassed but can still achieve a victory of sorts, even if they are subsequently annihilated.

In a vast, uncaring galaxy there are countless stories of hopeless situations. Astra Militarum regiments are left behind when a war zone is given up as lost; Aeldari sacrifice all to enact the slightest divergence of fate; a lowly band of cultists faces extermination by the might of the Emperor's Astartes. Although the overall war they are fighting might be lost, these doomed fighters can enact a measure of vengeance against their foe, denying them their final victory even for a few more precious hours.

WHAT IS A NARRATIVE CHALLENGE MISSION?

These missions are designed to provide a different experience to the missions usually presented in Warhammer 40,000 publications. Narrative Challenge missions allow you to fight out those hopeless situations all too often presented to commanders of the various forces at war within the galaxy in the 41st Millennium. One player will take command of a disadvantaged force, whose margin of success is measured in how long they can survive, or how many of the foe they can destroy before they themselves are slain. Instead of using the normal victory conditions familiar to players of Warhammer 40,000, the player fighting from a position of disadvantage will instead receive a rating from one to five stars, based on how well they perform. Their opponent has a challenge of their own in attempting to ensure the disadvantaged player scores a low challenge rating. To get the most from these missions, players should switch roles after the first battle and refight the mission, with the new disadvantaged player trying to get a better challenge rating than their opponent.

CREATING YOUR OWN NARRATIVE CHALLENGE MISSIONS

We have presented three missions for you to try here, but this type of mission lends itself to any kind of hopeless situation you can imagine or may have encountered in the worlds of fiction or non-fiction. These can range from a small force attempting to capture a well-defended bridge and plant explosives, to an outnumbered force fighting its way out of an ambush. We have listed a selection of ideas for your own Narrative Challenge missions overleaf.

When creating your own mission it is best to try and tell a story. Firstly, one force should have a disadvantage of some kind. This may be a smaller army than their opponent's (which is often the simplest solution). It can also be something more unusual, like a limitation on certain units such as **VEHICLES, CHARACTERS** or units that can **FLY**. The reason for this disadvantage should be driven by the story you are trying to tell.

Another important part of creating these missions is deciding what the disadvantaged force is trying to achieve. Are they trying to fight their way through the enemy forces to slay the foe's Warlord, or are they instead attempting to break through as many of their units as possible past an enemy blockade and move them off the opposite table edge. Is this a last stand, where simply having a surviving miniature on the battlefield is a victory in itself, or are you trying to hold a vast swathe of the battlefield against constant waves of enemy attacks?

Next up is deciding how you want your various armies to deploy. Warhammer 40,000 has plenty of deployment maps across its various publications for you to take inspiration from. You should ensure than your disadvantaged force does not have a deployment zone that will make it easy to accomplish its goal, but likewise shouldn't be too overly hampered by where it must be set up. You should also consider whether your story allows for units to be set up in teleportariums or underground, or one of the myriad other locations that units can begin the battle deployed in other than on the battlefield. If one force is trying to move units from one end of the battlefield to the other, this is a lot easier if they can all be teleported to that location in the first turn!

Perhaps the most challenging part of creating your own mission is deciding how to rate the disadvantaged force's performance. The Narrative Challenge missions we have presented score the player between one and five stars based on how well they do. This then gives their opponent a rating to beat if you subsequently reverse the roles and play through the challenge a second time. This can be difficult to get right, but should ensure that the scorer has a reasonable chance to score five stars if they play well, scale down from there. If in doubt, the missions described in this section will give you some ideas for conditions and margins of victory and how they should be scored.

The last thing to remember is that these missions should be fun. If your opponent regularly plays T'au Empire, then creating a mission where they must destroy enemy units in the Fight phase will likely not be very satisfactory, as this simply adds another level of disadvantage to an already disadvantaged force. If instead you create a Narrative Challenge mission in which a T'au Empire force of **BATTLESUIT** units must stoically hold the line against an onrushing and constantly reinforced horde-type army (such as Tyranids or Orks), this will provide a more satisfying and exciting game with plenty of stories of heroism on both sides!

'Victory is measured not in the glory you win or the defeat of the foe, but in how high you pile the bodies…'

- World Eaters proverb

NARRATIVE CHALLENGE MISSION PLOT HOOKS AND IDEAS

Below are just a small number of exciting narratives you can use for inspiration to create your own missions:

- On a world newly rediscovered by the Imperium, an Asuryani force must protect their psykers whilst they deactivate a number of vital webway gates that lead to the heart of their craftworld.

- A rogue machine spirit, corrupted by virulent scrapcode, has infected an Imperial Knight and is rampaging through the Imperial encampment, destroying vital supply depots. The small Adeptus Mechanicus garrison force must bring it down before too many of the precious supplies are lost.

- A small Catachan force must fight their way through a dense jungle teeming with swarms of Tyranid gaunts, bringing vital intelligence back to their headquarters that could destroy the opposing hive fleet in one fell swoop.

- A strike force of Adeptus Astartes Terminators has teleported aboard the enemy flagship. They must fight their way to the vessel's vital systems and disable them before their small strike cruiser is overwhelmed by the larger ship's guns.

- A convent of Adepta Sororitas finds itself on top of an awakening Necron tomb complex. The sisters know they will not survive, but must protect their Astropaths whilst they send as much information as possible to warn the wider Imperium of the threat.

- A Genestealer Cult has been unearthed by the Inquisition, and a force of the Deathwatch has been dispatched to seek them out and destroy them. Whilst the greater cult is doomed, if even a single Genestealer can escape the carnage, the cult can be reborn in a new location far from prying eyes.

- A mighty Imperial fortress has fallen to the forces of Chaos. Before they are finally overwhelmed, the last defenders must ensure that several priceless relics are locked away in impenetrable stasis vaults to be recovered if the Imperium recaptures this great bastion.

- A Drukhari raiding force was detected just before it could spring its perfect ambush. Although their prey are now fleeing, if they can defeat enough of them in melee combat and capture them, perhaps the raid wont be a total disaster. Who knows, some of the commanders of the botched raid might even be permitted to live…

CHALLENGE MISSION

LAST STAND

Your forces have been left behind after an evacuation, deserted by your commanders and left to be destroyed by the overwhelming enemy forces. Destruction is assured, but if you can hold out long enough you can ensure every surviving foe will remember your bravery and defiance until their deathbed.

'We're the only thing standing between these filthy xenos and the evacuees. You all know what has to be done, so let us go to the Emperor with our heads held high.'

- Commissar Stanisvorst

THE ARMIES

Each player must first muster an army from the miniatures in their collection. If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The Defender's deployment zone should include plenty of cover to represent the small force taking up final defensive positions.

DEPLOYMENT

After terrain has been set up, the Defender sets up their army wholly within their deployment zone. Units in the Defender's army must be set up on the battlefield, and cannot be set up in any other locations (high orbit, teleportarium chamber etc.). The Attacker then sets up their army, wholly within the Attacker's deployment zone.

FIRST TURN

The Defender has the first turn.

OVERWHELMING ODDS

At the end of each of the Attacker's Movement phases, they can select up to D3 units from their army that have been destroyed and return them to the battlefield. Returning units from the Attacker's army are set up wholly within 8" of the Attacker's battlefield edge, as shown on the map below.

Attacker's Battlefield Edge

Such units are treated as a new unit in all regards, and so will not be under the effects of any Stratagems or other abilities that applied to the unit when it was destroyed. If the Attacker's Warlord is returned to the battlefield in this way, it will no longer be a Warlord.

BATTLE LENGTH

The battle lasts until the Defender has no units remaining on the battlefield.

CHALLENGE CONDITIONS

The Defender receives a challenge rating based on the battle round in which their army was wiped out.

DEFENDER'S ARMY WIPED OUT	DEFENDER'S CHALLENGE RATING
Battle Round 1-3	★
Battle Round 4	★★
Battle Round 5	★★★
Battle Round 6	★★★★
Battle Round 7+	★★★★★

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

2CP

NOWHERE TO HIDE

Attacker Stratagem

Even the greatest fortifications can be circumvented by a canny commander.

Use this Stratagem at the start of your Shooting phase. Select one unit from the Defender's army. Until the end of the phase, that unit cannot receive the benefit of cover to its saving throw.

1CP

GO TO GROUND

Defender Stratagem

Sometimes the only answer is to bury your head in the dirt and hope for the best.

Use this Stratagem in your opponent's Shooting phase, when an INFANTRY unit from your army is selected as the target of an attack. Until the end of that phase, when resolving an attack against that unit, subtract 1 from the hit roll.

1/4CP

SATURATION BOMBARDMENT

Attacker Stratagem

The attacking forces rain fury upon the exposed remnants of their foe.

Use this Stratagem at the start of the first battle round. You can select one enemy unit that is not claiming the benefit of cover for 1 CP or every enemy unit that is not claiming the benefit of cover for 4 CP. Roll one D6 for each unit selected; on a 4+ that unit suffers D3 mortal wounds.

3CP

DEFIANT TO THE END

Defender Stratagem

Some find true bravery when there is nowhere left to run.

Use this Stratagem at the start of the Morale phase. Until the end of that phase, when a Morale test is taken for a unit in the Defender's army, do not roll the dice; it is automatically passed.

2CP

VASTLY OUTNUMBERED

Attacker Stratagem

The attacking commander brings the full force of his armies to bear.

Use this Stratagem at the end of your Movement phase. Select up to D6 units to return to the battlefield this turn instead of up to D3 as part of the Overwhelming Odds mission rule.

2CP

DELAYING TACTICS

Defender Stratagem

Vox jammers can disrupt enemy reinforcements, buying precious time.

Use this Stratagem in your opponent's Movement phase, after they have rolled a D3 or D6 to determine how many units can be returned to the battlefield as part of the Overwhelming Odds mission rule. Your opponent must re-roll the result (this Stratagem can allow a dice that has already been re-rolled to be re-rolled again).

CHALLENGE MISSION

HEADHUNTERS

The enemy is trying to eliminate your leaders, crippling your command structure and plunging your army into chaos. Strike back against them and show your true martial prowess, or be destroyed! If you can kill their leaders, victory will surely be an inevitability.

'The greatest danger of unthinking obedience is that one's warriors become used to having others do their thinking for them. This, we can exploit.'

- Master Shai, Officio Assassinorum

THE ARMIES

Each player must first muster an army from the miniatures in their collection. Both players must include at least 1 unit with the **CHARACTER** keyword for every 3 units in their army that do not have the **CHARACTER** keyword. If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield should include plenty of terrain features, but there should not be too many areas where it is easy to hide a single miniature.

DEPLOYMENT

After terrain has been set up, the Defender sets up their army wholly within their deployment zone. Units in the Defender's army must be set up on the battlefield, and cannot be set up in any other locations (high orbit, teleportarium chamber etc.). The Attacker then sets up their army, wholly within the Attacker's deployment zone.

FIRST TURN

The Attacker has the first turn.

HEADHUNTING

When resolving an attack made with a melee weapon by a **CHARACTER** model in the Attacker's army against an enemy **CHARACTER** unit, add 1 to the hit roll.

BATTLE LENGTH

The game ends at the end of battle round 5.

CHALLENGE CONDITIONS

The Defender receives a challenge rating based on how many of the Attacker's **CHARACTER** units were destroyed. Each player scores 1 kill point for each enemy **CHARACTER** unit that has been destroyed at the end of the battle. If a **CHARACTER** unit was destroyed in the Fight phase, that unit is worth 2 kill points instead. The enemy Warlord is also worth 1 additional kill point. At the end of the battle, compare each player's kill points total.

DEFENDER'S KILL POINTS TOTAL IS:	DEFENDER'S CHALLENGE RATING
More than double the Attacker's total	★★★★★
Higher than the Attacker's total by at least 2	★★★★
One kill point higher than the Attacker's total	★★★
Equal to the Attacker's total	★★
Lower than the Attacker's total	★

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

BITTER ENMITY

Attacker Stratagem

One of the enemy commanders is an ancient foe and must be slain at all costs.

Use this Stratagem before the battle. Select one **CHARACTER** model from your army and one **CHARACTER** model from your opponent's army. Until the end of the battle, when resolving an attack made by the selected **CHARACTER** model from your army against the unit of the selected **CHARACTER** model from your opponent's army, re-roll a hit roll of 1 and re-roll a wound roll of 1.

2CP

NOT DEAD YET

Attacker Stratagem

Summoning great reserves of strength, this commander climbs back to their feet.

Use this Stratagem in any phase, when a **CHARACTER** model from your army is destroyed but before removing them from play. That **CHARACTER** model regains up to D3 lost wounds.

1CP

KILLING BLOW

Attacker Stratagem

Striking with all their fury, this warrior cleaves deeply into their hated foe.

Use this Stratagem at the start of the Fight phase. Select one melee weapon that a **CHARACTER** model from your army that is within 1" of an enemy **CHARACTER** model is equipped with. Until the end of the phase, add 1 to the Damage characteristic of that weapon.

2CP

DEADEYE SHOT

Defender Stratagem

In a moment of relative calm, this warrior spots a high-ranking foe approaching.

Use this Stratagem in your Shooting phase, when you choose a **CHARACTER** unit from your army to shoot with. Until the end of the phase, attacks made by this character can target a **CHARACTER** unit even if it is not the closest enemy unit.

1CP

MAKE WAY!

Defender Stratagem

Pushing through the melee, this warrior strives to get to grips with their nemesis.

Use this Stratagem in the Fight phase, when you pick a **CHARACTER** unit from your army to fight with. Until the end of the phase, when that unit piles in, it can move across other models as if they were not there, but must end this pile-in move closer to an enemy **CHARACTER** unit.

2CP

DECOY

Defender Stratagem

Many commanders keep body-doubles nearby to confuse the foe.

Use this Stratagem in any phase, when a **CHARACTER** model from your army is destroyed but before removing them from play. You can set up that model anywhere in your opponent's deployment zone and more than 9" from any enemy models, with all lost wounds regained.

CHALLENGE MISSION

DOMINATION

The enemy is attempting to herd your forces into a carefully constructed killzone. If you cannot break out and re-establish dominance over this area your forces will be surrounded and destroyed!

'Never fight the enemy on their terms. If they wish to attack, strike first. If they wish to hide behind walls, force them to sally forth. Thus do you always have the initiative.'

- T'au mantra

THE ARMIES

Each player must first muster an army from the miniatures in their collection. If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Each table quarter should contain at least one large terrain feature that is not impassible.

DEPLOYMENT

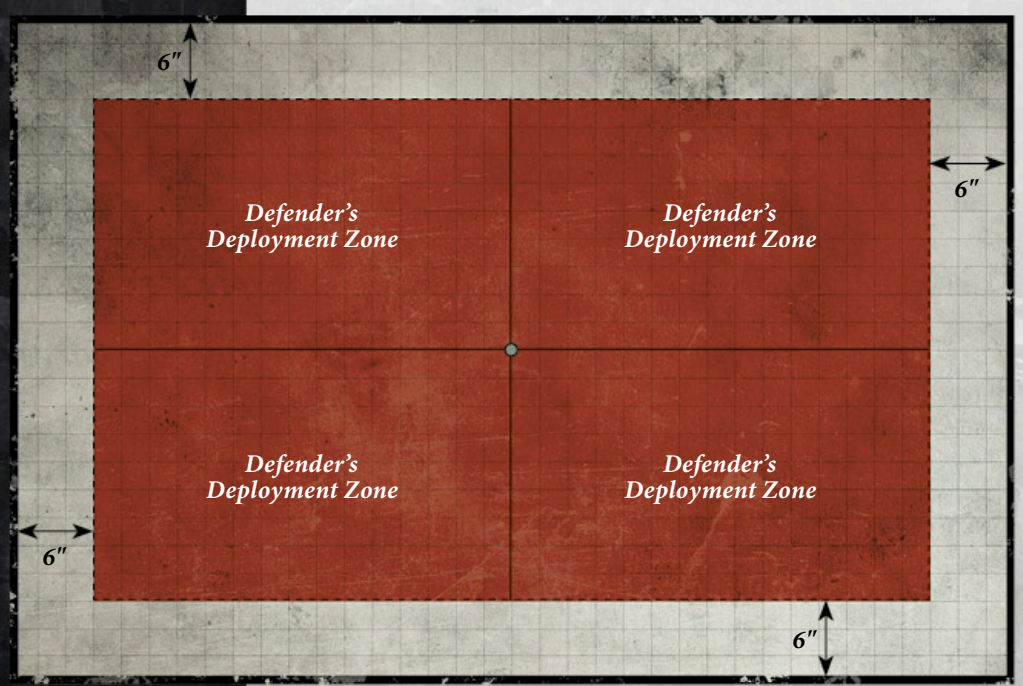
After terrain has been set up, the Defender sets up their army wholly within their deployment zone. Units in the Defender's army must be set up on the battlefield, and cannot be set up in any other locations (high orbit, teleportarium chamber etc.). The Attacker's army is not set up on the battlefield. Units in the Attacker's army that are normally able to set up in locations other than the battlefield (high orbit, teleportarium chamber etc.) can do so as normal.

FIRST TURN

The Attacker has the first turn.

ATTACKING FROM EVERY ANGLE

At the start of each of the Attacker's Movement phases, they can roll one D6 for each unit in their army that has not been destroyed and add the current battle round number. On a 3+ that unit arrives on the battlefield. If it has been set up in



a specific location (high orbit, teleportarium chamber etc.) it can set up using that ability as normal. Otherwise, this unit can be set up with every model within 3" of any battlefield edge. Any units set up within 1" of a unit from the Defender's army are treated as having charged in the subsequent Fight phase.

BATTLE LENGTH

The game ends at the end of battle round 5.

CHALLENGE CONDITIONS

The Defender receives a challenge rating based on how many victory points they score. The Defender scores 1 victory point for each table quarter that has a unit from their army wholly within it at the end of the battle. The Defender scores 1 additional victory point if their Warlord is on the battlefield at the end of the battle.

DEFENDER'S VICTORY POINTS	DEFENDER'S CHALLENGE RATING
5	★★★★★
4	★★★★
3	★★★
2	★★
1 or fewer	★

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

AMBUSH

Attacker Stratagem

Your forces strike down their unsuspecting foes without warning.

Use this Stratagem in your Movement phase, when you set up a unit arriving as reinforcements within 1" of an enemy unit. Roll one D6 for each model in that enemy unit. For each result of 6, that unit suffers 1 mortal wound.

1CP

GET MOVING!

Defender Stratagem

To hesitate is to invite the enemy to your positions. Take the fight to them!

Use this Stratagem before a unit from your army Advances. When this unit Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

1CP

RIGHT ON TIME

Attacker Stratagem

Exact application of reinforcements is the key to victory.

Use this Stratagem before rolling the dice to see if a unit from your army arrives on the battlefield this turn as part of the Attacking from Every Angle mission rule. That unit automatically arrives on the battlefield. No roll is required.

2CP

COMMS SCRAMBLER

Defender Stratagem

Disrupting the enemy forces can buy precious seconds to capture vital ground.

Use this Stratagem at the end of your opponent's Movement phase, before they set up any units from their army on the battlefield that turn. Select one unit from your army that is on the battlefield. Enemy units cannot be set up within 9" of that unit this turn.

1CP

CLEAR THIS SECTOR

Attacker Stratagem

Each area must be methodically cleared.

Use this Stratagem in your Shooting phase when you choose a unit to shoot with, or in your opponent's Charge phase when a unit from your army fires Overwatch. Until the end of the phase, when resolving an attack made by a model in that unit, if that unit is wholly within one table quarter and the target of that attack is a unit wholly within the same table quarter, re-roll a hit roll of 1.

1CP

SWEEP AND CLEAR

Defender Stratagem

Take back that sector at all costs!

Use this Stratagem at the start of your Charge phase. Select one unit from your army that is wholly within one table quarter. Until the end of the phase, when you charge with that unit against an enemy unit wholly within a different table quarter to that unit, you can re-roll the charge roll.

MATCHED PLAY

'Few times in war is one side's strength in total excess of the other. Few times can a commander guarantee swift victory or crushing defeat. War is a test. A challenge of mettle, skill and generalship. To glory the victor, death to the defeated.'

- Tactica Imperium

NEW BATTLEFRONTS

Pitting two Battle-forged armies against one another, matched play missions are as level a playing field as you can get in your Warhammer 40,000 games. Victory will go to the commander who has fortune, strategy and cunning on their side, and each new mission you play is an opportunity to master all three.

The matched play missions available in the *Warhammer 40,000* rulebook give players a wide range of strategic challenges, from the tightly controlled scenarios of Eternal War, to the rapidly shifting battlefield challenges of Maelstrom of War. Every warlord worth their name relishes new strategic challenges, however. Tried and tested tactics must be revised, or whole new routes to victory found. Units that seemed, at first glance, to lack the utility you desired suddenly come into their own as their abilities on the tabletop are proved invaluable. On the following pages you will find just such a range of exciting new opportunities to crush your foes.

PLAYING MISSIONS

This section includes twelve matched play missions. The first six are new and updated Eternal War missions. Here you will find some of your favourite missions from previous editions of *Chapter Approved*, refined and updated ready for this season, but also new missions for players to tackle. The final six are Maelstrom of War missions using a brand new mechanic known as Schemes of War that allows you to customise your deck of tactical objective cards, but also to manipulate and scheme with your objectives to gain the upper hand. You can agree with your opponent which set of matched play missions to use, or you can roll off, and whoever rolls highest can choose which set to use, be it one from this book or the *Warhammer 40,000* rulebook.

Having decided the set you wish to use, you can either select one of its six missions, or roll a D6 to randomly select one using the appropriate table. The table for the matched play missions in this book is below.

	ETERNAL WAR	MAELSTROM OF WAR
D6	MISSION	MISSION
1	Crusade (pg 62)	Covert Manoeuvres (pg 72)
2	Scorched Earth (pg 63)	Ambitious Surge (pg 73)
3	Ascension (pg 64)	Critical Objective (pg 74)
4	Front-line Warfare (pg 65)	Disruptive Tactics (pg 75)
5	The Four Pillars (pg 66)	Territorial Control (pg 76)
6	Lockdown (pg 67)	Confined Command (pg 77)

MATCHED PLAY MISSION RULES

The following rules apply to all matched play games:

Battle Brothers

All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common. In addition, this keyword cannot be **CHAOS, IMPERIUM, AELDARI, YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network. This has no effect on your army Faction.

Boots on the Ground

When determining which player controls an objective marker, exclude all units that have the Flyer Battlefield Role – these units can never control objective markers.

Limits of Command

You cannot use the Command Re-roll Stratagem to affect Mission dice rolls. Mission dice rolls include any dice rolls that are made before the battle begins (such as those that determine who chooses deployment zones or who gets the first turn), those that must be made at the end of a battle round (such as rolls that determine if the battle ends) or any rolls that determine how many victory points are awarded to a player.

Prepared Positions

The player who has the second turn in the first battle round has access to the following Stratagem:

2CP

PREPARED POSITIONS

Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army – other than **TITANIC** units, **AIRCRAFT** units and units with the Fortification or Flyer Battlefield Roles – that are wholly within your deployment zone receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.

Psychic Focus

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, unless the psyker attempting to manifest *Smite* has either the Brotherhood of Psykers (see *Codex: Grey Knights*) or the Brotherhood of Sorcerers

ability (see *Codex: Thousand Sons*), you must add 1 to the warp charge value of *Smite* for each attempt (whether successful or not) that has been made to manifest *Smite* during that Psychic phase, to a maximum warp charge value of 11.

For example, if an **ORK** psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then the warp charge value of *Smite* is 7 for that attempt (note that if the psyker's psychic test is more than 10, it still inflicts D6 mortal wounds instead of D3 as normal).

Strategic Discipline

The same Stratagem cannot be used by the same player more than once during any single phase. This does not affect Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of a battle round'.

Tactical Reserves

Instead of being set up on the battlefield during deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during deployment (including those that are embarked aboard **TRANSPORTS** that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round.

Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.

Tactical Restraint

There are several Warlord Traits, Relics, psychic powers and abilities that give you a chance to gain or refund Command Points. Each player can only gain or have refunded a total of 1 Command Point per battle round as the result of such rules, regardless of the source, and Command Points that are spent on Stratagems that are not used during a battle round, such as those that are used 'before the battle', can never be refunded.

The limit of gaining or refunding 1 Command Point per battle round does not apply to the Moment Shackle or the Seven-fold Chant abilities, or to or the Player of the Twilight Warlord Trait – in these cases, the ability/Warlord Trait can refund or gain the player more than 1 Command Point if the Stratagem used cost 2 or more Command Points to use, but once any Command Points have been gained as a result of the rule, neither it, nor any similar rule, can be used to gain any more Command Points until the next battle round. Also note that this does not apply to Command Points that are gained or refunded as specifically instructed on Stratagems (e.g. Feeder Tendrils and Agents of Vect).

Targeting Characters

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **CHARACTERS** with a Wounds characteristics of less than 10 when determining if the target is the closest enemy unit to the firing model.

This means that if any other enemy units (excluding other **CHARACTERS** with a Wounds characteristic of less than 10) are closer, whether they are visible or not, then the enemy **CHARACTER** cannot be targeted.

Understrength Support

Understrength units can only be included in Auxiliary Support Detachments.

ETERNAL WAR

CRUSADE

Resolute and unwavering, two forces continue their relentless crusade upon these lands. With the enemy on the horizon, it soon becomes clear that neither will cede ground without a fight. The battlefield will be secured, even if the price must be paid in blood.

Crusade is a brand new mission incorporating elements of several that have come before it. Although initially this mission may appear to have simple victory conditions, players will quickly find that holding an objective marker until the start of their next turn is no easy task, and so any that you wish to score victory points from will have to be well defended from the enemy onslaught that will surely come.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

The players then roll off and, starting with the winner, alternate placing objective markers until six have been set up. Each objective marker must be set up anywhere on the battlefield more than 12" from any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Seize and Control: Starting from the second battle round, each player scores 1 victory point for each objective marker they control at the start of their turn. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

SCORCHED EARTH

You are fighting for control of key strategic assets scattered throughout this region. However, while seizing these locations is undoubtedly valuable, destroying those crucial to your enemy is more so, and will likely bring you victory.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook), then selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

Starting with the Defender, players alternate placing objective markers until six have been set up. The first objective marker that each player sets up must be more than 12" away from any other objective marker, more than 9" away from a player's deployment zone and more than 6" away from the edge of the battlefield. The remaining objective markers that each player sets up must be wholly within their own deployment zone, more than 12" away from any other objective marker and more than 6" away from the edge of the battlefield.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Control or Raze: Starting from the second battle round, each player scores one victory point for each objective marker they control at the start of their turn. If an objective marker is within the enemy's deployment zone you can choose to raze it if you control it; doing so scores you 3 victory points instead of 1 but that objective marker is then removed from the battlefield. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

Scorched Earth was originally published in *Chapter Approved: 2017 Edition*. Updated here, this mission forces players to make important tactical choices each turn. Should they try and hold an objective for one more turn, or should they play it safe and raze it to the ground, scoring some immediate victory points but losing it for the rest of the battle? Similarly an important decision must be made on how aggressive a battle plan will be adopted, as capturing the enemy objectives offers great reward, but could leave your own objectives open to counter-attack.

ETERNAL WAR

ASCENSION

You have learned of several vital locations where objects of great power lie. Your army's leaders must seize these and deny them to the enemy's own champions.

Ascension was originally featured in *Chapter Approved: 2017 Edition*. In this mission, players can score more victory points by holding an objective for consecutive turns with their character models. The objective placement means players must commit to the centre of the table, but careful movement and a layered defence can ensure an objective remains defended to allow your characters to score consecutively.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook), then selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The players then place three objective markers on the battlefield as follows. The first objective marker is placed in the centre of the battlefield. Then, starting with the Defender, the players each place one more objective marker; these must be set up more than 15" from any other objective marker, more than 6" from the edge of the battlefield and equal distance from both players' deployment zones.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative and get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

DIRECT COMMAND

If only one player has any **CHARACTER** models within 3" of an objective marker, they control it even if there are more enemy models within range of that objective marker. If an enemy unit with a similar ability is within range of the same objective marker, that objective marker is controlled by the player who has the most models within range of it as normal.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Ascend: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of it than their opponent does. Furthermore, if a player controls the same objective marker with the same **CHARACTER** for more than one of their turns consecutively, the number of victory points scored is increased; they score 2 victory points at the end of their turn for an objective marker that has been controlled with the **CHARACTER** for two of their turns consecutively, 3 victory points if it has been controlled with the **CHARACTER** for three of their turns consecutively, and so on.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

FRONT-LINE WARFARE

Your forces have encountered the enemy along a contested border between your territory and theirs. It is imperative that you seize the disputed ground quickly, while preventing your foe from crossing the border into your own lands.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook), then selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

Starting with the Defender, players alternate placing objective markers until four have been set up. The first objective marker that each player sets up must be wholly within their own deployment zone and more than 6" from the edge of the battlefield. The second objective marker that each player sets up must be more than 12" from any other objective marker, more than 6" from the edge of the battlefield and equal distance from both players' deployment zones.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Take and Hold: At the end of each battle round, each player scores a number of victory points for each objective marker they control. A player scores 1 victory point if they control the objective marker in their own deployment zone, 4 victory points if they control the objective marker in their opponent's deployment zone, and 2 victory points for each other objective marker they control. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

Front Line Warfare was originally featured in *Chapter Approved: 2017 Edition*. This mission rewards bold and aggressive tactics, allowing players to score more victory points for holding objective markers outside of their deployment zone, and even more if they risk pushing forward to hold the objective in their opponent's deployment zone. In this mission, timing is key. Committing too much too early could leave you open to a late-game counter-attack, with your opponent scoring more victory points from your now-undefended home objective.

ETERNAL WAR

THE FOUR PILLARS

Strange and ancient alien pillars dominate this battlefield. While these are in your possession, their energies can be siphoned off and stored to power weapons of unimaginable destruction.

Four Pillars is taken from *Chapter Approved: 2018 Edition*. This mission encourages players to ensure they hold more of the four equally-spread objectives than their opponent at the end of each battle round. This is made easier if a player is also trying to destroy more units than their opponent each round, meaning the players can take a variety of approaches to how they score victory points. A key part of this mission is that only Troops can control objectives. Players must make critical decisions when building their army and prioritising targets on the battlefield.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Place four objective markers as follows. Draw imaginary lines from the centre of the battlefield towards each corner of the battlefield and place an objective marker 15" from the centre of the battlefield along each of these lines.

Once all the objective markers have been placed, the players then create the rest of the battlefield and set up terrain, ensuring no terrain feature is within 3" of an objective marker.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Siphon Power: At the end of each battle round, if one player controls more objective markers than their opponent, they score 1 victory point. If they control all four objective markers, they score 3 victory points instead. A player controls an objective marker if they have more models with the Troops Battlefield Role within 3" of it than their opponent does (other units cannot control objective markers; ignore them when determining who controls each objective marker in this mission).

No Prisoners: At the end of each battle round, a player scores 1 victory point if more units from their opponent's army were destroyed during that battle round than from their own army.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR
LOCKDOWN

Whilst protecting their own vital objective, both forces must secure these lands and rid them of the enemy presence.

