The following document details the changes and additions to the current (5th ed) Warhammer 40,000 rulebook that will enable you to play my version. Doing it this way means I don't have to literally retype the whole book (though I came pretty close to that anyway)! Where necessary I will still state below unchanged rules or reminders if they are necessary or relevant to one or more of the changes.

I have tried to clearly indicate where whole sections are unchanged, but also follow the principle that if changes are not specifically stated below all other rules from changed sections still apply, even if some rules in that section have been changed. If there appears to be a clash between rules or wordings from the rulebook and those in this document, this document supersedes the rules in the rulebook.

DICE

No changes to any part of this section.

MODELS & UNITS

No changes to any part of this section.

UNIT TYPES

No changes to any part of this section.

CHARACTERISTICS

Add the following characteristic before Weapon Skill:

Movement
This characteristic shows how quickly a creature can move around the tabletop. This represents their speed assuming a reasonable pace but stopping several times to scan the surrounding landscape for enemies, communicate with their commanders, and bring their ranged weaponry to bear. Similar creatures may in some cases move faster than this value, most commonly by running, but also if they are riding some form of beast or a bike for example.

All the other details of this section are unchanged.

CHARACTERISTIC PROFILES
No changes to this section, except the example profiles are no longer correct!

THE TURN

No changes to any part of this section.

THE MOVEMENT PHASE

MOVEMENT DISTANCE
In the Movement Phase you can move your units up to their Movement (M) value in inches. You move one unit at a time, in any order you choose. Pick a unit to move, move it, then pick another unit to move and move it, and so on until you have finished moving all the units you want to.

No model can move further than its Movement value, but individual models can move different distances – including when they have different Movement values and are part of the same unit. Remember that certain weapons cannot be fired in the shooting phase if the model carrying them has moved at all in the Movement Phase.

Models in the way
No changes to this section.

Different movement distances in a unit
Ignore this section – it is covered above.

Additional movement actions
In the Movement Phase you can choose your unit to do one of the following. You can decide to go onto overwatch when you declare the unit to move, or to run or go on station when you declare the unit to move or immediately after making the unit's standard move, but you cannot come back and decide after moving any other unit.

Run: The unit pushes forward, attempting to cover as much ground as possible. The unit can move a further D6", but cannot shoot in the Shooting Phase or launch an assault in the Assault Phase. Run movement is not affected by difficult terrain (see below).

On station: The unit hunkers down, trying to take as much advantage of available cover, or simply tries to present as small a target as possible while assessing its position and those of its foes. The unit remains on station until the start of the player's next turn. Enemies shooting at the unit will suffer a –1 to their Ballistic Skill for their rolls to hit so long as it is on station. Units that go on station in the Movement Phase cannot shoot in the Shooting Phase or launch an assault in the Assault Phase. Units on station also receive a +1 Initiative bonus if they are assaulted. Both of these affects are described in more detail in the relevant sections later.

Overwatch: This must be declared before the unit makes its move, as no member of a unit going onto overwatch can move at all in the Movement Phase (this does not apply to any independent characters joining or leaving the unit, though joining characters cannot subsequently claim to be on overwatch). Instead it goes on station, as described above. However a unit on overwatch is taking up a strong firing position and is attempting to lay down accurate support fire to cover the other units of the force. This means that they may still shoot in the Shooting Phase, and will receive a +1 modifier to their Ballistic Skill for their rolls to hit. The unit still cannot launch an assault in the Assault Phase.

If a unit runs, or goes on station or overwatch then the whole unit counts as doing the same action, even if not all of the models move in a unit that runs.

In a unit that chooses not to run, go on station, or go on overwatch, then individual models may choose to move up to their Movement value or to remain stationary. This may be useful to remember in cases where different models are armed with different weapon types. Some weapon types cannot fire if the model carrying them moves, for example. Weapon types and their differences are described in more detail later.

It is a good idea to place small counters or tokens next to units that have run, gone on station, or gone onto overwatch in the Movement Phase to remind you – especially in larger games.

Working out movement of a running unit
Once worked out, a unit's total normal movement plus their run move becomes the full movement allowance of that unit for the turn, counting as one move, not as two separate moves one after the other. This is important as it could affect the movement of models in, and up/down different levels of buildings (as described later).

Remember you can decide to run (or go on station) either before or after a unit's normal move, including through difficult terrain (see later).

Example of movement and running: A marine moves and runs. The marine's normal move is 5".The run dice roll is a 4 giving the marine a 4" run move. The marine's move this turn is therefore 9" (not a move of 5" followed by another move of 4").

If the marine was also moving through difficult terrain such that his Movement was reduced to 3", the marine's move this turn would therefore be 7" (not a move of 3" followed by another move of 4").

Random and compulsory movement
No changes to this section.

Turning and facing
No changes to this section.

Moving and close combat
No changes to this section.

UNIT COHERENCY
No changes to this section.

TERRAIN

Terrain types
No changes to this section.

Area terrain
No changes to this section.

Linear terrain
Any terrain feature that provides cover to models behind it from the point of view of firers, but which is too narrow or otherwise inappropriate to be classed as area terrain (such as walls, barricades, piles of crates, hedges and similar features) is called linear terrain.

Some linear terrain features (such as a shallow wall) will be low enough to allow models to cross over them during their move, while others might not (for example a high chain-link and razor-wire fence). It is up to players to agree between themselves which linear terrain features models will be allowed to cross during the game and whether or not a difficult terrain test will be required.

Moving through difficult terrain
Difficult terrain can slow the movement of your troops. When a unit has models that are going to, or might have to move through an area of difficult terrain, you must take a difficult terrain test.

Difficult terrain test: To take a difficult terrain test roll a D6 and consult the chart below. The result is the modifier on your basic Movement Value characteristic for this Movement Phase.

D6 Roll	1	2	3	4	5	6
Modifier	-5	-4	-3	-2	-1	0

No model's Movement Value can be reduced below 1" by difficult terrain.

In addition, if the result on the difficult terrain test dice is equal to or less than the model's Initiative value, then count the result as one better. This may sound a little complicated but is quite easy in practice.

Example: A unit of imperial guardsmen wants to move through difficult terrain. They have a normal movement value of 4" and an initiative value of 3. The following table shows what their actual maximum movement would be this turn for each result of the dice.

Example: A unit of space marines wants to move through difficult terrain. They have a normal movement value of 5" and an initiative value of 4. The following table shows what their actual maximum movement would be this turn for each result of the dice.

D6 result	Normal penalty	Actual penalty	Final movement
6	0	0	4"
5	-1	-1	3"
4	-2	-2	2"
3	-3	-2	2"
2	-4	-3	1"
1	-5	-4	1"

D6 result	Normal penalty	Actual penalty	Final movement
6	0	0	5"
5	-1	-1	4"
4	-2	-1	4"
3	-3	-2	3"
2	-4	-3	2"
1	-5	-4	1"

If a unit contains models with different Initiative values, use the value of the majority of models in the unit for the test. If no majority exists, use the highest value in the unit.

Models that are charging into an assault count their Initiative value as one point higher during the Assault Phase. This improved value will therefore be used for a difficult terrain test that that unit makes if required when it charges. Charging and assaults are described later.

If the unit contains models with different Movement values apply the result of the test to each model individually.

It may be the case that models in the same unit taking a difficult terrain test will not move into the difficult terrain during their move, or that as a result of the difficult terrain test they do not have enough move to actually reach the terrain at all! In this case, any models that do not enter the terrain may move their full Movement value as normal. Any model that moves within, or into or out of difficult area terrain, or across a piece of linear difficult terrain, has its Movement value reduced as indicated by the result of the difficult terrain test. Any model that wishes to move into the difficult terrain but which has insufficient movement to do so as a result of the test, may move up to the edge of the terrain (or up to the linear terrain feature) but may not enter it (or cross the linear feature).

Dangerous terrain
No changes to this section.

Impassable terrain
No changes to this section.

Summary of options for units in the Movement Phase and affects on other Phases
A unit can:
- Remain stationary; shoot any allowed weapons in the Shooting Phase; assault in the Assault Phase.
- Remain stationary and go on station (though would usually choose to go onto overwatch instead); cannot shoot or assault.
- Remain stationary and go on overwatch; shoot any allowed weapons in the Shooting Phase with +1 to Ballistic Skill; cannot assault.
- Move normally up to its Movement value; shoot any allowed weapons in the Shooting Phase; assault in the Assault Phase.
- Move normally up to its Movement value and run; cannot shoot or assault.
- Move normally up to its Movement value and go on station; cannot shoot or assault.

THE SHOOTING PHASE

> There are some new sections added to the Shooting Phase rules, and the section is largely rewritten. There are some sections of the rulebook that are still relevant, but they appear in a different order below due to the changes to the shooting sequence.

SHOOTING ATTACKS
When a unit shoots, all of its models may fire, though they do not all have to if you don't want them to, and sometimes individual models may not be allowed to fire this turn (if they have a heavy weapon and moved, for example). Normally, each model in a firing unit can fire a single weapon. No matter how many models fire or what they are armed with, the shooting of a single unit at a single target unit is called a shooting attack. In the Shooting Phase each unit can fire once, either making a single shooting attack against one target unit, or splitting its fire to make two separate shooting attacks, each against a different target unit.

The shooting sequence
Change to:

1) **Check line of sight and pick target(s)**
2) **Choose shooting weapons and weapon groups**
3) **Check range**
4) **Resolve shooting attacks**

DISALLOWED SHOOTING
No changes to this section.

Run!
This has been addressed by the changes to the Movement Phase – ignore this section.

CHECK LINE OF SIGHT AND PICK TARGET(S)
A firing unit can choose to shoot at a single enemy unit, or to split its fire to shoot at up to two enemy units. This split may be made in any way the player chooses, but each model must fire all of its shots at one target unit.

Example: a unit of five terminators with storm bolters (2 shots each) could choose to fire three terminators at one unit (6 shots) and two terminators at another (4 shots), but could not choose to fire 5 shots at each target unit, as this means one of the terminators is splitting its two shots between the two target units.

You must nominate which models are firing at which unit before checking any ranges or rolling to hit.

Own unit
No changes to this section.

Which models can fire?
No changes to this section.

Moving and shooting
Ignore the sentence "The most important thing to remember is that the whole unit counts as moving if any of its models moved in the Movement Phase".

Replace with: "Remember that models armed with different weapon types in a unit may wish to remain stationary if they would not otherwise be allowed to shoot."

CHOOSE SHOOTING WEAPONS AND WEAPON GROUPS
Before determining whether or not models have hit with their shooting, you must decide what to shoot with! If a model only has one ranged weapon or attack then obviously it can only use that. If a model has more than one ranged weapon then it must choose which it will use. Normally a model can only fire one weapon. In units where different models have different weapons then you must nominate what weapons you are using. Models that are **identically** equipped (in terms of their ranged weapons, ignore other equipment) must all choose to use the same weapon if they have more than one ranged weapon.

Example: A squad of 10 space marines; one has a missile launcher and bolt pistol, one has a meltagun and bolt pistol, seven have boltguns and bolt pistols, and the sergeant has a plasma pistol. The missile launcher marine decides to fire his bolt pistol (as he has moved in the Movement Phase and so he is unable to fire his heavy weapon), the sergeant can only choose to fire his plasma pistol as he has no other ranged weapon. The meltagunner chooses to fire the meltagun. The other marines can choose to fire either their boltguns or their bolt pistols, but as they are identically armed they must all choose the same option.

Once you have chosen which weapons are being used, all weapons that are the same from the unit form a firing weapon group for this Shooting Phase. If the unit contains models firing the same kind of weapon with different Ballistic Skills they are still included in the same weapon group, though they will need different rolls to hit when they shoot, so use different coloured dice to identify them, or roll for them separately.

Example: Continuing from the example above, the marines with boltguns and bolt pistols decide to fire their boltguns. The unit's weapon groups this Shooting Phase therefore are: 1 meltagun, 1 plasma pistol, 1 bolt pistol, and one group of 7 boltguns.

CHECK RANGE
No changes to the rules here, but for clarity change the sentence "This is why you have to choose your target before measuring the range" to read "This is why you have to choose your target unit(s) and weapon groups before measuring the range".