THE ARMIES
Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD
Create the battlefield and set up terrain.

The players then roll off and, starting with the winner, alternate placing objective markers until six have been set up. Each objective marker must be set up anywhere on the battlefield more than 12" from any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT
The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN
The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES
The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH
At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

LOCKDOWN
At the start of the first battle round but before the first turn begins, the player taking the first turn selects one objective marker to be objective marker 1. The player taking the second turn then selects one objective marker to be objective marker 6.

The player taking the first turn then selects one objective marker that has not been numbered and rolls one D6, re-rolling if the result corresponds to an objective marker that is already numbered. That objective marker is numbered the corresponding result. The player going second then does the same. Both players repeat this process until all 6 objective markers have an individual number.

At the start of each battle round after the first, remove from the battlefield the objective marker whose number corresponds to the current battle round. For example, at the start of battle round 3, the objective marker numbered 3 would be removed. Repeat this process each battle round until there are two objective markers remaining.

VICTORY CONDITIONS
At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Target Secured: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of it than their opponent does.

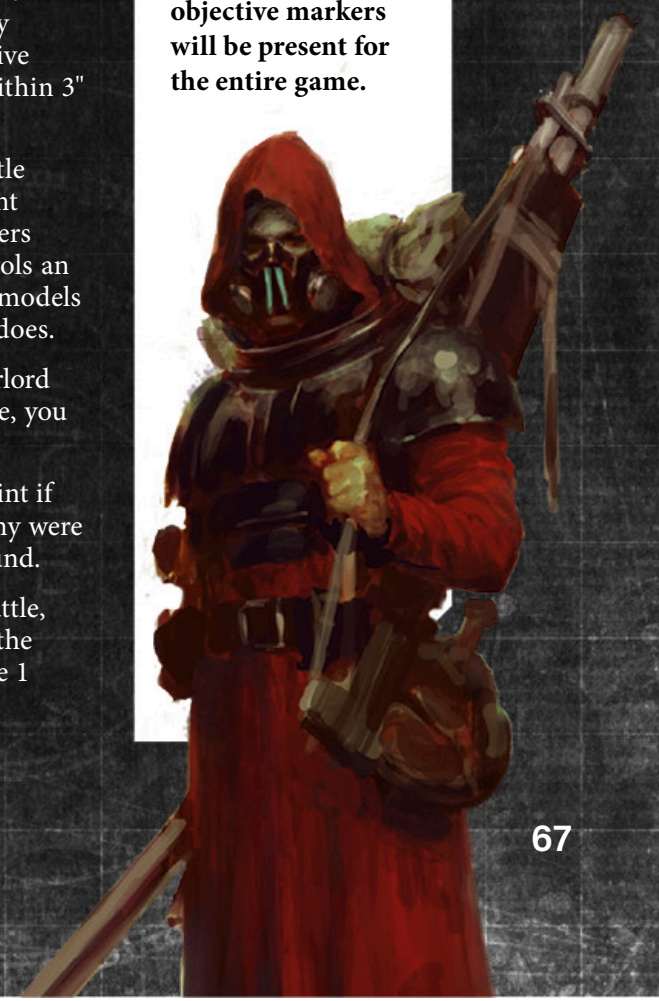
Dominance: At the end of each battle round, a player scores 1 victory point if they control more objective markers than their opponent. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

Lockdown is a brand new mission not featured in a previous publication. Players allocate numbers to each objective marker knowing that each battle round the marker with the corresponding number will disappear. Players can therefore plan their strategy knowing which objective markers will be removed. Remember that objectives are removed to a minimum of 2, therefore choose wisely which objective marker you wish to number 1 or 6, as those objective markers will be present for the entire game.



SCHEMES OF WAR

To play the Maelstrom of War missions on the following pages, the players will each require a deck of Tactical Objective cards, and must use the rules described in this section for Tactical Objectives instead of those from the 'Using Tactical Objectives' section in the *Warhammer 40,000* rulebook.

CONSTRUCTING YOUR OBJECTIVE DECK

Before playing one of the following Maelstrom of War missions, after your opponent has shared their army roster with you, you must construct an Objective deck. This deck should be made up of a minimum of 18 Tactical Objective cards, chosen from the pool available to your army. No more than one copy of each uniquely named Tactical Objective can be included in the deck.

USING TACTICAL OBJECTIVES

After the battlefield has been created and terrain set up, the players roll off, and, starting with the winner, alternate setting up objective markers until 6 have been placed on the battlefield. Each objective marker must be placed at least 12" from any other objective marker and at least 6" away from the battlefield edge.

Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

USING YOUR OBJECTIVE DECK

At the start of the first battle round, each player shuffles their Objective deck and draws 5 Tactical Objective cards. If either player is not happy with the initial cards that they have drawn, they can choose to place them at the bottom of their Objective deck, in any order, and draw 4 new Tactical Objective cards.

At the start of your turn, put Tactical Objective cards from your hand into play until you have three in-play Tactical Objectives or there are no more cards left in your hand. A Tactical Objective card is considered to be generated when it is put into play.

When putting a Tactical Objective card into play, place it either face up for both players to see, or face down – its details kept hidden from your opponent until such a point as it is either achieved or discarded. No player can have more than one face-down, in-play Tactical Objective at any point (unless otherwise specified).

DRAWING A TACTICAL OBJECTIVE CARD

When you draw a Tactical Objective card, take the top card from your Objective deck and add it to your hand. A player's hand is kept hidden from their opponent for the duration of the battle. If there are no cards left in the Objective deck when instructed to draw a Tactical Objective card, do nothing instead.

DISCARDING A TACTICAL OBJECTIVE CARD

When you discard a Tactical Objective card, place it face up on your discard pile. Tactical Objective cards in a discard pile are not considered to be in play. A discard pile is not a part of a player's Objective deck.

The Warhammer 40,000 Tactical Objective deck provides players with an easy to use deck of 36 cards for playing Maelstrom of War missions. Not only do they give you an easy way to generate new objectives by drawing a card, rather than rolling dice in sequence, they also allow players to easily track which objectives they have active at any time. In addition, each faction in Warhammer 40,000 has a set of 6 Tactical Objective cards available separately in that faction's datacards pack which can be substituted into this deck to personalise your objectives to fit the army of your choice.

PRIORITY ORDERS RECEIVED

For the purpose of generating a bonus Tactical Objective for the Priority Orders Received Tactical Objective, select one Tactical Objective card from your hand and put it into play. If you do not have a card to put into play, discard Priority Orders Received instead. Priority Orders Received and that Tactical Objective card count as one combined Tactical Objective card when determining how many you have in play.

You can only achieve in-play Tactical Objectives.

After you have finished putting any Tactical Objectives into play, draw Tactical Objective cards until you have a hand of 5 cards.

ACHIEVING TACTICAL OBJECTIVES

At the end of every turn (yours and your opponent's), you must check to see if you have achieved any of your in-play Tactical Objectives – the descriptions will tell you how and when they are achieved and how many victory points are scored for achieving them. If you can achieve a Tactical Objective at the end of a turn, you must reveal it, if necessary, and immediately score the victory points for it – you cannot choose not to do so. Players can achieve any number of their Tactical Objectives in the same turn.

After a Tactical Objective has been achieved, that card is discarded.

DISCARDING IN-PLAY TACTICAL OBJECTIVES

At the end of the Morale phase, you can discard any of your in-play Tactical Objectives.

STRATAGEMS

When using the rules for Tactical Objectives in this section, a player can make use of the following Stratagems:

2CP

RE-PRIORITISE

Stratagem

Use this Stratagem at the start of your turn. Discard up to two Tactical Objective cards from your hand and draw a new Tactical Objective card for each card that was discarded.

1CP

TACTICAL FORESIGHT

Stratagem

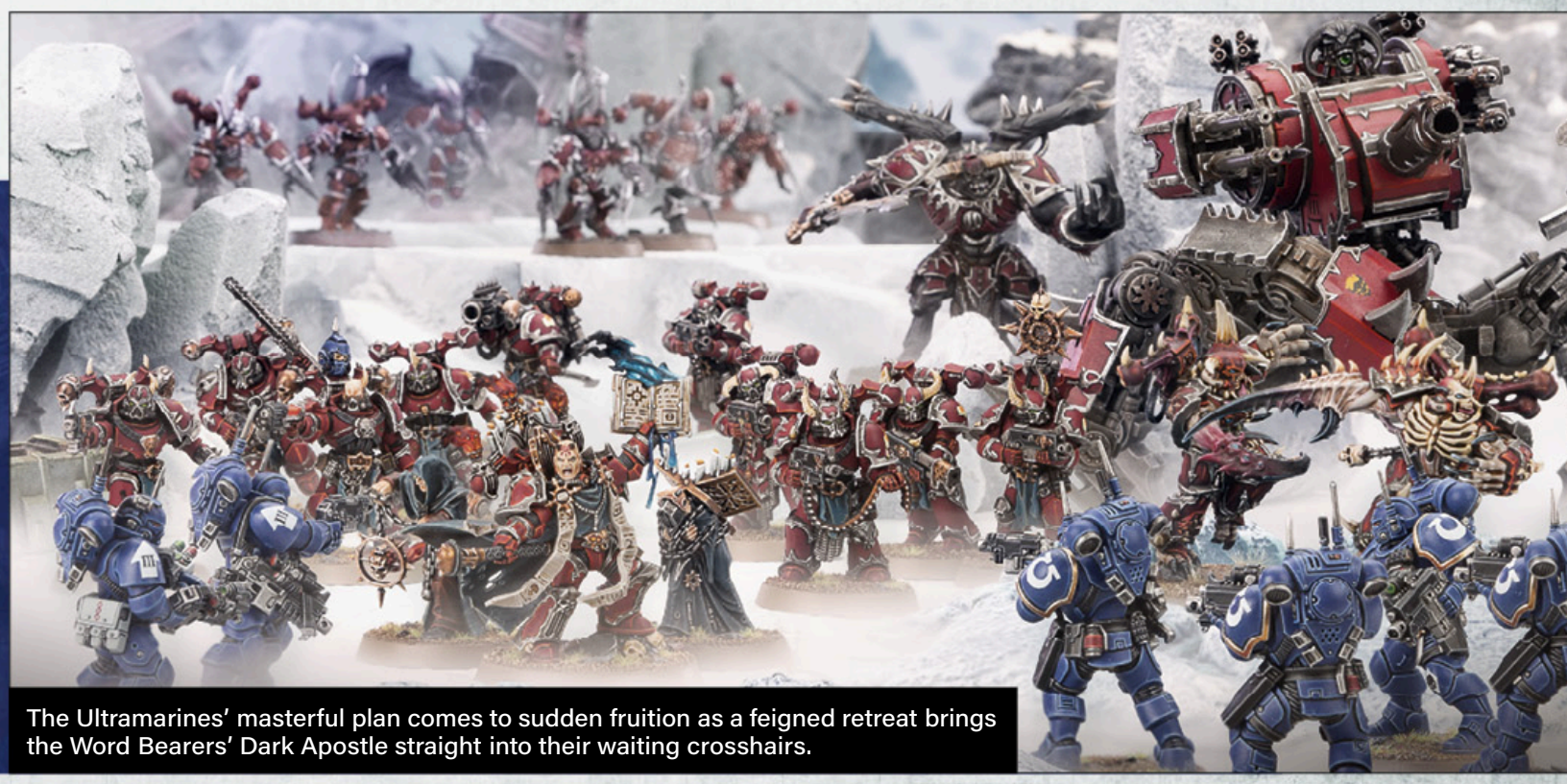
Use this Stratagem at any point during the turn. You can look at the top three cards of your Objective deck and choose to put each back on either the top or bottom of the deck, in any order. You can only use this Stratagem once per turn.

2CP

DETERMINED PUSH

Stratagem

Use this Stratagem at any point during the turn. Select up to three Tactical Objective cards from your discard pile and shuffle them back into your Objective deck. You can only use this Stratagem once per turn.



The Ultramarines' masterful plan comes to sudden fruition as a feigned retreat brings the Word Bearers' Dark Apostle straight into their waiting crosshairs.

MAELSTROM OF WAR

COVERT MANOEUVRES

As the dominant warlord boldly leads his followers to victory, it is the patient warlord that sees opportunity. Their covert manoeuvres and appropriate timing can take the complacent warlord by surprise, dealing a critical blow that leaves their opponent reeling and themself snatching victory at the key hour.

+++

EVEN IN THE FACE OF OVERWHELMING DEFEAT, WITH FAITH IN THE EMPEROR VICTORY IS ALWAYS POSSIBLE.

+++

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

COVERT MANOEUVRES

At the start of each battle round after the first, if there is a player with fewer victory points than their opponent, then for the rest of that battle round all Tactical Objectives that player puts into play can be placed face down, and all face-up Tactical Objectives that player has in play can be turned face down. For the rest of that battle round, all Tactical Objectives their opponent puts into play must be placed face up, and all face-down Tactical Objectives their opponent has in play must be turned face up.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

AMBITIOUS SURGE

A concentrated and determined effort is enough to galvanise a force, setting in motion a swift surge to carry the battle. Each warlord attempts to complete key objectives to achieve such momentum and emerge victorious.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

AMBITIOUS SURGE

At the start of each player's Movement phase, if that player has any Tactical Objective cards in play, their opponent must select one of those Tactical Objectives. If that Tactical Objective is achieved in that turn or the subsequent turn, it is worth 1 additional victory point.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

TO PURSUE EVERY OPPORTUNITY TO PURGE THE HERETIC, THE ALIEN AND THE WITCH, HOWEVER SMALL, IS BUT THE SIMPLEST DUTY OF EVERY CITIZEN.

+++

MAELSTROM OF WAR

CRITICAL OBJECTIVE

Both forces focus on a key objective, whether it be territory that cannot fall into the foe's hands, enemy assets that must be laid low, or targets to be assassinated. If all else should fail, fulfilling that ambition may be enough to win the day.

+++

IN THE PURSUIT OF A WORTHY GOAL, DO NOT HESITATE TO UNLEASH ALL AT YOUR DISPOSAL. THE EMPEROR GAVE HIS ALL, HOW CAN WE NOT?

+++

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

CRITICAL OBJECTIVE

At the start of each player's turn, before putting any Tactical Objectives into play, that player can select one Tactical Objective card from their discard pile and shuffle it back into their Objective deck.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

DISRUPTIVE TACTICS

Each warlord runs interference on the enemy's chain of command. By sabotaging communications, dispersing false intelligence and sowing confusion and disruption, the enemy's efforts to achieve victory can be severely hampered.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

DISRUPTIVE TACTICS

At the start of each player's turn, before putting any Tactical Objectives into play, that player reveals the top three cards of their Objective deck (if that Objective deck has fewer than three cards remaining, reveal as many as are available). That player's opponent can then select one of those cards to be placed on the bottom of that player's Objective deck, and the remaining cards are returned to the top of the deck in an order of the opponent's choice.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

PUT OUT THE TRAITOR'S EYES WHEREVER THEY BLINK, FOR THEY ARE UNDESERVED OF THE SIGHT OF THE EMPEROR'S REALM.

+++

MAELSTROM OF WAR

TERRITORIAL CONTROL

The warlord who dominates the battlefield will force the enemy to fight on their terms, in locations of their choosing. With the foe surrounded, that warlord can impose their will and secure victory.

+++

DENY THE FOE EVERY INCH OF GROUND, LEST THEY CORRUPT IT. PURGE THEM WITHOUT MERCY OR RESPITE, LEST THEY RETURN.

+++

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

TERRITORIAL CONTROL

At the start of each player's turn after the first, if that player controls more objective markers than their opponent, they can draw one card from their Objective deck before placing any Tactical Objectives into play.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

CONFINED COMMAND

Each warlord has limited communications and resources, thus must fight whilst under this restriction. Only the most stalwart and adaptable force will prevail, their will to succeed unperturbed by setback.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

CONFINED COMMAND

At the start of each player's Movement phase, their opponent can select one Tactical Objective that player has in play. That Tactical Objective is returned to the owning player's hand, and they can put a different Tactical Objective into play.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

IN FACE OF HARDSHIP, REMEMBER THE EMPEROR, AND KNOW HOW TRIVIAL YOUR DIFFICULTIES ARE.

+++

APPENDIX

'What are these abominations, these creatures that cannot be and yet stand brazen and foul in the broad light of day? Are they truly the Daemons of scripture? Can such a fell possibility truly be real? Whatever the truth, Emperor save us all...'

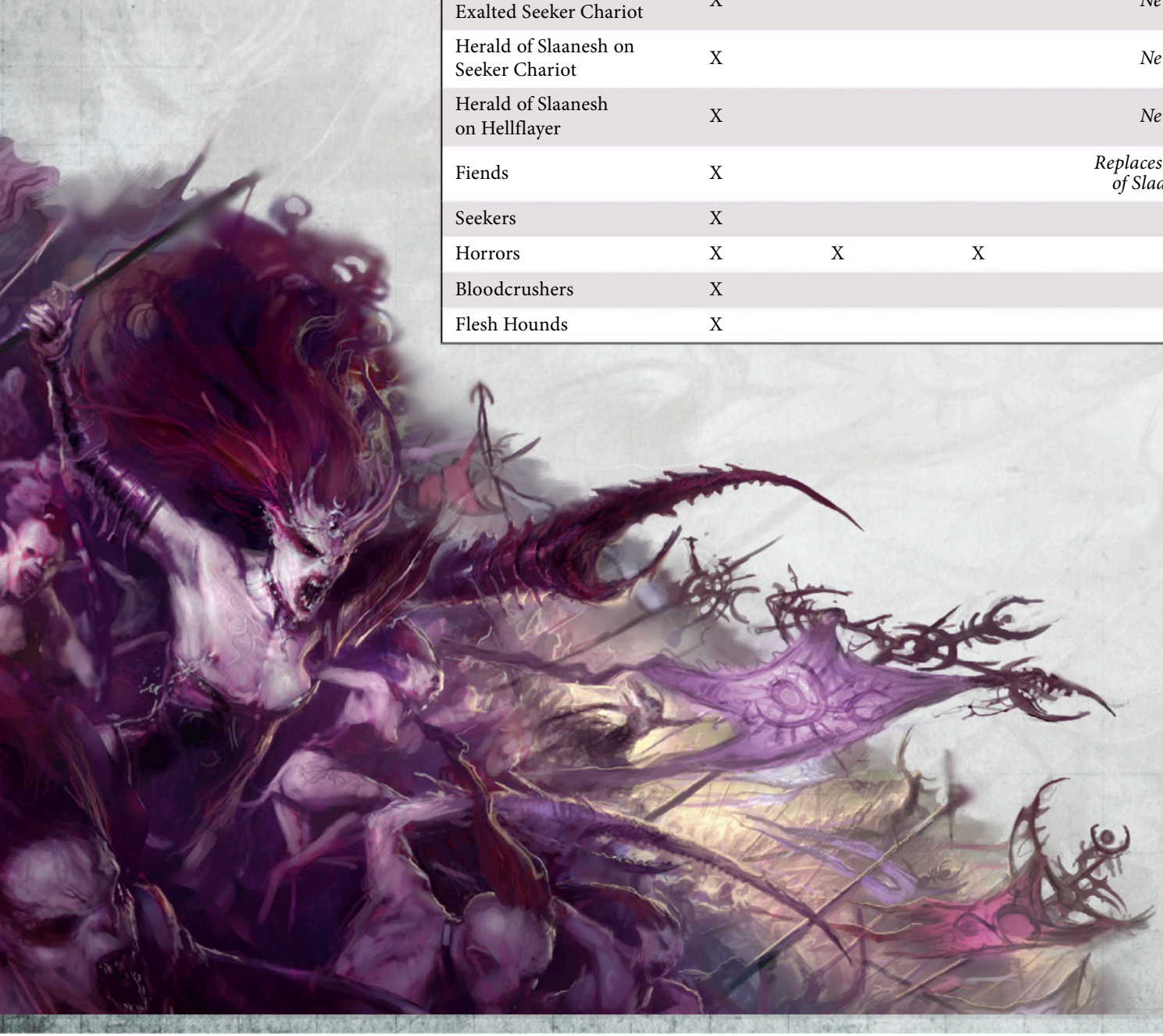
- Muravils the Mad, doomsayer and apocalyptic prophet

NEW AND UPDATED DATASHEETS

This section of *Chapter Approved* contains new and updated datasheets for several different units. The updated datasheets presented here replace those published in earlier publications and reflect the very latest rules and wargear options for the units they describe.

Since their respective codexes were released, a number of Daemon units have undergone revisions to their rules, and a whole new range of Slaanesh Daemons have been unleashed upon the galaxy. These new and updated datasheets are presented here, and you can find the details of what they replace below:

DATASHEET	CODEX			NOTES
	Chaos Daemons	Chaos Space Marines	Thousand Sons	
Syll'Esske	X			*New*
Shalaxi Helbane	X			*New*
Infernal Enrapturess	X			*New*
Contorted Epitome	X			*New*
Keeper of Secrets	X			
Herald of Slaanesh on Exalted Seeker Chariot	X			*New*
Herald of Slaanesh on Seeker Chariot	X			*New*
Herald of Slaanesh on Hellflayer	X			*New*
Fiends	X			*Replaces Fiends of Slaanesh*
Seekers	X			
Horrors	X	X	X	
Bloodcrushers	X			
Flesh Hounds	X			



SYLL'ESSKE

THE VENGEFUL ALLEGIANCE

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Syll'Esske	**9"**	**2+**	**2+**	**4**	**6**	**8**	**8**	**9**	**4+**

Syll'Esske is a single model equipped with: scourging whip; Axe of Dominion. You can only include one of this model in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scourging whip (shooting)	6"	Assault D6	User	-2	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Axe of Dominion	Melee	Melee	+3	-3	3	-
Scourging whip (melee)	Melee	Melee	User	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.

ABILITIES	**Daemonic**, **Quicksilver Swiftness**, **Daemonic Ritual** (see *Codex: Chaos Daemons*) **Prince of Slaanesh:** Re-roll hit rolls of 1 for attacks made by models in friendly **SLAANESH DAEMON** units whilst their unit is within 6" of this model. **Locus of Slaanesh:** Add 1 to the Strength characteristic of models in **SLAANESH DAEMON** units whilst their unit is within 6" of any friendly models with this ability. **Regal Authority:** You can re-roll Morale tests taken for friendly **SLAANESH DAEMON** units whilst they are within 6" of this model.	**Deadly Symbiosis:** When this model is chosen to fight with for the first time in the Fight phase, it can only make attacks with one of its equipped weapons. In addition, after making a consolidation move for the first time in the Fight phase, this model can make a number of attacks equal to its Attacks characteristic with its other equipped weapon. If this model made a charge move this turn, these attacks can only be made against a unit that this model declared a charge against this turn.
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Slaanesh discipline (see *Codex: Chaos Daemons*).	
FACTION KEYWORDS	**CHAOS, SLAANESH, DAEMON**	
KEYWORDS	**CHARACTER, MONSTER, PSYKER, DAEMONETTE, HERALD OF SLAANESH, DAEMON PRINCE, SYLL'ESSKE**	

12 POWER

SHALAXI HELBANE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shalaxi Helbane	*	2+	2+	6	7	16	*	10	6+

Shalaxi Helbane is a single model equipped with: living whip; snapping claws; Soulpiercer. You can only include one of this model in your army.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	A	SNAPPING CLAWS
9-16+	14"	6	4
5-8	11"	5	3
1-4	7"	4	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Living whip	6"	Assault 6	6	-2	2	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Snapping claws	Melee	Melee	User	-3	3	When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.
Soulpiercer	Melee	Melee	x2	-4	D6	When resolving an attack made with this weapon against a **CHARACTER** unit, on a wound roll of 6+ this weapon has a Damage characteristic of 6 for that attack.

WARGEAR OPTIONS

- This model can have a shining aegis instead of being equipped with 1 living whip.

ABILITIES

Daemonic, **Quicksilver Swiftness**, **Daemonic Ritual** (see *Codex: Chaos Daemons*)

Greater Daemon: When a Morale test is taken for a friendly **SLAANESH DAEMON** unit within 6" of this model, you can use this model's Leadership characteristic instead of that unit's.

Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.

Cloak of Constriction: When resolving an attack made with a melee weapon against this model, subtract 1 from the wound roll.

Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1.

Shining Aegis: If this model has a shining aegis, then when it would lose a wound, roll one D6; on a 6 that wound is not lost. If that wound would be lost as a result of a mortal wound, that wound is not lost on a 5+ instead of 6.

Monarch of the Hunt: This model can perform a Heroic Intervention if there are any enemy units within 6" of it instead of 3" if any of those enemy units is a **CHARACTER**, and when doing so can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy **CHARACTER** model. In addition, when this model makes a pile-in move within 6" of any enemy **CHARACTER** units, it can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy **CHARACTER** model.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Slaanesh discipline (see *Codex: Chaos Daemons*).

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS, SHALAXI HELBANE

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

CHARACTER	WARLORD TRAIT
Shalaxi Helbane	Quicksilver Duellist
Syll'Esske	Bewitching Aura

4 POWER

INFERNAL ENRAPTURESS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infernal Enrapturess	**7"**	**2+**	**2+**	**4**	**3**	**4**	**2**	**8**	**6+**

An Infernal Enrapturess is a single model equipped with: heartstring lyre; ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heartstring lyre	When you choose this weapon to shoot with, select one of the profiles below.					
- Cacophonous melody	18"	Assault 6	4	-1	1	-
- Euphonic blast	24"	Assault 1	8	-3	3	-
Ravaging claws	Melee	Melee	User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.

ABILITIES

Daemonic, **Quicksilver Swiftness**, **Daemonic Ritual** (see *Codex: Chaos Daemons*)

Discordant Disruption: When a Psychic test is taken for a model within 24" of any enemy models with this ability, that model suffers Perils of the Warp on a roll that includes any doubles.

Harmonic Alignment: When this model attempts to summon a **SLAANESH DAEMON** unit using the Daemonic Ritual ability, add 3 to the summoning roll. In addition, at the start of your turn, roll one D6 for each **SLAANESH DAEMON** unit from your army within 6" of any friendly models with this ability; on a 6 you can return one destroyed model from that unit to the battlefield with all of its wounds remaining, placing it in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield).

FACTION KEYWORDS: **CHAOS, SLAANESH, DAEMON**

KEYWORDS: **CHARACTER, INFANTRY, DAEMONETTE, HERALD OF SLAANESH, INFERNAL ENRAPTURESS**

10 POWER

CONTORTED EPITOME

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contorted Epitome	**12"**	**2+**	**2+**	**5**	**5**	**8**	**2**	**8**	**6+**

A Contorted Epitome is a single model equipped with: coiled tentacles; ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coiled tentacles	Melee	Melee	User	-2	3	-
Ravaging claws	Melee	Melee	User	-1	2	When the bearer fights, it makes 8 additional attacks with this weapon and no more than 8 attacks can be made with this weapon. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.

ABILITIES

Daemonic, **Quicksilver Swiftness**, **Daemonic Ritual** (see *Codex: Chaos Daemons*)

Locus of Slaanesh: Add 1 to the Strength characteristic of models in **SLAANESH DAEMON** units whilst their unit is within 6" of any friendly models with this ability.

Gift of Power: When a Psychic test or Deny the Witch test is taken for this model, add 1 to the total.

Swallow Energy: When this model would lose a wound as a result of a mortal wound, roll one D6; on a 2+ that wound is not lost.

Horrible Fascination: When a unit within 6" of any enemy models with this ability is chosen to Fall Back, roll 3D6; if the total is greater than or equal to that unit's Leadership characteristic, that unit cannot Fall Back this turn.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Slaanesh discipline (see *Codex: Chaos Daemons*).

FACTION KEYWORDS: **CHAOS, SLAANESH, DAEMON**

KEYWORDS: **CHARACTER, CAVALRY, DAEMONETTE, HERALD OF SLAANESH, CONTORTED EPITOME, PSYKER**

KEEPER OF SECRETS

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Keeper of Secrets	*	2+	2+	10	7	16	*	10	6+

A Keeper of Secrets is a single model equipped with: snapping claws; witstealer sword. It has a ritual knife.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	A	SNAPPING CLAWS
9-16+	14"	6	4
5-8	11"	5	3
1-4	7"	4	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Living whip	6"	Assault 6	6	-2	2	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Snapping claws	Melee	Melee	User	-3	3	When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.
Witstealer sword	Melee	Melee	+2	-3	3	When resolving an attack made by a model that has lost one or more wounds from an attack made with this weapon, subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model can be equipped with 1 living whip instead of having a ritual knife.
- This model can have one of the following instead of having a ritual knife: shining aegis; sinistrous hand.

ABILITIES

Daemonic, **Quicksilver Swiftness**, **Daemonic Ritual** (see *Codex: Chaos Daemons*)

Greater Daemon: When a Morale test is taken for a friendly **SLAANESH DAEMON** unit within 6" of this model, you can use this model's Leadership characteristic instead of that unit's.

Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1.

Shining Aegis: If this model has a shining aegis, then when it would lose a wound, roll one D6; on a 6 that wound is not lost. If that wound would be lost as a result of a mortal wound, that wound is not lost on a 5+ instead of 6.

Ritual Knife: If this model has a ritual knife, after making a consolidate move, select one enemy unit within 1" of this model and roll one D6; on a 2-5 that unit suffers 1 mortal wound, on a 6 that unit suffers D3 mortal wounds.

Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.

Sinistrous Hand: If this model has a sinistrous hand, then at the end of the Fight phase, if any enemy models that are not **VEHICLES** were destroyed as a result of an attack made with a melee weapon by this model that phase, this model regains up to D3 lost wounds.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Slaanesh discipline (see *Codex: Chaos Daemons*).

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS

6 POWER

HERALD OF SLAANESH
ON EXALTED SEEKER CHARIOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Exalted Seeker Chariot	*	*	2+	4	5	12	*	8	4+

A Herald of Slaanesh on Exalted Seeker Chariot is a single model equipped with: lashes of torment; ravaging claws; lashing tongues.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	A
7-12+	12"	2+	8
4-6	10"	3+	6
1-3	8"	4+	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Lashing tongues	Melee	Melee	4	0	1	When the bearer fights, it makes 8 additional attacks with this weapon and no more than 8 attacks can be made with this weapon.
Ravaging claws	Melee	Melee	User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual (see *Codex: Chaos Daemons*)

Locus of Slaanesh: Add 1 to the Strength characteristic of models in friendly **SLAANESH DAEMON** units whilst their unit is within 6" of any models with this ability.

Scything Impact: After this model finishes a charge move, roll one D6 for each enemy model that is within 1" of this model; for each roll of 5+ that enemy model's unit suffers 1 mortal wound.

PSYKER

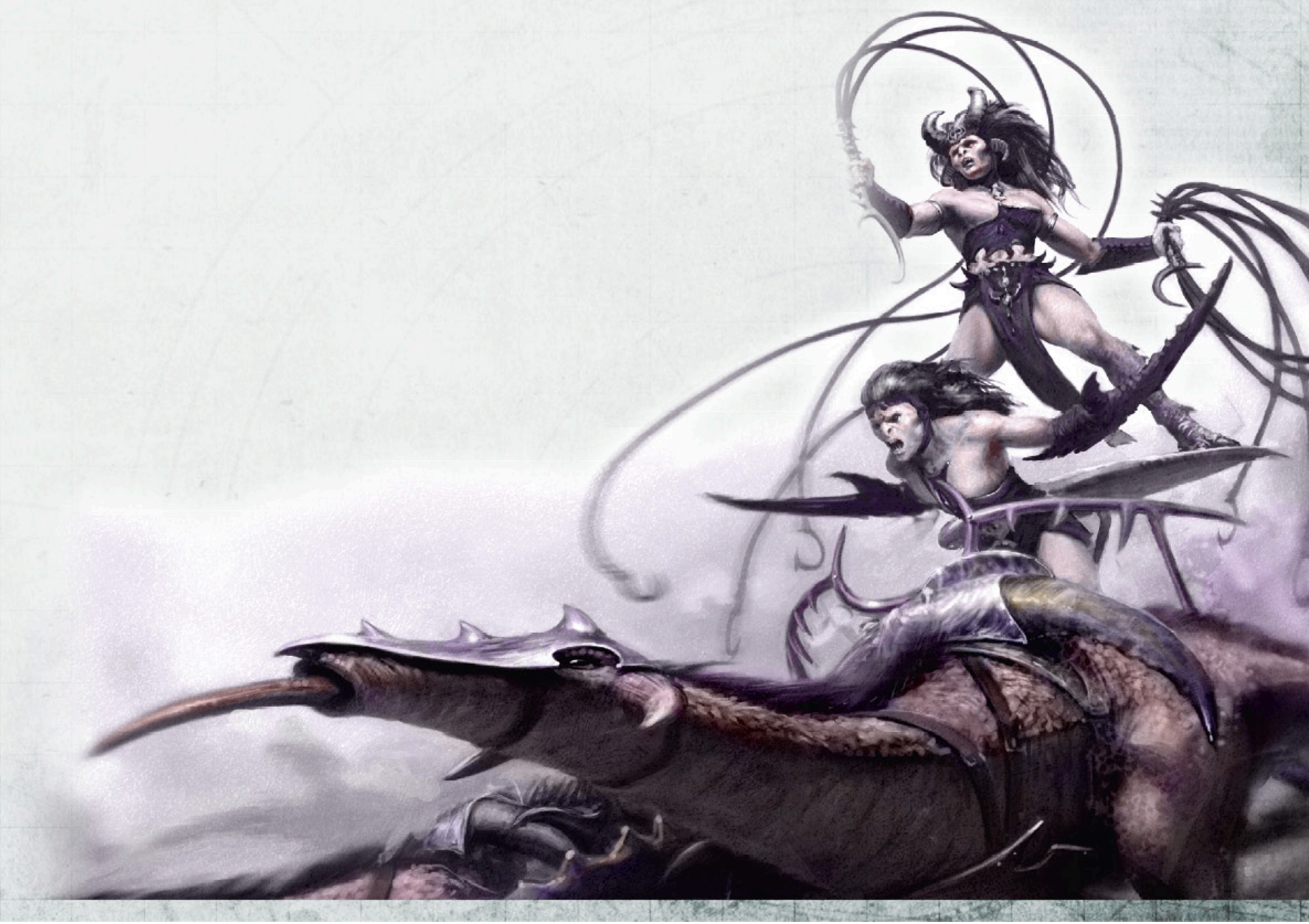
This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the *Smite* psychic power and one psychic power from the Slaanesh discipline (see *Codex: Chaos Daemons*).

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CHARACTER, CHARIOT, DAEMONETTE, PSYKER, EXALTED SEEKER CHARIOT, HERALD OF SLAANESH



5 POWER

HERALD OF SLAANESH
ON SEEKER CHARIOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Seeker Chariot	**12"**	**2+**	**2+**	**4**	**5**	**7**	**6**	**8**	**4+**

A Herald of Slaanesh on Seeker Chariot is a single model equipped with: lashes of torment; lashing tongues; ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Lashing tongues	Melee	Melee	4	0	1	When the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Ravaging claws	Melee	Melee	User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual (see *Codex: Chaos Daemons*)

Locus of Slaanesh: Add 1 to the Strength characteristic of models in friendly **SLAANESH DAEMON** units whilst their unit is within 6" of any models with this ability.

Scything Impact: After this unit finishes a charge move, roll one D6 for each enemy model that is within 1" of this model; for each roll of 6, that model's unit suffers 1 mortal wound.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Slaanesh discipline (see *Codex: Chaos Daemons*).

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CHARACTER, CHARIOT, DAEMONETTE, PSYKER, SEEKER CHARIOT, HERALD OF SLAANESH

5 POWER

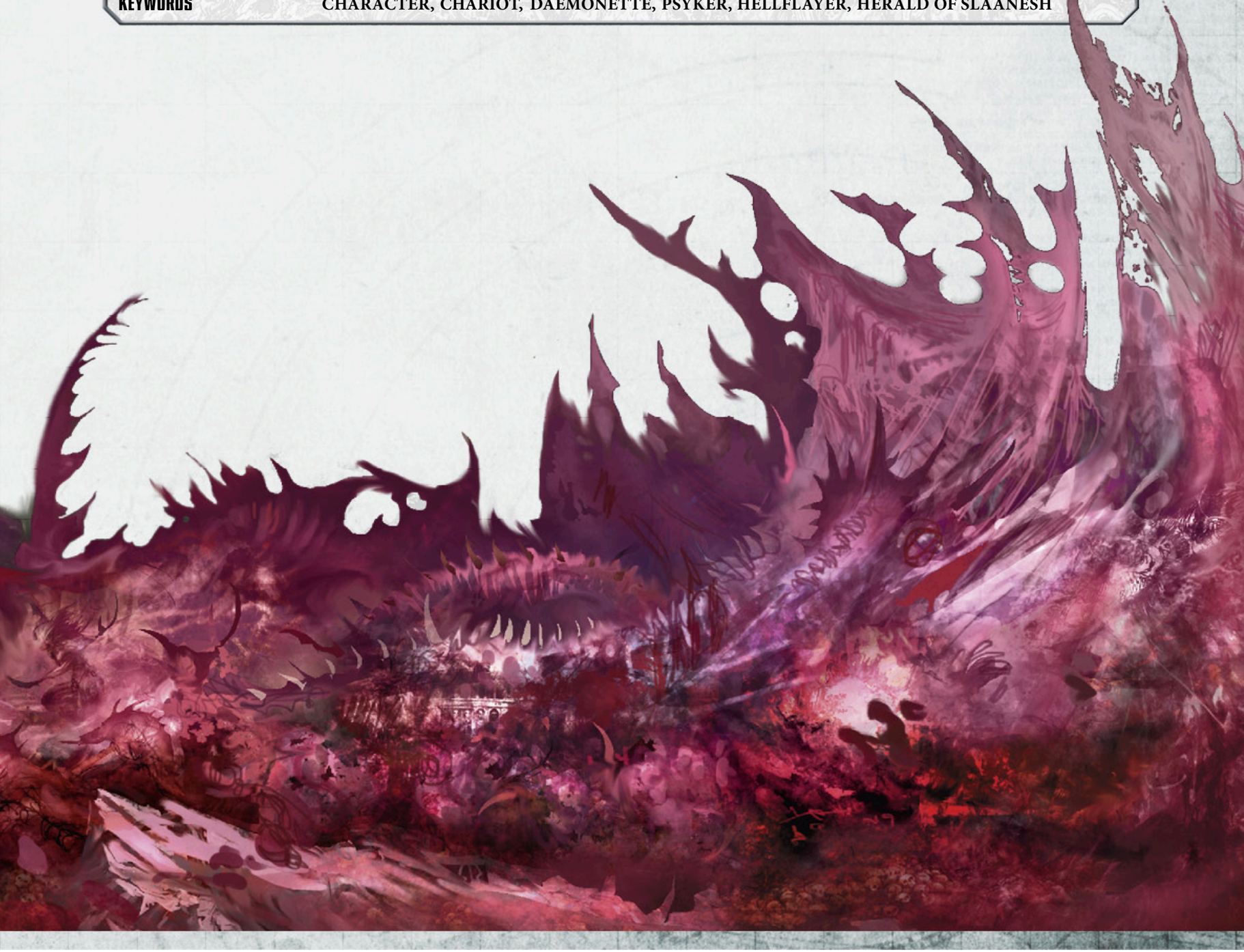
HERALD OF SLAANESH
ON HELLFLAYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Hellflayer	**12"**	**2+**	**2+**	**4**	**5**	**6**	**5**	**8**	**4+**

A Herald of Slaanesh on Hellflayer is a single model equipped with: lashes of torment; bladed axle; lashing tongues; ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Bladed axle	Melee	Melee	x2	-1	2	When the bearer fights, it makes D6 additional attacks with this weapon and no more than that number of attacks can be made with this weapon.
Lashing tongues	Melee	Melee	4	0	1	When the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Ravaging claws	Melee	Melee	User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.

ABILITIES	**Daemonic, Quicksilver Swiftness, Daemonic Ritual** (see *Codex: Chaos Daemons*) **Locus of Slaanesh:** Add 1 to the Strength characteristic of models in friendly **SLAANESH DAEMON** units whilst their unit is within 6" of any models with this ability.
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the *Smite* psychic power and one psychic power from the Slaanesh discipline (see *Codex: Chaos Daemons*).
FACTION KEYWORDS	**CHAOS, SLAANESH, DAEMON**
KEYWORDS	**CHARACTER, CHARIOT, DAEMONETTE, PSYKER, HELLFLAYER, HERALD OF SLAANESH**



2 POWER

FIENDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fiend	14"	3+	-	4	4	4	4	7	6+
Blissbringer	14"	3+	-	4	4	4	5	7	6+

This unit contains 1 Fiend. It can additionally contain up to 8 Fiends (**Power Rating +2** per model). If this unit contains at least 3 models, it can contain 1 Blissbringer instead of 1 Fiend. Every model is equipped with: dissecting claws; vicious barbed tail.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dissecting claws	Melee	Melee	User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.
Vicious barbed tail	Melee	Melee	User	-3	D3	When the bearer fights, no more than 1 attack can be made with this weapon.

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual (see *Codex: Chaos Daemons*)

Disruptive Song: When a Psychic test is taken for a model within 12" of any enemy models with this ability, subtract 1 from the total.

Soporific Musk: Units within 1" of any enemy models with this ability cannot Fall Back unless they can **FLY**.

FACTION KEYWORDS: CHAOS, SLAANESH, DAEMON

KEYWORDS: BEAST, FIENDS

5 POWER

SEEKERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seeker	14"	3+	3+	3	3	2	2	7	6+
Heartseeker	14"	3+	3+	3	3	2	3	7	6+

This unit contains 1 Heartseeker and 4 Seekers. It can additionally contain up to 5 Seekers (**Power Rating +4**), up to 10 Seekers (**Power Rating +8**) or up to 15 Seekers (**Power Rating +12**). Every model is equipped with: lashing tongue; piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashing tongue	Melee	Melee	4	0	1	When the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.
Piercing claws	Melee	Melee	User	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.

WARGEAR OPTIONS

- 1 Seeker that does not have an Instrument of Chaos can have a Daemonic Icon.
- 1 Seeker that does not have a Daemonic Icon can have an Instrument of Chaos.

ABILITIES

Daemonic, **Quicksilver Swiftness**, **Daemonic Ritual** (see *Codex: Chaos Daemons*)

Unholy Speed: When a charge roll is made for this unit, you can re-roll the dice.

Instrument of Chaos: If this unit has an Instrument of Chaos, then when an Advance or charge roll is made for this unit, add 1 to the roll.

Daemonic Icon: If this unit has a Daemonic Icon, then when a Morale test is taken for this unit, on a roll of 1 it is automatically passed and you can return up to D3 destroyed models from this unit to the battlefield with all of their wounds remaining, placing them in unit coherency (if a model cannot be placed in this way, it is not returned to the battlefield).

FACTION KEYWORDS: CHAOS, SLAANESH, DAEMON

KEYWORDS: CAVALRY, DAEMONETTE, SEEKERS

4 POWER

HORRORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pink Horror	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	**7**	**6+**
Blue Horror	**6"**	**5+**	**-**	**2**	**3**	**1**	**1**	**7**	**6+**
Pair of Brimstone Horrors	**6"**	**5+**	**-**	**1**	**3**	**1**	**2**	**7**	**6+**
Iridescent Horror	**6"**	**4+**	**4+**	**3**	**3**	**1**	**2**	**7**	**6+**

This unit can contain any combination of the following models: Pink Horrors, Blue Horrors, Pairs of Brimstone Horrors. This unit contains 10 models. It can additionally contain up to 10 models (**Power Rating +3**) or up to 20 models (**Power Rating +6**). This unit can contain 1 Iridescent Horror instead of 1 Pink Horror. The Iridescent Horror and every Pink Horror are equipped with: coruscating flames.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating flames	18"	Assault 2	User	0	1	-

WARGEAR OPTIONS

- For every 10 models this unit contains, 1 Pink Horror that does not have an Instrument of Chaos can have a Daemonic Icon.
- For every 10 models this unit contains, 1 Pink Horror that does not have a Daemonic Icon can have an Instrument of Chaos.

ABILITIES

Daemonic Ritual (see *Codex: Chaos Space Marines*, *Codex: Thousand Sons* or *Codex: Chaos Daemons*)

Iridescent Horror: An Iridescent Horror counts as a Pink Horror for the purposes of this unit's other abilities.

Split: When a Pink Horror in this unit is destroyed in any phase other than the Morale phase, you can add up to 2 Blue Horrors to this unit before removing that Pink Horror from play. When a Blue Horror in this unit is destroyed in any phase other than the Morale phase, you can add 1 Pair of Brimstone Horrors to this unit before removing that Blue Horror from play. When adding a model to this unit using this ability, it must be placed in unit coherency and more than 1" away from any enemy models (if a model cannot be placed in this way, it is not added to the unit).

Matched Play: Models added to this unit using the Split ability must be paid for with reinforcement points, but can take the unit above its starting size.

Ephemeral Daemons: Pink Horrors have an invulnerable save of 4+. Blue Horrors have an invulnerable save of 5+. Pairs of Brimstone Horrors have an invulnerable save of 6+.

Magical Horde: Whilst this unit contains 20 or more Pink Horrors, the Type characteristic of Coruscating Flames that models in this unit are equipped with is Assault 3.

Psyker Unit: Before manifesting or denying a psychic power with this unit, select one model in this unit to be the source. When manifesting or denying that psychic power, measure distances and, if required, line of sight from that model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer mortal wounds if the Perils of the Warp causes the last model in this unit to be slain.

Magic Made Manifest: When a Psychic test or Deny the Witch test is taken for this unit, roll one D6 instead of 2D6. In addition, when this unit manifests *Smite* whilst it contains fewer than 10 Pink Horrors, the closest visible enemy unit within 18" can only suffer 1 mortal wound, irrespective of the result of the Psychic test.

Brimstone Horror: When a Pair of Brimstone Horrors in this unit is selected as the source for manifesting or denying a psychic power, that model is destroyed after that psychic power has been resolved or denied.

Daemonic Icon: If this unit has any Daemonic Icons, then when a Morale test is taken for this unit, on a roll of 1 it is automatically passed and you can return up to D6 destroyed Pink Horrors from this unit to the battlefield with 1 wound remaining, placing them in unit coherency (if a model cannot be placed in this way, it is not returned to the battlefield).

Instrument of Chaos: If this unit has any Instruments of Chaos, then when an Advance or charge roll is made for this unit, add 1 to the roll.

PSYKER

This unit can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite*.

FACTION KEYWORDS

CHAOS, TZEENTCH, DAEMON

KEYWORDS

INFANTRY, PSYKER, HORRORS

6 POWER

BLOODCRUSHERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bloodcrusher	**8"**	**3+**	**3+**	**5**	**4**	**4**	**3**	**7**	**4+**
Bloodhunter	**8"**	**3+**	**3+**	**5**	**4**	**4**	**4**	**7**	**4+**

This unit contains 1 Bloodhunter and 2 Bloodcrushers. It can additionally contain up to 3 Bloodcrushers (**Power Rating +6**), up to 6 Bloodcrushers (**Power Rating +12**) or up to 9 Bloodcrushers (**Power Rating +18**). Every model is equipped with: bladed horn; hellblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bladed horn	Melee	Melee	User	-1	1	When the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon. When resolving an attack made with this weapon in a turn in which the bearer made a charge move, this weapon has a Strength characteristic of +2 for that attack.
Hellblade	Melee	Melee	User	-3	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has a Damage characteristic of 2 for that attack.

WARGEAR OPTIONS

- 1 model that does not have an Instrument of Chaos can have a Daemonic Icon.
- 1 model that does not have a Daemonic Icon can have an Instrument of Chaos.

ABILITIES

Daemonic, **Unstoppable Ferocity**, **Daemonic Ritual** (see *Codex: Chaos Daemons*)

Instrument of Chaos: If this unit has an Instrument of Chaos, then when an Advance or charge roll is made for this unit, add 1 to the roll.

Daemonic Icon: If this unit has a Daemonic Icon, then when a Morale test is taken for this unit, on a roll of 1 it is automatically passed and you can return one destroyed model from this unit to the battlefield with all of its wounds remaining, placing it in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield).

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON

KEYWORDS: CAVALRY, BLOODLETTER, BLOODCRUSHERS

4 POWER

FLESH HOUNDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Flesh Hound	**10"**	**3+**	**-**	**4**	**4**	**2**	**2**	**7**	**6+**
Gore Hound	**10"**	**3+**	**6+**	**4**	**4**	**2**	**2**	**7**	**6+**

This unit contains 5 Flesh Hounds. It can additionally contain up to 5 Flesh Hounds (**Power Rating +4**), up to 10 Flesh Hounds (**Power Rating +8**) or up to 15 Flesh Hounds (**Power Rating +12**). For every 5 models this unit contains, it can contain 1 Gore Hound instead of 1 Flesh Hound. Every Gore Hound is equipped with: burning roar; gore-drenched fangs. Every Flesh Hound is equipped with: gore-drenched fangs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burning roar	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit
Gore-drenched fangs	Melee	Melee	User	-1	1	-

ABILITIES

Daemonic, **Unstoppable Ferocity**, **Daemonic Ritual** (see *Codex: Chaos Daemons*)

Collar of Khorne: Once in each of your opponent's Psychic phases, you can select one model in this unit to attempt to resist a psychic power in the same manner as a **PSYKER** by taking a Deny the Witch test. To do so, that model must be within 24" of the enemy model manifesting that psychic power.

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON

KEYWORDS: BEAST, FLESH HOUNDS

FORTIFICATIONS

As darkness deepens across the galaxy, every world of the Imperium finds itself besieged. At such a dire time, the importance of solid walls and tireless guns is greater than ever. The fortresses and strongholds of the Imperium are nigh-impregnable and bristling with defensive weaponry. The tides of heretic and xenos armies break against them like surf on the shore.

Upon the ornate cartologues of the Adeptus Terra, the Emperor's realm appears as a unified fastness, fancifully illuminated with gothic flourishes and proud aquilas. Commanders and savants casting their gaze over these miles-wide star maps would be forgiven for envisioning Mankind stood shoulder-to-shoulder across the stars, a resolute wall of faith against which the most tireless of their numerous foes must surely dash themselves to ruin.

Sadly for Humanity, the reality is rather different.

The Imperium is immense, but it is also scattered. Many Imperial star systems are virtually isolated by distance and the turbulent channels of the warp. Rather than a unified whole, the Imperium is more akin to thousands of vassal nations, linked only by their faith and surrounded on all sides by the dangerous darkness of the void.

Conscious of the terrors that may fall upon them at any moment, all but the most neglectful of Imperial governors raise fortifications and planetary defence garrisons. So have the Emperor's worlds ever looked to their own defence in the face of piratical raids, xenos invasions or the nefarious and sinister attentions of heretics.

With the coming of the Great Rift, such defences have become more crucial than ever before. The deranged servants of Chaos spill from the warp in endless waves, battering at the Imperial defences in an endless, frenzied assault. Xenos incursions become ever more common as alien races prey upon weakened worlds, or else flee en masse from the coming of yet worse things at their backs. Madness, heresy and despair run rife, leading world after world down the dark road to insurrection and civil war.

Faced with such threats, the warriors of the Imperium gather behind their defences, fighting to repel wave after wave of pitiless attackers even as their engineers and castellans shore up the barricades and raise monolithic new fortresses to hold back the foe. For many Imperial strongholds it has become an endless, grinding siege in which victory is simple survival, and defences must be raised as swiftly as they are brought crashing down. Fortunately for the myriad worlds of the Imperium, the standard template defensive structures raised for their protection are mighty indeed.

Built from plasteel and reinforced ferrocrete, wreathed in crackling force fields and clouds of blessed incense, the fortifications of the Imperium stand obstinate and inviolate

against any who would see their inhabitants slaughtered. Many boast emplaced heavy weaponry, murderous guns fed from armoured hoppers and directed either by the warriors sheltering within the fortification, or else by servitor-brain components and auto-targeting machine spirits wired directly into the weapons themselves. To advance upon such towering bastions is to face a wall of overlapping firepower that makes a mockery of cover. Victims are channelled into carefully calculated killing grounds, where tanks are reduced to smouldering wreckage and soldiers to bullet-riddled corpses.

Simplest of these defences are the prefabricated barricades of the Aegis Defence Lines, and the corpse-shored trench networks of the Wall of Martyrs. In both cases, such obstructions give shelter to infantrymen, artillery teams and the like that hunker behind them, their reinforced structures durable enough to shrug off all but the most ferocious enemy fire. Imperial engineers or Adeptus Mechanicus servitors can raise such defences with swift efficiency. On many Imperial war fronts these barricades and trench lines can stretch for mile upon mile, deployed in ablative layers that reach back from the front, spreading out from larger fortifications like fractal webs.

Bunkers and bastions are also common sights on many Imperial worlds, their stark silhouettes rising over lurking minefields and rusting nests of razor wire. Whether they be lone fortifications, raised to guard outlying highways and passes, or networks of towers and bunkers constructed by the dozen around crucial strategic assets, these slab-sided fastnesses offer protection to Imperial soldiery and death to their foes. Fire support elements such as Space Marine Devastators and Astra Militarum Heavy Weapon Squads often favour Imperial Bastions, making the most of their improved protection and commanding sight-lines, while officers and command sections regularly quarter themselves in Imperial Bunkers, where they can spread out maps and charts, and endure the worst bombardments that the foe can hurl their way.

The armies of the Imperium also deploy larger and rarer fortifications, many being air-dropped into war zones in prefabricated sections to allow for swift assembly and auto-sanctification. Firestorm Redoubts and Vengeance Weapon Batteries provide heavy fire support as well as armoured durability. Their guns blast enemy aircraft from the skies, and mow down the infantry and armour of the foe with an array of servitor-guided guns. Vast weapons emplacements such as the Plasma Obliterator and the Macro-cannon Aquila Strongpoint dominate battlefields, unleashing firepower of a magnitude that hurls Titans from their feet, or punching shots up through the atmosphere to tear the guts from enemy spacecraft. Most terrifying of all is the Vortex Missile Aquila Strongpoint, whose intercontinental empyric destabilisation warheads are fired only as a last resort to unleash the unbound fury of the warp upon the foe.

Finally, there are those structures that provide exceptional support to defending armies. Void Shield Generators use arcane and ineffable technologies to project thrumming force fields that ward away incoming firepower and render nearby friendly warriors inviolate to harm. Meanwhile, Skyshield Landing Pads provide forward staging posts for squadrons of Imperial aircraft, allowing them to land, repair, refuel and re-arm without needing to return to the Imperial rear lines or orbiting spacecraft. This extends the range of such aerial assets enormously, while in extremis the armoured barricades that ring the landing pad can be raised, providing protection to craft and defenders alike should the enemy forces break through and attack.

AEGIS DEFENCE LINE

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gun Emplacement	-	-	5+	-	7	3	-	-	4+

This unit contains 4 Large Shield Sections and 4 Small Shield Sections. It can also contain 1 Gun Emplacement. The Gun Emplacement is equipped with: Icarus lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus lascannon	96"	Heavy 1	9	-3	D6	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Quad-gun	48"	Heavy 8	7	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS	• The Gun Emplacement can be equipped with 1 quad-gun instead of 1 Icarus lascannon.
ABILITIES	**Static Defence Network:** Each Small Shield Section and Large Shield Section in this unit must be set up so that it is in end-to-end contact with at least one other Small Shield Section or Large Shield Section in this unit, and this unit's Gun Emplacement must be set up within 6" of any Small Shield Section or Large Shield Section in this unit. After it is set up, this unit's Small Shield Sections and Large Shield Sections are treated as a single terrain feature that follows the rules for Barricades (pg 106).
ABILITIES (GUN EMPLACEMENT ONLY)	**Immobile:** This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model. **Automated Weapons:** Unless a friendly **INFANTRY** model is within 1" of this model, this model can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you can choose which is targeted.
FACTION KEYWORDS	**UNALIGNED**
KEYWORDS	**AEGIS DEFENCE LINE**
KEYWORDS (GUN EMPLACEMENT ONLY)	**VEHICLE, GUN EMPLACEMENT**

An Imperial regiment prepares to fend off a planetary invasion, presenting a bristling wall of lasguns and artillery to the foe.

IMPERIAL BASTION

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Imperial Bastion	-	-	5+	-	9	20	-	-	3+

An Imperial Bastion is a single model equipped with: 4 heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Icarus lascannon	96"	Heavy 1	9	-3	D6	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Quad-gun	48"	Heavy 8	7	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model can additionally be equipped with one of the following: 1 Icarus lascannon; 1 quad-gun.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.

Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you can choose which is targeted.

Fire Points: Up to 10 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.*

TRANSPORT

This model has a transport capacity of two **INFANTRY** units, up to a total of 20 models.

Designer's Note: *When you embark models onto an Imperial Bastion, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS: UNALIGNED

KEYWORDS: BUILDING, VEHICLE, TRANSPORT, IMPERIAL BASTION

IMPERIAL DEFENCE LINE

4 POWER

This unit contains 2 Trench Sections and up to 4 End Sections. It can instead contain 3 Defence Emplacement Sections and up to 2 End Sections.

ABILITIES

Static Defence Network: Every model in this unit must be set up so that it is in end-to-end contact with at least one other friendly **WALL OF MARTYRS** model. After it is set up, models in this unit are treated as terrain features that follow the rules for Barricades (pg 106).

Stalwart Defence: Add 1 to the Leadership characteristic of models in **IMPERIUM INFANTRY** units whilst their unit is within an Imperial Defence Line.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: WALL OF MARTYRS, IMPERIAL DEFENCE LINE

IMPERIAL BUNKER

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Imperial Bunker	-		5+	-	8	12	-	-	3+

An Imperial Bunker is a single model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus lascannon	96"	Heavy 1	9	-3	D6	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Quad-gun	48"	Heavy 8	7	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model can be equipped with 1 Icarus lascannon or 1 quad-gun.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.*

Fire Points: Up to 5 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.

Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you can choose which is targeted.

TRANSPORT

This model has a transport capacity of 2 **INFANTRY** units, up to a total of 10 models.

Designer's Note: *When you embark models onto an Imperial Bunker, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS

UNALIGNED

KEYWORDS

BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, IMPERIAL BUNKER

7 POWER

VENGEANCE WEAPON BATTERIES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vengeance Weapon Battery	-	-	5+	-	8	10	-	-	3+

This unit contains 1 Vengeance Weapon Battery. It can additionally contain 1 Vengeance Weapon Battery (**Power Rating +7**). Every model is equipped with: punisher gatling cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle cannon	72"	Heavy D6	8	-2	D3	-
Punisher gatling cannon	24"	Heavy 20	5	0	1	-
Quad Icarus lascannon	96"	Heavy 4	9	-3	D6	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS

- Any model can be equipped with one of the following instead of 1 punisher gatling cannon: 1 battle cannon; 1 quad Icarus lascannon.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model

Fully Automated Weapons: This model's weapons can only target the closest visible enemy unit. Attacks made with a quad Icarus lascannon can instead target the closest visible enemy unit that can **FLY**. In either case, if two or more units are equally close, you can choose which is targeted.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer target it, it can no longer shoot etc.*

FACTION KEYWORDS: UNALIGNED

KEYWORDS: BUILDING, VEHICLE, WALL OF MARTYRS, VENGEANCE WEAPON BATTERIES

FIRESTORM REDOUBT

13 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Firestorm Redoubt	-	-	5+	-	8	20	-	-	3+

A Firestorm Redoubt is a single model equipped with: 2 quad Icarus lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle cannon	72"	Heavy D6	8	-2	D3	-
Punisher gatling cannon	24"	Heavy 20	5	0	1	-
Quad Icarus lascannon	96"	Heavy 4	9	-3	D6	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS

- For each quad Icarus lascannon this model is equipped with, it can instead be equipped with one of the following: 1 battle cannon; 1 punisher gatling cannon.

ABILITIES

Automated Weapons: Unless a friendly unit is embarked aboard this model, this model's weapons can only target the closest visible enemy unit. Attacks made with a quad Icarus lascannon can instead target the closest visible enemy unit that can **FLY**. In either case, if two or more units are equally close, you can choose which is targeted.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.

Fire Points: Up to 10 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.*

TRANSPORT

This model has a transport capacity of 2 **INFANTRY** units, up to a total of 20 models.

Designer's Note: *When you embark models onto a Firestorm Redoubt, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS

UNALIGNED

KEYWORDS

BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, FIRESTORM REDOUBT

A Firestorm Redoubt's lascannons spit a hail of superheated death into the sky, blasting enemy aircraft to lumps of blackened metal.

PLASMA OBLITERATOR

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plasma Obliterator	-	-	5+	-	9	20	-	-	3+

A Plasma Obliterator is a single model equipped with: plasma obliterator.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma obliterator	72"	Heavy 2D6	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.

Automated Weapons: Unless a friendly unit is embarked aboard, this model's weapons can only target the closest visible enemy unit. If two or more units are equally close, you can choose which is targeted.

Fire Points: Up to 10 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 4+ it explodes, and each unit within D6" suffers D6 mortal wounds.