RESOLVING SHOOTING ATTACKS
If a unit has chosen to split its shooting between two different units, firstly choose which unit it will shoot at first. Resolve the shooting attack against this unit first before moving on to resolve the shooting attack against the second target unit. Remember you must nominate which models are shooting at which unit before resolving any attacks.

Shooting attacks are resolved in the following sequence:

1) **Determine target groups in the target unit**
2) **Nominate targeting for each weapon group**
3) **Roll to hit**
4) **Allocate hits**
5) **Take cover saves**
6) **Take saving throws**
7) **Roll to wound**
8) **Remove casualties**

DETERMINE TARGET GROUPS IN THE TARGET UNIT
When fired at a targeted unit is split up into target groups, determined by which models are in different amounts of cover from the point of view of the firers. Put simply, all of the models from a unit that are in the same level of cover from the point of view of the firers, form one target group. If the whole target unit is in the open, then the whole unit is one target group. Similarly if the whole target unit is in the same level of cover (for example all behind a wall) then they are also a single target group. A unit consisting of a single model is, in effect, a target group by itself.

Where a unit has members in different levels of cover then they form different target groups. Target groups are also formed on different levels of buildings, but this will be covered in the Buildings section later. Models that are out of sight of **all** members of the firing unit cannot be targeted at all, so cannot be included in any target groups.

Target groups are decided separately for each weapon group, when it fires. To determine which models in the target unit are in different target groups where it is unclear use the following principle: If a model is in cover from the point of view of the majority of models in the firing weapon group, then it is in cover. Similarly if a model is not in cover from the majority of models in the firing weapon group then it is not in cover. In most instances there will be only up to two target groups in each targeted unit – a group in cover, and a group in the open. Sometimes there may be more – for example in multi-level buildings, or in areas where there are two different levels of cover close together (like a fortified wall in a wood, for example). In this case simply use the majority rule as described to determine how many target groups there are and which models are in them. If it is impossible to agree which particular target group a model is in, roll a dice. On a 4+ it is in cover, less than this it isn't (or whatever target groups you are determining as appropriate).

Shooting is resolved as if all the weapon groups from a single firing unit are fired simultaneously, though for ease you may want to roll to hit with one weapon group at a time, or use different coloured dice for each. This is an especially good idea where there are multiple target groups within the target unit.

NOMINATE TARGETING FOR EACH WEAPON GROUP
Once target groups have been worked out you must further nominate which models from each firing weapon group are firing at which target group in the target unit. This is called targeting. You cannot pick out individuals, but you will find that sometimes target groups will consist of just one model from a unit. You can split the targeting of a firing weapon group between different target groups in the same way as when splitting fire between two enemy units. If the targeted unit has more than two target groups you can split between all of them – you are not limited to just splitting targeting between two target groups, but just as with choosing to split fire at different units, each model must fire all of its shots at one target group. You must nominate how you will split your targeting for each weapon group before rolling to hit with any of them. If you forget to do this it is assumed that firing groups have targeted whichever target group is largest (or in the best cover if no majority exists).

(This is to encourage players to remember to nominate their targeting properly, but if it is forgotten then friendly players could agree to just let the firing player go back to nominate targeting before making their rolls to hit again).

ROLL TO HIT
As stated in the rulebook, but in addition:
- Units on overwatch get a +1 to their BS
- Units firing at a unit on station or on overwatch get –1 to their BS

The above modifiers are cumulative. If for any reason a model would require a 7+ or worse to hit, the attack automatically misses.

Ballistic Skill of 6 or better
No changes to this section.

Fast rolling with different weapons
Ignore this section.

ALLOCATE HITS
Once hits have been determined, the player controlling the target unit must allocate hits to members of the relevant target groups. Hits are allocated one weapon group at a time, to the targeted target groups from that weapon group. Where there is more than one target group for a particular weapon group, hits are allocated to one target group at a time.

The player picks a weapon group's hits, then allocates the hits from the weapon group to the target groups that were targeted.

This must be done as evenly as possible – the player must allocate one hit to each model in each target group before they can allocate a second hit to the same model. If all the models in the target group have one hit allocated to them and there are still hits left to allocate then the process is repeated and the player must allocate a second hit to all models in the target group before they can allocate a third hit to a model, and so on, until all hits from the firing weapon group have been allocated. Hits cannot be allocated to models that were not part of the relevant targeted target group.

Once the first weapon group's hits have been allocated, pick another weapon group and allocate the hits from that group onto models from relevant target groups in the same way. Complete this process until all hits have been allocated. The clearest way of doing this is to literally pick up the dice that have scored hits and place them next to the models that have been allocated the hits.

All hits from a single shooting attack must also be as evenly distributed across the target unit as possible, within the limitations of the target group rules. Where possible, no model should have more than one hit allocated to it unless all other eligible models have also been allocated a hit. No model should have more than two hits allocated to it unless all other eligible models have also been allocated two hits, and so on.

Example: A target group consists of five models. The hits from the first weapon group are allocated – three of the models are hit once each. The second weapon group has caused a further hit. This must be allocated to one of the two as yet un-hit models. A third weapon group has caused three further hits. The first of these would normally have to be allocated to the un-hit model, but this model is out of sight of all models in the weapon group, and so is not in the target group. The three hits are allocated, one each, to three of the remaining models as they each have one hit already allocated. Bear in mind the player could have chosen to allocate the hits from each weapon group in a different order if they so wished.

TAKE COVER SAVES
Once the player controlling the target unit has allocated hits to models within the relevant target groups, models that are in target groups in cover receive a cover saving throw against each hit allocated to them. (Note that occasionally individual models may receive cover saves from some weapon groups but not from others, depending on which target group they were a part of for each weapon group.)

All of the rules in the cover saves section of the rulebook apply here (when allocating models to target groups it is worth bearing in mind the paragraph titled "When are models in cover?").

Cover chart	
Cover type	**Save**
a) Razor wire, Wire mesh, High grass, Crops, Bushes, Hedges, Fences, Being in a building (area terrain)*	**6+**
b) Units (friends and enemies), Woods, Jungles, Wreckage, Shallow craters	**5+**
c) Trenches, Gun pits, Tank traps, Emplacements, Sandbags, Barricades, Logs, Pipes, Crates, Barrels, Deep craters, Hill crests, Rubble, Rocks, Ruins, Walls, Wrecked vehicles	**4+**
d) Fortifications	**3+**

 * See Buildings section later

Ignore the section titled "Units partially in cover" – this has been replaced by the new target group rules.

Going to ground
The rules for going to ground are the same (+1 to cover save for those models in cover, a 6+ cover save to those models that are not). In addition the unit will immediately count as going on station. (It will also no longer count as on overwatch if it was on overwatch when it went to ground). The only difference is that a unit must decide to go to ground after hits have been allocated but before any cover saves have been taken (fairly obviously).

TAKE SAVING THROWS
As stated in the rulebook, except remember that hits will already have been allocated to individual models – so those models take any saves they are allowed against those hits.

Where hits from a shooting attack are being caused by weapons with different AP values, you will need to remember which hits have been caused by which weapons, as this may affect the armour save each model will receive against each wound. You could use different coloured dice, or keep low AP hit dice separate, for example.

Armour saves
No changes to this section.

Add the following impervious saves section:

Impervious saves

Some units will have an impervious save. Some armour types are just too resilient or bulky to ever be completely ignored.

The level of impervious save will be shown as a bracketed amount after their normal armour save in their characteristic profile. The impervious value is the amount of armour save the model receives should its normal armour save be ignored by a weapon with sufficient AP. In other words the amount the model's armour save can never be worse than. Note that a model's impervious save is still its armour save – not a separate invulnerable save.

Example: Space marine terminators have a save of 2+(5+). They are shot at by a unit that causes 3 hits from boltguns (AP 5) and 2 wounds from lascannons (AP 2). Saves against the boltgun hits will be taken on the terminators' normal 2+ save, as the boltguns' AP of 5 is not sufficient to ignore it. However the lascannons' AP of 2 will ignore the terminators' normal save, but their impervious save means they will still be able to take a save, this time of 5+.

Invulnerable saves

No changes to this section.

Cover saves

No changes to this section.

Models with more than one save

Models can take any and all allowed saves against wounds they suffer – this means a model in cover will get its cover saves as part of the shooting attacks sequence, and then both an invulnerable save (if it has one) and armour save – potentially giving a model up to three separate saves!

Usually invulnerable saves will be taken before normal armour saves, but so long as the player makes it clear which save they are rolling for when they roll, it makes little difference.

Maximum save

No changes to this section.

ROLL TO WOUND

This is the same as stated in the rulebook, except that rolls to wound are not done on the majority toughness of the unit, as hits are individually allocated so individual models with different toughness values will mean different rolls are required to wound them. Roll for each such model separately.

Where wounds rolls are required from weapons with different strength values, you will need to remember which hits have been caused by which weapons, as this will affect the wound roll required. Just as with hit allocation you could use different coloured dice, or keep different strength wound dice separate, for example.

In large units with lots of models with identical characteristics and the same equipment (such as Ork Mobs or Necron Warriors) then you can still roll all the dice to wound for the models in one go to speed up the process, so long as each model has only one hit allocated to them.

Once the rolls to wound for groups of identical models that have only suffered one hit each have been made, the player controlling the target unit can re-allocate the wounds to members of this group of models, so long as the models they are allocated to are still in the same target group.

Where individual models have more than one hit allocated to them you should roll to wound for each model separately, as 2 wounds caused on a single model with only 1 wound, for example, would still only kill one model and will not carry over to other members of the squad. (This is a change so that units are not treated any differently just because they have less models with different equipment options. It does not slow the process much, and most situations are just as simple to resolve as they were before).

REMOVE CASUALTIES
Each model that fails its save(s) and suffers a number of wounds equal to or greater than the number of wounds on its characteristic profile is removed as a casualty.

As hits have been allocated as part of the shooting attacks process, you must remove the appropriate models – you cannot remove models from anywhere in the unit. Note this means that models that were not part of any target group (such as those that were out of sight of all firers) cannot be hurt.

COMPLEX UNITS
The new shooting process removes the need for this section – ignore it!

MULTIPLE-WOUND MODELS
No changes to this section.

Instant death
No changes to this section.

Units of multiple wound models
Once models that have suffered enough wounds to kill them have been removed, you may find that there are several models left in the unit that have individually suffered wounds but that are not dead! Where this happens, record in some manner which models are wounded (such as noting them on a scrap of paper, or placing dice next to the relevant models).

However, once a shooting attack has been resolved, any outstanding wounds on models that are identical in gaming terms are added together. If there are sufficient wounds to remove whole models then the controlling player must remove the relevant number of models. They can choose which ones these are from all of the identical models in the unit, except for those that were not part of any target groups in the previous shooting attack. Any outstanding wounds after this process is complete must be allocated to one model from the appropriate group of identical models.

Example: A unit of five space marines, which have 2 wounds each. Three of the marines are identically armed with boltguns, one is the squad sergeant, and one has been upgraded to carry a plasma gun. After a shooting attack, the sergeant has suffered 2 unsaved wounds, the plasma gunner has suffered 1 unsaved wound, one of the boltgun-armed marines suffered 2 wounds, while the remaining two marines suffered 1 wound each.

The sergeant is removed as a casualty as he has lost all of his wounds. One of the boltgun marines is also removed for suffering 2 wounds. Once these casualties are removed the remaining wounds suffered by the two identical boltgun marines are added together, meaning that another boltgun marine must be removed, leaving no outstanding wounds on the remaining boltgun marine. The outstanding wound suffered by the plasma gunner is recorded – so that if he suffers a single further wound later in the game he will become a casualty.

RANGED WEAPONS

Weapon profiles now look like this:

Example:

Name	Maximum Range	Strength	Armour Piercing	Type	Special
Boltgun	24"	4	5	Rapid Fire	-

Example:

Name	Maximum Range	Strength	Armour Piercing	Type	Special
Meltagun	12"	8	1	Assault	Melta

This is to clarify the difference between the weapon type and additional weapon characteristics – which are now listed under "Special" in the profile.

Maximum range
No changes to this section.

Strength
No changes to this section.

Armour piercing
No changes to this section.