TRANSPORT

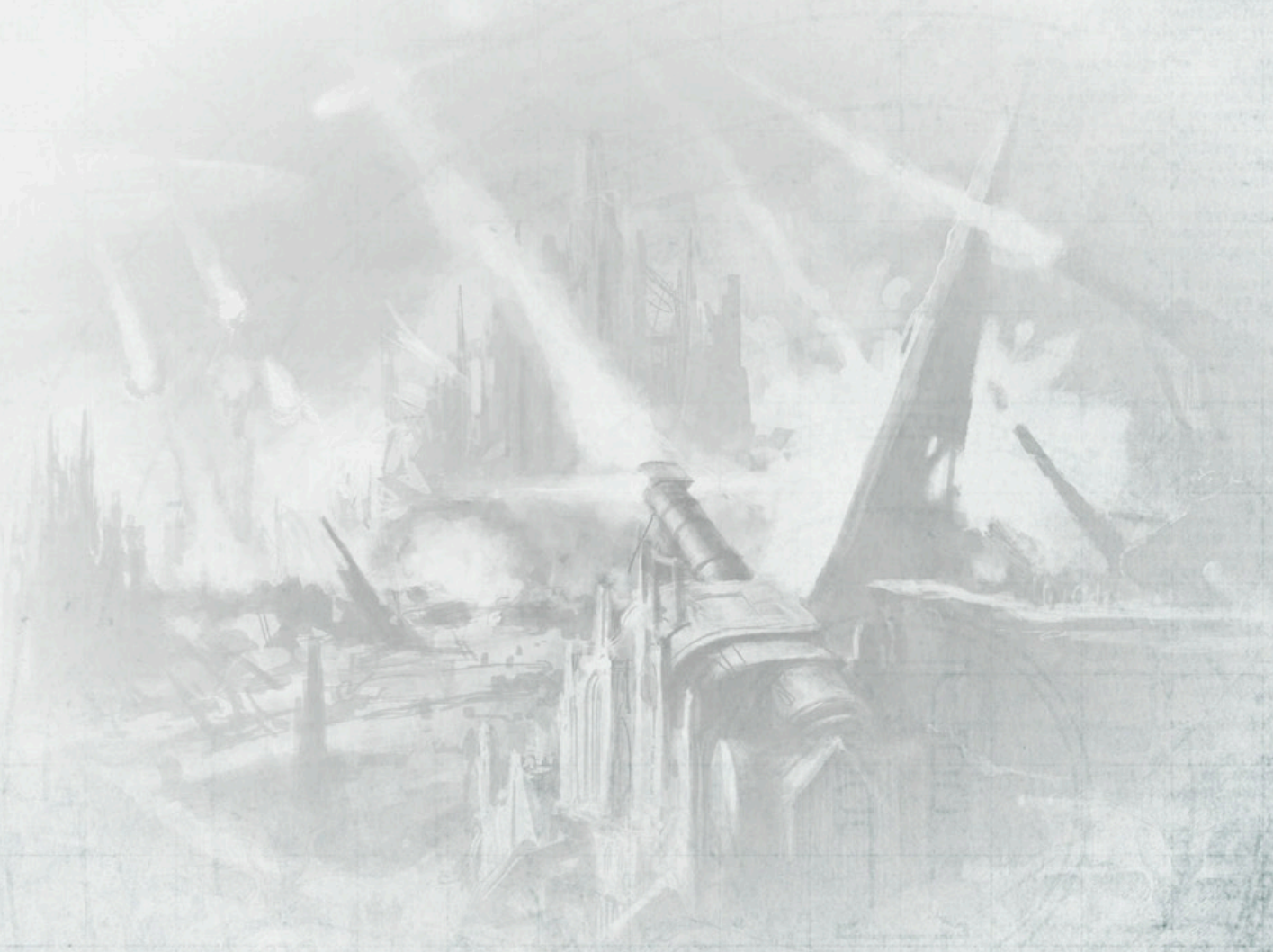
This model has a transport capacity of 2 **INFANTRY** units, up to a total of 20 models.

FACTION KEYWORDS

UNALIGNED

KEYWORDS

BUILDING, VEHICLE, TRANSPORT, PLASMA OBLITERATOR



MACRO-CANNON AQUILA STRONGPOINT

21 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macro-cannon Aquila Strongpoint	-	-	**5+**	-	**10**	**30**	-	-	**3+**

A Macro-cannon Aquila Strongpoint is a single model equipped with: Aquila macro-cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aquila macro-cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Macro shell	72"	Heavy D6	14	-3	D6	When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead.
- Quake shell	180"	Heavy 2D6	9	-2	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-

WARGEAR OPTIONS

- This model can additionally be equipped with up to 4 heavy bolters.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its magazine explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.*

Fire Points: Up to 15 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you may chose which is targeted.

TRANSPORT

This model has a transport capacity of 2 **INFANTRY** units, up to a total of 30 models.

Designer's Note: *When you embark models onto a Macro-cannon Aquila Strongpoint, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS

UNALIGNED

KEYWORDS

BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, AQUILA STRONGPOINT, MACRO-CANNON

An Aquila Strongpoint is designed to obliterate enemy super-heavy armour with its fearsome macro-cannon.

VORTEX MISSILE AQUILA STRONGPOINT

22 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vortex Missile Aquila Strongpoint	-	-	**5+**	-	**10**	**30**	-	-	**3+**

A Vortex Missile Aquila Strongpoint is a single model equipped with: vortex missile battery.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Vortex missile battery	180"	Heavy D6	-	-	-	This weapon can target units that are not visible to the bearer, even when firing in accordance with the Automated Weapons ability. When resolving an attack made with this weapon, if a hit is scored the target suffers D6 mortal wounds. If a model in the target unit loses any wounds as a result of those mortal wounds but is not destroyed, roll another D6; on a 6 that model suffers a further D6 mortal wounds.

WARGEAR OPTIONS

- This model can additionally be equipped with up to 4 heavy bolters.

ABILITIES

Containment Failure: When this model is destroyed, before any embarked models disembark, its vortex missiles explode. Each unit within 2D6" suffers D6 mortal wounds. If a model loses any wounds as a result of those mortal wounds but is not destroyed, roll another D6; on a 6 that model suffers a further D6 mortal wounds.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.*

Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you may chose which is targeted.

Fire Points: Up to 15 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.

TRANSPORT

This model has a transport capacity of 2 **INFANTRY** units, up to a total of 30 models.

Designer's Note: *When you embark models onto a Vortex Missile Aquila Strongpoint, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS: UNALIGNED

KEYWORDS: BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, AQUILA STRONGPOINT, VORTEX MISSILE

VOID SHIELD GENERATOR

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Void Shield Generator	-	-	-	-	**8**	**18**	-	-	**4+**

A Void Shield Generator is a single model.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. In addition, friendly units can target enemy units that are within 1" of this model.

Projected Void Shields: Models wholly within 12" of this model have a 5+ invulnerable save against attacks made in the Shooting phase if the firing model is not also wholly within 12" of this model.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: BUILDING, VEHICLE, VOID SHIELD GENERATOR

SKYSHIELD LANDING PAD

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyshield Landing Pad	-	-	-	-	8	20	-	-	4+

A Skyshield Landing Pad is a single model.

ABILITIES

Landing Pad Configuration: Units can move across this model as if it were a terrain feature. When this model is set up on the battlefield, select either the Shielded or Unfurled configuration to be in effect. At the start of your Movement phase, if there are no enemy models within 1" of the Skyshield Landing Pad, you can change which configuration is in effect:

- **Shielded:** Whilst this configuration is in effect, models that are on top of the Skyshield Landing Pad have a 5+ invulnerable save against attacks made in the Shooting phase if the attacking model is not also on top of the Skyshield Landing Pad. The Skyshield Landing Pad itself does not receive an invulnerable save in this manner.

- **Unfurled:** Whilst this configuration is in effect, if a friendly **VEHICLE** unit with the **FLYER** Battlefield Role spends its entire turn on top of a Skyshield Landing Pad in this configuration, that model regains up to D3 lost wounds at the end of the turn.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. In addition, units can target enemy units that are within 1" of this model.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then it is wrecked – from that point on, you can no longer use its abilities.*

FACTION KEYWORDS UNALIGNED

KEYWORDS BUILDING, VEHICLE, SKYSHIELD LANDING PAD

Tempestus warriors disembark onto a Skyshield Landing Pad, ready to unleash their weapons into the oncoming enemy.

FORTRESS OF REDEMPTION

21 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fortress of Redemption	-	-	*	**0**	**10**	**30**	**0**	**9**	**3+**

A Fortress of Redemption is a single model equipped with: redemption missile silo; twin Icarus lascannon.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	BS
21-30+	5+
11-20	6+
1-10	7+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Redemption missile silo	When you choose this weapon to shoot with, select one of the profiles below.					
- Fragstorm missile	18-96"	Heavy 2D6	4	0	1	-
- Krakstorm missile	18-96"	Heavy D6	8	-3	D3	-
Twin Icarus lascannon	96"	Heavy 2D6	9	-3	D6	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model can additionally be equipped with: up to 4 heavy bolters.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.

Automated Weapons: Unless a friendly unit is embarked aboard, this model's weapons can only target the closest visible enemy unit. Attacks made with a twin Icarus lascannon can instead target the closest visible enemy unit that can **FLY**. In either case, if two or more units are equally close, you may choose which is targeted.

Fire Points: Up to 15 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.*

TRANSPORT

This model has a transport capacity of 2 **INFANTRY** units, up to a total of 30 models.

Designer's Note: *When you embark models aboard a Fortress of Redemption, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS

UNALIGNED

KEYWORDS

BUILDING, VEHICLE, TRANSPORT, FORTRESS OF REDEMPTION

CHAOS BASTION

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Bastion	-	-	5+	0	10	20	0	6	4+

A Chaos Bastion is a single model equipped with: 4 heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Icarus lascannon	96"	Heavy 1	9	-3	D6	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Quad-gun	48"	Heavy 8	7	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model can additionally be equipped with one of the following: 1 Icarus lascannon; 1 quad-gun.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.

Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you can choose which is targeted.

Fire Points: Up to 10 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.*

TRANSPORT

This model has a transport capacity of two **INFANTRY** units, up to a total of 20 models.

Designer's Note: *When you embark models onto a Chaos Bastion, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS

CHAOS

KEYWORDS

BUILDING, VEHICLE, TRANSPORT, CHAOS BASTION

The Heretic Astartes employ a line of debased Bastions to stymie the Ultramarines attack.

BATTLEFIELD TERRAIN

In this section you will find expanded terrain rules, including rules for recently released terrain features. If rules for a terrain feature that has rules in the *Warhammer 40,000* rulebook appear here, they update and replace those in the rulebook.

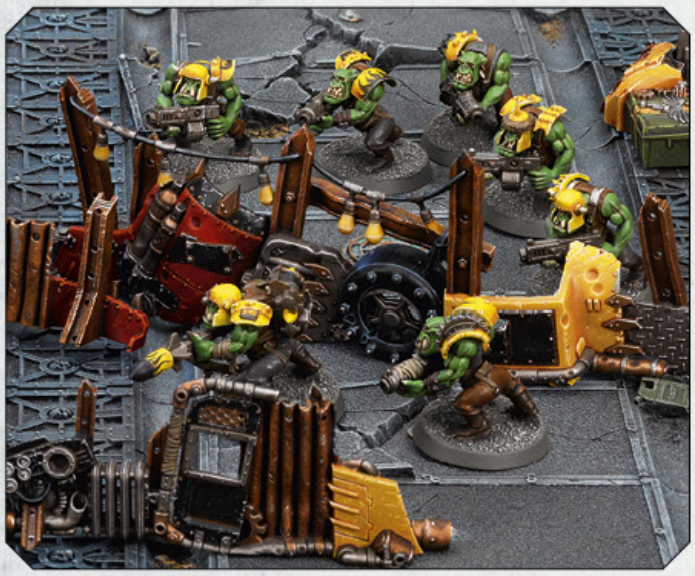
WOODLAND

Woodlands grow on many a corpse-strewn battlefield.

Every woodland terrain feature has a boundary. If your woodland is on a base, then the edge of its base is the boundary of that woodland. If your woodland consists of several Citadel Wood models that are set up such that the tip of each Citadel Wood model is touching the tip of a different Citadel Wood model, and the tips of all those models point inwards to form a ring, then that ring is the boundary of that woodland. In all other cases, discuss with your opponent what the boundary of that woodland is before the battle begins.

INFANTRY units that are wholly within the boundary of a woodland receive the benefit of cover. Other units that are wholly within the boundary of woodland only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

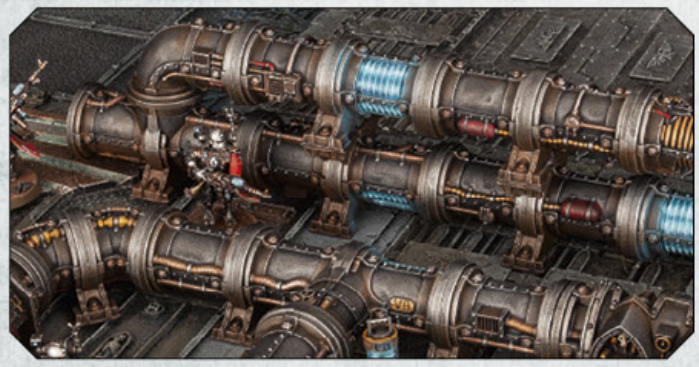
Models are slowed when charging through woodland. If, when a unit charges, one or more of its models would move across any part of a woodland, you must subtract 2" from the unit's charge distance.



BARRICADES

Barricades make for excellent defensive positions.

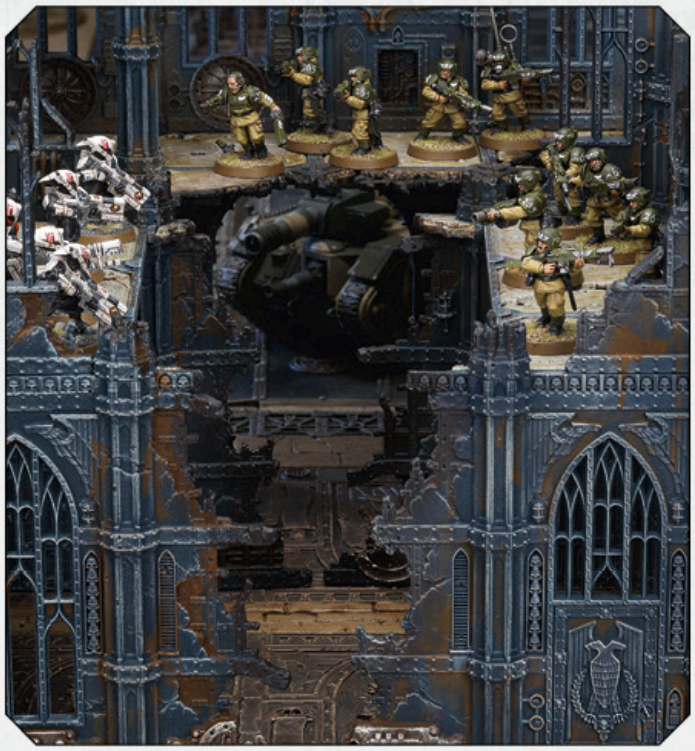
When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the shooting model is closer to the barricade than it is to the target and the target is at least partially obscured from the point of view of the shooting model. When a unit charges a unit on the opposite side of a barricade, the charge is successful if the charging unit can end the move within 2" of the target unit instead of 1". In the Fight phase, units on opposite sides of a barricade can be chosen to fight with and can make their attacks if there is an enemy unit within 2" instead of 1".



THERMIC PLASMA CONDUITS

These conduits channel hot plasma and make for dangerous cover.

Thermic Plasma Conduits follow all the rules for Barricades, but they also have the Hazardous Cover ability (see Haemotrope Reactors, page 108).



RUINS

The galaxy is filled with the ruins of once-proud cities.

Only **INFANTRY, BEASTS, SWARMS** and units that can **FLY** can be set up or end their move on the upper floors of ruins (any unit can do so on the ground floor). **INFANTRY** models are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

MUNITORUM ARMOURED CONTAINERS

These vast steel containers are sometimes fitted with defensive weapons to protect the cargo within.

Units do not receive the benefit of cover when they are on top of a Munitorum Armoured Container – their position is too exposed.

Some Munitorum Armoured Containers are modelled with storm bolters. At the start of the Shooting phase, for each such storm bolter on the battlefield, the player whose turn it is can select one **INFANTRY** model from their army that is within 1" of that storm bolter to operate it until the end of that phase. Whilst a model is operating a storm bolter, it is considered to be equipped with the following weapon instead of any other weapons:

WEAPON	RANGE	TYPE	S	AP	D
Storm bolter	24"	Rapid Fire 2	4	0	1

CRATERS

Many worlds bear the scars of heavy, sustained bombardment.

INFANTRY units that are entirely within any craters receive the benefit of cover.

Models are slowed when charging across craters. If, when a unit charges, one or more of its models would move across any craters, you must subtract 2" from the unit's charge distance.

GALVANIC SERVOHAULERS

These hydraulic machines litter the industrial zones of the Imperium.

When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of a Galvanic Servohauler, the target unit receives the benefit of cover if the shooting model is closer to the Galvanic Servohauler than it is to the target and the target is at least partially obscured from the point of view of the shooting model.

HAEMOTROPE REACTORS

These reactors are objects of cover for the brave only.

When a model targets an enemy unit that has all of its models within 3" of a Haemotrope Reactor, the target unit receives the benefit of cover if at least 25% of every model is obscured by it from the point of view of the shooting model.

Hazardous Cover: Roll a D6 each time you make a saving throw of 7+ (such as a roll of 6, plus 1 for being in cover) for a model within 3" of any terrain features with this ability in the Shooting phase. On a 1, the model's unit suffers 1 mortal wound.

OBSTACLES

The advance of many armies has been thwarted by obstacles.

There are two kinds of obstacles: tank traps, which are obstacles to **VEHICLES** and **MONSTERS**, and tanglewire, which is an obstacle to everything else. Units are slowed when they attempt to move over obstacles. If, when a unit Advances or charges, one or more of its models move over an obstacle, you must halve the unit's Advance or charge distance, as appropriate (rounding up). **TITANIC** models are not slowed by obstacles.

SECTOR MECHANICUS

Sectors Mechanicus are a common sight throughout the galaxy, their gantries and girders thrumming with automated industry.

Sector Mechanicus structures follow all the rules for ruins with the following difference:

Unless they can **FLY, INFANTRY, BEASTS** and **SWARMS** must scale ladders, girders or walls to ascend or descend between the different levels of a Sector Mechanicus structure. **INFANTRY** are also assumed to be able to traverse around girders, buttresses and hanging chains, and so move through them without impediment.

IMPERIAL STATUARY

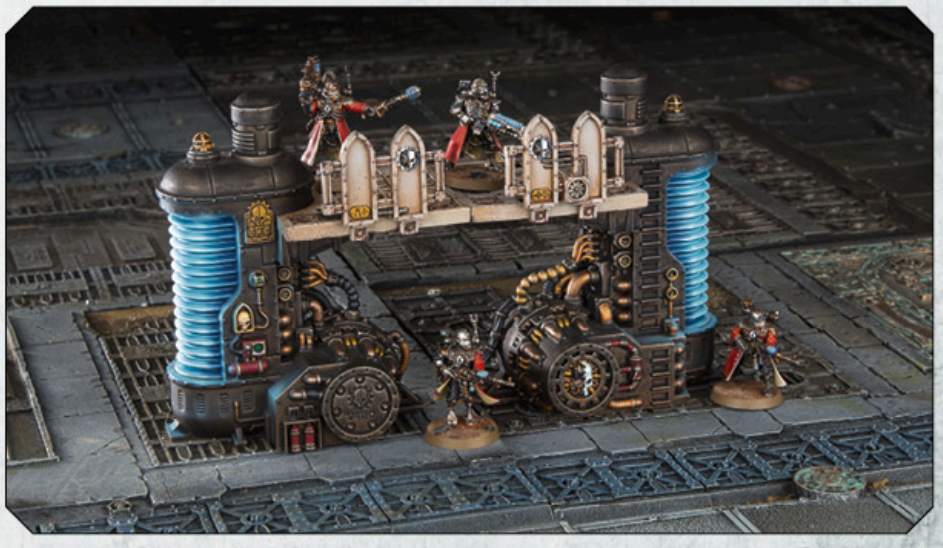
The heroes of the Imperium are immortalised in stone effigies.

When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of Imperial Statuary, the target unit receives the benefit of cover if the shooting model is closer to the Imperial Statuary than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, add 1 to the Leadership characteristic of models in **IMPERIUM** units whilst their unit is within 3" of any Imperial Statuary.

THERMIC PLASMA REGULATORS

These ancient machines thrum with lethal plasma energy.

Thermic Plasma Regulators follow all the rules for Sector Mechanicus structures, but they also have the Hazardous Cover ability (see Haemotrope Reactors, opposite).



DEATH WORLD FORESTS

A Death World Forest consists of one or more of the following terrain pieces in any combination: Shardwrack Spines, Eldritch Ruins, Barbed Venomgorse or Grapple Weeds. Each piece of Death World Forest terrain is a separate model.

When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a Death World Forest terrain piece, the target unit receives the benefit of cover if the shooting model is closer to the terrain piece than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, when resolving an attack made with a melee weapon by model within 3" of any Death World Forest terrain pieces, subtract 1 from the hit roll. This represents limbs being entangled by sentient roots or minds being fogged by eldritch energies.

Each of the four Death World Forest terrain pieces has an additional ability, as described here.

GRAPPLE WEED

These lethal plants uproot themselves to seek out their prey.

When a model that is Advancing or charging moves within 3" of any Grapple Weed terrain pieces, roll one D6; on a 1, that model's unit suffers D3 mortal wounds. In addition, at the start of the battle round, each Grapple Weed terrain piece moves 2D6" in a straight line towards the nearest visible unit, provided there are any within 12". If two or more units are equidistant, roll off to see which one it moves towards. When moving a Grapple Weed terrain piece, it will stop 1" away from any units or any other battlefield terrain. After all Grapple Weed terrain pieces have moved, roll one D6 for each unit within 3" of one or more of them. On a 4+ that unit suffers 1 mortal wound.

SHARDWRACK SPINE

This deadly flora shoots piercing spines at its prey.

When a model that is Advancing or charging moves within 3" of any Shardwrack Spine terrain pieces, roll one D6; on a 1, that model's unit suffers 1 mortal wound.

ELDRITCH RUIN

An aura of arcane power surrounds these ancient ruins.

When a Psychic test or Deny the Witch test is taken for a **PSYKER** model within 3" of any Eldritch Ruin terrain pieces, the player taking that test can add 1 to the total.

BARBED VENOMGORSE

The throttling limbs of barbed venomgorse are swift and strong.

When a model that is Advancing or charging moves within 3" of any Barbed Venomgorse terrain pieces, roll one D6; on a 1-2, that model's unit suffers 1 mortal wound.

SEALED FRONTERIS STRUCTURE

Isolated and vulnerable, frontier structures have often been secured to prevent unsanctioned entry.

When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of a Sealed Fronteris Structure, the target unit receives the benefit of cover if the shooting model is closer to the Sealed Fronteris Structure than it is to the target and the target is at least partially obscured from the point of view of the shooting model.

Units do not receive the benefit of cover when they are on top of a Sealed Fronteris Structure – their position is too exposed.

Only **INFANTRY, BEASTS, SWARMS** and units that can **FLY** can be set up or end their move on top of a Sealed Fronteris Structure, and no unit can move inside the ground floor.

Guardians from Craftworld Biel-Tan contend with the dangers of a death world's flora in addition to the threat posed by their foe. These hazards include: Grapple Weed (1); Shardwrack Spines (2); Eldritch Ruin (3); and Barbed Venomgorse (4).

WARHAMMER 40,000

MUNITORUM FIELD MANUAL

2019 EDITION

POINTS VALUES FOR WARHAMMER 40,000

MUNITORUM FIELD MANUAL

POINTS VALUES FOR WARHAMMER 40,000

ADEPTUS ASTARTES

SPACE MARINES

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Captain	1	74
Captain with Jump Pack	1	93
Captain in Cataphractii Armour	1	95
Captain in Gravis Armour	1	90
Captain in Phobos Armour	1	90
Captain in Terminator Armour	1	95
Captain on Bike	1	88
Chaplain	1	72
Chaplain with Jump Pack	1	90
Chaplain in Terminator Armour	1	90
Land Raider Excelsior	1	200
Librarian	1	80
Librarian with Jump Pack	1	108
Librarian in Phobos Armour	1	90
Librarian in Terminator Armour	1	100
Lieutenants	1-2	60
- with Jump Packs		78
Lieutenants in Phobos Armour	1-2	75
Primaris Captain	1	78
Primaris Chaplain	1	77
Primaris Librarian	1	90
Primaris Lieutenants	1-2	65
Rhino Primaris	1	70
Techmarine	1	45

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Incursor Squad	5-10	19
Infiltrator Squad	5-10	22 (Infiltrator Helix Adept is 32)
Intercessor Squad	5-10	17
Scout Squad	5-10	11
Tactical Squad	5-10	12

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Drop Pod	1	63
Impulsor	1	75
Land Speeder Storm	1	55
Razorback	1	70
Repulsor	1	215
Rhino	1	65

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aggressor Squad	3-6	21
Ancient in Terminator Armour	1	87
Apothecary	1	50
Cataphractii Terminator Squad	5-10	26
Centurion Assault Squad	3-6	30
Company Ancient	1	63
Company Champion	1	40
Company Veterans	2-5	14
Contemptor Dreadnought	1	88
Dreadnought	1	60
Invictor Tactical Warsuit	1	90
Ironclad Dreadnought	1	70
Primaris Ancient	1	69
Primaris Apothecary	1	60
Redemptor Dreadnought	1	105
Reiver Squad	5-10	16
Servitors	4	5
Sternguard Veteran Squad	5-10	14
Tartaros Terminator Squad	5-10	23
Terminator Assault Squad	5-10	23
Terminator Squad	5-10	23
Vanguard Veteran Squad	5-10	14
Vanguard Veteran Squad with Jump Packs	5-10	17
Venerable Dreadnought	1	80

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Assault Squad	5-10	12
Assault Squad with Jump Packs	5-10	15
Attack Bike Squad	1-3	25
Bike Squad	3-9	21 (Attack Bike is 25)
Inceptor Squad	3-6	25
Land Speeders	1-3	45
Scout Bike Squad	3-9	21
Suppressor Squad	3	18

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Stormhawk Interceptor	1	85
Stormraven Gunship	1	192
Stormtalon Gunship	1	100

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Centurion Devastator Squad	3-6	40
Devastator Squad	5-10	13
Eliminator Squad	3	18
Hellblaster Squad	5-10	18
Hunter	1	75
Land Raider	1	180
Land Raider Crusader	1	200
Land Raider Redeemer	1	180
Predator	1	85
Repulsor Executioner	1	215
Stalker	1	75
Thunderfire Cannon	1	55
- Techmarine Gunner	1	26
Vindicator	1	125
Whirlwind	1	65

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Accelerator autocannon	10
Assault bolter	8
Assault cannon	22
Assault plasma incinerator	15
Astartes grenade launcher	6
Astartes shotgun	0
Auto bolt rifle	1
Auto boltstorm gauntlets	12
Bellicatus missile array	17
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Bolt sniper rifle	3
Boltgun	0
Boltstorm gauntlet	12
Centurion missile launcher	20
Cerberus launcher	0
Combi-bolter	2
Combi-flamer	8
Combi-grav	13
Combi-melta	15
Combi-plasma	11
Cyclone missile launcher	32
Deathwind launcher	5
Demolisher cannon	0
Flamer	6
Flamestorm cannon	25
Flamestorm gauntlets	14
Frag grenades	0
Fragstorm grenade launcher	4
Grav-cannon and grav-amp	20
Grav-gun	10
Grav-pistol	8
Grenade harness	0
Hand flamer	1
Heavy bolt pistol	0
Heavy bolter	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Heavy flamer	14
Heavy laser destroyer	40
Heavy onslaught gatling cannon	30
Heavy plasma cannon	16
Heavy plasma incinerator	17
Hunter-killer missile	6
Hurricane bolter	10
Icarus ironhail heavy stubber	6
Icarus rocket pod	6
Icarus stormcannon	10
Incendium cannon	15
Instigator bolt carbine	5
Ironhail heavy stubber	6
Ironhail skytalon array	5
Kheres-pattern assault cannon	22
Krak grenades	0
Krakstorm grenade launcher	4
Las fusil	15
Las-talon	40
Lascannon	25
Macro plasma incinerator	31
Marksman bolt carbine	0
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Master-crafted instigator bolt carbine	6
Master-crafted occulus bolt carbine	4
Master-crafted stalker bolt rifle	5
Melta bombs	5
Meltagun	14
Missile launcher	20
Multi-melta	22
Occulus bolt carbine	0
Onslaught gatling cannon	16
Plasma blaster	17
Plasma cannon	16
Plasma cutter	5
Plasma exterminator	17
Plasma gun	11
Plasma incinerator	15
Plasma pistol	5
Predator autocannon	40
Reaper autocannon	10
Reductor pistol	0
Shock grenades	0
Skyhammer missile launcher	20
Skyspear missile launcher	0
Sniper rifle	2
Special issue boltgun	0
Stalker bolt rifle	0
Storm bolter	2
Stormstrike missile launcher	21
Thunderfire cannon	0
Twin assault cannon	44
Twin boltgun	2
Twin heavy bolter	17
Twin heavy plasma cannon	24
Twin Icarus ironhail heavy stubber	10
Twin ironhail autocannon	20

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Twin lascannon	40
Twin multi-melta	40
Typhoon missile launcher	32
Volkite charger	3
Whirlwind castellan launcher	15
Whirlwind vengeance launcher	20
Wrist-mounted grenade launcher	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Armorium Cherub	5
Auto launchers	0
Auxiliary grenade launcher	1
Camo cloak	3
Centurion assault launchers	0
Combat shield	1
Grapnel launcher	2
Grav-chute	2
Haywire mine	10
Infiltrator comms array	10
Ironclad assault launchers	5
Shield dome	18
Smoke grenades	0
Orbital comms array	18
Storm shield (**CHARACTERS**)	10
Storm shield (other models)	2
Teleport homer	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainfist	11
Chainsword	0
Combat knife	0
Crozius arcanum	0
Dreadnought chainfist	28
Dreadnought combat weapon (Ironclad Dreadnought)	0
Dreadnought combat weapon (other models)	20
Invictor fist	0
Eviscerator	11
Force axe	10
Force stave	8
Force sword	8
Lightning claws (single/pair)	6/10
Master-crafted power sword	6
Paired combat blades	0
Power axe	5
Power fist	9
Power maul	4
Power sword	4
Redemptor fist	0
Relic blade	9
Seismic hammer	30
Servo-arm	0
Siege drills	0
Thunder hammer (**CHARACTERS**)	40
Thunder hammer (other models)	16

ULTRAMARINES

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Captain Sicarius	1	110
Chaplain Cassius	1	85
Chief Librarian Tigurius	1	130
Marneus Calgar	1	200
Roboute Guilliman	1	350
Sergeant Chronus	1	30
Sergeant Telion	1	65

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Chapter Ancient	1	95
Chapter Champion	1	60
Honour Guard	2	21
Tyrannic War Veterans	4-10	16
Victrix Honour Guard	2	35

WHITE SCARS

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Kor'sarro Khan	1	105

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Khan on Bike	1	100

IRON HANDS

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Iron Father Feirros	1	110

IMPERIAL FISTS

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Captain Lysander	1	130
Pedro Kantor	1	150
Tor Garadon	1	140

SALAMANDERS

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Adrax Agatone	1	140
Vulkan He'stan	1	130