Type
No changes to this section.

Different weapon types within a unit
(These rules supersede any references in the rulebook to "if the unit has not moved" or "if any models move, their whole unit counts as having moved" or similar, as regards to shooting.)

Certain weapon types' effectiveness will vary depending on whether or not the models carrying them have moved in the Movement Phase. If a unit has different weapon types carried by different members of the unit, then the controlling player may decide to move some members of the unit while leaving others stationary in order to make their shooting more effective. If any model with a particular weapon type moves, then all other models in the same unit that are armed with the same weapon type also count as moving (we can imagine the sergeant or squad leader ordering them to prepare to move out or similar).

The reason for this is to keep it simple when it comes to remembering which units/models have moved when it comes to their time to fire in the Shooting Phase – especially in larger games, or where there are units with lots of variable-effect weapons. Either all models with the same weapon type remain stationary, or they all count as moving. This does not apply to independent characters that are joining or leaving the unit, though of course a character that joins the unit will individually count as moving this turn – this may mean his weapon will fire differently to the other members of the unit, even if it is part of the same weapon group.

Example: A unit of space marine devastators has a sergeant with a plasma pistol, one marine with a heavy bolter, two marines with plasma cannons and one marine with a lascannon. It also has five marines armed with boltguns. In the movement phase the sergeant moves forwards to get his pistol in range, all five of the boltgun marines remain stationary, as does the lascannon and one of the plasma cannons. However the heavy bolter marine and the other plasma cannon marine move as they are out of sight of any enemy. In the shooting phase, the sergeant fires his pistol at full effect, as moving does not alter its effectiveness. All of the bolters have remained stationary so they can fire either twice up to 12" or once up to 24", as they are rapid fire weapons. However none of the heavy weapon marines may fire as even though two of them have stayed still, two models with heavy weapons have moved this turn.

Example: The same marine squad suffers a casualty from enemy shooting and one of the boltgun marines is removed. This means the unit is now out of coherency, and so it must move back into coherency in its next Movement Phase. The marine player moves two of the remaining boltgun marines to achieve this, while the rest of the squad remains stationary. In the shooting phase the sergeant fires his pistol at full effect as usual, and as none of the heavy weapons have moved they can all fire too. All of the boltgun marines count as moving, so they can only fire at targets up to 12" away.

Example: The same squad remains stationary in its next turn, but is joined by a captain armed with a boltgun. All of the squad members can fire. When the boltgun weapon group is fired, however, the captain's boltgun will only be able to target enemies 12" away as he has moved, but the rest of the boltgun marines will still count as remaining stationary so could choose to fire up to 24".

Additional characteristics
No changes to this section.

WEAPON TYPES

Rapid fire weapons
As stated in the rulebook – in addition models that move may still fire once up to the weapon's maximum range but if they do so they will only hit on the roll of a 6, regardless of BS. Note that this means that if firing at a unit *on station* or on *overwatch* these will automatically miss.

Assault weapons
No changes to this section.

Heavy weapons
No changes to this section.

Pistol weapons
No changes to this section.

Ordnance weapons
No changes to this section.

ADDITIONAL WEAPON CHARACTERISTICS

Template
When fired template weapon groups hit any model touched by the template(s). Target groups are ignored for template weapons (and template weapons ignore cover saves anyway). If firing a weapon group of more than one template weapon, work out hits for each shot one at a time. Templates must hit as many models as possible in the target unit when placed, and must not hit any friendly models. Note that template weapons must still nominate a target unit, so cannot be deliberately placed to hit models from other units, unless this can be done in a way that still causes the most hits possible on the nominated target unit. Sometimes enemy models from other units may be hit accidentally as a consequence of template placement – this is fine. Simply resolve such hits against the relevant models, as if it were a separate shooting attack (even if the firing unit had split its fire between two target units and the accidental flamer hits were on the second targeted unit, their hits are resolved completely separately. Bear in mind that shooting attacks are always resolved one at a time so there should be no confusion).

Hit allocation is automatic – one hit on each model for each template that touches it. These hits still count as allocated when it comes to hit allocation from different weapon groups from the same firing unit, so models hit by a template weapon may still not have extra hits allocated onto them unless every other member of their target group has also been hit (bear in mind that target groups may vary slightly for each firing weapon group). For this reason, hits from template weapons are always allocated first, before allocating other weapon groups' hits.

In units hit by multiple template weapons hits may end up being especially unevenly allocated as models hit by more than one flamer will already have more than one hit allocated to them. This is fine, and is an exception to the usual rules to represent template weapons' different shooting effects.

Blast
When firing blast weapon groups, firstly determine which models lie in which amount of cover as described for choosing target groups. Then pick a model(s) to place the hole in the blast marker(s) over. The owner of the target unit can then nominate another model for the blast marker to be placed on, so long as it is in the same target group as the originally chosen model, and a 'Hit' result on the scatter dice would result in the same number (or greater) of hits being caused on the target unit. (This is to limit the effects of blast weapons being used to pick out specific models unfairly).

Then follow the usual procedure for determining where the template(s) land. Do this for each blast marker in the firing weapon group. Hit allocation is automatic – one hit on each model for each blast marker that touches it. This may result in not all hits a being evenly allocated to the target group(s). This is fine, and is an exception to the usual rules to represent blast weapons' different shooting effects.

Models hit that were in the target group(s) in cover will get cover saves, models that weren't will not.

Also remember that when firing at units on station or on overwatch, models suffer –1 to their Ballistic Skill, which may result in blast markers scattering further. Firing units that are themselves on overwatch get +1 to their Ballistic Skill that may result in blast markers scattering less.

Pinning
As stated in the rulebook – to clarify: units take the pinning test once the shooting attack of the unit containing the pinning weaponry has been resolved.

Being pinned has the following effects:
Immediately go to ground (+1 cover save, go on station)
Do not receive the +1 Initiative if assaulted, and cannot use defensive grenades.
The unit can do nothing until the end of its following turn.
If assaulted the unit gains no benefit from being in cover (so enemies will be at +1 Initiative if they charge even if assaulting into cover).

Gets hot!
As stated in the rulebook, except twin-linked weapons that roll a 1 to hit, still overheat even if the re-roll is not a 1. If the re-roll is also a 1 the firing model suffers 2 wounds (1 from each overheat). Note that this may result in the weapon overheating and a hit still being caused at the same time.

Also note this only applies to re-rolls to hit due to the weapon being twin-linked, other re-rolls will negate the overheat as stated.

Rending
Any roll to hit of '6' with a rending weapon means the hit counts as AP 1. If the basic roll to hit required (including after any modifiers have been applied) is 6+ the shot will only rend on an additional 4+ (roll for each such hit separately), but even if this roll fails the hit is still scored. Note that the roll to wound is not affected, but a rending hit will cause a wound on a roll of '6' even against enemies with too high a Toughness value for the attack to otherwise wound.

Hits caused by the 'second chance' re-roll to hit obtained from Ballistic Skills of 6 or higher can never rend.

The sentence "Against vehicles, an armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total score" is ignored.

Sniper
Sniper weapons have a strength value like other weapons, but also have a value in brackets after their strength. They will always cause a wound on this value, regardless of the target's toughness. If they would cause a wound on a roll less than this using their basic strength then use this instead.

Against vehicles use the sniper weapons basic strength value.
All sniper weapons are also rending and pinning weapons.

Add this new additional characteristic:

Poisoned

Poisoned weapons have a strength value like other weapons, but also have a value in brackets after their strength. They will always cause a wound on this value, regardless of the target's toughness. If they would cause a wound on a roll less than this using their basic strength then use this instead.

Against vehicles use the poisoned weapon's basic strength value. In some cases a poisoned weapon will have a basic strength value of 0. In this case the weapon cannot damage vehicles or any other model with an armour value at all.

In effect poisoned weapons are similar to sniper weapons, but are not rending or pinning.

Melta

Roll an extra D6 for penetration (3D6) when rolling to penetrate a vehicle's armour at half range or less, and pick the highest 2 dice to work out the penetration value. If the weapon is more than half its maximum range away roll 2D6 as normal.

THE ASSAULT PHASE

Assault phase sequence

1) **Move assaulting units**
   a. Pick a unit
   b. Declare which enemy unit it is going to assault
   c. Move the assaulting unit
   d. Pick another unit and repeat the above until all assaulting units have moved
2) **Defenders react**
   a. The opponent picks one of his units that has been assaulted
   b. The opponent moves all of the models in the unit into base contact with the enemy, or at least into a position to be engaged
   c. Pick another unit and repeat until all assaulted units have moved
3) **Resolve combats**
   a. Pick a combat
   b. Fight close combat. In initiative steps:
      1) Engaged models roll to hit
      2) Hits are allocated
      3) Saving throws are taken
      4) Rolls to wound are made
      5) Casualties are removed
   c. Determine assault results. Total up wounds inflicted. The side that inflicted the most wounds overall in the combat is the winner
   d. Loser checks morale. The loser has to pass a morale check or fall back. If the loser passes the test go directly to pile in
   e. Sweeping advances, fall backs and consolidations. Units falling back from close combat must test to see if they successfully break off, if they fail they will suffer further casualties. The winners may then consolidate their position
   f. Pile in! If units are still locked in close combat, then any models not engaged are moved towards the enemy to continue the fight next turn
   g. Pick another combat and repeat until all combats have been resolved

DECLARE ASSAULTS

All infantry, jump infantry, jet pack, bike and jetbike units (unless explicitly stated) assault 6", regardless of their Movement characteristic.

All beast and cavalry units (unless explicitly stated) assault 12", regardless of their Movement characteristic.

Disallowed assaults

Units are not allowed to assault if:

- They are already locked in close combat.
- They ran, went on station, or went on overwatch in the Movement Phase.
- They are pinned or have gone to ground.
- Any member of the unit has fired a rapid fire or heavy weapon in the Shooting Phase.
- They are falling back

In addition to the above, a unit that fired in the Shooting Phase can only assault a unit that it shot at. If it fired at two units it can only assault if it can engage at least one of them. However, see later for assaulting multiple enemy units.

MOVE ASSAULTING UNITS

Moving assaulting models

All the rules in this section apply. The only slight difference to be aware of is that when assaulting through difficult terrain take the difficult terrain test as already described, but apply any resulting modifier to the unit's assault move of 6", rather than the unit's own movement values. (Difficult terrain's effects on 12" assault moves by beasts and cavalry is covered in the appropriate section later).

A move by models into assault is also referred to as a charge.

Assaulting multiple enemy units

As stated in the rulebook, but if the unit fired at two enemy units, it must declare an assault against one of the units it fired at. If it wants to launch a multiple assault then it must engage both units that it fired at if this is possible.

DEFENDERS REACT

Models move up to their Movement characteristic in their attempts to move into base contact with the enemy. All the rest of the rules in this section apply.

FIGHTING A CLOSE COMBAT

No changes to this section.

Who can fight?

Engaged models are those in base contact with an enemy model, or within 2" of a model from the same unit that is in base contact with an enemy model. All engaged models can fight (assuming they're not killed before they get the chance). Only models that are engaged may have hits allocated to them, and therefore be potentially killed, in the combat (see later).

Who strikes first?
The following modifiers apply to a units Initiative in assault:

- Models from units that have launched an assault this turn have +1 to their Initiative. This applies to the unit for the whole of this Assault Phase, except it will immediately cease to apply if the unit loses the combat.
- Units that assaulted while on station or overwatch have +1 to their Initiative. They have taken up a static position, well aware of the enemy's movements, and are therefore more prepared for the enemy's assault.

Weapon groups for close combat attacks
Just as with shooting, models in a unit may be armed with different weapons to each other, or may even have a choice of more than one weapon to use. In this case, unless explicitly stated otherwise, a single model must use a single weapon choice for all of its attacks (but will still receive +1 attack if it is armed with more than one single-handed weapon, even if they are different types of weapon). However, unlike shooting, if a model should find itself engaged with models from more than one unit it may split its attacks between them as the controlling player sees fit (described later). Players should nominate which weapon each model will be using when it comes to that model's Initiative step.