RAVEN GUARD

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Kayvaan Shrike	1	130

BLACK TEMPLARS

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
High Marshal Helbrecht	1	150
The Emperor's Champion	1	75
Chaplain Grimaldus	1	90

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Crusader Squad	5-20	13 (Neophyte is 11)

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Cenobyte Servitors	3	2

BLOOD ANGELS

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Captain	1	74
Captain in Cataphractii Armour	1	95
Captain in Gravis Armour	1	90
Captain in Phobos Armour	1	90
Captain in Terminator Armour	1	95
Captain with Jump Pack	1	93
Chaplain	1	72
Chaplain in Terminator Armour	1	90
Chaplain with Jump Pack	1	90
Land Raider Excelsior	1	200
Librarian	1	80
Librarian Dreadnought	1	110
Librarian in Phobos Armour	1	90
Librarian in Terminator Armour	1	100
Librarian with Jump Pack	1	108
Lieutenants	1-2	60
Lieutenants in Phobos Armour	1-2	75
Lieutenants with Jump Packs	1-2	78
Primaris Captain	1	78
Primaris Chaplain	1	77
Primaris Librarian	1	90
Primaris Lieutenants	1-2	65
Rhino Primaris	1	70
Sanguinary Priest	1	60
Sanguinary Priest with Jump Pack	1	70
Techmarine	1	45

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Incursor Squad	5-10	19
Infiltrator Squad	5-10	22 (Infiltrator Helix Adept is 32)
Intercessor Squad	5-10	17
Scout Squad	5-10	11
Tactical Squad	5-10	12

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Assault Squad	5-10	12
Assault Squad with Jump Packs	5-10	15
Attack Bike Squad	1-3	25
Bike Squad	3-8	21
- Attack Bike	0-1	25
Inceptor Squad	3-6	25
Land Speeders	1-3	45
Scout Bike Squad	3-9	21
Suppressor Squad	3	18

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Astorath	1	105
Brother Corbulo	1	83
Captain Tycho	1	85
Chief Librarian Mephiston	1	145
Commander Dante	1	150
Gabriel Seth	1	110
Lemartes	1	100
The Sanguinor	1	130
Tycho the Lost	1	70

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aggressor Squad	3-6	21
Cataphractii Terminator Squad	5-10	26
Company Ancient	1	63
Company Champion	1	40
Company Veterans	2-5	14
Contemptor Dreadnought	1	88
Death Company	5-15	15
Death Company with Jump Packs	5-15	18
Death Company Dreadnought	1	70
Death Company Intercessors	5-10	18
Dreadnought	1	60
Invictor Tactical Warsuit	1	90
Furioso Dreadnought	1	60
Primaris Ancient	1	69
Primaris Apothecary	1	60
Redemptor Dreadnought	1	105
Reiver Squad	5-10	16
Sanguinary Ancient	1	55
Sanguinary Guard	4-10	20
Sanguinary Novitiate	1	50
Servitors	4	5
Sternguard Veteran Squad	5-10	14
Tartaros Terminator Squad	5-10	23
Terminator Ancient	1	87
Terminator Assault Squad	5-10	23
Terminator Squad	5-10	23
Vanguard Veteran Squad	5-10	14
Vanguard Veteran Squad with Jump Packs	5-10	17

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Drop Pod	1	63
Impulsor	1	75
Land Speeder Storm	1	55
Razorback	1	70
Repulsor	1	215
Rhino	1	65

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Baal Predator	1	90
Devastator Squad	5-10	13
- Armorium Cherub	-	5
Eliminator Squad	3	18
Hellblaster Squad	5-10	18
Hunter	1	75
Land Raider	1	180
Land Raider Crusader	1	200
Land Raider Redeemer	1	180
Predator	1	85
Repulsor Executioner	1	215
Stalker	1	75
Vindicator	1	125
Whirlwind	1	65

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Stormhawk Interceptor	1	85
Stormraven Gunship	1	192
Stormtalon Gunship	1	100

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Accelerator autocannon	10
Angelus boltgun	0
Assault bolter	8
Assault cannon	22
Assault plasma incinerator	15
Astartes grenade launcher	6
Astartes shotgun	0
Auto bolt rifle	1
Auto boltstorm gauntlets	12
Bellicatus missile array	17
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Bolt sniper rifle	3
Boltgun	0
Boltstorm gauntlet	12
Cerberus launcher	0
Combi-bolter	2
Combi-flamer	8
Combi-grav	13
Combi-melta	15
Combi-plasma	11
Cyclone missile launcher	32
Deathwind launcher	5
Demolisher cannon	0
Flamer	6
Flamestorm cannon	25
Flamestorm gauntlets	14
Frag cannon	20
Frag grenades	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Fragstorm grenade launcher	4
Grav-cannon and grav-amp	20
Grav-gun	10
Grav-pistol	8
Grenade harness	0
Hand flamer	1
Heavy bolt pistol	0
Heavy bolter	10
Heavy flamer	14
Heavy onslaught gatling cannon	30
Heavy plasma cannon	16
Heavy plasma incinerator	17
Hunter-killer missile	6
Hurricane bolter	10
Icarus ironhail heavy stubber	6
Icarus rocket pod	6
Icarus stormcannon	10
Incendium cannon	15
Inferno pistol	9
Ironhail heavy stubber	6
Kheres pattern assault cannon	22
Krak grenades	0
Krakstorm grenade launcher	4
Las-talon	40
Lascannon	25
Macro plasma incinerator	31
Marksman bolt carbine	0
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Master-crafted instigator bolt carbine	6
Master-crafted occulus bolt carbine	4
Master-crafted stalker bolt rifle	5
Melta bombs	5
Meltagun	14
Missile launcher	20
Multi-melta	22
Occulus bolt carbine	0
Onslaught gatling cannon	16
Plasma blaster	17
Plasma cannon	16
Plasma cutter	5
Plasma exterminator	17
Plasma gun	11
Plasma incinerator	15
Plasma pistol	5
Predator autocannon	40
Reaper autocannon	10
Reductor pistol	0
Shock grenades	0
Skyhammer missile launcher	20
Skyspear missile launcher	0
Sniper rifle	2
Special issue boltgun	0
Stalker bolt rifle	0
Storm bolter	2
Stormstrike missile launcher	21
Twin assault cannon	44
Twin	2
Instigator bolt carbine	5
Heavy laser destroyer	40

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Twin heavy bolter	17
Twin heavy plasma cannon	24
Twin Icarus ironhail heavy stubber	10
Twin ironhail autocannon	20
Twin lascannon	40
Twin multi-melta	40
Typhoon missile launcher	32
Volkite charger	3
Whirlwind castellan launcher	15
Whirlwind vengeance launcher	20
Wrist-mounted grenade launcher	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Blood talons	35
Chainfist	11
Chainsword	0
Combat knife	0
Crozius arcanum	0
Dreadnought combat weapon	20
Encarmine axe	9
Encarmine sword	8
Eviscerator	11
Force axe	10
Force stave	8
Force sword	8
Furioso fist (single/pair)	30/40
Furioso force halberd	0
Invictor fist	0
Lightning claws (single/pair)	6/10
Master-crafted power sword	6
Paired combat blades	0
Power axe	5
Power fist	9
Power maul	4
Power sword	4
Redemptor fist	0
Relic blade	9
Servo-arm	0
Thunder hammer (**CHARACTERS**)	40
Thunder hammer (other models)	16

OTHER WARGEAR

ITEM	POINTS PER ITEM
Auto launchers	0
Auxiliary grenade launcher	1
Camo cloak	3
Combat shield	1
Death mask	2
Grapnel launcher	2
Grav-chute	2
Haywire mine	10
Magna-grapple	5
Orbital comms array	18
Shield dome	18
Smoke grenades	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Storm shield (CHARACTERS)	10
Storm shield (other models)	2
Teleport homer	0

DARK ANGELS

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaplain	1	72
Chaplain with Jump Pack	1	90
Interrogator-Chaplain	1	80
Interrogator-Chaplain in Terminator Armour	1	100
Interrogator-Chaplain with Jump Pack	1	95
Land Raider Excelsior	1	200
Librarian	1	80
Librarian in Phobos Armour	1	90
Librarian in Terminator Armour	1	100
Librarian with Jump Pack	1	108
Lieutenants	1-2	60
Lieutenants with Jump Packs	1-2	78
Lieutenants in Phobos Armour	1-2	75
Master	1	74
Master in Cataphractii Armour	1	95
Master in Gravis Armour	1	90
Master in Phobos Armour	1	90
Master in Terminator Armour	1	95
Master with Jump Pack	1	93
Primaris Chaplain	1	77
Primaris Librarian	1	90
Primaris Lieutenants	1-2	65
Primaris Master	1	78
Ravenwing Talonmaster	1	123
Rhino Primaris	1	70
Techmarine	1	45

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Assault Squad	5-10	12
Assault Squad with Jump Packs	5-10	15
Inceptor Squad	3-6	25
Ravenwing Attack Bike Squad	1-3	25
Ravenwing Bike Squad	3-8	21
- Ravenwing Attack Bike	0-1	25
Ravenwing Black Knights	3-10	34
Ravenwing Darkshroud	1	128
Ravenwing Land Speeders	1-5	45
Ravenwing Land Speeder Vengeance	1	90
Scout Bike Squad	3-9	21
Suppressor Squad	3	18

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Nephilim Jetfighter	1	90
Ravenwing Dark Talon	1	165
Stormraven Gunship	1	192

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aggressor Squad	3-6	21
Apothecary	1	50
Chapter Ancient	1	95
Company Ancient	1	63
Company Champion	1	40
Company Veterans	2-5	14
Contemptor Dreadnought	1	88
Deathwing Ancient	1	65
Deathwing Apothecary	1	70
Deathwing Cataphractii Terminator Squad	5-10	26
Deathwing Champion	1	90
Deathwing Knights	5-10	33
Deathwing Terminator Squad	5-10	23
Deathwing Tartaros Terminator Squad	5-10	23
Dreadnought	1	60
Invictor Tactical Warsuit	1	90
Primaris Ancient	1	69
Primaris Apothecary	1	60
Ravenwing Ancient	1	75
Ravenwing Apothecary	1	60
Ravenwing Champion	1	70
Redemptor Dreadnought	1	105
Reiver Squad	5-10	16
Servitors	4	5
Venerable Dreadnought	1	80

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Incursor Squad	5-10	19
Infiltrator Squad	5-10	22 (Infiltrator Helix Adept is 32)
Intercessor Squad	5-10	17
Scout Squad	5-10	11
Tactical Squad	5-10	12

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Drop Pod	1	63
Impulsor	1	75
Land Speeder Storm	1	55
Razorback	1	70
Repulsor	1	215
Rhino	1	65

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Devastator Squad	5-10	13
- Armorium Cherub	0-1	5
Eliminator Squad	3	18
Hellblaster Squad	5-10	18
Hunter	1	75
Land Raider	1	180
Land Raider Crusader	1	200
Land Raider Redeemer	1	180
Predator	1	85
Repulsor Executioner	1	215
Stalker	1	75
Vindicator	1	125
Whirlwind	1	65

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Asmodai	1	110
Azrael	1	150
Belial	1	125
Ezekiel	1	110
Sammael in Sableclaw	1	200
Sammael on Corvex	1	140
Master Lazarus	1	105

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Blade of Caliban	0
Chainfist	11
Chainsword	0
Combat knife	0
Corvus hammer	0
Crozius arcanum	0
Dreadnought combat weapon	20
Eviscerator	11
Flail of the Unforgiven	0
Force axe	10
Force stave	8
Force sword	8
Halberd of Caliban	0
Invictor fist	0
Lightning claws (single/pair)	6/10
Mace of absolution	0
Master-crafted power sword	6
Paired combat blades	0
Power axe	5
Power fist	9
Power maul	4
Power sword	4
Redemptor fist	0
Relic blade	9
Servo-arm	0
Thunder hammer (**CHARACTERS**)	40
Thunder hammer (other models)	16

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Accelerator autocannon	10
Assault bolter	8
Assault cannon	22
Assault plasma incinerator	15
Astartes grenade launcher	6
Astartes shotgun	0
Auto boltstorm gauntlets	12
Auto bolt rifle	1
Avenger mega bolter	35
Bellicatus missile array	17
Blacksword missile launcher	0
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Bolt sniper rifle	3
Boltgun	0
Boltstorm gauntlet	12
Cerberus launcher	0
Combi-bolter	2
Combi-flamer	8
Combi-grav	13
Combi-melta	15
Combi-plasma	11
Cyclone missile launcher	32
Deathwind launcher	5
Demolisher cannon	0
Flamer	6
Flamestorm cannon	25
Flamestorm gauntlets	14
Frag grenades	0
Fragstorm grenade launcher	4
Grav-pistol	8
Grav-cannon and grav-amp	20
Grav-gun	10
Grenade harness	0
Heavy bolter	10
Heavy bolt pistol	0
Heavy flamer	14
Heavy onslaught gatling cannon	30
Heavy plasma cannon	16
Heavy plasma incinerator	17
Hunter-killer missile	6
Hurricane bolter	10
Icarus ironhail heavy stubber	6
Icarus rocket pod	6
Icarus stormcannon	10
Ironhail heavy stubber	6
Kheres pattern assault cannon	22
Krak grenades	0
Krakstorm grenade launcher	4
Lascannon	25
Las-talon	40
Macro plasma incinerator	31
Marksman bolt carbine	0
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Master-crafted instigator bolt carbine	6
Instigator bolt carbine	5
Heavy laser destroyer	40

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Master-crafted occulus bolt carbine	4
Master-crafted stalker bolt rifle	5
Melta bombs	5
Meltagun	14
Missile launcher	20
Multi-melta	22
Occulus bolt carbine	0
Onslaught gatling cannon	16
Plasma blaster	17
Plasma cannon	16
Plasma cutter	5
Plasma exterminator	17
Plasma gun	11
Plasma incinerator	15
Plasma pistol	5
Plasma storm battery	0
Plasma talon	0
Predator autocannon	40
Ravenwing grenade launcher	0
Reaper autocannon	10
Reductor pistol	0
Rift cannon	0
Shock grenades	0
Skyspear missile launcher	0
Sniper rifle	2
Stalker bolt rifle	0
Storm bolter	2
Stormstrike missile launcher	21
Twin assault cannon	44
Twin boltgun	2
Twin heavy bolter	17
Twin heavy plasma cannon	24
Twin Icarus ironhail heavy stubber	10
Twin ironhail autocannon	20
Twin lascannon	40
Twin multi-melta	40
Typhoon missile launcher	32
Volkite charger	3
Whirlwind castellan launcher	15
Whirlwind vengeance launcher	20
Wrist-mounted grenade launcher	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Auto launchers	0
Auxiliary grenade launcher	1
Camo cloak	3
Combat shield	1
Grapnel launcher	2
Grav-chute	2
Haywire mine	10
Orbital comms array	18
Shield dome	18
Smoke grenades	0
Storm shield (**CHARACTERS**)	10
Storm shield (other models)	2
Watcher in the Dark	5

SPACE WOLVES

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Bjorn the Fell-Handed	1	150
Iron Priest	1	45
Land Raider Excelsior	1	200
Primaris Battle Leader	1	65
Primaris Battle Leaders in Phobos Armour	1-2	75
Primaris Rune Priest	1	90
Primaris Wolf Lord	1	78
Primaris Wolf Priest	1	77
Rhino Primaris	1	70
Rune Priest	1	80
Rune Priest in Phobos Armour	1	90
Rune Priest in Terminator Armour	1	100
Rune Priest with Jump Pack	1	108
Wolf Guard Battle Leader	1	60
Wolf Guard Battle Leader in Terminator Armour	1	70
Wolf Guard Battle Leader on Thunderwolf	1	86
Wolf Guard Battle Leader with Jump Pack	1	78
Wolf Lord	1	74
Wolf Lord in Cataphractii Armour	1	95
Wolf Lord in Gravis Armour	1	90
Wolf Lord in Phobos Armour	1	90
Wolf Lord in Terminator Armour	1	95
Wolf Lord on Thunderwolf	1	95
Wolf Lord with Jump Pack	1	93
Wolf Priest	1	72
Wolf Priest in Terminator Armour	1	90
Wolf Priest with Jump Pack	1	90

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Blood Claws	5-15	12
Grey Hunters	5-10	12
Incursors	5-10	19
Infiltrators	5-10	22 (Infiltrator Helix Adept is 32)
Intercessors	5-10	17
Wolf Guard Pack Leader	-	14
Wolf Guard Terminator Pack Leader	-	23

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Stormfang Gunship	1	175
Stormhawk Interceptor	1	85
Stormwolf	1	165

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Arjac Rockfist	1	110
Canis Wolfborn	1	100
Harald Deathwolf	1	135
Krom Dragongaze	1	75
Logan Grimnar	1	140
Logan Grimnar on Stormrider	1	155
Lukas the Trickster	1	80
Murderfang	1	125
Njal Stormcaller	1	115
Njal Stormcaller in Runic Terminator Armour	1	125
Ragnar Blackmane	1	100
- Svangir and Ulfgir	0-2	4
Ulrik the Slayer	1	85

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aggressors	3-6	21
Contemptor Dreadnought	1	88
Dreadnought	1	60
Great Company Ancient	1	63
Great Company Champion	1	40
Invictor Tactical Warsuit	1	90
Primaris Ancient	1	69
Redemptor Dreadnought	1	105
Reivers	5-10	16
Servitors	4	5
Venerable Dreadnought	1	80
Wolf Guard	5-10	14
Wolf Guard Cataphractii Terminators	5-10	26
Wolf Guard Pack Leader	-	16
Wolf Guard Tartaros Terminators	5-10	23
Wolf Guard Terminators	5-10	23
Wolf Guard Terminator Pack Leader	-	26
Wolf Guard with Jump Packs	5-10	19
Wolf Scouts	5-10	11
Wulfen	5-10	23
Wulfen Dreadnought	1	65

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Eliminators	3	18
Hellblasters	5-10	18
Hunter	1	75
Land Raider	1	180
Land Raider Crusader	1	200
Land Raider Redeemer	1	180
Long Fangs	5-6	13
Predator	1	85
Repulsor Executioner	1	215
Stalker	1	75
Vindicator	1	125
Whirlwind	1	65

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Wolf Guard Pack Leader	-	14
Wolf Guard Terminator Pack Leader	-	23

DEDICATED TRANSPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Drop Pod	1	63
Impulsor	1	75
Land Speeder Storm	1	55
Razorback	1	70
Repulsor	1	215
Rhino	1	65

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Cyberwolves	1-5	15
Fenrisian Wolves	5-15	6 (Cyberwolf is 15)
Inceptors	3-6	25
Land Speeders	1-3	45
Skyclaws	5-15	16
Suppressors	3	18
Swiftclaw Attack Bikes	1-3	35
Swiftclaws	3-15	23
- Swiftclaw Attack Bike	0-1	35
Thunderwolf Cavalry	3-6	40
Wolf Guard Bike Leader	-	32
Wolf Guard Sky Leader	-	19
Wolf Scout Bikers	3-9	31

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainfist	11
Chainsword	0
Combat knife	0
Crozius arcanum	0
Crushing teeth and claws	0
Dreadnought combat weapon	20
Fenrisian great axe	30
Frost axe	6
Frost claws	11
Frost sword	5
Great frost axe	9
Great wolf claw	20
Invictor fist	0
Lightning claws (single/pair)	6/10
Master-crafted power sword	6
Paired combat blades	0
Power axe	5
Power fist	9
Power maul	4
Power sword	4
Redemptor fist	0
Runic axe	10

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Runic stave	8
Runic sword	8
Servo-arm	0
Teeth and claws	0
Tempest hammer	18
Thunder hammer (CHARACTERS)	40
Thunder hammer (other models)	16
Trueclaw	0
Wolf claw (single/pair)	7/11
Wulfen claws	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Accelerator autocannon	10
Assault bolter	8
Assault cannon	22
Assault plasma incinerator	15
Astartes grenade launcher	6
Astartes shotgun	0
Auto bolt rifle	1
Auto boltstorm gauntlets	12
Bellicatus missile array	17
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Bolt sniper rifle	3
Boltgun	0
Boltstorm gauntlet	12
Cerberus launcher	0
Combi-bolter	2
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Cyclone missile launcher	32
Deathwind launcher	5
Demolisher cannon	0
Flamer	6
Flamestorm cannon	25
Flamestorm gauntlets	14
Frag grenades	0
Fragstorm grenade launcher	4
Grenade harness	0
Heavy bolt pistol	0
Heavy bolter	10
Heavy flamer	14
Heavy onslaught gatling cannon	30
Heavy plasma cannon	16
Heavy plasma incinerator	17
Helfrost cannon	17
Helfrost destructor	0
Helfrost pistol	4
Hunter-killer missile	6
Hurricane bolter	10
Icarus ironhail heavy stubber	6
Icarus rocket pod	6
Icarus stormcannon	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Ironhail heavy stubber	6
Kheres pattern assault cannon	22
Krak grenades	0
Krakstorm grenade launcher	4
Las-talon	40
Lascannon	25
Macro plasma incinerator	31
Marksman bolt carbine	0
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Master-crafted instigator bolt carbine	6
Master-crafted occulus bolt carbine	4
Master-crafted stalker bolt rifle	5
Meltagun	14
Missile launcher	20
Multi-melta	22
Occulus bolt carbine	0
Onslaught gatling cannon	16
Plasma blaster	17
Plasma cannon	16
Plasma exterminator	17
Plasma gun	11
Plasma incinerator	15
Plasma pistol	5
Predator autocannon	40
Reaper autocannon	10
Shock grenades	0
Skyhammer missile launcher	20
Skyspear missile launcher	0
Sniper rifle	2
Stalker bolt rifle	0
Storm bolter	2
Stormfrag auto-launcher	4
Stormstrike missile launcher	21
Twin assault cannon	44
Twin boltgun	2
Twin heavy bolter	17
Twin helfrost cannon	25
Twin Icarus ironhail heavy stubber	10
Twin ironhail autocannon	20
Twin lascannon	40
Twin multi-melta	40
Typhoon missile launcher	32
Volkite charger	3
Whirlwind castellan launcher	15
Whirlwind vengeance launcher	20
Wrist-mounted grenade launcher	0
Instigator bolt carbine	5
Heavy laser destroyer	40

OTHER WARGEAR

ITEM	POINTS PER ITEM
Auto launchers	0
Auxiliary grenade launcher	1
Blizzard shield	15
Camo cloak	3
Combat shield	1
Grapnel launcher	2
Grav-chute	2

OTHER WARGEAR

ITEM	POINTS PER ITEM
Haywire mine	10
Orbital comms array	18
Psychic hood	5
Runic armour	7
Runic Terminator armour	5
Shield dome	18
Smoke grenades	0
Storm shield (CHARACTERS)	10
Storm shield (Thunderwolf Cavalry)	5
Storm shield (other models)	2
Teleport homer	0
Wolf standard	10

DEATHWATCH

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaplain	1	72
Chaplain in Terminator Armour	1	90
Chaplain with Jump Pack	1	90
Librarian	1	80
Librarian in Terminator Armour	1	100
Librarian with Jump Pack	1	108
Primaris Chaplain	1	77
Primaris Librarian	1	90
Primaris Watch Captain	1	78
Watch Captain	1	74
Watch Captain in Terminator Armour	1	95
Watch Captain with Jump Pack	1	93
Watch Master	1	115

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Watch Captain Artemis	1	100

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aggressors	3-6	21
Dreadnought	1	60
Primaris Apothecary	1	60
Redemptor Dreadnought	1	105
Reivers	5-10	16
Terminators	5-10	23
Vanguard Veterans	5-10	17
Venerable Dreadnought	1	80

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Veterans	5-10	14
- Bikers	-	21
- Black Shield	-	16
- Terminators	-	23
- Vanguard Veterans	-	17
Intercessors	5-10	17
- Aggressors	-	21
- Hellblasters	-	18
- Inceptors	-	25
- Reivers	-	18

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Bikers	3-6	21
Inceptors	3-6	25

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Hellblasters	5-10	18
Land Raider	1	180
Land Raider Crusader	1	200
Land Raider Redeemer	1	180
Repulsor Executioner	1	215

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Drop Pod	1	63
Razorback	1	70
Repulsor	1	215
Rhino	1	65

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Corvus Blackstar	1	125

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Assault bolter	10
Assault cannon	22
Assault plasma incinerator	15
Auto bolt rifle	1
Auto boltstorm gauntlets	12
Blackstar rocket launcher	15
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Boltgun	0
Combi-flamer	8

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Combi-grav	13
Combi-melta	15
Combi-plasma	11
Cyclone missile launcher	32
Deathwatch frag cannon	20
Deathwatch shotgun	1
Deathwind launcher	5
Flamer	6
Flamestorm cannon	25
Flamestorm gauntlets	14
Frag grenades	0
Fragstorm grenade launcher	4
Grav-gun	10
Grav-pistol	8
Hand flamer	1
Heavy bolt pistol	0
Heavy bolter	10
Heavy flamer	14
Heavy onslaught gatling cannon	30
Heavy plasma cannon	16
Heavy plasma incinerator	17
Hunter-killer missile	6
Hurricane bolter	10
Icarus ironhail heavy stubber	6
Icarus rocket pod	6
Inferno pistol	9
Infernus heavy bolter	14
Ironhail heavy stubber	6
Krak grenades	0
Krakstorm grenade launcher	4
Las-talon	40
Macro plasma incinerator	31
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Master-crafted stalker bolt rifle	5
Melta bombs	5
Meltagun	14
Missile launcher	20
Multi-melta	22
Onslaught gatling cannon	16
Plasma exterminator	17
Plasma gun	11
Plasma incinerator	15
Plasma pistol	5
Reductor pistol	0
Shock grenades	0
Stalker bolt rifle	0
Stalker pattern boltgun	1
Storm bolter (Vehicles)	2
Storm bolter (other models)	2
Stormstrike missile launcher	21
Twin assault cannon	44
Twin boltgun	2
Twin heavy bolter	17
Twin lascannon	40
Heavy laser destroyer	40
Twin Icarus ironhail heavy stubber	10

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainfist	11
Chainsword	0
Combat knife	0
Crozius arcanum	0
Dreadnought combat weapon	20
Force axe	10
Force stave	8
Force sword	8
Guardian spear	0
Heavy thunder hammer	18
Lightning claws (single/pair)	6/10
Power axe	5
Power fist	9
Power maul	4
Power sword	4
Redemptor fist	0
Relic blade	9
Thunder hammer (**CHARACTERS**)	40
Thunder hammer (other models)	16
Xenophase blade	5

OTHER WARGEAR

ITEM	POINTS PER ITEM
Auspex array	5
Auto launchers	0
Auxiliary grenade launcher	1
Blackstar cluster launcher	0
Combat shield	1
Deathwatch teleport homer	0
Grapnel launcher	2
Grav-chute	2
Infernum halo-launcher	5
Storm shield (**CHARACTERS**)	10
Storm shield (other models)	2

GREY KNIGHTS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Apothecary	1	75
Brother-Captain	1	110
Brotherhood Ancient	1	90
Brotherhood Champion	1	90
Chaplain	1	105
Dreadnought	1	65
Grand Master	1	130
Grand Master in Nemesis Dreadknight	1	150
Interceptor Squad	5-10	17
Land Raider	1	180
Land Raider Crusader	1	200
Land Raider Redeemer	1	180
Librarian	1	100
Nemesis Dreadknight	1	100
Paladin Ancient	1	100
Paladin Squad	3-10	41
Purgation Squad	5-10	14
Purifier Squad	5-10	14
Razorback	1	70
Rhino	1	65
Servitors	4	5
Stormhawk Interceptor	1	85
Stormraven Gunship	1	192
Stormtalon Gunship	1	110
Strike Squad	5-10	14
Techmarine	1	55
Terminator Squad	5-10	32
Venerable Dreadnought	1	85

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Brother-Captain Stern	1	105
Castellan Crowe	1	80
Grand Master Voldus	1	153
Lord Kaldor Draigo	1	180

OTHER WARGEAR

ITEM	POINTS PER ITEM
Dreadknight teleporter	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Assault cannon	22
Bolt pistol	0
Boltgun	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Flamer	6

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Flamestorm cannon	25
Frag grenades	0
Gatling psilencer	20
Heavy bolter	10
Heavy flamer	14
Heavy incinerator	19
Heavy plasma cannon	16
Heavy psycannon	24
Hunter-killer missile	6
Hurricane bolter	10
Icarus stormcannon	10
Incinerator	9
Incinerator (Terminator)	9
Krak grenades	0
Las-talon	40
Lascannon	25
Missile launcher	20
Multi-melta	22
Plasma cannon	16
Plasma cutter	5
Psilencer	4
Psilencer (Terminator)	4
Psycannon	7
Psycannon (Terminator)	7
Psyk-out grenades	0
Skyhammer missile launcher	20
Storm bolter	2
Stormstrike missile launcher	21
Twin assault cannon	44
Twin heavy bolter	17
Twin heavy plasma cannon	24
Twin lascannon	40
Twin multi-melta	40
Typhoon missile launcher	32

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Crozius arcanum	0
Dreadfist/two Dreadfists	10/15
Dreadnought combat weapon	20
Nemesis Daemon greathammer	15
Nemesis Daemon hammer	13
Nemesis falchion	1
Nemesis force halberd	1
Nemesis force sword	1
Nemesis greatsword	10
Nemesis warding stave	1
Power axe	5
Servo-arm	0

FORCES OF THE IMPERIUM

ADEPTA SORORITAS

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Canoness	1	45
Missionary	1	38

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Battle Sisters Squad	5-15	9

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Dominion Squad	5-10	10
Seraphim Squad	5-10	11

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Exorcist	1	90
Mortifiers	1-4	36
- Anchorite		42
Penitent Engines	1-4	28
Retributor Squad	5-10	10

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Immolator	1	70
Sororitas Rhino	1	65

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Junith Eruita	1	110
Celestine	1	160
Geminae Superia	1-2	16
Triumph of Saint Katherine	1	185

FORTIFICATIONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Battle Sanctum	1	50

OTHER WARGEAR

ITEM	POINTS PER ITEM
Armorium cherub	5
Brazier of holy fire	8
Incensor cherub	5
Null rod	12

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Arco-flagellants	3-10	13
Celestian Squad	5-10	10
Crusaders	2-6	9
Death Cult Assassins	2-6	13
Dialogus	1	35
Hospitaller	1	35
Imagifier	1	45
Preacher	1	30
Repentia Superior	1	35
Sisters Repentia	4-9	13
Zephyrim Squad	5-10	13

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Bolt pistol	0
Boltgun	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Condemnor boltgun	1
Exorcist conflagration rockets	40
Exorcist missile launcher	70
Flamer	6
Frag grenades	0
Hand flamer	1
Heavy bolter	10
Heavy flamer	14
Hunter-killer missile	6
Immolation flamers	30
Inferno pistol	7
Krak grenades	0
Laspistol	0
Meltagun	14
Multi-melta	22
Plasma pistol	5
Shotgun	0
Storm bolter	2
Twin heavy bolter	17
Twin multi-melta	40

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arco-flails	0
Blessed blade	9
Chainsword	0
Chirurgeon's tools	0
Death Cult power blades	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Rod of office	5
Simulacrum Imperialis	5
Storm shield	0
Zephyrim pennant	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Dialogus staff	0
Neural whips	0
Penitent buzz-blade	0
Penitent eviscerator	0
Penitent flail	0
Power maul	4
Power sword	4

ADEPTUS CUSTODES

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Allarus Custodians	3-10	60
Custodian Guard	3-10	40
Custodian Wardens	3-10	43
Shield-Captain	1	90
Shield-Captain in Allarus Terminator Armour	1	100
Shield-Captain on Dawneagle Jetbike	1	150
Venerable Contemptor Dreadnought	1	90
Venerable Land Raider	1	205
Vertus Praetors	3-10	80
Vexilus Praetor	1	80
Vexilus Praetor in Allarus Terminator Armour	1	90

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Captain-General Trajann Valoris	1	180

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Balistus grenade launcher	0
Castellan axe	11
Combi-bolter	2
Guardian spear	9
Hunter-killer missile	6
Hurricane bolter	10
Kheres-pattern assault cannon	23
Multi-melta	22
Salvo launcher	15
Sentinel blade	7
Storm bolter	2
Twin heavy bolter	17
Twin lascannon	50

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Dreadnought combat weapon	20
Interceptor lance	0
Misericordia	3

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Storm shield (CHARACTERS)	10
Storm shield (other models)	5
Vexilla Defensor	20
Vexilla Imperius	20
Vexilla Magnifica	30

SISTERS OF SILENCE

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Null-Maiden Rhino	1	65
Prosecutors	5-10	10
Vigilators	5-10	10
Witchseekers	5-10	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Boltgun	0
Flamer	6
Hunter-killer missile	6
Psyk-out grenades	0
Storm bolter	2

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Executioner greatblade	5

OFFICIO ASSASSINORUM

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Callidus Assassin	1	95
Culexus Assassin	1	95
Eversor Assassin	1	95
Vindicare Assassin	1	95

ASTRA MILITARUM

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Armoured Sentinels	1-3	30
Astropath	1	15
Baneblade	1	350
Banehammer	1	350
Banesword	1	350
Basilisks	1-3	100
Bullgryns	3-9	35
Chimera	1	60
Command Squad*	4	6
Commissar	1	15
Company Commander	1	30
Conscripts	20-30	4
Crusaders	2-10	9
Deathstrike	1	125
Doomhammer	1	350
Heavy Weapons Squad	3	6
Hellhammer	1	410
Hellhounds	1-3	73
Hydras	1-3	85
Infantry Squad*	10	4
Knight Commander Pask	1	177
Leman Russ Battle Tanks	1-3	107
Lord Commissar	1	30
Manticore	1	125
Master of Ordnance	1	30
Militarum Tempestus Command Squad	4	9
Militarum Tempestus Scions	5-10	7
Ministorum Priest	1	35
Officer of the Fleet	1	20
Ogryn Bodyguard	1	45
Ogryns	3-9	30
Platoon Commander	1	20
Primaris Psyker	1	38
Ratlings	5-10	5
Scout Sentinels	1-3	30
Servitors	4	5
Shadowsword	1	410
Special Weapons Squad	6	4
Stormlord	1	410
Stormsword	1	370
Tank Commander	1	142
Taurox	1	50
Taurox Prime	1	80
Tech-Priest Enginseer	1	30
Tempestor Prime	1	35
Valkyries	1-3	100
Veterans*	10	5
Wyrdvane Psykers	3-9	7
Wyverns	1-3	105

** If models in these units form Heavy Weapons Teams, there is no additional points cost.*

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Colonel 'Iron Hand' Straken	1	75
Colour Sergeant Kell	1	40
Commissar Yarrick	1	100
Lord Castellan Creed	1	55
Nork Deddog	1	55
Sergeant Harker	1	50
Severina Raine	1	32
Sly Marbo	1	55

OTHER WARGEAR

ITEM	POINTS PER ITEM
Augur array	5
Brute shield	0
Bullgryn plate	5
Dozer blade	5
Medi-pack	5
Platoon standard	5
Regimental standard	5
Slabshield	0
Storm shield	0
Tempestus command rod	5
Track guards	10
Vox-caster	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Adamantium tracks	0
Bullgryn maul	7
Chainsword	0
Force stave	8
Huge knife	0
Omnissian axe	0
Power fist	8
Power sword	4
Sentinel chainsaw	2
Telepathica stave	6
Servo-arm	0
Wyrdvane stave	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Artillery barrage	0
Autocannon	10
Autogun	0
Baneblade cannon	0
Battle cannon	22
Bolt pistol	1
Boltgun	1
Chem cannon	7
Deathstrike missile	0
Demolisher cannon	20
Earthshaker cannon	0
Eradicator nova cannon	15
Executioner plasma cannon	15

ADEPTUS MECHANICUS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Corpuscarii Electro-Priests	5-20	12
Cybernetica Datasmith	1	22
Fulgurite Electro-Priests	5-20	14
Ironstrider Ballistarii	1-6	40
Kastelan Robots	2-6	65
Kataphron Breachers	3-12	20
Kataphron Destroyers	3-12	15
Knight Crusader	1	285
Knight Errant	1	285
Knight Gallant	1	305
Knight Paladin	1	285
Knight Warden	1	285
Onager Dunecrawler	1	70
Servitors	4	5
Sicarian Infiltrators	5-10	11
Sicarian Ruststalkers	5-10	9
Skitarii Rangers	5-10	7
Skitarii Vanguard	5-10	8
Skorpius Dunerider	1	65
Skorpius Disintegrator	1	85
Sydonian Dragoons	1-6	59
Tech-Priest Dominus	1	70
Tech-Priest Enginseer	1	30
Tech-Priest Manipulus	1	65

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Belisarius Cawl	1	190

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Arc pistol	1
Arc rifle	2
Avenger gatling cannon	75
Belleros energy cannon	20
Cognis flamer	7
Cognis heavy stubber	2
Disruptor missile launcher	0
Eradication beamer	30
Eradication ray	10
Ferrumite cannon	25
Flechette blaster	0
Galvanic rifle	0
Gamma pistol	10
Heavy arc rifle	6
Heavy bolter	10
Heavy flamer	14
Heavy grav-cannon	24
Heavy phosphor blaster	15
Heavy stubber	2

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Exterminator autocannon	17
Flamer	6
Frag bomb	0
Frag grenades	0
Grenade launcher	3
Grenadier gauntlet	5
Heavy bolter	8
Heavy flamer	14
Heavy stubber	2
Hellhammer cannon	0
Hellstrike missiles	12
Hot-shot lasgun	0
Hot-shot laspistol	0
Hot-shot volley gun	7
Hunter-killer missile	6
Hydra quad autocannon	0
Inferno cannon	20
Krak grenades	0
Lascannon	15
Lasgun	0
Lasgun array	0
Laspistol	0
Magma cannon	0
Melta cannon	20
Meltagun (model with a Ballistic Skill of 4+)	10
Meltagun (other models)	14
Missile launcher	10
Mortar	9
Multi-laser	5
Multi-melta	15
Multiple rocket pod	8
Plasma cannon	10
Plasma gun (model with a Ballistic Skill of 4+)	7
Plasma gun (other models)	11
Plasma pistol	5
Punisher gatling cannon	30
Quake cannon	0
Ripper gun	0
Shotgun	0
Sniper rifle	2
Storm bolter	2
Storm eagle rockets	0
Stormsword siege cannon	0
Taurox battle cannon	18
Taurox gatling cannon	20
Taurox missile launcher	30
Tremor cannon	0
Twin heavy bolter	14
Twin heavy flamer	28
Vanquisher battle cannon	15
Volcano cannon	0
Vulcan mega-bolter	0
Wyvern quad stormshard mortar	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Icarus array	30
Incendine combustor	15
Ironstorm missile pod	16
Laspistol	0
Macrostubber	2
Magnarail lance	0
Meltagun	14
Multi-melta	22
Neutron laser	35
Phosphor blast pistol	1
Phosphor blaster	6
Phosphor serpenta	2
Plasma caliver	11
Plasma cannon	16
Plasma culverin	27
Radium carbine	0
Radium jezzail	4
Radium pistol	0
Rapid-fire battle cannon	100
Stormspear rocket pod	45
Stubcarbine	0
Thermal cannon	76
Torsion cannon	15
Transonic cannon	0
Transuranic arquebus	12
Twin cognis autocannon	20
Twin cognis heavy stubber	4
Twin cognis lascannon	40
Twin heavy phosphor blaster	30
Twin Icarus autocannon	20
Volkite blaster	8

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arc claw	4
Arc maul	5
Chordclaw	0
Electroleech stave	0
Electrostatic gauntlets	0
Hydraulic claw	5
Kastelan fists	20
Mechadendrites	0
Omnissian axe	0
Omnissian staff	0
Power fist	9
Power sword	4
Reaper chainsword	30
Servo-arm	0
Taser goad	4
Taser lance	9
Thunderstrike gauntlet	35
Titanic feet	0
Transonic blades	2
Transonic razor	2

OTHER WARGEAR

ITEM	POINTS PER ITEM
Broad spectrum data-tether	0
Enhanced data-tether	5
Omnispex	7
Smoke launchers	0

IMPERIAL KNIGHTS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Armiger Helverin	1-3	155
Armiger Warglaive	1-3	145
Knight Castellan	1	510
Knight Crusader	1	285
Knight Errant	1	285
Knight Gallant	1	305
Knight Paladin	1	285
Knight Preceptor	1	340
Knight Valiant	1	500
Knight Warden	1	285
Sacristan Forgeshrine	1	80

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Canis Rex	1	400

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Armiger autocannon	0
Avenger gatling cannon	75
Conflagration cannon	0
Heavy flamer	14
Heavy stubber	2
Ironstorm missile pod	16
Las-impulsor	0
Meltagun	14
Multi-laser	5
Plasma decimator	40
Rapid-fire battle cannon	100
Shieldbreaker missile	12
Stormspear rocket pod	45
Thermal cannon	76
Thermal spear	0
Thundercoil harpoon	0
Twin Icarus autocannon	20
Twin meltagun	0
Twin siegebreaker cannon	35
Volcano lance	60

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Reaper chain-cleaver	0
Reaper chainsword	30
Thunderstrike gauntlet	35
Titanic feet	0

INQUISITION

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Acolytes	1-6	8
Daemonhost	1	25
Inquisitor	1	55
Jokaero Weaponsmith	1	18
Ordo Malleus Inquisitor in Terminator Armour	1	91

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Inquisitor Coteaz	1	90
Inquisitor Eisenhorn	1	80
Inquisitor Greyfax	1	85
Inquisitor Karamazov	1	115

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Force axe	10
Force stave	8
Force sword	8
Master-crafted Nemesis Daemon hammer	0
Master-crafted power sword	0
Nemesis Daemon hammer	18
Null rod	4
Power fist	9
Power maul	4
Power sword	4
Throne of Judgement's stomping feet	0
Thunder hammer	16
Warp grasp	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bolt pistol	0
Boltgun	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Condemnor boltgun	1
Digital weapons	4
Flamer	6
Frag grenade	0
Hot-shot lasgun	4
Incinerator	20
Inferno pistol	7
Laspistol	0
Krak grenade	0
Master-crafted condemnor boltgun	0
Master-crafted multi-melta	0
Meltagun	14
Needle pistol	2
Plasma gun	11
Plasma pistol	5
Psyber eagle	0
Psycannon	7
Psyk-out grenade	0
Storm bolter	2
Unholy gaze	0

FORCES OF CHAOS

CHAOS SPACE MARINES

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Lord	1	74
Chaos Lord in TerminatorArmour	1	95
Chaos Lord with Jump Pack	1	93
Daemon Prince	1	146
Daemon Prince with Wings	1	155
Dark Apostle	1	72
Exalted Champion	1	70
Lord Discordant on Helstalker	1	150
Master of Executions	1	60
Master of Possession	1	80
Sorcerer	1	80
Sorcerer in Terminator Armour	1	100
Sorcerer with Jump Pack	1	108
Warpsmith	1	35

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Cultists	10-30	4
Chaos Space Marines	5-20	11

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chosen	5-10	12
Dark Disciples	2	5
Fallen	5-10	11
Greater Possessed	1-2	60
Helbrute	1	60
Khorne Berzerkers	5-20	15
Mutilators	3	35
Noise Marines	5-20	13
Plague Marines	5-20	16
Possessed	5-20	17
Rubric Marines	5-20	16
Terminators	5-10	23

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Bikers	3-9	21
Chaos Spawn	1-5	20
Raptors	5-15	15
Warp Talons	5-10	9

FORTIFICATIONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Noctilith Crown	1	80

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Land Raider	1	180
Chaos Predator	1	85
Chaos Vindicator	1	125
Defiler	1	120
Forgefiend	1	80
Havocs	5	14
Maulerfiend	1	110
Obliterators	1-3	95
Venomcrawler	1	115

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Rhino	1	65

LORDS OF WAR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Khorne Lord of Skulls	1	315

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Helldrake	1	120

DAEMONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Bloodletters	10-30	7
Daemonettes	10-30	6
Horrors	10-30	
- Blue Horrors		5
- Pairs of Brimstone Horrors		3
- Pink Horrors		7
- Iridescent Horror		7
Plaguebearers	10-30	8

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Abaddon the Despoiler	1	210
Cypher	1	80
Fabius Bile	1	80
Haarken Worldclaimer	1	92
Huron Blackheart	1	105
Khârn the Betrayer	1	120
Lucius the Eternal	1	85

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autocannon	10
Autogun	0
Autopistol	0
Baleflamer	20
Battle cannon	0
Blastmaster	12
Blight launcher	10
Bolt pistol	0
Boltgun	0
Combi-bolter	2
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Daemongore cannon	50
Demolisher cannon	0
Doom siren	8
Ectoplasma cannon	20
Excruciator cannon	0
Flamer	6
Fleshmetal guns	0
Gorestorm cannon	74
Hades autocannon	20
Hades gatling cannon	90
Havoc launcher	6
Heavy bolter	10
Heavy flamer	14
Heavy stubber	2
Helbrute plasma cannon	16
Icarus lascannon	25
Ichor cannon	25
Inferno bolt pistol	0
Inferno boltgun	0
Lascannon	25
Lashing warp energies	0
Magma cutter	6
Meltagun	14
Missile launcher	20
Multi-melta	22
Plague belcher	7
Plague spewer	15
Plasma gun	11
Plasma pistol	5
Predator autocannon	40
Quad-gun	30
Reaper autocannon	10
Reaper chaincannon	20

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Shotgun	0
Skullhurler	60
Sonic blaster	4
Soulreaper cannon	10
Twin heavy bolter	17
Twin heavy flamer	28
Twin lascannon	40
Warp bolter	3
Warpflame pistol	3
Warpflamer	8

OTHER WARGEAR

ITEM	POINTS PER ITEM
Blight grenades	0
Daemonic Icon	15
Frag grenades	0
Icon of Despair	10
Icon of Excess	10
Icon of Flame	5
Icon of Vengeance	5
Icon of Wrath	10
Instrument of Chaos	10
Krak grenades	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Accursed crozius	0
Axe of dismemberment	0
Bladed limbs and tail	0
Brutal assault weapon	0
Bubotic axe	5
Chainaxe	1
Chainfist	11
Chainsword	0
Crushing fists	0
Daemon jaws	8
Daemonic axe	10
Daemonic mutations	0
Defiler claws	0
Defiler scourge	12
Eviscerating claws	0
Flail of corruption	10
Fleshmetal weapons	0
Force axe	10
Force stave	8
Force sword	8
Great cleaver of Khorne	0
Great plague cleaver	15
Helbrute fist (single/pair)	20/30
Helbrute hammer	30
Heldrake claws	0
Hellforged sword	10
Hideous mutations	0
Horrifying mutations	0
Impaler chainglaive	0
Lasher tendrils	12

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Lightning claws (single/pair)	6/10
Mace of contagion	7
Malefic talons (one set/two sets)	0/10
Maulerfiend fists	0
Mechatendrils	0
Plague knife	0
Plaguesword	1
Power axe	5
Power fist	9
Power maul	4
Power scourge	25
Power sword	4
Soulflayer tendrils	0
Techno-virus injector	0
Thunder hammer (**CHARACTERS**)	40
Thunder hammer (other models)	16

DEATH GUARD

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Biologus Putrifier	1	60
Blightlord Terminators	5-10	34
Chaos Cultists	10-40	4
Chaos Land Raider	1	180
Chaos Lord	1	74
Chaos Lord in Terminator Armour	1	95
Chaos Predator	1	85
Chaos Rhino	1	65
Chaos Spawn	1-5	20
Daemon Prince of Nurgle	1	146
Daemon Prince of Nurgle with Wings	1	170
Deathshroud Terminators	3-6	25
Defiler	1	120
Foetid Bloat-drone	1	99
Foul Blightspawn	1	77
Helbrute	1	60
Lord of Contagion	1	95
Malignant Plaguecaster	1	95
Myphitic Blight-haulers	1-3	60
Noxious Blightbringer	1	50
Plague Marines	5-20	16
Plague Surgeon	1	54
Plagueburst Crawler	1	100
Possessed	5-20	17
Poxwalkers	10-20	5
Sorcerer	1	80
Sorcerer in Terminator Armour	1	100
Tallyman	1	50

NAMED CHARACTERS AND DAEMONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Mortarion	1	470
Typhus	1	155
Beasts of Nurgle	1-9	30
Nurglings	3-9	18
Plaguebearers	10-30	8
Plague Drones	3-9	36

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Battle cannon	0
Bile spurt	0
Blight grenades	0
Blight launcher	10
Bolt pistol	0
Boltgun	0
Combi-bolter	2
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Entropy cannon	15
Flamer	6
Havoc launcher	6
Heavy blight launcher	35
Heavy bolter	10
Heavy flamer	14
Heavy slugger	6
Heavy stubber	2
Helbrute plasma cannon	16
Hyper blight grenades	0
Injector pistol	0
Krak grenades	0
Lascannon	25
Meltagun	14
Missile launcher	20
Multi-melta	22
Plague belcher	7
Plagueburst mortar	0
Plague spewer	15
Plaguespitter	17
Plague sprayer	0
Plaguespurt gauntlet	0
Plasma gun	11
Plasma pistol	5
Predator autocannon	40
Reaper autocannon	10
Rothail volley gun	12
Shotgun	0
Twin heavy bolter	17
Twin heavy flamer	28
Twin lascannon	40

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Balesword	6
Brutal assault weapon	0
Bubotic axe	5
Chainaxe	1
Chainfist	11
Chainsword	0
Corrupted staff	0
Cursed plague bell	0
Daemonic axe	10
Defiler claws	0
Defiler scourge	12
Flail of corruption	10
Fleshmower	12
Force axe	10
Force stave	8
Force sword	8
Gnashing maw	0
Great plague cleaver	15
Helbrute fist (single/pair)	20/30
Helbrute hammer	30
Hellforged sword	10
Hideous mutations	0
Horrifying mutations	0
Improvised weapon	0
Lightning claws (single/pair)	6/10
Mace of contagion	7
Malefic talons (one set/two sets)	0/10
Manreaper	17
Plague knife	0
Plague probe	5
Plaguesword	1
Plaguereaper	20
Power axe	5
Power fist	9
Power maul	4
Power scourge	25
Power sword	4

OTHER WARGEAR

ITEM	POINTS PER ITEM
Daemonic Icon	15
Icon of Despair	10
Instrument of Chaos	10

THOUSAND SONS

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Ahriman	1	131
Ahriman on Disc of Tzeentch	1	166
Magnus the Red	1	445

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Daemon Prince of Tzeentch	1	146
Daemon Prince of Tzeentch with Wings	1	185
Exalted Sorcerer	1	112
Exalted Sorcerer on Disc of Tzeentch	1	132
Sorcerer	1	80
Sorcerer in Terminator Armour	1	100

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Cultists	10-40	4
Rubric Marines	5-20	16
Tzaangors	10-30	8

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Helbrute	1	60
Scarab Occult Terminators	5-10	26
Tzaangor Shaman	1	82

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Spawn	1-5	20
Tzaangor Enlightened	3-9	13

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Land Raider	1	180
Chaos Predator	1	85
Chaos Vindicator	1	125
Defiler	1	120
Forgefiend	1	80
Maulerfiend	1	110
Mutalith Vortex Beast	1	125

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Rhino	1	65

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Heldrake	1	120

DAEMONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Flamers	3-9	20
Horrors	10-30	
- Blue Horrors		5
- Pairs of Brimstone Horrors		3
- Pink Horrors		7
- Iridescent Horror		7
Screamers	3-9	23

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Baleflamer	20
Battle cannon	0
Combi-bolter	2
Combi-flamer	8
Combi-melta	15
Demolisher cannon	0
Ectoplasma cannon	20
Fatecaster greatbow	2
Flamer	6
Frag grenades	0
Hades autocannon	20
Havoc launcher	6
Heavy bolter	10
Heavy flamer	14
Heavy stubber	2
Heavy warpflamer	17
Helbrute plasma cannon	16
Hellfyre missile rack	15
Inferno bolt pistol	0
Inferno boltgun	0
Inferno combi-bolter	3
Krak grenades	0
Lascannon	25
Magma cutter	6
Missile launcher	20
Multi-melta	22
Plasma pistol	5
Predator autocannon	40
Reaper autocannon	10
Shotgun	0
Soulreaper cannon	10
Twin heavy bolter	17
Twin heavy flamer	28
Twin lascannon	40
Warpflame pistol	3
Warpflamer	8

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Betentacled maw	0
Brutal assault weapon	0
Chainsword	0
Daemon jaws	8

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Daemonic axe	10
Defiler claws	0
Defiler scourge	12
Divining spear	1
Enormous claws	0
Force stave	8
Force sword	8
Helbrute fist (single/pair)	20/30
Helbrute hammer	30
Heldrake claws	0
Hellforged sword	10
Hideous mutations	0
Lasher tendrils	12
Malefic talons (one set/two sets)	0/10
Maulerfiend fists	0
Power scourge	25
Power sword	4
Tzaangor blades	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Brayhorn	10
Daemonic Icon	15
Familiar	9
Icon of Flame	5
Instrument of Chaos	10

CHAOS DAEMONS

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Be'lakor	1	200
Bloodmaster	1	56
Bloodthirster of Insensate Rage	1	230
Bloodthirster of Unfettered Fury	1	210
Blood Throne	1	105
The Blue Scribes	1	86
Changecaster	1	78
The Changeling	1	100
Contorted Epitome	1	195
Epidemius	1	100
Fateskimmer	1	150
Fluxmaster	1	99
Great Unclean one with:		
- Bilesword and bileblade	1	240
- Bilesword and plague flail	1	250
- Doomsday bell and bileblade	1	250
- Doomsday bell and plague flail	1	260
Herald of Slaanesh	1	50
Herald of Slaanesh on Exalted Seeker Chariot	1	120
Herald of Slaanesh on Hellflayer	1	100
Herald of Slaanesh on Seeker Chariot	1	90

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Horticulous Slimux	1	150
Infernal Enrapturess	1	70
Kairos Fateweaver	1	250
Karanak	1	70
Keeper of Secrets with:		
- Living whip	1	210
- Ritual knife	1	210
- Shining aegis	1	220
- Sinistrous hand	1	210
Lord of Change	1	250
Lord of Change with baleful sword	1	255
The Masque of Slaanesh	1	78
Poxbringer	1	70
Rotigus	1	250
Shalaxi Helbane with:		
- Living whip	1	220
- Shining aegis	1	230
Skarbrand	1	290
Skullmaster	1	90
Skulltaker	1	84
Sloppity Bilepiper	1	60
Spoilpox Scrivener	1	95
Syll'Eske, the Vengeful Allegiance	1	210
Wrath of Khorne Bloodthirster	1	210

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Bloodletters	10-30	7
Daemonettes	10-30	6
Horrors	10-30	
- Blue Horrors		5
- Pairs of Brimstone Horrors		3
- Pink Horrors		7
- Iridescent Horror		7
Nurglings	3-9	18
Plaguebearers	10-30	8

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Chaos Spawn	1	20
Furies	5-20	7
Flesh Hounds	5-20	15 (Gore Hounds are 24)
Hellflayer	1	70
Plague Drones	3-9	36
Screamers	3-9	23
Seekers	5-20	15

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Beasts of Nurgle	1-9	30
Bloodcrushers	3-12	40
Exalted Flamer	1	50
Fiends	1-9	37
- Blissbringer		
Flamers	3-9	20

HEAVY SUPPORT & FORTIFICATIONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Burning Chariot	1	100
Exalted Seeker Chariot	1	70
Seeker Chariot	1	50
Skull Altar	1	100
Skull Cannon	1	80
Soul Grinder	1	180
Feculent Gnarlmaws	1-3	85

DAEMON PRINCE

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding weapons)
Daemon Prince of Chaos	1	146
Daemon Prince with Wings	1	155
WEAPON	**POINTS PER WEAPON**	
Daemonic axe	10	
Hellforged sword	10	
Malefic talons (one set/two sets)	0/10	

OTHER WARGEAR

ITEM	POINTS PER ITEM
Chanting Horrors (for Burning Chariot and Fateskimmer)	5
Daemonic Icon	15
Instrument of Chaos	10
Rod of sorcery (for Lord of Change)	10
Staff of change	5

CHAOS KNIGHTS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Knight Desecrator	1	340
Knight Despoiler	1	285
Knight Despoiler with 1 reaper chainsword and 1 thunderstrike gauntlet	1	305
Knight Rampager	1	320
Knight Tyrant	1	500
War Dog	1-3	145

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Reaper chain-cleaver	0
Reaper chainsword	30
Thunderstrike gauntlet	35
Titanic feet	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Avenger gatling cannon	85
Conflagration cannon	0
Heavy flamer	14
Heavy stubber	2
Ironstorm missile pod	16
Laser destructor	0
Meltagun	14
Multi-laser	10
Plasma decimator	40
Rapid-fire battle cannon	90
Shieldbreaker missile	15
Stormspear rocket pod	45
Thermal cannon	55
Thermal spear	0
Thundercoil harpoon	0
Twin Icarus autocannon	20
Twin meltagun	0
Twin siegebreaker cannon	35
Volcano lance	70
War Dog autocannon	5

FORCES OF THE XENOS

CRAFTWORLDS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Autarch	1	65
Autarch Skyrunner	1	95
Autarch with Swooping Hawk Wings	1	80
Crimson Hunter	1	128
Crimson Hunter Exarch	1	150
Dark Reapers	3-10	9
Dire Avengers	5-10	8
Falcon	1	100
Farseer	1	110
Farseer Skyrunner	1	130
Fire Dragons	5-10	8
Fire Prism	1	140
Guardian Defenders	10-20	8
- Heavy Weapon Platform	0-2	5
Hemlock Wraithfighter	1	200
Howling Banshees	5-10	7
Night Spinner	1	110
Rangers	5-10	12
Shining Spears	3-9	20
Spiritseer	1	55
Storm Guardians	8-24	6
Striking Scorpions	5-10	8
Support Weapons (including crew)	1-3	25
Swooping Hawks	5-10	6
Vypers	1-3	35
War Walkers	1-3	35
Warlock	1	45
Warlock Conclave	2-10	35
Warlock Skyrunner	1	60
Warlock Skyrunner Conclave	2-10	48
Warp Spiders	5-10	9
Wave Serpent	1	120
Windriders	3-9	16
Wraithblades	5-10	29
Wraithguard	5-10	23
Wraithknight	1	285
Wraithlord	1	80

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Asurmen	1	150
Avatar of Khaine	1	220
Baharroth	1	110
Bonesinger	1	55
Eldrad Ulthran	1	145

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Fuegan	1	125
Illic Nightspear	1	65
Jain Zar	1	115
Karandras	1	125
Maugan Ra	1	140
Prince Yriel	1	70

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Aeldari blade	0
Biting blade	2
Chainsword	0
Diresword	4
Executioner	7
Ghostaxe	4
Ghostglaive	10
Ghostswords	6
Mirrorswords	4
Paragon sabre	8
Power glaive	4
Power sword	4
Powerblades	4
Scorpion chainsword	1
Star glaive	6
Titanic feet	0
Titanic ghostglaive	30
Titanic wraithbone fists	0
Witchblade	0
Witch staff	0
Wraithbone fists	0
Wraithguard fists	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Banshee mask	0
Crystal targeting matrix	5
Forceshield	2
Mandiblasters	0
Scattershield	15
Shimmershield	5
Spirit stones	10
Star engines	10
Vectored engines	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Aeldari missile launcher	20
Avenger shuriken catapult	3
Bright lance	20
D-cannon	35
D-scythe	14
Death spinner	6
Doomweaver	0
Dragon's breath flamer	14
Firepike	17
Flamer	6
Fusion gun	14
Fusion pistol	7
Hawk's talon	10
Heavy D-scythe	0
Heavy wraithcannon	50
Lasblaster	7
Laser lance	8
Melta bomb	0
Plasma grenade	0
Prism cannon	0
Pulse laser	0
Ranger long rifle	0
Reaper launcher	22
Scatter laser	7
Scorpion's claw	9
Shadow weaver	12
Shuriken cannon	10
Shuriken catapult	0
Shuriken pistol	0
Singing spear	5
Star lance	10
Starcannon	13
Suncannon	60
Tempest launcher	27
Triskele	6
Twin Aeldari missile launcher	35
Twin bright lance	35
Twin scatter laser	12
Twin shuriken cannon	17
Twin shuriken catapult	2
Twin starcannon	24
Vibro cannon	10
Wraithcannon	10

DRUKHARI

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Archon	1	55
Haemonculus	1	70
Succubus	1	50

OTHER WARGEAR

ITEM	POINTS PER ITEM
Chain-snares	2
Cluster caltrops	3
Grav-talon	3
Grisly trophies	2
Spirit probe	5
Splinter racks	10

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Kabalite Warriors	5-20	6
Wracks	5-10	9
Wyches	5-20	8

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Beastmaster	1	36
Grotesques	3-10	32
Incubi	5-10	14
Lhamaean	1	15
Mandrakes	5-10	15
Medusae	1	21
Sslyth	1	27
Ur-Ghul	1	15

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Clawed Fiends	1-6	32
Hellions	5-20	12
Khymerae	2-12	10
Razorwing Flocks	1-12	12
Reavers	3-12	16
Scourges	5-10	12

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Cronos	1-3	60
Ravager	1	95
Talos	1-3	75

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Raider	1	65
Venom	1	55

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Razorwing Jetfighter	1	115
Voidraven Bomber	1	155

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Drazhar	1	100
Lelith Hesperax	1	80
Urien Rakarth	1	90

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Baleblast	0
Blast pistol	10
Blaster	17
Dark lance	15
Dark scythe	0
Disintegrator cannon	15
Eyeburst	0
Haywire blaster	8
Heat lance	12
Hexrifle	5
Liquifier gun	11
Ossefactor	7
Phantasm grenade launcher	3
Razorwing missiles	0
Shardcarbine	0
Shredder	8
Spirit syphon	0
Spirit vortex	10
Splinter cannon	10
Splinter pistol	0
Splinter pods	0
Splinter rifle	0
Stinger pistol	5
Stinger pod	15
Twin liquifier gun	22
Twin splinter rifle	0
Void lance	0
Voidraven missiles	10