Models can choose individually what weapon to use – even identically armed models can choose to use different weapons if you wish (and if they have any option, of course!). If not specifically nominated models will use the highest strength close combat weapon they have. (It is rarely necessary to nominate combat weapons at all! Only in circumstances where a model has two different special close combat weapons, for example a power sword and a power fist, would it be important to nominate in the way described.)

Nominate attacks
If a unit is engaged with more than one enemy unit, then each model must nominate which unit it will allocate its attacks onto. If a model is only in base contact with models from a single unit, all of its attacks must be allocated to that unit. If a model is in base contact with models from more than one enemy unit then it may allocate its attacks to one of these units, or (if it has more than one attack) split them between the enemy units in any way the controlling player wishes. Models that are engaged but not in base contact with enemies can nominate their attacks onto the units that models from their own unit within 2" are in base contact with.

Assaulting through cover
If an assaulting unit has any models that are moving through difficult or dangerous terrain then the following modifiers will apply to those models:

- Their assault move may be affected by the result of the difficult terrain roll as already described.
- Models from the unit that move through the difficult terrain lose the +1 Initiative bonus for launching an assault, and additionally receive a –1 to their Initiative.
- Units that were already locked in combat at the start of the Assault Phase, or that were pinned or had gone to ground, gain no benefit from being in cover and so charging models will gain the +1 Initiative as usual.

Grenades

Assault grenades: There are a few different types of assault grenades, such as the imperial frag grenade and the eldar plasma grenade. Models assaulting through cover with frag grenades do not suffer the –1 to their Initiative. They still do not receive the +1 Initiative for charging however, so will assault at their normal initiative.

Additionally, the grenades may cause casualties as they are thrown. To represent this, each model armed with assault grenades gains a single bonus attack, unless they are charging a vehicle or a building. These attacks are always resolved at initiative 10, regardless of any modifiers, and always only hit on a roll of a 6, regardless of any modifiers. Hits caused by these attacks are resolved at the strength and AP of the relevant type of assault grenade. These are allocated by the charged unit's controlling player in the usual way for shooting hits, except cover does not apply so there will only ever be one target group per charged unit, and model hit will not receive cover saving throws from assault grenades. The controlling player does not have to allocate hits from assault grenades only onto engaged models, they can allocate them to any model in the same way as for shooting attacks. Note these bonus attacks are given even if not assaulting through cover.

Defensive grenades: There are a few different types of defensive grenades, such as the tau photon grenade, or the imperial blind grenade. Models assaulting units equipped with defensive grenades do not gain the re-roll to hit bonus for charging. However if the defending unit was already locked in combat from a previous turn, or was pinned or had gone to ground, then these grenades will have no effect and attackers will gain the re-roll as normal.

Note on grenades: If the player chooses, a unit does not have to use any grenades it has when it assaults or is assaulted. In this case none of the grenades' rules will apply this Assault Phase.

Number of attacks
Models do not receive +1 attack for assaulting this turn; they now receive a re-roll to hit instead. The +1 attack bonus for two single-handed weapons still applies.

Rolling to hit
The 'to hit' chart now looks like this:

Target's Weapon Skill

		1	2	3	4	5	6	7	8	9	10
Attacker's Weapon Skill	**1**	4+	4+	4+	5+	5+	5+	6+	6+	6+	6+
	2	3+	4+	4+	4+	5+	5+	5+	6+	6+	6+
	3	3+	3+	4+	4+	4+	5+	5+	5+	6+	6+
	4	3+	3+	3+	4+	4+	4+	5+	5+	5+	6+
	5	2+	3+	3+	3+	4+	4+	4+	5+	5+	5+
	6	2+	2+	3+	3+	3+	4+	4+	4+	5+	5+
	7	2+	2+	2+	3+	3+	3+	4+	4+	4+	5+
	8	2+	2+	2+	2+	3+	3+	3+	4+	4+	4+
	9	2+	2+	2+	2+	2+	3+	3+	3+	4+	4+
	10	2+	2+	2+	2+	2+	2+	3+	3+	3+	4+

Units with different WS: No changes – use the majority WS of the unit when rolling to hit a unit, using each model's individual WS. It can be imagined a superior fighter will be hampered when surrounded by inferior combatants. Likewise a poor fighter will be better defended if surrounded by better warriors.

Allocating hits
After all of the rolls to hit have been made for an Initiative step, they must be allocated to the unit that they were rolled against. This is done in the same way as for shooting, except there are no target groups as such. Engaged models that belong to the same unit are in effect a target group. Hits are allocated one weapon group at a time just like with shooting hits.

Take saving throws
Models can now attempt to save hits allocated to them using any saves that they have, just as with shooting, except that cover saves do not apply – far too late now to be hiding behind a wall! Just as with shooting attacks, close combat attacks have an AP value which indicates the level of armour save that their hits will ignore completely.

Rolling to wound
Once armour saves have been taken, roll to wound the relevant models. Bear in mind some weapons may give the wielder a strength bonus. As with shooting the hits have already been allocated to individual models, so take into account any different toughness values with these rolls too.

Remove casualties
Exactly as previously described in the Shooting Phase section of these rules.

DETERMINE ASSAULT RESULTS
No changes to this section.

CHECK MORALE
No changes to this section.

SWEEPING ADVANCES
This roll for each unit is D6 + Initiative + Movement.

If the losers of the combat win this roll they break off with no casualties and make their fall back move.

If the winners of the combat win this roll they inflict a number of automatic wounds on the retreating unit equal to the amount they won the roll by multiplied by the number of models in the victorious unit. No saves of any kind, even impervious or invulnerable saves, may be taken against these wounds. The wounds are allocated in the usual way but this time by the victorious unit's controlling player – taking advantage of their upper hand to attempt to eliminate the leaders and other specialists as they retreat in disarray! The survivors (if there are any) then make their fall back move.

In either event the victorious unit can then make a consolidate move.

Disallowed sweeping advances
No changes to this section.

PILE-IN!
All these rules apply – but note that models only pile in up to their Movement Value, not 6".

CONSOLIDATION
No changes to this section.

SHOOTING INTO AND OUT OF CLOSE COMBAT
No changes to this section.

MULTIPLE COMBATS
Briefly covered for clarity already, but no changes to any part of this section.

CLOSE COMBAT WEAPONS
The following section details the rules for different common close combat weaponry. Close combat weapons unique to different armies will be detailed in the relevant army list.

Unarmed/standard combat weapons/pistols
When a model attacks in close combat and has no specified close combat weapon, it fights as if armed with a standard combat weapon. In effect the model attacks with its own characteristics and receives no bonuses or special rules. Pistols all count as standard combat weapons. The only difference between being unarmed and using standard combat weapons is that models with two or more close combat weapons, will gain +1 Attack as stated in the 'Number of attacks' rules section. In army lists any options listed simply as a 'combat weapon' mean a standard combat weapon.

ADDITIONAL WEAPON CHARACTERISTICS
Just like with ranged weapons, some close combat weapons have special rules that will effect the combat attacks of the wielder. Some of these additional characteristics are the same as previously described for ranged weapons, though they may have slightly different effects for close combat weapons.

Rending
Any roll to hit of '6' with a rending weapon means the hit counts as AP 1. If the basic roll to hit required (including after any modifiers have been applied) is 6+ the attack will only rend on an additional 4+ (roll for each such hit separately), but even if this roll fails the hit is still scored. Note that the roll to wound is not affected, but a rending hit will cause a wound on a roll of '6' even against enemies with too high a Toughness value for the attack to otherwise wound.

The sentence "Against vehicles, an armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total score" is ignored. If attacking a stationary vehicle that is hit automatically, roll a dice for each rending attack anyway and the hit will rend on a 6.

Poisoned
Poisoned weapons hit using the same strength as other combat weapons of the same type, but also have a value in brackets after their strength. They will always cause a wound on this value, regardless of the target's toughness. If they would cause a wound on a roll less than this using their basic strength then use this instead.

Against vehicles use the poisoned weapon's basic strength value. In some cases a poisoned weapon will have a basic strength value of 0. In this case the weapon cannot damage vehicles or any other model with an amour value at all.

Force Weapon
These psychic weapons are described in the Psykers section of the rulebook.

Two-handed
These weapons require two hands to wield, so a model attacking with such a weapon may not gain +1 attack for having two single-handed weapons.

Multi-bladed
These weapons combine several blades or attack with a cluster of barbs. A multi-bladed weapon may re-roll any failed roll to wound.

Thunderous
As described in the rulebook for thunder hammers. Any penetrating hit caused by a thunderous weapon will always cause a critical hit, regardless of the results of the armour penetration dice.

Witchblade
These weapons wound on a 2+, regardless of toughness, in the same way as a poisoned weapon. All witchblade weapons are also rending.

Elite
These weapons are so complex to use, or so specialist in their attacking styles, that only if the model is armed with another identical weapon (i.e. a pair of matched weapons) will it receive +1 attack for using two single-handed weapons.

Anti-armour
Roll an extra D6 for penetration (3D6) when rolling to penetrate a vehicle's armour, and pick the highest 2 dice to work out the penetration value.

Weighty
The model has a –1 modifier to its Initiative (to a minimum of 1), but only for the purposes of working out when it is its turn to fight in a combat. This is cumulative with other modifiers. Its Initiative is not affected for the purposes of difficult terrain tests or sweeping advances, etc. Only models with a Strength of 3 or more may use weighty weapons.

Cumbersome
Follows all the same rules as for a weighty combat weapon, except the modifier to the model's Initiative is –2 instead of –1. Only models with a Strength of 3 or more may use cumbersome weapons.

CLOSE COMBAT WEAPON PROFILES

Close combat weapons now have a weapons profile like weapons for shooting, except they do not have a range or type! Below, the most common close combat weapon profiles are listed. Weapons unique to certain armies will be listed in that army's army list.

Name	Strength	AP	Special
Standard combat weapon	As user	-	None

Examples: pistol, knife, sword, rifle butt, improvised weapon

Specialised combat weapon	As user	6	None

Examples: monomolecular sword, specialist sword, chainsword

Heavy combat weapon	As user +1	5	Weighty, Two-handed

Examples: massive axe, big choppa, two-handed sword

Power weapon	As user +1	2	None

Examples: power sword, power axe, power maul

Force weapon	As user +1	2	Force weapon

Examples: force sword, force axe, force staff

Lightning claw	As user +1	2	Weighty, Multi-bladed, Elite
Power fist/claw	As user x2	2	Cumbersome, Elite
Chain fist	As user x2	2	Cumbersome, Anti-armour, Elite
Thunder hammer	As user x2	2	Cumbersome, Thunderous, Elite
Eviscerator	As user +2	3	Weighty, Two-handed, Anti-armour
Witchblade	As user x2 (2+)	6	Witchblade

MORALE

MORALE CHECKS
No changes to this section.

Morale check modifiers
No changes to this section.

Insane heroism!
No changes to this section.

Taking morale checks

A) Casualties: No changes to this section.

B) Tank shock: Will be described later, but for now it is enough to change this section to read "If a unit suffers any casualties from tank shock it must take a morale check to see whether or not it falls back".

C) Losing an assault: No changes to this section.

No retreat!
No changes to this section.

FALL BACK!
No changes to any part of this section.

REGROUPING
A unit falling back can attempt to regroup by taking a regroup test in the Movement Phase just before they move. This is a special kind of leadership test to which the following applies:

- Insane heroism applies - any regroup test will be passed on the roll of a double 1 regardless of any modifiers or any of the other conditions listed below.
- A unit that is at half strength or below has its basic leadership characteristic halved for the test (remember to use the highest Ld value in the unit).
- A unit that is at or below quarter strength cannot pass a regroup test (except due to insane heroism).
- A unit that is out of coherency cannot pass a regroup test (except due to insane heroism), but may move back into coherency during its fall back move so long as every model still moves towards their table edge by the most direct route.
- A unit that has any enemy models within 6" cannot pass a regroup test (except due to insane heroism).
- If assaulted by an enemy unit then a falling back unit can always test to regroup, which it must do as soon as the unit is found to be in assault range, using its basic unmodified leadership characteristic, regardless of its current strength (the alternative is just too bad!).

Half strength and quarter strength: A unit is 'at half strength or below' if half of the number of models it started the game with (or less) are still alive. Similarly a unit is 'at quarter strength or below' if a quarter the number of models it started the game with (or less) are still alive. Its starting strength includes any attached characters, but does not include any independent characters that joined them at the start of the game. However, independent characters that have joined a unit do count when it comes to working out if the unit is currently at or below half or quarter strength.

(Different character types are described in the Characters section later).

Units that start the game with three or less models always count as below quarter strength if they fall back. With the exception of units that begin the game as a unit of one model (including independent and solitary character types), and any unit of monstrous creatures; these units take all regroup tests at their full Leadership characteristic.

Example: A unit of 10 imperial guardsmen is at half strength when it has 5 men left, and quarter strength when it has just 2 men left (as you can't have 2.5 guardsmen alive!). If however, when called upon to take a regroup test the unit had only 5 guardsmen left but had been joined by a primaris psyker independent character, then it would still count as above half strength.

Example: A similar squad of 10 guardsmen starts the game with an attached character preacher and attached character commissar. Therefore its starting strength is 12, making half strength 6 and quarter strength 3.

CHARACTERS

CHARACTER TYPES
Add the following type of characters:
* *Attached characters* are chosen from their own entry in the army list, but must be attached to a unit of the same model type (be it infantry, jump infantry, bike, cavalry, etc.) before the battle begins. They cannot leave this unit during the game and effectively count as part of that unit for the duration of the battle. Note that this means that though they are chosen from the army list as separate characters, they do not count as a separate unit during the game, which might otherwise affect allocating attacks in close combat, or mission victory conditions, for example.
* *Solitary characters* follow all of the rules for *independent characters*, except that they always fight alone as units of one model, and can never join other units, or count as part of them. This means that *solitary characters* cannot willingly move to within 2" of a friendly unit during the Movement Phase. If a *solitary character* is ever within 2" of a friendly unit at the start of the Movement Phase then he (or the unit) must move so that this is not the case at the end of the Movement Phase (unless engaged in combat, of course).

CHARACTERS AS LEADERS
No changes to this section.

INDEPENDENT CHARACTERS
No changes to any part of this section.

Independent characters joining and leaving units
There are the following changes and additions to this section:

Retinues: In some army lists certain independent characters have the option to be fielded with a special unit representing the character's bodyguards, aides or similar. These are called retinues and will be indicated as such in the relevant army list. The character does not have to be accompanied by this retinue, and likewise the retinue unit cannot be included without the specified character. If chosen, the character *must* be deployed as part of his retinue unit, and cannot leave the unit for the duration of the game. The character will still count as an independent character that has joined his retinue unit, and therefore cannot join any other unit while his retinue is still alive, and needs to be allocated attacks as a separate unit in close combat. If every member of his retinue is killed, the character reverts to becoming a true independent character.

Characters and the death of joined units: If an independent character has joined a unit or retinue that is subsequently destroyed by shooting while he is still a part of it (leaving him alone) he must take a morale test (always using his unmodified Leadership characteristic) at the end of the Shooting Phase, in the same way as a unit suffering 25% casualties.

Independent characters in units that are falling back: Independent characters are inspiring individuals, and only retreat from the battle in the direst of circumstances. The sight if a leader turning to face the foe once more when all seemed lost can keep a unit fighting in the face of even the greatest odds!

If a unit that has been joined by an independent character falls back, the character must fall back with them. When the unit comes to make a regroup test, the independent character tests independently first, using his full unmodified Leadership value, and regardless of the unit being below quarter-strength or out of coherency (enemy within 6" of the character or any member of the unit will still prevent a successful regroup test except due to insane heroism). If he succeeds in passing, and the unit is above half-strength, it regroups with him. If the unit is at or below half strength it must test separately, but may use his full, unmodified Leadership value for their own regrouping test, regardless of the usual modifiers for being below half- or quarter-strength. If both the character and unit pass they must regroup as a single unit and remain in coherency – the character must remain as part of the regrouped unit. If only the character successfully regroups, the unit will continue to fall back. If the independent character fails his regroup test, then both he and the unit must continue to fall back as a single unit.

PSYKERS

Perils of the warp
No saves of any type can be attempted against these wounds – either the warp energies are burning your brain (or worse, your soul…), or a daemon's trying to break through out of the warp from inside your head!

Psychic shooting attacks
No changes to this section.

Force weapons
No changes to this section.

UNIT TYPES

MONSTROUS CREATURES

Movement
All monstrous creatures have the 'move through cover' universal special rule (they just bash their way through!).

Monstrous creatures may choose to run, or go on overwatch.

Monstrous creatures may not choose to go on station, and if on overwatch the –1 BS modifier on enemy shooting targeting them does not apply (they're too big and bulky, or just too stupid, to make more effective use of cover).

Shooting
No changes to this section.

Assault
All wounds inflicted by monstrous creatures are AP 2. In addition, monstrous creatures roll 3D6 for vehicle penetration and choose the highest two results when attacking a vehicle in close combat.

Monstrous creatures are so large and bulky that enemies may attempt to use grenades against them. Grenades have to be clamped or placed so as to inflict enough damage, so each model using them can only ever make one attack, regardless of the number of Attacks on their profile and any bonus attacks. In addition, only models that are in base contact with a monstrous creature can use grenades – supporting attacks from friendly models within 2" cannot. As it is very difficult to successfully plant grenades on a raging monster, these attacks will only hit on a roll of 6 to hit, regardless of the attacker's Weapon Skill. Unless otherwise stated, any grenade type except assault grenades with a Strength value can be used in this way.

JUMP INFANTRY

Movement
No changes to this section.

Shooting
No changes to this section.

Assault
Add to this section: Jump Infantry can also attempt a 'jump assault' against models on rooftops (described later, in the Buildings section).

Jet packs
No changes to this section.

BIKES

Additional protection
No changes to this section.

Movement
Bikes can move up to 12" in the Movement Phase. Bikes are not slowed by difficult terrain. However they treat all difficult terrain as dangerous terrain instead. All bikes have the 'turbo boosters' universal special rule.

If not turbo boosting, bikes may choose to run (boost), or go on overwatch.

Bikes may not choose to go on station, and if on overwatch, pinned, or gone to ground the –1 BS modifier on enemy shooting targeting them does not apply (they're too big and bulky to make more effective use of cover).

Shooting
No changes to this section.

Assault
No changes to this section.

Jetbikes
No changes to this section.

BEASTS AND CAVALRY

Movement
Beasts and cavalry generally have a higher movement value, but otherwise move like infantry in the Movement Phase. Regardless of their normal Movement characteristic, all beasts and cavalry fall back 3D6".

All beasts and cavalry have the 'fleet' universal special rule.

Beasts and cavalry may choose to run (trot), or go on overwatch.

Beasts and cavalry may not choose to go on station, and if on overwatch, pinned, or gone to ground the –1 BS modifier on enemy shooting targeting them does not apply (they're too big and bulky, or just too stupid, to make more effective use of cover).

Shooting
No changes to this section.

Assault
Beasts and cavalry can assault up to 12". When assaulting through difficult terrain, take the difficult terrain test just as you would for infantry with a movement value of 6", and then double the resulting movement value. Otherwise, they assault just like infantry.

ARTILLERY

The unit
Artillery guns have an Armour Value of 10 and count as open-topped. Artillery guns have their own vehicle damage table to use for resolving damaging hits against them – see below for details.

Movement
Artillery may not run, go on station or go on overwatch.

Shooting
This section applies *exactly* as described. The artillery guns *cannot* split fire, though the crew may target a different unit (but if doing this the crew may not further split their fire – the whole artillery unit, guns and crew, can only split its fire between two enemy units as normal).

If an artillery unit is pinned or goes to ground the –1 BS modifier on enemy shooting targeting them does not apply (the unit is too big and bulky, to make more effective use of cover). Going to ground has no additional protective effect on the unit's guns.

Assault
Artillery units may not launch assaults as long as they include any gun models.

If they are assaulted, move the assaulting models into base contact with the crew and guns as normal. From then on the crew and each gun are counted as separate units for the purposes of attack allocation. However an enemy model may only nominate attacks onto a gun if he is in base contact with the gun and not in base contact with any crew – otherwise he *must* attack the crew. Models not in base contact but able to attack because they are within 2" of a friendly model in base contact may only nominate to attack a gun if at least one such friendly model is in base to base contact with the gun and not in base contact with any crew.

Attacks against the guns are resolved as normal for attacking vehicles (see the Vehicles section later).

Artillery gun damage chart
All the rules and modifiers apply as described in the Vehicles section later. However, artillery guns taking damage use the following damage chart:

Result	Damage sustained
0 - 1	Ricochet
2 - 3	Targeting System Disrupted
4 - 6	Destroyed - Wrecked
7 - 9	Destroyed – Explodes!

0 - 1   Ricochet
The gun takes minor damage but its effectiveness is not compromised. The attack has no effect.
2 – 3   Targeting System Disrupted
The gun may not fire until the end of its next turn. This is the same as a Crew Stunned result on the vehicle damage chart (see later).

4 – 6   Destroyed – Wrecked
The gun is disabled, remove it from play.

7 – 9   Destroyed – Explodes!
The gun is destroyed as its ammunition detonates/power conduits explode. Any model within D3" takes a Strength 3, AP '-' hit. Remove the gun from play.

Morale and fall back moves
For the purpose of combat resolution, each destroyed result on a gun counts as a wound caused (so each destroyed gun counts as a single wound, regardless of how many destroyed results it suffered).

If the artillery unit is ever forced to fall back for any reason, the guns are immediately destroyed (either disabled by the abandoning crew, or disabled by the victors) and removed.

If falling back, when testing to regroup work out the unit's starting strength counting only the crew (and any attached characters), not the guns.

VEHICLES

This section has several quite big and important changes, so it will be difficult to present all of them in the same order as the rulebook, but where possible/sensible this is what I have done.

Overall vehicles are somewhat tougher to deal with than before, so watch out! It is not so much that they are harder to destroy, but if you fail to destroy them they are more likely to carry on more functionally than before. On the other hand, there are a few more weapons that can potentially cause some level of damage, if they are sufficiently lucky!

VEHICLE CHARACTERISTICS
No changes to any part of this section.

VEHICLES AND MEASURING DISTANCES
No changes to this section.

VEHICLES AND MOVEMENT
The vehicle combat effectiveness table (over the page) includes the possible speed bands for all vehicle types, and that band's effect on a vehicle's firepower and difficulty to hit in assault. Note that not all vehicle types have the ability to move at all of these speed bands.

The rules for vehicles changing direction by pivoting on the spot still apply. Pivoting on the spot alone does not count as moving.

Vehicles (except walkers) may not run. Vehicles may never go on station, but may go onto overwatch if they do not move. If on overwatch the –1 Ballistic Skill modifier on enemy shooting targeting them does not apply (they're too big and bulky).

VEHICLE COMBAT EFFECTIVENESS

The distance a vehicle moves influences the amount of weapons it may fire and how easy a target the vehicle will be if assaulted. This is shown by the vehicle combat effectiveness table.

Vehicle Combat Effectiveness Table

Speed Band	Movement Value	Weapons Vehicle Is Allowed To Fire	Assault Difficulty
Stationary or Immobile	0"	All main and defensive weapons **or** 1 ordnance weapon	Auto hit
Slow Speed	Up to 3"	Up to 3 main weapons and all defensive weapons **or** 1 ordnance weapon	AD 4
Combat Speed	Over 3" up to 6"	Up to 2 main weapons and all defensive weapons **or** 1 ordnance weapon	AD 6
Tactical Speed	Over 6" up to 9"	Up to 1 main weapon and all defensive weapons	AD 8
Cruising Speed	Over 9" up to 12"	None	AD 10
Fast Speed	Over 12" up to 18"	None	AD 10
Very Fast Speed	Over 18" up to 24"	None	AD 10

Start of the game

Unless specified by the mission being played, all vehicles are assumed to be moving at combat speed at the start of the game, as they manoeuvre into position.

Terrain Effects

No changes to this section.

Roads

Vehicles, with the exception of walkers and skimmers, count the maximum move of their highest speed band (which is either cruising, fast, or very fast speed depending on the type of vehicle) as 6" faster, so long as their entire move is along a road. If a vehicle has suffered damage which means it can no longer normally move at its highest speed band, then it will gain no benefit from being on a road.