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Agoniser	4
Archite glaive	0
Bladevanes	0
Chain-flails	3
Clawed fists	0
Claws and talons	0
Electrocorrosive whip	6
Flesh gauntlet	3
Glimmersteel blade	0
Haemonculus tools	0
Hekatarii blade	0
Hellglaive	0
Huskblade	6
Hydra gauntlets	4
Ichor injector	5
Impaler	5
Klaive	0
Macro-scalpel	4
Mindphase gauntlet	4
Monstrous cleaver	0
Power lance	4
Power sword	4
Razor feathers	0
Razorflails	4
Scissorhand	8
Shaimeshi blade	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Shardnet and impaler	8
Shock prow	1
Spirit-leech tentacles	0
Sslyth battle-blade	0
Stunclaw	4
Talos gauntlet	15
Venom blade	2
Demiklaives	0

HARLEQUINS & YNNARI

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Death Jester	1	45
Shadowseer	1	110
Skyweavers	2-6	25
Solitaire	1	84
Starweaver	1	60
Troupe	5-12	11
Troupe Master	1	60
Voidweaver	1	55
Webway Gate	1	90

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Fusion pistol	7
Hallucinogen grenade launcher	0
Haywire cannon	15
Neuro disruptor	5
Prismatic cannon	15
Plasma grenades	0
Shrieker cannon	0
Shuriken cannon	10
Shuriken pistol	0
Star bolas	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Harlequin's blade	0
Harlequin's caress	7
Harlequin's embrace	6
Harlequin's kiss	7
Miststave	0
Power sword	4
Zephyrglaive	6

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
The Visarch	1	80
The Yncarne	1	280
Yvraine	1	115

NECRONS

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Anrakyr the Traveller	1	140
C'tan Shard of the Deceiver	1	180
C'tan Shard of the Nightbringer	1	155
Illuminor Szeras	1	110
Imotekh the Stormlord	1	140
Nemesor Zahndrekh	1	125
Orikan the Diviner	1	100
Trazyn the Infinite	1	90
Vargard Obyron	1	115

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Catacomb Command Barge	1	105
Cryptek	1	70
Destroyer Lord	1	95
Lord	1	55
Overlord	1	70

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Immortals	5-10	8
Necron Warriors	10-20	11

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Deathmarks	5-10	14
Flayed Ones	5-20	13
Lychguard	5-10	17
Triarch Praetorians	5-10	16
Triarch Stalker	1	85

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Canoptek Scarabs	3-9	13
Canoptek Wraiths	3-6	42
Destroyers	1-6	30 (Heavy Destroyer is 17)
Tomb Blades	3-9	14

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Ghost Ark	1	120

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Annihilation Barge	1	90
Canoptek Spyders	1-3	45
Doomsday Ark	1	160
Heavy Destroyers	1-3	17
Monolith	1	300
Transcendent C'tan	1	180

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Doom Scythe	1	150
Night Scythe	1	115

LORDS OF WAR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Obelisk	1	350
Tesseract Vault	1	566

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Death ray	0
Doomsday cannon	0
Gauss blaster	7
Gauss cannon	20
Gauss flayer	0
Gauss flayer array	0
Gauss flux arc	0
Heat ray	30
Heavy gauss cannon	20
Particle beamer	10
Particle caster	2
Particle shredder	25
Particle whip	0
Rod of covenant	4
Staff of light	10
Synaptic disintegrator	0
Tesla cannon	13
Tesla carbine	7
Tesla sphere	0
Transdimensional beamer	14
Twin heavy gauss cannon	30
Twin tesla destructor	0
Tesla destructor	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Automaton claws	0
Crackling tendrils	0
Feeder mandibles	0
Flayer claws	0
Hyperphase sword	3
Massive forelimbs	0
Vicious claws	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Voidblade	4
Voidscythe	12
Warscythe	9
Whip coils	4

OTHER WARGEAR

ITEM	POINTS PER ITEM
Canoptek cloak	5
Chronometron	15
Dispersion shield	6
Fabricator claw array	5
Gloom prism	5
Nebuloscope	2
Phylactery	10
Resurrection orb	18
Shadowloom	5
Shieldvanes	3

ORKS

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Big Mek in Mega Armour	1	77
- Grot Oiler	0-1	4
Big Mek with Shokk Attack Gun	1	55
- Grot Oiler	0-1	4
Big Mek with Kustom Force Field	1	55
- Grot Oiler	0-1	4
Deffkilla Wartrike	1	120
Warboss	1	65
Weirdboy	1	62

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Boyz	10-30	7
Gretchin	10-30	3

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Boomdakka Snazzwagons	1-3	75
Deffkoptas	1-5	20
Kustom Boosta-blastas	1-3	80
Megatrakk Scrapjets	1-3	80
Rukkatrukk Squigbuggies	1-3	100
Shokkjump Dragstas	1-3	90
Stormboyz	5-30	9
Warbikers	3-12	23

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Burna Boyz	5-15	10
Kommandos	5-15	8
Meganobz	3-10	20
Mek	1	22
- Grot Oiler	0-1	4
Nob with Waaagh! Banner	1	75
Nobz	5-10	14
- Ammo Runts	0-2	4
Nobz on Warbikes	3-9	33
Painboy	1	52
Runtherd	1	35
Tankbustas	5-15	5
- Bomb Squigs	0-6	10

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Battlewagon	1	120
Bonebreaka	1	140
Deff Dreads	1-3	45
Flash Gitz	5-10	24
- Ammo Runts	0-2	4
Gorkanaut	1	250
Gunwagon	1	140
Killa Kans	1-6	30
Lootas	5-15	17
Mek Gunz (including krew)	1-6	15
Morkanaut	1	220

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Trukk	1	59

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Blitza-bommer	1	108
Burna-bommer	1	102
Dakkajet	1	88
Wazbom Blastajet	1	99

LORDS OF WAR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Stompa	1	800

FORTIFICATIONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Mekboy Workshop	1	80

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Boss Snikrot	1	70
Boss Zagstruk	1	88
Ghazghkull Thraka	1	235
Kaptin Badrukk	1	84
- Ammo Runt	0-1	4
Mad Dok Grotsnik	1	86

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Big shoota	5
Bubblechukka	30
Burna	0
Burna bottles	0
Burna exhaust	0
Dakkagun	0
Deffgun	0
Deffkannon	0
Deffstorm mega-shoota	0
Grot blasta	0
Grotzooka	10
Heavy squig launcha	0
Kannon	15
Killa jet	0
Killkannon	15
Kombi-weapon with rokkit launcha	12
Kombi-weapon with skorcha	17
Kopta rokkits	24
Kustom mega-blasta	9
Kustom mega-kannon	45
Kustom mega-slugga	7
Kustom mega-zappa	17
Kustom shokk rifle	0
Kustom shoota	2
Lobba	18
Mek speshul	0
Rivet kannon	0
Rokkit kannon	0
Rokkit launcha	12
Pair of rokkit pistols	12
Shokk attack gun	25
Shoota	0
Shotgun	0
Skorcha	17
Skorcha missiles	5
Slugga	0
Smasha gun	18
Snagga klaw	0
Snazzgun	0
Squig bomb	0
Squig launcha	0
Stikkbomb chukka	5
Stikkbomb flinga	4
Stikkbombs	0
Stikksquigs	0
Supa-shoota	10
Supa-gatler	28

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Supa-rokkit	0
Tankbusta bombs	0
Tellyport blasta	11
Tellyport mega-blasta	18
Traktor kannon	30
Twin big shoota	10
Twin boomstikk	0
Wazbom mega-kannon	12
Wing missiles	0
Zzap gun	18

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Attack squig	0
Big choppa	5
Buzz saw	0
Choppa	0
Deff rolla	19
Dread klaw	15
Dread saw	10
Drilla	0
Grabba stikk	0
Grabbin' klaw	5
Grot-prod	0
Kan klaw	0
Killsaw/two killsaws	15/23
Klaw of Gork (or possibly Mork)	0
Mega-choppa	0
Nose drill	0
Power klaw	13
Power stabba	3
Saw blades	0
Spinnin' blades	0
Tankhammer	10
'Urty syringe	0
Waaagh! banner	0
Weirdboy staff	0
Wreckin' ball	3

OTHER WARGEAR

ITEM	POINTS PER ITEM
'Ard case	0
Cybork body	5
Gitfinda squig	0
Grot lash	0
Grot rigger	5
Kustom force field	20
Squig hound	0

T'AU EMPIRE

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
Cadre Fireblade	1	39
Commander in XV8 Crisis Battlesuit	1	72
Commander in XV85 Enforcer Battlesuit	1	76
Commander in XV86 Coldstar Battlesuit	1	90
Ethereal	1	45
Ethereal with Hover Drone	1	50
Longstrike	1	137

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
Breacher Team	5-10	7
- DS8 Tactical Support Turret	0-1	0
Kroot Carnivores	10-20	4
Strike Team	5-12	7
- DS8 Tactical Support Turret	0-1	0

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
TY7 Devilfish	1	70

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
XV8 Crisis Battlesuits	3-9	24
XV8 Crisis Bodyguards	3-9	27
Firesight Marksman	1	21
XV95 Ghostkeel Battlesuit	1	70
Krootox Riders	1-3	25
Kroot Shaper	1	20
XV104 Riptide Battlesuit	1	185
XV25 Stealth Battlesuit	3-6	14

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
Kroot Hounds	4-12	4
Pathfinder Team	5-10	5
TX4 Piranhas	1-5	24
Tactical Drones	4-12	See Drones, opposite
Vespid Stingwings	4-12	11

DRONES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
MV62 Command-link Drone	N/A	6
MV33 Grav-inhibitor Drone	N/A	8
MV36 Guardian Drone	N/A	8
MV1 Gun Drone	N/A	10
MV17 Interceptor Drone	N/A	15
MV7 Marker Drone	N/A	10
MV8 Missile Drone	N/A	20
MV31 Pulse Accelerator Drone	N/A	8
MB3 Recon Drone	N/A	12
MV4 Shield Drone	N/A	10
MV52 Shield Drone	N/A	11
MV84 Shielded Missile Drone	N/A	25
MV71 Sniper Drone	N/A	16
MV5 Stealth Drones	N/A	6

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
XV88 Broadside Battlesuit	1-3	35
TX7 Hammerhead Gunship	1	100
TX78 Sky Ray Gunship	1	80

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
AX3 Razorshark Strike Fighter	1	60
AX39 Sun Shark Bomber	1	70

FORTIFICATIONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
Tidewall Droneport	1	70
Tidewall Gunrig	1	70
Tidewall Shieldline	1	70
-Tidewall Defence Platform	0-1	70

THE EIGHT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear and drones)
The Eight	8 Characters 14 Drones	1120

LORDS OF WAR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
KV128 Stormsurge	1	160

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear but not drones)
Aun'Shi	1	50
Aun'Va	1	70
- Ethereal Guard	2	5
Commander Farsight	1	110
Commander Shadowsun	1	110
Darkstrider	1	45

SUPPORT SYSTEMS

SUPPORT SYSTEM	POINTS PER SYSTEM
Advanced targeting system (Ghostkeel, Riptide and Stormsurge)	18
Advanced targeting system (all other models)	6
Counterfire defence system	10
XV8-02 Crisis Iridium battlesuit	10
Drone controller	5
Early warning override (Ghostkeel, Riptide and Stormsurge)	10
Early warning override (all other models)	5
Homing beacon	20
Multi-tracker	10
Shield generator (Stormsurge)	30
Shield generator (all other models)	8
Target lock (Ghostkeel, Riptide and Stormsurge)	12
Target lock (all other models)	6
Velocity tracker (Ghostkeel, Riptide and Stormsurge)	10
Velocity tracker (all other models)	2

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Airbursting fragmentation projector	8
Burst cannon	8
Cluster rocket system	15
Cyclic ion blaster	18
Cyclic ion raker	20
Destroyer missile	10
Flamer	6
Fusion blaster	14
Fusion collider	25
Heavy burst cannon	35
Heavy rail rifle	25
High-output burst cannon	16
High-yield missile pod	25
Ion accelerator	50
Ion cannon	35
Ion rifle	7
Kroot gun	0
Kroot rifle	0
Longshot pulse rifle	0
Markerlight	3
Missile pod	15
Neutron blaster	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Photon grenades	0
Plasma rifle	8
Pulse blastcannon	20
Pulse blaster	0
Pulse bomb	0
Pulse carbine	0
Pulse driver cannon	30
Pulse pistol	1
Pulse rifle	0
Quad ion turret	30
Rail rifle	12
Railgun	30
Seeker missile	5
Smart missile system	15
Supremacy railgun	50

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Equalizers	1
Honour blade	0
Kroot rifle	0
Krootox fists	0
Ripping fangs	0
Ritual blade	0

TYRANIDS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Biovores	1-3	40
Broodlord	1	115
Carnifexes	1-3	67
Exocrine	1	155
Gargoyles	10-30	5
Genestealers	5-20	10
Harpy	1	105
Haruspex	1	150
Hive Crone	1	135
Hive Guard	3-6	18
Hive Tyrant	1	143
Hive Tyrant with Wings	1	190
Hormagaunts	10-30	5
Lictor	1	30
Maleceptor	1	150
Mawloc	1	104
Mucolid Spores	1-3	20
Neurothrope	1	90
Pyrovores	1-3	25
Raveners	3-9	18
Ripper Swarms	3-9	11
Screamer-Killers	1-3	90
Spore Mines	3-9	10

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Sporocyst	1	79
Termagants	10-30	4
Tervigon	1	162
Thornbacks	1-3	70
Toxicrene	1	125
Trygon	1	108
Trygon Prime	1	138
Tyranid Prime	1	70
Tyranid Warriors	3-9	18
Tyrannocyte	1	50
Tyrannofex	1	151
Tyrant Guard	3-6	35
Venomthropes	3-6	30
Zoanthropes	3-6	40

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Deathleaper	1	60
Old One Eye	1	200
The Red Terror	1	50
The Swarmlord	1	250

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Acid spray	20
Barbed strangler	10
Bio-electric pulse	0
Bio-electric pulse with containment spines	0
Bio-plasma	9
Bio-plasmic cannon	0
Bio-plasmic scream	0
Choking spores	0
Deathspitter	5
Deathspitter with slimer maggots	7
Devourer	4
Devourer with brainleech worms	7
Drool cannon	0
Flamespurt	0
Flesh hooks	2
Fleshborer	0
Fleshborer hive	15
Grasping tongue	0
Heavy venom cannon	18
Impaler cannon	25
Massive toxic lashes	0
Rupture cannon	35
Shockcannon	21
Spine banks	2
Spinefists (Ravener and Tyranid Warrior)	1
Spinefists (Termagant)	0
Spinemaws	2
Spore mine launcher	0
Spore node	0
Stinger salvo	8

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Stranglethorn cannon	15
Tentaclids	0
Toxic lashes	0
Venom cannon	12

BIOMORPHS

BIOMORPH	POINTS PER BIOMORPH
Adrenal glands (**MONSTERS**)	5
Adrenal glands (other units)	1
Chitin thorns	5
Enhanced senses	10
Extended carapace	2
Spore cysts	10
Toxin sacs (Hormagaunt)	2
Toxin sacs (Hive Guard, Mawloc, Termagant, Tervigon, Tyrant Guard and Tyrannofex)	1
Toxin sacs (Trygon and Trygon Prime)	8
Toxin sacs (**CARNIFEX**, Genestealer, Hive Tyrant, Tyranid Prime and Tyranid Warrior)	4
Tusks	8

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Acid maw	0
Biostatic rattle	0
Blinding venom	0
Bone mace	2
Boneswords	2
Claws and teeth	0
Crushing claws	12
Distensible jaws	0
Grasping talons	0
Lash whip and bonesword	2
Lash whip and monstrous bonesword	15
Massive crushing claws	20
Massive scything talons (Tervigon and Maleceptor)	10
Massive scything talons (two or more pairs) (Trygon and Trygon Prime)	30
Massive toxic lashes	0
Monstrous acid maw	10
Monstrous boneswords	20
Monstrous crushing claws	12
Monstrous rending claws	0
Monstrous scything talons (**CARNIFEX**)	14
Monstrous scything talons (Hive Tyrant)	15
Monstrous scything talons (two pairs) (**CARNIFEX**)	15
Monstrous scything talons (two pairs) (Hive Tyrant)	20
Powerful limbs	0
Prehensile pincer tail	0
Ravenous maw	0
Rending claws	2

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Shovelling claws	0
Scything talons	0
Scything wings	0
Thresher scythe	7
Toxic lashes	0
Toxinspike	1
Wicked spur	0

GENESTEALER CULTS

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Abominant	1	105
Acolyte Iconward	1	53
Jackal Alphus	1	70
Magus	1	80
- Familiars	0-2	12
Patriarch	1	125
- Familiars	0-2	12
Primus	1	72

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Acolyte Hybrids	5-20	7
Brood Brothers Infantry Squad*	10-20	4
Neophyte Hybrids	10-20	5

** If models in this unit form a Brood Brother Weapons Team, there is no change in the unit's points cost.*

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Cult Chimera	1	60
Goliath Truck	1	50

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aberrants	5-10	19
Biophagus	1	35
- Alchemicus Familiar	0-1	12
Clamavus	1	55
Hybrid Metamorphs	5-10	7
Kelermorph	1	75
Locus	1	40
Nexos	1	50
Purestrain Genestealers	5-20	15
Sanctus	1	55

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Achilles Ridgerunner	1-3	35
Atalan Jackals	4-15	10 (Atalan Wolfquads are 15)
Cult Armoured Sentinels	1-3	30
Cult Scout Sentinels	1-3	30

FORTIFICATIONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Tectonic Fragdrill	1	75

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Brood Brothers Heavy Weapons Squad	3	6
Cult Leman Russ	1	107
Goliath Rockgrinder	1	78

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Bonesword	3
Chainsword	0
Cultist knife	0
Drilldozer blade	0
Familiar claws	0
Force stave	0
Heavy improvised weapon	25
Heavy power hammer	16
Heavy rock cutter	12
Heavy rock drill	15
Heavy rock saw	10
Hypermorph tail	0
Improvised weapon	0
Injector goad	0
Lash whip and bonesword	5
Locus blades	0
Metamorph claw	2
Metamorph talon	1
Metamorph whip	0
Monstrous rending claws	0
Power axe	5
Power hammer	4
Power maul	4
Power pick	9
Power sledgehammer	0
Purestrain talons	0
Rending claw(s)	0
Sanctus bio-dagger	0
Sentinel chainsaw	2
Toxin injector claw	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Atalan incinerator	14
Autocannon	10
Autogun	0
Autopistol	0
Battle cannon	22
Blasting charge	0
Bolt pistol	1
Cache of demolition charges	10
Clearance incinerator	20
Demolition charge	10
Eradicator nova cannon	15
Exterminator autocannon	17
Flamer	6
Frag grenades	0
Grenade launcher	3
Hand flamer	1
Heavy bolter	8
Heavy flamer	14
Heavy mining laser	15
Heavy mortar	8
Heavy seismic cannon	15
Heavy stubber	2
Hunter-killer missile	6
Jackal sniper rifle	0
Lascannon	20
Lasgun	0
Lasgun array	0
Laspistol	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Liberator autostub	0
Mining laser	12
Missile launcher	10
Mortar	9
Multi-laser	5
Multi-melta	15
Needle pistol	0
Plasma cannon	10
Seismic cannon	12
Shotgun	0
Silencer sniper rifle	5
Storm bolter	2
Twin autocannon	20
Vanquisher battle cannon	15
Web pistol	1
Webber	1

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Augur array	5
Cult icon	10
Cult vox caster	5
Dozer blade	5
Flare launcher	5
Spotter	5
Survey augur	10
Track guards	10

UNALIGNED FORTIFICATIONS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aegis Defence Line	1	75
Chaos Bastion	1	160
Firestorm Redoubt	1	160
Fortress of Redemption	1	400
Imperial Bastion	1	160
Imperial Bunker	1	100
Imperial Defence Line	1	85
Macro-cannon Aquila Strongpoint	1	330
Plasma Obliterator	1	150
Skyshield Landing Pad	1	110
Vengeance Weapon Batteries	1-2	80
Void Shield Generator	1	190
Vortex Missile Aquila Strongpoint	1	330

RANGED WEAPONS	
UNIT	POINTS PER WEAPON
Aquila macro-cannon	80
Battle cannon	30
Heavy bolter	8
Icarus lascannon	25
Plasma obliterator	40
Punisher gatling cannon	20
Redemption missile silo	0
Quad-gun	30
Quad Icarus lascannon	70
Twin Icarus lascannon	0
Vortex missile battery	100

FORGE WORLD POINTS VALUES

ADEPTUS ASTARTES

BATTLE ARMOUR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Astraeus Super-heavy Tank	1	400
Deimos Relic Predator	1	85
Deimos Vindicator Laser Destroyer	1	183
Infernum Pattern Razorback	1	70
Land Raider Achilles	1	200
Land Raider Helios	1	195
Land Raider Prometheus	1	170
Relic Land Raider Proteus	1	200
Relic Sicaran	1	155
Relic Sicaran Punisher	1	155
Relic Sicaran Venator	1	170
Relic Sicaran Arcus Strike Tank	1	140
Relic Sicaran Omega	1	170

BATTLEFIELD SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Castellum Stronghold	1	550
Damocles Command Rhino	1	100
Deathstorm Drop Pod	1	120
Lucius Dreadnought Drop Pod	1	80
Rapier Weapons Battery Carrier	1	20
- Space Marine Gunners	2	10
Relic Whirlwind Scorpius	1	175
Tarantula Air Defence Battery	1-3	70
Tarantula Sentry Gun	1-3	20
Whirlwind Hyperios	1	70

STRIKE CRAFT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Caestus Assault Ram	1	250
Fire Raptor Gunship	1	280
Land Speeder Tempest	1-3	45
Relic Javelin Attack Speeder	1	58
Sokar Pattern Stormbird	1	2000
Storm Eagle Assault Gunship	1	210
Storm Eagle Assault Gunship – ROC Pattern	1	253
Thunderhawk Gunship	1	1330
Thunderhawk Transporter	1	1000
Xiphon Interceptor	1	130

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Terrax-pattern Termite Assault Drill	1	130

HEAVY ARMOUR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Relic Cerberus Heavy Tank Destroyer	1	680
Relic Falchion Super-heavy Tank	1	840
Relic Fellblade Super-heavy Tank	1	740
Relic Mastodon Super-heavy Transport	1	934
Relic Spartan Assault Tank	1	320
Relic Typhon Heavy Siege Tank	1	720

DREADNOUGHTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaplain Venerable Dreadnought	1	105
Contemptor Mortis Dreadnought	1	88
Mortis Dreadnought	1	60
Relic Contemptor Dreadnought	1	110
Relic Deredeo Dreadnought	1	120
Relic Leviathan Dreadnought	1	175
Siege Dreadnought	1	70

IMPERIAL ARMOUR CHARACTER APPENDIX

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Arch-centurion Carnac Commodus*	1	70
Armenneus Valthex*	1	80
Bray'arth Ashmantle*	1	325
Captain Corien Sumatris*	1	90
Captain Mordacai Blaylock*	1	135
Captain Pellas Mir'san*	1	95
Captain Silas Alberec*	1	90
Captain Tarnus Vale*	1	90
Captain Zhrukhal Androcles*	1	110
Chaplain Dreadnought Titus*	1	130
Chaplain Ivanus Enkomi*	1	80
Chief Librarian Ahazra Redth*	1	115
Harath Shen*	1	75
Hecaton Aiakos*	1	170
High Chaplain Thulsa Kane*	1	155
Inquisitor-Lord Hector Rex*	1	100
Carab Culln the Risen*	1	360
Gabriel Angelos*	1	185

IMPERIAL ARMOUR CHARACTER APPENDIX

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Inquisitor-Lord Solomon Lok*	1	65
Knight-Captain Elam Courbray*	1	100
Lias Issodon*	1	150
Lieutenant-Commander Anton Narveaz*	1	90
Lord Asterion Moloc*	1	150
Lord High Commander Carab Culln*	1	140
Lugft Huron*	1	145
Magister Sevrin Loth*	1	130
Malakim Phoros*	1	115
Tyberos the Red Wake*	1	150
Vaylund Cal*	1	110

** There may only be a single unit of this type in any given army.*

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Aiolos missile launcher	30
Air defence missiles	0
Anvillus autocannon battery	50
Arachnus heavy lascannon battery	75
Artificer flamer	0
Assault cannon	22
Black Spear lasbeam	0
Bloodfire	0
Bolt pistol	0
Burning Wrath	0
C-beam cannon	30
Castellum air defence missiles	18
Castellum battle cannon	55
Catechist	0
Combi-flamer	8
Combi-melta	15
Cyclone missile launcher	32
Cyclonic melta lance	60
Deathstorm cannon array	0
Deathstorm missile array	0
Demolisher cannon	0
Dreadfire heavy flamer	0
Dreadhammer siege cannon	0
Dreadnought inferno cannon	35
Fellblade accelerator cannon	0
Firefury missile battery	0
Flamer	6
Frag grenade	0
Grav-flux bombard	65
Graviton blaster	15
Grenade discharger	0
Heavy bolter	10
Heavy flamer	14
Heavy neutron pulse array	0
Heavy plasma cannon	16
Helios launcher	0
Hellfire plasma carronade	40
Hellstrike battery	60
Hunter-killer missile	6
Hyperios launcher	30

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Icarus quad lascannon	80
Infernus cannon	45
Ironhail heavy stubber	6
Judgement	0
Kane's plasma pistol	0
Kheres assault cannon	22
Krak grenade	0
Lascannon	25
Las-ripper	30
Laser destroyer	60
Laser volley cannon	0
Magna-melta cannon	50
Malice	0
Masterwork plasma cutter	0
Meltagun	14
Missile launcher	20
Multi-melta	22
Neutron pulse cannon	0
Phased conversion beamer	0
Plasma blastgun	11
Plasma charger	0
Plasma destroyer	40
Plasma eradicator	25
Predator autocannon	40
Punisher rotary cannon	0
Purgator	0
Quad heavy bolter	36
Quad lascannon	80
Quad launcher	45
Relic storm bolter	0
ROC missile launcher	0
Scorpius multi-launcher	40
Siege melta array	0
Skyreaper battery	42
Spectre pattern bolter	0
Storm bolter	2
Storm cannon array	50
Tempest salvo launcher	10
Thunderhawk heavy cannon	0
Thundershock	0
Turbo-laser destructor	0
Twin accelerator autocannon	0
Twin assault cannon	44
Twin autocannon	30
Twin avenger bolt cannon	0
Twin heavy bolter	17
Twin heavy flamer	28
Twin hellstrike launcher	48
Twin lascannon	40
Twin macro-accelerator cannon	120
Twin magna-melta	120
Twin multi-melta	40
Twin volcano cannon	0
Twin volkite charger	8
Typhoon missile launcher	32
Vengeance launcher	20
Whirlwind castellan launcher	15
Xiphon missile battery	30
Omega plasma array	0
Twin rotary missile launcher	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Angel's Teeth	0
Black Spear	0
Blade of the Scorpion	0
Blood Biter	0
Caestus ram	0
Cinder Edge	0
Crozius Arkanos	0
Crushing tracks	0
Dreadfire claw	0
Dreadnought chainfist (single/pair)	30/40
Dreadnought combat weapon (single/pair)	20/30
Foe Ripper	0
Force tulwar	0
Ghost Razors	0
Glaive of lamentation	0
Goldenfang	0
Hellslayer	0
Hunger	0
Indynabula array	0
Leviathan siege claw (single/pair)	20/30
Leviathan siege drill (single/pair)	30/40
Lifetaker	0
Magister's Axe	0
Medusan hammer	0
Power fist	9
Power sabre	0
Raptorclaw	0
Seismic hammer	30
Servo arm	0
Slake	0
Steelsliver	0
Stonefist	0
Termite drill	0
The Sword Excellus	0
Voidshard power blade	0

AUXILIARY EQUIPMENT

ITEM	POINTS PER ITEM
Atomantic pavaise	35
Enhanced repulsor field	0
Storm Shield	0

INQUISITION, GREY KNIGHTS & ADEPTA SORORITAS

WAR MACHINES

UNIT	MODELS PER UNIT	POINTS PER MODEL
Doomglaive Dreadnought	1	116
Inquisition Land Raider Prometheus	1	220
Sororitas Repressor	1	91
Thunderhawk Assault Gunship	1	1130
Vortimer pattern Land Raider Redeemer	1	180
Vortimer pattern Razorback	1	70

OTHER WARGEAR

ITEM	POINTS PER ITEM
Storm Shield	0

GREY KNIGHTS & INQUISITION RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Flamestorm cannon	30
Frag grenades	0
Heavy psycannon	24
Hellstrike battery	60
Hunter-killer missile	6
Incinerator	9
Krak grenades	0
Lascannon	25
Multi-melta	22
Psi-bolt pistol	0
Quad heavy bolter	36
Storm bolter	2
Thunderhawk heavy cannon	0
Turbo-laser destructor	0
Twin heavy bolter	17
Twin psycannon	50

SISTERS OF BATTLE RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Storm bolter	2
Heavy flamer	14
Hunter-killer missile	6

GREY KNIGHTS & INQUISITION MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arias	0
Blade of Surety	0
Dozer Ram	0
Nemesis Doomglaive	20

SISTERS OF BATTLE MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Dozer ram	0

ADEPTUS CUSTODES

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Agamatus Custodians	3-6	80
Aquilon Custodians	3-6	65
Ares Gunship	1	315
Caladius Grav-tank	1	120
Contemptor-Achillus Dreadnought	1	130
Contemptor-Galatus Dreadnought	1	155
Coronus Grav-carrier	1	200
Custodian Guard with Adrasite and Pyrithite Spears	3-5	40
Orion Assault Dropship	1	320
Pallas Grav-attack	1	75
Sagittarum Custodians	3-5	40
Telemon Heavy Dreadnought	1	180
Venatari Custodians	3-6	40

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Interceptor lance	0
Misericordia	3
Solerite power gauntlet	13
Solerite power talon	9
Tarsus buckler	8
Telemon caestus (single/pair)	20/30

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Achillus dreadspear	0
Adrasite spear	12
Adrastus bolt caliver	10
Adrathic devastator	15
Arachnus heavy blaze cannon	50
Arachnus magna-blaze cannon	0
Arachnus storm cannon	45
Galatus warblade	0
Iliastus accelerator culverin	35
Infernus firepike	15
Infernus incinerator	15
Kinetic destroyer	10
Lastrum bolt cannon	10
Lastrum storm bolter	5
Pyrithite spear	16
Spiculus bolt launcher	12
Spiculus heavy bolt launcher	14
Twin Adrathic destructor	20
Twin Arachnus blaze cannon	25
Twin Arachnus heavy blaze cannon	100
Twin Iliastus accelerator cannon	80
Twin las-pulser	35
Twin Lastrum bolt cannon	20
Twin plasma projector	15
Venatari lance	14