Examples: A tank would count cruising speed as 9" - 18", whereas a fast tank would count fast speed as 12" - 24" while travelling along a road.

VEHICLES SHOOTING

When a vehicle fires, it normally uses its own BS characteristic and shoots like other units – it may shoot all of its weapons at a single unit, or choose to split its fire between two units. However, vehicles can only split fire to target more than one unit if they have more than a single crewman. Vehicles with just one crewman may only shoot at a single enemy unit.

Moving and shooting vehicle weaponry
The rules in this section apply as described in the rulebook, but refer to the vehicle combat effectiveness table for how many weapons a vehicle may fire while travelling at different speeds.

Vehicle weapons and line of sight
Just as with other units, all similar weapons on a vehicle firing at the same target count as a weapon group, and must nominate targeting for which target group(s) to shoot at.

SHOOTING AT VEHICLES
Follow the normal sequence for resolving shooting attacks with minor differences:

1) **Determine target groups in the target unit (which vehicles/facings will be shot at).**
2) **Determine targeting between target groups (facings) for each weapon group**
3) **Roll to hit**
4) **Take cover saves and saving throws** (only special rules would grant vehicles saving throws other than cover saves)
5) **Make vehicle penetration rolls**
6) **Make damage rolls**
7) **Take 'extra armour' and 'crew armour' saving throws if applicable**
8) **Apply damage results**

Squadrons, vehicle facings and armour values
If part of a squadron, vehicles all count as separate target groups, so nominate which models from the firing unit will target which vehicles in the squadron. Note that as shots are resolved separately if a unit has models in different facings, these will make up further different target groups for firing weapon groups. Models in the side arc, will count as shooting the side armour target group, for example. Work out whether each facing will be entitled to receive a cover save from the models firing at each facing from each weapon group. Vehicles provide cover saves to each other if they sufficiently block the firing unit's lines of sight, even if part of a squadron.

Vehicles may never go to ground and cannot be pinned!

Armour penetration
Hitting a vehicle is no guarantee that you will actually damage it. Some weapons are designed for shredding apart soft targets but have little ability to breach strong armour. Others have a fierce punch but will cause relatively little damage to a large vehicle. The way different weapons function and their effect on vehicles is represented by the vehicle penetration roll. Once a hit has been scored on a vehicle, roll to see if the weapon can penetrate the vehicle's armour:

Vehicle penetration roll: 2D6 minus the weapon's AP, plus the weapon's strength.

The following modifier applies to the roll:
- –2 if the target is not open-topped.
- If a weapon has an AP of '-' then –7 from the roll (in effect it counts as having an AP of 7 for the purpose of a vehicle penetration roll).

Results:
- If the total is less than the vehicle's armour value, the shot has no effect.
- If the total is equal to the vehicle's armour value, the shot causes a glancing hit.
- If the total is greater than the vehicle's armour value, the shot causes a penetrating hit.
- If the total is greater than the vehicle's armour value, and either/both of the dice is/are 6 (or 5 or 6 if the vehicle is open-topped), the shot causes a critical penetrating hit (often referred to as simply a critical hit).

Example: A lascannon has hit the front of a space marine Predator (armour value 13). Rolling 2D6, the player scores a 3 and a 4, and adds these to the weapon's strength of 9, and minuses the weapon's AP of 2. There is an additional –2 modifier as the Predator is not open-topped. The vehicle penetration roll is therefore 3 + 4 + 9 – 2 – 2 = 16 – 4 = 12. As this is less than the vehicle's armour value, it has no effect.

Example: A krak missile hits the side armour of the same Predator (armour value 11). Rolling 2D6 the player this time scores a 6 and a 4. Adding the missile strength of 8, then taking away the AP of 3 and another 2 as the vehicle is not open-topped gives a result of 6 + 4 + 8 – 3 – 2 = 18 – 5 = 13. As the hit was against the vehicle's side armour this time this results in a penetrating hit. Not only that but as one of the dice was a 6, this is a critical hit!

Ordnance weapons and armour penetration: When making a vehicle penetration roll with an ordnance or ordnance barrage weapon, roll three dice and use the highest two results.

Template and blast weapons against vehicles: No changes to this section.

Damage Rolls
The following modifiers are cumulative where applicable:

Glancing hits: Apply a –1 modifier to the dice result.

Critical hits: Apply a +1 modifier to the dice result.

Ordnance weapon: Ordnance weapons fire heavier shells and greater explosive charges which can be hugely destructive if they breach the armoured hull of a vehicle. Any ordnance weapon gives a +1 modifier to the dice result.

High impact weapon: Any weapon with a strength of 8 or higher is considered to be a high impact weapon and gives a +1 modifier to the dice result.

Small arms weapon: Any weapon with a strength of 4 or less is considered to be a small arms weapon and gives a –1 modifier to the dice result.

Other modifiers: Specific weapons and vehicles may have special rules that affect damage rolls. These will be noted in the vehicle's or weapon's rules.

Note that there are no longer any modifiers for AP1, AP '-' or open-topped vehicles – these have been taken into account in the new vehicle penetration roll rules.

Vehicle damage table

After rolling a D6 and applying the relevant modifiers described above, consult the following table. No roll can be modified below 0, or above 9.

Result	Damage sustained
0	Ricochet
1	Crew Shaken
2	Drive Damaged
3	Crew Stunned
4	Weapon Destroyed
5 or 6	Immobilised
7	Destroyed - Wrecked
8	Destroyed – Explodes!
9	Destroyed - Annihilated!

Damage results

0   Ricochet

The shot pings harmlessly off an unimportant part of the vehicle, or hits a minor part of an internal system, resulting in no negative affect to the vehicle's combat effectiveness. The shot has no effect.

1   Crew Shaken

The vehicle is rocked by the attack. The crew must recover their composure and the driver is briefly disorientated and must compensate to prevent loosing control. No serious damage is caused, but the vehicle loses 3" from its maximum move next turn. Further Crew Shaken results are cumulative. If sufficient Crew Shaken results are accrued this may affect the speed bands the vehicle may use next turn, or bring it to a halt altogether. If this happens, the vehicle may not move next turn, but does not count as immobilised (for the purposes of victory conditions, etc.). A vehicle can accrue any number of Crew Shaken results. No matter how many Crew Shaken results a vehicle has at any one time, they will never cause permanent damage, and are automatically removed at the end of the vehicle's next turn. Crew Shaken results that cannot be applied (for example because the vehicle has already been brought to a halt or immobilised) will simply have no further effect.

2   Drive Damaged

The hit has caused some damage to a gear box, drive unit, grav plate, engine, jet or leg. It is still functioning but far from its optimum performance. The vehicle loses 3" from its maximum move for the rest of the game. If sufficient Drive Damaged results are accrued this may affect the speed bands the vehicle may use, or bring it to a halt altogether. If this happens, the vehicle counts as immobilised. An already immobilised vehicle that suffers additional Drive Damaged results will count them as Crew Stunned instead.

3   Crew Stunned

The vehicle's crew is knocked about by the attack, or perhaps some of the vehicles targeting systems are momentarily scrambled. One randomly determined weapon system is disabled and cannot be used next turn. Randomly determine one weapon on the vehicle from all of its weapons, including combat weapons, and optional upgrade weapons, that have not been destroyed by a Weapon Destroyed result.

Note that the weapon affected is randomly determined for each Crew Stunned result sustained, but cumulative Crew Stunned results on the same weapon system will simply have no further effect. And obviously Crew Stunned results on a weapon that is then destroyed by a Weapon Destroyed result will cease to matter! If a combat weapon is affected it will immediately stop working and cannot be used again until the end of the vehicle's next turn (even if the damage is caused in the vehicle's own turn). No matter how many weapons affected by Crew Stunned results a vehicle has at any one time, they will automatically recover at the end of the vehicle's next turn. A vehicle with no weapons left that suffers additional Crew Stunned results will count them as Drive Damaged instead.

4   Weapon Destroyed
One of the vehicle's weapons is destroyed – ripped off or blown apart by the force of the attack. Randomly determine one weapon on the vehicle from all of its weapons, including combat weapons, and optional upgrade weapons, that have not been destroyed by a previous Weapon Destroyed result. A vehicle with no weapons left that suffers additional Weapon Destroyed results will count them as Immobilised instead.

5 or 6 Immobilised
The hit has crippled a wheel, track, grav plate, jet or leg. The vehicle may not move for the rest of the game. An immobilised vehicle may not turn in place but its turret (if it has one) may continue to rotate to select targets, and other weapons retain their normal arc of fire. An immobilised vehicle that suffers additional Immobilised results will count them as Weapon Destroyed instead.

7   Destroyed – Wrecked
The attack critically damages the hull and internal systems – the vehicle is destroyed. The model is left in place and becomes a wreck (see the rulebook).

8   Destroyed – Explodes!
The vehicle is destroyed as its fuel and ammo detonate, ripping it apart in a spectacular explosion. Flaming debris is scattered D6" from the vehicle and models in range suffer a strength 3, AP - hit. The vehicle is then removed and is replaced with an area of difficult terrain representing scattered wreckage, or a crater (if you have one).

9   Destroyed – Annihilated!
The vehicle is torn apart in a huge explosion. Flaming wreckage and debris is scattered D3+3" from the vehicle and models in range suffer a strength 4, AP - hit. The vehicle is then removed and is replaced with an area of difficult terrain representing scattered wreckage, or a crater (if you have one).

Applying damage results
Vehicle drivers, gunners and other crew are killed if their vehicle suffers any of the three Destroyed results.

If a vehicle is immobilised and has no guns left at all, then any result of Drive Damaged, Crew Stunned, Weapon Destroyed or Immobilised will count as Destroyed – Wrecked instead.

Twin-linked weapons count as a single weapon for the purposes of damage results. Where a vehicle's weapons are described as 'built-in' or similar (for example a space marine dreadnought with a Dreadnought combat weapon with built-in storm bolter) then a Crew Stunned or Weapon Destroyed result will affect both weapons as if they were a single weapon.

Remember all of a unit's weapon groups are considered to fire simultaneously, and all damage roll results from a single firing unit's hits are applied at once, so weapon destroyed results only take affect once a unit has completed all of its shooting. In practice it is more convenient to randomly determine destroyed weapons one at a time, but remember that destroyed weapons will still 'be there' for the purposes of randomly generating weapons for the rest of the same unit's damage roll results.

One-shot weapons
Some vehicles have the option to mount single shot weapons such as the imperial hunter-killer missile. The launcher will still count as an operational weapon even if its single shot has been fired. Only a Weapon Destroyed result can remove weapons from vehicles, and rule them out of being included when randomly selecting weapons for further damage results.

Armoured crew (light/heavy)
Some vehicles' crewmen may well wear sturdy armour themselves which will help protect them from stray bullets and shrapnel, and therefore help them keep full control of their vehicle and its systems. A vehicle with armoured crew receives a bonus 'crew armour' saving throw against any Crew Shaken or Crew Stunned results.

Light crew armour gives a crew armour save of 6+, and heavy crew armour gives a crew save of 5+.

Note this is not a normal armour save, cover save or invulnerable save and cannot be discounted by the AP of the damage causing weapon or any other means. It is taken after the damage results have been rolled, and before any effects of damage are applied. If this saving throw is successful, the appropriate damage result is discounted and has no effect.

Extra armour
Some vehicles have additional armour plating or spaced armour for increased protection. This armour won't help make the vehicles armour tougher as such, but will help dissipate the force of a weapons hit, leaving the crew inside less likely to be thrown around or disorientated by a hit on their vehicle. A vehicle with extra armour receives a bonus saving throw of 5+ against any Crew Shaken or Crew Stunned results.

If the vehicle also has armoured crew, then do not roll two separate saves. Instead, the extra armour increases the save given by the crews' armour by +2. (So a vehicle with light crew armour and extra armour receives a 4+ save, where as a vehicle with heavy crew and extra armour gets a 3+ save!).
Note this is not an armour save, cover save or invulnerable save and cannot be discounted by the AP of the damage causing weapon or any other means. It is taken after the damage results have been rolled, and before any effects of damage are applied. If this saving throw is successful, the appropriate damage result is discounted and has no effect.