OTHER WARGEAR

ITEM	POINTS PER ITEM
Galatus shield	0

ADEPTUS MECHANICUS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Secutarii Hoplites	10-20	9
Secutarii Peltasts	10-20	8
Terrax-pattern Termite Assault Drill	1	130

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Arc lance	0
Arc pistol	1
Heavy flamer	14
Galvanic caster	0
Melta cutter	0
Phosphor blast pistol	1
Radium pistol	0
Storm bolter	2
Twin volkite charger	8

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arc maul	5
Power sword	4
Taser goad	4

OTHER WARGEAR

ITEM	POINTS PER ITEM
Enhanced data-tether	5
Mag-inverter shield	0
Omnispex	7

ASTRA MILITARUM

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Aquila Lander	1	110
Arkurian Pattern Stormblade	1	400
Arkurian Pattern Stormhammer	1	390
Arkurian Pattern Stormsword	1	390
Armageddon Pattern Basilisk	1-3	115
Armageddon Pattern Medusa	1-3	115
Artemia Pattern Hellhound	1-3	73
Arvus Lighter	1-3	115
Atlas Recovery Tank	1	90
Avenger Strike Fighter	1	150
Centaur Light Carrier	1	46
Colossus Bombard	1-3	150
Crassus Armoured Assault Vehicle	1	200
Cyclops Demolition Vehicle	1-3	60
Dominus Armoured Siege Bombard	1	600
Earthshaker Battery	1-3	115
Earthshaker Carriage Battery		
- Earthshaker Carriage	1-3	105
- Guardsman Crewman	4-12	4
Gorgon Heavy Transporter	1	300
Griffon Mortar Carrier	1-3	77
Gryphonne Pattern Chimera	1	75
Hades Breaching Drill Squadron		
- Hades Breaching Drill	1	65
- Veterans	10	5
Carnodon	1	60

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Heavy Mortar Battery		
- Heavy Mortar	1-3	60
- Guardsman Crew	3-9	4
Heavy Quad Launcher Battery		
- Heavy Quad Launcher	1-3	85
- Guardsman Crew	3-9	4
Hydra Battery	1-3	75
Imperial Fortress Walls	1	800
Leman Russ Annihilator	1-3	122
Leman Russ Conqueror	1-3	122
Leman Russ Stygies Vanquisher	1-3	160
Lightning Strike Fighter	1	125
Macharius Heavy Tank	1	345
Macharius Omega	1	355
Macharius Vanquisher	1	360
Macharius Vulcan	1	350
Malcador Annihilator	1	200
Malcador Defender	1	200
Malcador Heavy Tank	1	190
Malcador Infernus	1	312
Manticore Battery	1-3	110
Marauder Bomber	1	252
Marauder Destroyer	1	146
Medusa Carriage Battery		
- Medusa Carriage	1-3	100
- Guardsman Crew	4-12	4
Minotaur Artillery Tank	1	280
Praetor Armoured Assault Launcher	1	350
Primaris Redoubt	1	700
Rapier Laser Destroyer		
- Rapier Laser Destroyer	1	80
- Guardsmen Crew	2	4
Sabre Weapons Battery	1-3	20
Salamander Command Vehicle	1	110
Salamander Scout Tank	1-3	55
Sentinel Powerlifters	1-3	45
Stygies Destroyer Tank Hunter	1-3	160
Stygies Thunderer Siege Tank	1-3	160
Tarantula Battery	1-3	20
Tauros Assault Vehicle	1-3	37
Tauros Venator	1-3	46
Thunderbolt Heavy Fighter	1	125
Trojan Support Vehicle	1	90
Valdor Tank Hunter	1	370
Vendetta Gunship	1-3	110
Vulture Gunship	1-3	137

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Air defence missiles	10
Artemia inferno cannon	20
Autocannon	10
Avenger bolt cannon	0
Battle cannon	22
Bolt pistol	1
Co-axial multi-laser	0
Volkite caliver	12
Volkite culverin	25

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Co-axial storm bolter	0
Colossus siege mortar	0
Conqueror battle cannon	25
Cyclops demolition charge	0
Defensive heavy stubber	0
Demolisher cannon	20
Dominus triple bombard	0
Dual turbo-laser destructor	0
Earthshaker cannon	0
Flamer	6
Frag grenade	0
Gorgon mortar	0
Grenade launcher	3
Griffon heavy mortar	0
Heavy bolter	8
Heavy flamer	14
Heavy laser destroyer array	0
Heavy mortar	0
Heavy quad launcher	0
Heavy stubber	2
Hellfury missile	15
Hellstrike missile	12
Hunter-killer missile	6
Hydra quad autocannon	0
Icarus lascannon	25
Icarus quad lascannon	100
Inferno gun	0
Krak grenade	0
Lascannon	15
Laser destroyer	0
Lasgun	0
Lasgun array	0
Laspistol	0
Long-barrelled autocannon	20
Macharius battle cannon	0
Macharius vanquisher cannon	0
Macharius vulcan mega-bolter	0
Manticore missile	10
Medusa siege cannon	0
Medusa siege gun	0
Meltagun (model with a Ballistic Skill of 4+)	10
Meltagun (other models)	14
Missile launcher	10
Multi-laser	5
Multi-melta	15
Multiple rocket pod	8
Neutron laser projector	0
Omega pattern plasma blastgun	0
Plasma blastgun	0
Plasma cannon	10
Plasma gun (model with a Ballistic Skill of 4+)	7
Plasma gun (other models)	11
Plasma pistol	5
Praetor launcher	0
Quad-gun	30
Shotgun	0
Sky eagle rocket	10
Skystrike missile	15

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Storm bolter	2
Stormhammer cannon	0
Stormsword siege cannon	0
Stygies Vanquisher battle cannon	0
Tauros grenade launcher	20
Twin assault cannon	44
Twin autocannon	25
Twin battle cannon	0
Twin earthshaker cannon	0
Twin heavy bolter	14
Twin heavy flamer	28
Twin heavy stubber	7
Twin lascannon	40
Twin long-barrelled autocannon	35
Twin multi-laser	18
Twin punisher gatling cannon	60
Whirlwind castellan launcher	15
Whirlwind vengeance launcher	20

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Adamantium tracks	0
Chainsword	0
Melta-cutter drill	0
Power axe	5
Power fist	8
Power sword	4
Powerlifter	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Cluster of heavy bombs	30
Cluster of hellstorm bombs	40
Cluster of tactical bombs	20
Defence searchlight	20

DEATH KORPS OF KRIEG

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Death Korps of Krieg Command Squad*	4	7
Death Korps Commissar	1	30
Death Korps Death Rider Command Squadron	4	15
Death Korps Death Rider Commissar	1	35
Death Korps Death Rider Squadron	5-10	15
Death Korps Death Rider Squadron Commander	1	38
Death Korps Combat Engineer Squad*	5-10	7
Death Korps Field Officer	1	23
Death Korps Centaur Light Assault Carrier	1	46

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Death Korps Grenadier Storm Squad*	5-10	8
Death Korps Heavy Weapons Squad	3	5
Death Korps Infantry Squad	10	5
Death Korps Leman Russ Mars	1-3	107
Alpha Battle Tanks		
Death Korps Marshal	1	37
Death Korps Marshal Karis Venner	1	55
Death Korps Quartermaster Cadre		
- Quartermaster Revenant	1	33
- Medicae Servitor	2-4	2
Death Korps Storm Chimera	1	80

** If models in these units form Heavy Weapons Teams, there is no additional points cost.*

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Acid gas bomb	0
Autocannon	10
Battle cannon	22
Bolt pistol	1
Boltgun	1
Co-axial heavy stubber	0
Co-axial storm bolter	0
Conquerer battle cannon	25
Demolisher cannon	20
Demolition charge	5
Eradicator nova cannon	15
Executioner plasma cannon	15
Exterminator autocannon	17
Flamer	6
Frag grenade	0
Grenade launcher	3
Heavy bolter	8
Heavy flamer	14
Heavy stubber	2
Hot-shot lasgun	0
Hot-shot laspistol	0
Hunter-killer missile	6
Krak grenade	0
Krieg combat shotgun	1
Lascannon	15
Lasgun	0
Lasgun array	0
Laspistol	0
Melta bomb	3
Meltagun (model with a Ballistic Skill of 4+)	10
Meltagun (other models)	14
Missile launcher	10
Mole launcher	18
Mortar	9
Multi-laser	5
Multi-melta	15
Multiple rocket pod	8
Plasma cannon	10
Plasma gun (model with a Ballistic Skill of 4+)	7
Plasma gun (other models)	11
Plasma pistol	5

RANGED WEAPONS

WEAPONS	POINTS PER WEAPON
Punisher gatling cannon	30
Storm bolter	2
Twin heavy stubber	8
Twin lascannon	40
Vanquisher battle cannon	15

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	0
Death Korps hunting lance	2
Medical scalpels	0
Power axe	5
Power fist	8
Power maul	4
Power sword	4
Savage claws	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Ablative storm armour and mine plough	10
Medi-pack	5
Memento mori	10
Platoon standard	5
Regimental standard	5
Storm armour and mine plough	10
Vox-caster	5

ELYSIAN DROP TROOPS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Elysian Command Squad*	4	7
Elysian Company Commander	1	40
Elysian Drop Sentinels	1-3	40
Elysian Drop Trooper Squad	10	5
Elysian Heavy Weapons Squad	3	5
Elysian Lord Commissar	1	60
Elysian Platoon Commander	1	30
Elysian Sniper Squad	3	5
Elysian Special Weapons Squad	6	5
Elysian Veteran Squad*	10	7
Valkyrie Sky Talon	1	130

** If models in these units form Heavy Weapons Teams, there is no additional points cost.*

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Lascutter	10
Power fist	8
Power sword	4

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Bolt pistol	1
Boltgun	1
Flamer	6
Frag grenade	0
Grenade launcher	3
Heavy bolter	8
Heavy flamer	14
Hellstrike missile	12
Hunter-killer missile	6
Krak grenade	0
Lasgun	0
Laspistol	0
Melta bomb	0
Meltagun (model with a Ballistic Skill of 4+)	10
Meltagun (other models)	14
Missile launcher	10
Mortar	9
Multi-melta	15
Multiple rocket pod	8
Plasma gun (model with a Ballistic Skill of 4+)	7
Plasma gun (other models)	11
Plasma pistol	5
Shotgun	0
Sniper rifle	2

OTHER WARGEAR

ITEM	POINTS PER ITEM
Auxiliary grenade launcher	0
Breacher charge	25
Medi-pack	5
Regimental standard	5
Vox-caster	5

QUESTOR IMPERIALIS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Acastus Knight Porphyrion	1	600
Cerastus Knight-Acheron	1	358
Cerastus Knight-Atropos	1	405
Cerastus Knight-Castigator	1	350
Cerastus Knight-Lancer	1	360
Questoris Knight Magaera	1	380
Questoris Knight Styrix	1	340

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Cerastus shock lance	60
Hekaton siege claw	30
Reaper chainfist	40
Reaper chainsword	30
Tempest warblade	30
Titanic feet	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Acheron flame cannon	80
Atropos lascutter	80
Autocannon	10
Castigator bolt cannon	50
Graviton crusher	25
Graviton singularity cannon	70
Helios defence missiles	45
Ironstorm missile pod	16
Lascannon	25
Lightning cannon	70
Phased plasma-fusil	20
Shock blast	0
Twin heavy bolter	17
Twin magna lascannon	100
Twin rad-cleanser	25
Volkite chieorovile	80

TITAN LEGIONS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Reaver Battle Titan	1	4000
Warbringer Nemesis Titan	1	5000
Warhound Scout Titan	1	2000
Warlord Battle Titan	1	6000

DAEMON BOUND

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Blood Slaughterer of Khorne	1	165
Chaos Decimator	1	90
Greater Blight Drone	1	170
Greater Brass Scorpion of Khorne	1	550
Kytan Ravager	1	330
Plague Hulk of Nurgle	1	210

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Decimator siege claw	30
Great cleaver of Khorne	0
Hellcrusher claws	0
Iron claw	0
Plague probe	25
Slaughter blade	0
Warpsword	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bile maw	18
Blightreaper cannon	18
Butcher cannon	25
C-beam cannon	30
Decimator storm laser	25
Hellflamer	17
Impaler harpoon	0
Kytan gatling cannon	80
Rancid vomit	0
Rot cannon	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Scorpion cannon	0
Soulburner petard	60
Soulshatter bombard	0
Twin hellmaw blasters	0

HELLFORGED

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Hellforged Cerberus Heavy Destroyer	1	650
Hellforged Contemptor Dreadnought	1	88
Hellforged Deredeo Dreadnought	1	120
Hellforged Dreadclaw Drop Pod	1	115
Hellforged Falchion	1	840
Hellforged Fellblade	1	740
Hellforged Kharybdis Assault Claw	1	325
Hellforged Land Raider Achilles	1	200
Hellforged Land Raider Proteus	1	200
Hellforged Leviathan Dreadnought	1	175
Hellforged Mastodon	1	934
Hellforged Predator	1	85
Hellforged Rapier	1-3	20
- Chaos Space Marine Crew	N/A	10
Hellforged Scorpius	1	175
Hellforged Sicaran	1	150
Hellforged Sicaran Venator	1	150
Hellforged Spartan Assault Tank	1	300
Hellforged Typhon Heavy Siege Tank	1	700

DEDICATED TRANSPORTS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Terrax-pattern Termite Assault Drill	1	130

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Bolt pistol	0
Boltgun	0
Butcher cannon	25
Butcher cannon array	40
C-beam cannon	30
Combi-bolter	2
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Demolisher cannon	0
Dreadhammer siege cannon	0
Dual malignatas saker	40
Ectoplasma battery	40
Ectoplasma blaster	11
Ectoplasma cannon	20
Fellblade accelerator cannon	0
Grav-flux bombard	65
Greater havoc launcher	21
Havoc launcher	6
Heavy bolter	10
Heavy flamer	14
Hellflamer	17
Infernal flamestorm cannon	30
Kharybdis storm launchers	0
Kheres assault cannon	22
Lascannon	25
Laser destroyer	60
Magna-melta cannon	50
Malignatas beam cannon	0
Malignatas beam laser	0
Melta cutter	0
Melta cutters	0
Meltagun	14
Multi-melta	22
Plasma destroyer	40
Predator autocannon	40
Quad heavy bolter	36
Quad lascannon	80
Scorpius multi-launcher	40
Siege melta array	0
Skyreaper battery	42
Soulburner	30
Soulburner bombard	90
Soulburner ribaudkin	70
Storm bolter	2
Thermal jet array	0
Thermal jets	0
Twin accelerator autocannon	0
Twin autocannon	20
Twin heavy bolter	17
Twin heavy flamer	28
Twin lascannon	40
Twin multi-melta	40
Twin volcano cannon	0
Twin volkite charger	8

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Blade struts	0
Eternal hunger	0
Hellforged chainclaw (single/pair)	30/40
Hellforged deathclaw (single/pair)	20/30
Hellforged siege claw (single/pair)	20/30
Hellforged siege drill (single/pair)	30/40
Infernal hunger	0
Termite drill	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Hellfire veil	35

EYRINE CULTS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Fire Raptor Assault Gunship	1	280
Chaos Hell Blade	1	90
Chaos Hell Talon	1	180
Chaos Sokar Pattern Stormbird Gunship	1	2000
Chaos Storm Eagle Assault Gunship	1	210
Chaos Thunderhawk Assault Gunship	1	1330
Chaos Xiphon Interceptor	1	110

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Balefire missiles	30
Baletalon shatter charges	0
Dreadstrike missiles	110
Havoc launcher	6
Hellstrike battery	60
Hellstrike missiles	40
Helstorm cannon	20
Lascannon	25
Pyrax incendiary bombs	0
Quad heavy bolter	36
Reaper battery	30
Soulstalker missile launcher	50
Thunderhawk cluster bombs	60
Thunderhawk heavy cannon	0
Turbo-laser destructor	0
Twin avenger bolt cannon	0
Twin heavy bolter	17
Twin lascannon	40
Twin multi-melta	40
Vengeance launcher	28
Warp-pulse bombs	0

LORDS OF RUIN

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Zhufor the Impaler	1*	120
Necrosius the Undying	1*	135
Lord Arkos	1*	105
Chaos Hellwright	1	90
Chaos Hellwright on Dark Abeyant	1	100

** There may only be a single unit of this type in any given army.*

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Combi-melta	15
Demnos bolter	0
Flamer	6
Pox pistol	0
Soulburner pistol	0
Voidcutter	0
Warpfire lance	30

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Black Blade of Venom	0
Claw of Demnos	0
Infernal axe	0
Mechatendrils	0
Skulltaker axe	0
Tainted force blade	0

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Frag grenade	0
Krak grenade	0
Blight grenade	0

CHILDREN OF THE WARP

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Aetaos'rau'keres	1*	1500
An'ggrath the Unbound	1*	888
Cor'bax Utterblight	1*	230
Giant Chaos Spawn	1	150
Mamon Transfigured	1*	200
Plague Toads of Nurgle	3-9	58
Pox Riders of Nurgle	3-9	63
Samus	1*	155
Scabeiathrax the Bloated	1*	777

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Spined Chaos Beast	1	150
Uraka the Warfiend	1*	150
Zarakynel	1*	666

**There may only be a single unit of this type in any given army.*

OTHER WARGEAR	
UNIT	POINTS PER ITEM
Instrument of Chaos	10
Daemonic Icon	15

QUESTOR TRAITORIS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Renegade Knight Acheron	1	358
Renegade Knight Lancer	1	360
Renegade Knight Castigator	1	350
Renegade Knight Atropos	1	405
Renegade Knight Magaera	1	380
Renegade Knight Porphyrion	1	600
Renegade Knight Styrix	1	340

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Cerastus shock lance	60
Hekaton siege claw	30
Reaper chainfist	40
Reaper chainsword	30
Tempest warblade	30
Titanic feet	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Acheron flame cannon	80
Atropos lascutter	80
Autocannon	10
Castigator bolt cannon	50
Ectoplasma fusil	20
Graviton crusher	25
Graviton singularity cannon	70
Helios defence missiles	45
Hellburner chieorovile	80
Ironstorm missile pod	16
Lascannon	25
Lightning cannon	70
Shock blast	0
Twin heavy bolter	17
Twin magma lascannon	100
Twin rad cleanser	25

HERETIC TITAN LEGIONS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Chaos Reaver Battle Titan	1	4000
Chaos Warhound Scout Titan	1	2000
Chaos Warlord Battle Titan	1	6000

RENEGADES AND HERETICS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Spawn	1-5	33
Malefic Lord	1	80
Renegade Command Squad*	4-14	6
Renegade Commander	1	25
Renegade Cultists	10-30	5
Renegade Disciple Squad*	5-15	6
Renegade Enforcer	1	30
Renegade Heavy Weapons Squad	3-6	3
Renegade Marauder Squad		
- Marauder	5-10	6
- Brute	0-2	30
Renegade Militia Squad*	10-20	4
Renegade Mutant Rabble	10-50	4
Renegade Ogryn Beast Handlers		
- Ogryn Pack Master	1-6	30
- Chaos Mauler Hounds	3-6	10
Renegade Ogryn Brutes	3-12	30
Renegade Plague Ogryns	3-9	25
Rogue Psyker Coven	5	20

** If models in these units form Heavy Weapons Teams, there is no additional points cost.*

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Bare hands	0
Befouled fangs and claws	0
Brutal assault weapon	0
Chainsword	0
Hideous mutations	0
Mauler goad	1
Ogryn weapon	1
Ogryn power drill	10
Plague claws	1
Power axe	5
Power fist	8
Power maul	4
Power sword	4
Ripper claw	3

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autocannon	10
Autogun	0
Autopistol	0
Bolt pistol	1
Boltgun	1
Flamer	6
Frag grenade	0
Grenade launcher	3
Heavy bolter	8
Heavy stubber	2
Krak grenade	0
Lascannon	20
Lasgun	0
Laspistol	0
Meltagun (model with a Ballistic Skill of 4+)	10
Meltagun (other models)	14
Missile launcher	15
Mortar	9
Plasma gun (model with a Ballistic Skill of 4+)	7
Plasma gun (other models)	11
Plasma pistol	5
Shotgun	0
Sniper rifle	2
Stub gun	0

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Banner of Hate	10
Banner of the Apostate	10
Chaos sigil	10
Command vox net	10
Vox-caster	5

ASURYANI

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Cobra	1	550
Corsair Cloud Dancer Band	3-9	16
- Corsair Cloud Dancer Felarch	0-1	16
Corsair Reaver Band	5-15	7
- Corsair Reaver Felarch	0-1	12
Corsair Skyreaver Band	5-10	10
- Corsair Skyreaver Felarch	0-1	15
Hornet	1-3	50
Irillyth	1*	130
Lynx	1	325
Nightwing	1	76
Phantom Titan	1	2,370
Phoenix	1	183
Revenant Titan	1	2000
Scorpion	1	700
Shadow Spectres	3-10	8
- Shadow Spectre Exarch	–	12
Skathach Wraithknight	1	420

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Vampire Hunter	1	1500
Vampire Raider	1	850
Warp Hunter	1	175
Wasp Assault Walker	1-3	55
Wraithseer	1	100

** There may only be a single unit of this type in any given army.*

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Aeldari missile launcher	20
Blaster	17
Brace of pistols	2
Bright lance	20
Cloudburst missile launcher	0
D-bombard	0
D-cannon	35
D-flail	0
D-impaler	0
Dark lance	15
Deathshroud cannon	45
Dire pulsar	0
Dissonance cannon	20
Dissonance pistol	5
Flamer	6
Fusion gun	14
Haywire launcher	17
Hornet pulse laser	25
Inferno lance	60
Lasblaster	7
Lynx pulsar	0
Nightfire missile array	0
Phoenix missile array	0
Phoenix pulse laser	0
Prism blaster	20
Prism rifle	15
Pulsar	0
Scatter laser	7
Shardcarbine	0
Shredder	8
Shuriken cannon	10
Shuriken catapult	0
Sonic lance	60
Spear of Starlight	0
Splinter cannon	15
Starcannon	13
Sunburst grenades	0
Twin bright lance	35
Twin pulse lasers	0
Twin Scorpion pulsar	0
Twin shuriken cannon	17
Twin shuriken catapult	2
Twin starcannon	24
Twin Vampire pulsar	0
Voidstorm missile launcher	0
Wraithcannon	10

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Ghostspear	0
Spar-glaive	0
Titanic feet	0
Titanic stride	0
Titanic wraithbone fists	0
Void sabre	10
Wraith glaive	0

DRUKHARI

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Reaper	1	150
Tantalus	1	400

NECRONS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Canoptek Acanthrites	3-9	42
Canoptek Tomb Sentinel	1	130
Canoptek Tomb Stalker	1	110
Gauss Pylon	1	475
Night Shroud	1	185
Sentry Pylon	1-3	70
Tesseract Ark	1	160
Tomb Citadel	1	730

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Seraptek Heavy Construct	1	625
Kutlakh the World Killer	1*	200
Toholk the Blinded	1*	125

** There may only be a single unit of this type in any given army.*

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Cutting beam	0
Exile cannon	0
Focussed death ray	35
Gauss annihilator	0
Gauss cannon	20
Gauss exterminator	50
Heat cannon	75
Particle beamer	10
Staff of light	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Tesla arc	0
Tesla cannon	13
Tesla destructor	0
Tesseract singularity chamber	0
Transdimensional beamer	0
Twin gauss slicers	0
Twin tesla destructor	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Aeonstave	0
Automaton claws	0
The Obsidax	0
Voidblade	4

OTHER WARGEAR

ITEM	POINTS PER ITEM
Gloom prism	5
Teleportation matrix	10

ORKS

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Ork Mek Boss Buzzgob	1*	75
- Nitnuckle	1*	0
- Lunk	1*	0
Zhadsnark da Ripper	1*	110

** Only one of this model may be included in any given army.*

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
'Chinork' Warkopta	1	74
Battle Wagon with Supa-kannon	1	161
Big Trakk	1	135
Gargantuan Squiggoth	1	350
Grot Mega-tank	1	85
Grot Tanks	4-8	30
Kill Tank	1	365
Kustom Stompa	1	960
Lifta Wagon	1	175
Meka-Dread	1	205
Squiggoth	1	160
Warboss on Warbike	1	95

OTHER WARGEAR

ITEM	POINTS PER ITEM
'Ard case	3
Grot riggers	7
Reinforced ram	6
Rokkit bomm racks	13

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Attack squig	0
Big choppa	5
Da Pain Klaw	0
Deff rolla	19
Gorin' horns	5
Grabbin' klaw	5
Huge tusks	7
Mega klaw/each subsequent mega klaw	51/31
Mek arms	0
Rippa klaw/each subsequent rippa klaw	35/18
Wreckin' ball	3

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Belly gun	50
Bigbomm	0
Big lobba	28
Big shoota	6
Big zzappa	18
Boom kanister	2
Bursta kannon	36
Dakkagun	0
Deffgun	0
Deffkannon	0
Flakka gunz	15
Gaze of Mork	50
Giga shoota	38
Grot sponson	8
Grotzooka	10
Kannon	15
Killkannon	15
Kustom mega-blasta	9
Lifta-droppa	0
Lobba	18
Rack of rokkits	24
Rattler kannon	16
Rokkit launcha	12
Shoota	0
Shunta	19
Skorcha	17
Slugga	0
Stikkbomm	0
Supa-gatler	28
Supa-kannon	30
Supa-lobba	48
Supa-rokkit	0
Supa-skorcha	28
Twin big shoota	10
Zzap gun	18

T'AU EMPIRE

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
Barracuda AX-5-2	1	160
Commander in XV81 Crisis Battlesuit	1*	76
Commander in XV84 Crisis Battlesuit	1*	80
KX139 Ta'unar Supremacy Armour	1	750
Manta Super-heavy Dropship	1	2000

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear and drones)
Orca Dropship	1	325
Piranha TX-42 Light Skimmer	1-5	70
Shas'o R'alai	1*	105
Shas'o R'myr	1*	120
Tetra Scout Speeder	2-4	35
Tiger Shark AX-1-0	1	255
Tiger Shark Fighter-bomber	1	245
TX7 Fire Support Hammerhead Gunship	1	100
TX7 Heavy Bombardment Hammerhead Gunship	1	100
XV107 R'varna Battlesuit	1	429†
XV109 Y'vahra Battlesuit	1	395†
XV9 Hazard Support Team	1-3	40

** There may only be a single unit of this type in any given army.*

† This model can take additional support systems, which are not accounted for in this value.

DRONES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Blacklight Marker Drones	n/a	7
Drone Sentry Turret	1-4	20
DX4 Technical Drones	2-10	16
DX-6 Remora Stealth Drone	1-6	30
Heavy Gun Drone	2-6	18
Remote Sensor Tower	1	33

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Burst cannon	8
Cyclic ion blaster	18
Double-barrelled burst cannon	16
Double-barrelled plasma rifle	0
Defensive charge	0
Experimental pulse submunitions rifle	0
Fletchette pod	0
Fusion blaster	14
Fusion cascade	35
Fusion eradicator	83

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Heavy burst cannon	55
Heavy rail cannon	130
High intensity markerlight	7
High yield missile pod	25
Ion cannon	55
Ionic discharge cannon	0
Long-barrelled burst cannon	12
Long-barrelled ion cannon	12
Markerlight	3
Miniaturised fletchette pod (shooting)	0
Missile pod	15
Nexus meteor missile system	147
Phased ion gun	12
Phased plasma-flamer	0
Plasma rifle	8
Pulse carbine	0
Pulse rifle	0
Pulse submunitions cannon	0
Pulse submunitions rifle	12
Pulse ordnance multi-driver	121
Rail rifle	12
Seeker missile	5
Skyspear missile rack	0
Smart missile system	15
Swiftstrike railgun	101
Tri-axis ion cannon	107
Twin fusion cannon	40
Twin heavy burst cannon	70
Twin T'au plasma cannon	28

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Crushing feet	0
Miniaturised fletchette pod (melee)	0

SUPPORT SYSTEMS

SUPPORT SYSTEM	POINTS PER SYSTEM
Advanced targeting system	6
Counterfire defence system	5
Drone controller	5
Early warning override	10
Multi-tracker (Y'vahra)	10
Multi-tracker (all other units)	2
Shield generator (Y'vahra)	40
Shield generator (all other units)	8
Stimulant injector	5
Target lock (Y'vahra)	12
Target lock (all other units)	6
Velocity tracker (Y'vahra)	10
Velocity tracker (all other units)	2

TYRANIDS

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Barbed Hierodule	1	420
Dimachaeron	1	200
Harridan	1	740
Hierophant Bio-titan	1	2000
Malanthrope	1-3	120
Meiotic Spores	3-9	18
Scythed Hierodule	1	350
Stone Crusher Carnifex Brood	1-3	80
Sky-slasher Swarms	3-9	13
Tyranid Shrikes	3-9	21

WEAPONS

WEAPON	POINTS PER WEAPON
Bio-acid spray	0
Bio-cannon	0
Bio-flail	15
Bio-plasma	9
Bio-plasma torrent	0
Bone mace	2
Devourer	4
Dire bio-cannon	0
Flesh hooks	2
Grasping tail	0
Grasping talons and thorax spine-maw	0
Lashwhip pods	0
Massive scything talons (one pair)	22
Massive scything talons (two or more pairs)	60
Monstrous scything talons	60
Sickle claws	0
Spinemaws	2
Thresher scythe	7
Wrecker claws (single/pair)	10/18

MISCELLANEOUS

ROGUE TRADER

GELLERPOX INFECTED

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Cursemites	4	3
Eyestinger Swarms	4	3
The Vox-Shamblers	3	8
Glitchlings	4	4
The Hullbreakers	3	31
Sludge-Grubs	4	4
Vulgrar Thrice-Cursed	1	65

ELUCIDIAN STARSTRIDERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Elucia Vhane	1	45
Knosso Prond	1	25
Larsen van der Grauss	1	22
Sanistasia Minst	1	17
Nitsch's Squad	6	6

BLACKSTONE FORTRESS

UNITS

UNIT	MODELS PER UNIT	POINTS PER UNIT (Including wargear)
Amallyn Shadowguide	1	50
Ambull	1	70
Aradia Madellan	1	40
Black Legionnaires	2	26
Borewyrm Infestation	1-2	12 (points per model)
Chaos Beastmen	4	24
Chaos Ogryn	1	65
Cultist Firebrand	1	30
Cultists of the Abyss	7	35
Daedalosus	1	50
Dahyak Grekh	1	20
Espern Locarno	1	30
Gotfret de Montbard	1	35
Janus Draik	1	40
Negavolt Cultists	4	45
Neyam Shai Murad	1	50
Obsidius Mallex	1	102
Pious Vorne	1	25
Rein and Raus	2	35
Rogue Psykers	1	30
Spindle Drones	4	60
Taddeus the Purifier	1	50
Traitor Guardsmen	7	35
Traitor Commissar	1	50
UR-025	1	40
Ur-Ghul	1	15
X-101	1	22