Wrecks
No changes to this section.

Vehicles and cover – obscured targets
No changes to this section.

<div style="border:1px solid black; padding:4px;">

Smoke launchers
No changes to this section.

</div>

VEHICLES AND ASSAULTS

Assaulting vehicles

Launching an assault: No changes to this section.

Rolling to hit against vehicles: As the vehicle has no Weapon Skill, the score needed to hit depends on the speed of the target. When trying to score a meaningful hit against a moving vehicle, reflexes and experience count far more than skill with a blade. Each speed band has an associated Assault Difficulty (AD) value, representing the increased difficulty in hitting a vehicle the faster it is travelling. Vehicles that are immobilised or that did not move last turn are hit automatically. Crew Shaken results do not affect the Assault Difficulty of a vehicle as they merely affect the vehicle's maximum top speed in its next Movement Phase. Likewise Drive Damaged results affect a vehicle's top speed, so will not affect the Assault Difficulty, other than they may have meant the vehicle moved slower in its last Movement Phase. Only if a vehicle has been immobilised by an Immobilised result, or by accruing enough Drive Damaged results will it count as immobilised for the purposes of rolling to hit in assault.

The score needed to hit a vehicle in assault depends on the attackers Initiative characteristic cross referenced against the Assault Difficulty, based on how fast the vehicle moved in its last Movement Phase. Remember that models that have launched an assault this turn get +1 to their Initiative. Note that this chart is the same as the normal To Hit chart for assaults, except that different characteristics are used. Units charging into assault do *not* get to re-roll to hit in the first round against vehicles.

To hit chart

Target's Assault Difficulty

		1	2	3	4	5	6	7	8	9	10
	1	4+	4+	4+	5+	5+	5+	6+	6+	6+	6+
	2	3+	4+	4+	4+	5+	5+	5+	6+	6+	6+
Attacker's	**3**	3+	3+	4+	4+	4+	5+	5+	5+	6+	6+
Initiative	**4**	3+	3+	3+	4+	4+	4+	5+	5+	5+	6+
	5	2+	3+	3+	3+	4+	4+	4+	5+	5+	5+
	6	2+	2+	3+	3+	3+	4+	4+	4+	5+	5+
	7	2+	2+	2+	3+	3+	3+	4+	4+	4+	5+
	8	2+	2+	2+	2+	3+	3+	3+	4+	4+	4+
	9	2+	2+	2+	2+	2+	3+	3+	3+	4+	4+
	10	2+	2+	2+	2+	2+	2+	3+	3+	3+	4+

Armour penetration in close combat: *Armour penetration rolls* are worked out the same in close combat as for shooting (2D6 – AP + Strength) and applying the same modifiers. All hits in close combat are resolved against the vehicle's rear armour, to represent the chance of attacking a vulnerable spot.

Combat results: In a multiple fight involving vehicles and other unit types an enemy model may only nominate attacks onto a vehicle if he is in base contact with the vehicle and not in base contact with any non-vehicle enemies – otherwise he *must* attack the non-vehicle enemies. Models not in base contact but able to attack because they are within 2" of a friendly model in base contact may only nominate to attack a vehicle if at least one such friendly model is in base to base contact with the vehicle and not in base contact with any non-vehicle enemies. When working out the result of such a combat ignore any damage caused to vehicles – just count wounds caused as normal.

Successive turns; No changes to this section.

Grenades

Grenades have to be clamped or placed so as to inflict enough damage, so each model using them can only ever make one attack, regardless of the number of Attacks on their profile and any bonus attacks. In addition, only models that are in base contact with a vehicle can use grenades – supporting attacks from friendly models within 2" cannot. Unless otherwise stated any grenade type with a Strength value can be used against vehicles.

VEHICLES AND MORALE
No changes to this section.

UNITS OF VEHICLES - SQUADRONS

Movement Phase
When a squadron moves, all of its vehicles must move at the same speed (meaning they must all use the same *speed band*). Therefore if any of the vehicles have suffered Crew Shaken or Drive Damaged results, then no member of the squadron may move in a faster speed band than the slowest vehicle in the squadron can travel each turn. If one or more members of the squadron have been immobilised, then the whole squadron is unable to move (except that non-immobilised vehicles may still pivot on the spot). The controlling player can choose to abandon immobilised vehicles (which will then become wrecks) at any time, so that the rest of the squadron can continue to move. (So if any member of a squadron moves then immobilised vehicles from that squadron immediately become wrecks). A single surviving member of a squadron simply follows the rules for an individual vehicle.

All of a squadron's vehicles must maintain coherency like other units, except they need only remain within 4" of each other, rather than 2".

Shooting Phase
When shooting, a vehicle squadron can choose to shoot at a single enemy unit or split its fire to target up to two enemy units as normal. Vehicles always block line of sight – even if in a squadron so be careful how you position your formations!

When shooting at a vehicle squadron, each vehicle counts as a separate target group, as does each different facing of each vehicle that is shot at – remember you must nominate your targeting before making any rolls to hit. Vehicles block line of sight, and will therefore also be able to provide cover saves to each other.

Damage results against squadrons
Ignore this section.

Assault Phase
When assaulting a squadron, the usual rules apply, so models must move to engage as many of the vehicles as possible, and must make it into base contact if possible, while maintaining unit coherency. From then on each vehicle is considered to be a separate unit for the purposes of attack allocation.

As usual for combats against vehicles there is no defender's reaction, combat results, pile-in moves, consolidation, etc.

TRANSPORT VEHICLES

Transport capacity
No changes to this section.

Fire points
Some fire points are enclosed, or use fixed weapons that do not involve transported troops exposing themselves to fire (such as the hull lasguns on an imperial guard Chimera). These are called enclosed fire points. Others are open gun ports, hatches or vision slits (such as a Rhino's top hatch). These are called open fire points. If any passengers fire from an open fire point then the vehicle will count as open-topped for the purposes of enemy making armour penetration rolls against it, and those passengers using the open fire point can be targeted as if they were carried in an open-topped transport vehicle (see later) until the start of its next turn. Any template or blast weapons must cover at least part of the fire point to be eligible to hit the models using it. A template or blast weapon that hits one or more open fire points can only cause hits on models using those fire points, even if other open fire points are being used on the same vehicle. If the vehicle is assaulted (or otherwise attacked in close combat) by enemy models, the controlling player can choose to immediately shut the hatches if they wish (meaning it reverts to not counting as open-topped). To clarify – the vehicle does not become an open-topped vehicle in other respects – it simply means enemies will not suffer the –2 modifier on armour penetration rolls and is able to shoot and attack in combat at models using the open fire point as described in the rules for open-topped transport vehicles.

For clarity during the game it is standard practice to stand any models using open fire points on top of the vehicle (where practical) as a reminder.

Vehicles are cramped and a moving vehicle does not provide a good stable firing platform. For this reason, passengers may not ever go onto *overwatch*, even if the vehicle remained stationary, and any shooting done by an embarked unit from *open fire points* suffers a –1 modifier to its Ballistic Skill if the vehicle moved in the Movement Phase. Passengers may not shoot at all if the vehicle moves more than 6" (Tactical Speed or faster).

Access points
No changes to this section.

Embarking and disembarking
All the rules in this section apply, but note the following:

Embarking: A unit may move and *run* to get within 2" of a transport vehicle to embark – it does not have to reach with just its normal Movement Value alone.

Disembarking: A unit disembarking before the vehicle moves may move normally, including electing to *run*, go *on station* or go onto *overwatch*. A unit disembarking after the vehicle has moved may not make its normal move, but may still choose to *run*, go *on station* or go onto *overwatch*.

Fast transports: No unit may embark or disembark a vehicle if it has moved (or is going to move) at Fast or Very Fast Speed (more than 12") in that Movement Phase.

Effects of damage results on passengers
None of the damage results will have any effect on passengers, unless the vehicle is destroyed.

Destroyed – Wrecked: Passengers immediately disembark and take a pinning test. Any models that cannot disembark are destroyed.

Destroyed – Explodes!: Each model inside takes a Strength 4, AP '-' hit. Once resolved the surviving passengers are placed where the vehicle used to be and take a pinning test.

Destroyed – Annihilated!: Each model inside takes a Strength 5, AP '-' hit. Once resolved the surviving passengers are placed where the vehicle used to be and take a pinning test.

Dedicated transports
All the rules described here apply, but a unit *cannot* select a dedicated transport vehicle that does not have enough transport capacity to carry the whole unit. This will usually be detailed in the relevant army list entry.

TANKS

Movement
Unless also fast, tanks can move in speed bands up to and including Cruising Speed.

Tank shock!
To make this kind of attack, first turn the vehicle on the spot to face the direction you intend to move it, and declare how many inches the vehicle is going to move (up to its maximum speed allowed this turn). As pivoting on the spot does not count as moving, this is not enough for tank shock – the vehicle must move at least 1". Once the vehicle has been 'aimed' and the speed declared, measure to see how far the vehicle will travel. Tank shock is always in a straight line, no other changes of direction are allowed during a tank shock. If no enemy unit would be reached, simply move the tank straight ahead the distance declared and no special attack takes place.

If an enemy other than another vehicle or artillery gun is reached, work out which models would be 'hit' (base would be touched) by the tank were it to move there. The simplest way to do this is to hold the tank above the enemy unit where its path would take it and see how many models are underneath this area. Each of these models must immediately take an Initiative test to avoid being hit by the tank. As it is relatively easy to see a hulking tank bearing down on you and avoid it unless it is a particularly unexpected attack or some misfortune prevents you from quickly escaping the danger, there is a modifier to each model's Initiative based on how quickly the tank is travelling. Any model that fails its Initiative test will be hit by the vehicle, the Strength of these hits again varying depending on the speed of the vehicle. This is summarised in the table below:

Vehicle Speed	Initiative modifier	Strength of hits
Up to 3"	+2	S1, AP -, Rending
Over 3" up to 6"	+1	S2, AP -, Rending
Over 6" up to 9"	0	S3, AP 6, Rending
Over 9" up to 12"	-1	S4, AP 5, Rending
Over 12"	-2	S5, AP 4, Rending

Note that all Tank Shock hits are Rending – representing the chance of being smashed by the full force of the tank, or crushed underneath a track! Once any hits are resolved and casualties removed, the tank continues its move, possibly impacting and hitting further enemy units. Once the tank's movement is complete any unit that suffered any casualties at all from the tank shock must take a *morale test*, and will immediately fall back if it fails it. Units that are already falling back that suffer casualties will not take a test but will automatically make another fall back move.

If the tank accidentally moves into contact with a friendly model or comes to within 1" of an enemy vehicle or artillery gun it immediately stops moving.

If some enemy models would end up underneath the vehicle or within 1" of it when it reaches its final position, these models must be moved out of the way by the shortest distance, leaving at least 1" between themselves and the tank and maintaining unit coherency.

If the tank moved slowly enough during the tank shock attack it may fire as normal in the Shooting Phase.

Death or glory!: If a unit is attacked by tank shock, then one of its models can attempt to stand in the way of the oncoming vehicle and destroy it rather than move out of the way. This is a potentially rather suicidal thing to do! You must nominate that one of the unit's models is going to attempt a death or glory attack when it is clear that the vehicle will hit at least one member of the unit, but before the tank shock itself is resolved. The controlling player nominates which model will make the death or glory attack. If the model nominated for this duty was in the path of the vehicle it must pass its tank shock Initiative test. If the model was not in the path of the tank shock, it takes an Initiative test anyway. The tank shock modifier from the table above will still apply to this test. If this test is failed the death or glory attack does not take place and the rest of the tank shock is resolved normally. If it was in the path of the vehicle the nominated will be hit by the tank as described above, as it has failed its tank shock Initiative test.

If this Initiative test is passed, however, then the model strides defiantly into the path of the oncoming vehicle (you don't have to move the model), and makes a single attack against the tank. Move the tank right up to the unit, noting how far it has travelled to get there, and then resolve the attack. Even if the weapon used usually has more than one shot, or the model has more than one attack on its profile, only one attack is ever resolved in this case. The attack can either be a shot from a weapon carried by the model, or a single close combat attack using any weapon carried, including grenades. Whatever form it takes the attack hits automatically, so resolve the hit against the vehicle's front armour (even if it was a close combat attack) and immediately apply any damage results.

If the model successfully manages to Destroy or Immobilise the vehicle, it grinds to a halt where it is (or blows up there!). If the damage result is a Crew Shaken or Drive Damage result then the vehicle counts as if it has immediately travelled 3" further than it actually has to reach the unit (and therefore its nominated tank shock movement will be reduced by 3"). If this uses up (or exceeds) the amount of movement it has left still to move it stops where it is and the tank shock attack is not resolved. (A Crew Shaken result caused by a death or glory attack will not cease to apply until the end of the controlling player's next turn – not at the end of the turn it was caused in). If the tank is slowed but not stopped then the tank shock still goes ahead but as the vehicle's move is now lessened by 3" less enemy models may be hit as a result and it will hit with less strength (see the tank shock chart).

In any event, if the death or glory attack fails to stop the vehicle, then the brave (but perhaps rather foolish) glory seeker is crushed by the vehicle grinding over him – the model is removed, regardless of Wounds, saves (invulnerable or not), or any other clever way of staying alive they can think of.

Ramming
All of the rules apply as stated in the rulebook, except that instead of getting a point of Strength or every full 3" the tank moved, use the Tank Shock table above for the Strength and AP values of rams. All other modifiers still apply.

A tank must nominate to ram artillery units that still have any guns remaining (if not nominated as a ram then the move will stop as soon as the vehicle moves within 1" of an artillery gun as described above). Crew in the way will still be tank shocked, unless they are not hit because the movement of the tank is halted by failing to destroy an artillery gun in its path. An artillery unit can still nominate to attempt a death or glory attack with a crewman. The crewman must pass a tank shock Initiative test as described, but if he does so may use his own weapon, or one of the artillery guns in the path of the tank (so long as the gun is able to fire at the time). If he fails to stop the tank, the crewman is automatically killed as described, regardless of whether the gun is destroyed by the ram or not.

OPEN-TOPPED VEHICLES

Damaging open-topped vehicles
Open-topped vehicles are less well armoured and protected from enemy fire, making them easier to penetrate and damage. See the armour penetration roll rules.

Open-topped transport vehicles

Embarking and disembarking: Open-topped vehicles do not have specific access points – models can embark or disembark within 2" of any point of the vehicle's hull. Passengers of open-topped vehicles may still assault, even if the vehicle has moved before their disembarkation. As it is much easier to bail out from an open-topped transport, the Strength of all hits inflicted on passengers by Exploding or Annihilated open-topped transports is one point lower than normal (Strength 3 for Exploding, Strength 4 for Annihilated vehicles).

Shooting from open-topped transport vehicles: Open-topped transport vehicles do not have specific *fire points*. Instead, all passengers in a open-topped transport vehicle may fire, measuring range and line of sight from the hull of the vehicle. However, there is limited space even in an open-topped vehicle so because of the cramped conditions and unstable firing platform passengers may not ever go onto *overwatch*, even if the vehicle remained stationary, and any shooting done by an embarked unit suffers a –1 modifier to its Ballistic Skill if the vehicle moved in the Movement Phase. Passengers may not shoot at all if the vehicle moves more than 6" (Tactical Speed or faster).

Shooting at passengers: Normally passengers cannot be targeted, being hidden behind inches of armour plating inside their transports. With open-topped vehicles, however, the passengers and are crew less well protected, although they are still far from vulnerable. Damage to vehicle crews is assumed to be taken into account by results on the vehicle damage chart. Passengers in an open-topped transport can be targeted by firing units, and count as a separate target to the vehicle they are being transported in. (The chance of a shot aimed at the vehicle hitting the passengers, and vice-versa, is ignored for the sake of simplicity and to make the situation more tactically challenging than down to pure chance.)

Units being transported in vehicles always count as *on station* so enemy units targeting them will always suffer a –1 modifier to their Ballistic Skill. However being *on station* does not prevent the unit inside from shooting – the *on station* rule is awarded the unit from being in the vehicle, not from them giving up their shooting to better conceal themselves. However units in vehicles may never go to ground – there's nowhere else to hide! Units inside transport vehicles never test for morale and are never pinned.

Units in open-topped transport vehicles receive a 4+ cover save. The exception is against barrage or ordnance barrage weapons, where they receive a 5+ cover save instead (it is open-topped after all!). As the whole unit is transported, there will only ever be one target group for enemy shooters – consisting of all of the models being transported.

Template weapons fired at an open-topped transport will hit both the transport, and hit D3 transported models (but only one hit per model, excess hits are discounted), so long as even part of the hull is touched by the template. This does not count as firing at two separate units. Whichever is chosen as the intended target of the template attack, passengers or vehicle, the other will still be hit.

Blast weapons may be aimed at either the vehicle or the unit inside. If aimed at the vehicle, then if the hole in the marker lands (after the roll for scatter) over the hull then resolve the hit against the vehicle at full Strength as normal, and the blast also hits D3 passengers. This does not count as firing at two separate units – if the vehicle is targeted and hit, the passengers will still be hit.

If the passengers are targeted then place the template over the vehicle and roll for scatter as normal. If the scatter dice rolls a 'HIT' then D3+3 passengers are hit, and a single hit is caused on the vehicle resolved at half Strength (rounding down). If an arrow is rolled but the central hole in the blast marker lands over the hull of the vehicle, then resolve the hit as described above, as if the vehicle was the intended target.

In any case, if a blast marker scatters such that the hull of an open-topped vehicle is touched but the hole in the template is not over the vehicle, then the vehicle takes a single hit resolved at half Strength (rounding down), and no passengers are hit.

Barrage and ordnance barrage weapons are too indiscriminate to choose to target the passengers or vehicle, so for each barrage blast marker that lands with the central hole over the vehicle, roll a dice to decide which is directly hit: 1-5 vehicle, 6 passengers. (These weapons can count as targeting either the vehicle or passengers for the purposes of splitting fire between two target units, if necessary).

In all cases, if there are no passengers then the vehicle must/will be the target.

PONDEROUS VEHICLES
Some vehicles are much slower than other, lighter vehicles. Either because of their great weight and heavier construction, or their alien means of propulsion and energy distribution, they lumber across the battlefield at a markedly slower rate. However, commonly these vehicles will mount some of the heaviest weaponry on the battlefield, and their sturdy build makes them ideal mobile firebases.

Movement
Ponderous vehicles can move in *speed bands* up to and including Combat Speed.

Ponderous vehicles shooting
As ponderous vehicles move much more slowly and are generally of heavier build they form a much more stable position to fire even heavy weaponry from. Ponderous vehicles always count as Stationary for the purposes of firing in the Shooting Phase.

Ponderous transport vehicles
Should a ponderous vehicle also be a transport, then all the usual rules apply, with the exception that transported models firing from a ponderous vehicle (whether from fire points or because the vehicle is also open-topped) do not suffer the usual –1 modifier to their Ballistic Skill if the vehicle moved in the Movement Phase.

SKIMMERS

Movement
Unless also fast, skimmers can move in speed bands up to and including Cruising Speed. Skimmers that are also fast vehicles can move in speed bands up to and including Very Fast Speed.

Use the rules in the rulebook, with the additional following clarification: Skimmers only count terrain features with a height of over 1" as difficult or dangerous terrain when it comes to work out if a dangerous terrain test is required or not. A skimmer that ends its movement over a crater or river, for example, will not need to take a dangerous terrain test!

Measuring distances
No changes to this section.

Moving skimmers
No changes to this section.

Shooting at skimmers
Fast skimmers moving at Fast Speed or faster (more than 12") count as obscured (4+ cover save) when fired at. A skimmer that is immobilised immediately crashes and is destroyed (wrecked) if it moved at Fast Speed or faster in its last Movement Phase. If it moved slower, it is immobilised as normal.

Ramming skimmers
No changes to this section.

FAST VEHICLES

Movement
Unless also skimmers, fast vehicles can move in speed bands up to and including Fast Speed. Fast vehicles that are also skimmers can move in speed bands up to and including Very Fast Speed.

Moving fast vehicles
Ignore this section – the speed bands rules have removed the need for this section.

Fast vehicles firing
Fast vehicles always count as moving one speed band slower than they actually did for the purposes of firing in the Shooting Phase.

Assaulting fast vehicles
Ignore this section.

Fast transport vehicles
Ignore this section – it has been covered in the transport vehicle rules above.

WALKERS

Additional characteristics
No changes to this section.

Measuring ranges
No changes to this section.

Moving walkers
As stated in the rulebook; in particular note that all walkers have a Movement Value of 6".

Walkers may choose to run, or go on overwatch.

Walkers may not choose to go on station, and if on overwatch the –1 BS modifier on enemy shooting targeting them does not apply (they're too big and bulky).

Damage effects against walkers: All the usual effects apply to walkers, except where noted below:

Crew Shaken – A single crew shaken result prevents the walker from opting to run in its next turn. Subsequent Crew Shaken results apply to the walkers movement as normal (so a second Crew Shaken result will reduce its move to 3", and a third will prevent it moving altogether).

Drive Damaged – A single Drive Damaged result prevents the walker from opting to run for the rest of the game. Subsequent Drive Damaged results apply to the walkers movement as normal (so a second Drive Damaged result will reduce its move to 3", and a third will immobilise it).

Walkers shooting
No changes to this section.

Shooting at walkers
No changes to this section.

Walkers and assaults
As stated in the rulebook, except replace all references to 'stunned walkers' with 'walkers that are affected by any Crew Shaken damage results'. Ignore the paragraph 'Shaken damage results do not affect the way a walker fights in close combat'.

Unless equipped with a Dreadnought close combat weapon or otherwise stated, all walkers' attacks have an AP of 5.

Ramming a walker
No changes to this section.

Squadrons of walkers
No changes to this section.

Dreadnought close combat weapons
As stated in the rulebook, with the addition that Dreadnought close combat weapons have an AP of 2.

UNIVERSAL SPECIAL RULES

COUNTER-ATTACK
Change the benefit from '+1 A' to 're-roll to hit'.

ETERNAL WARRIOR
No changes to this section.

FEARLESS
No changes to this section.

FEEL NO PAIN
Change the additional save to a 5+. Change the restrictions to read 'This ability cannot be used against wounds from weapons that inflict instant death (even if the model is an eternal warrior), have AP 1 or AP 2, or any other wound against which no armour save can ever be taken.

Note that feel no pain saves are taken for the appropriate models, after rolls to wound have been made, before any casualties have been removed.

FLEET*
Units with this rule roll an extra dice when determining how far they may run, and use the highest result.

(Note that this means that no unit may now run and assault in the same turn).

FURIOUS CHARGE
The unit receives +1 Attack, but not +1 Strength or +1 Initiative.

HIT AND RUN*
No changes to this section.

INFILTRATE*
No changes to this section.

MOVE THROUGH COVER*
The unit rolls and extra D6 for difficult terrain tests, and uses the highest score.

NIGHT VISION/ACUTE SENSES
No changes to this section.

PREFERRED ENEMY
Models with this ability receive a +1 to hit modifier in close combat against their preferred enemy. This only applies to attacks made against enemies with a weapon skill, but not attacks against a vehicle's Assault Difficulty, or if using grenades against a non-immobilised or non-crew shaken walker, for example.

RAGE
No changes, except that the reference to running should now be in the Movement Phase!

RELENTLESS
No changes to this section.

SCOUTS
No changes to this section.

SKILLED RIDER
No changes to this section.

SLOW AND PURPOSEFUL

The rule is the same, but independent characters joining the unit do not move as if they themselves were slow and purposeful (or vice versa) – they must just remain in squad coherency. (This was already stated but I'm repeating myself here for clarity).

STEALTH

No changes to this section.

STUBBORN

This rule is the same, but note that it means that stubborn units that are falling back will also always be able to attempt to regroup on their full Leadership, even if below quarter strength.

SWARMS

No changes to this section.

TANK HUNTERS

No changes to this section.

TURBO BOOSTERS

The cover save changes to 4+.

VULNERABLE TO BLASTS/TEMPLATES

No changes to this section.

Add the following new universal special rules:

DETERMINED

Either through rigorous training and discipline, religious passion, or sheer bloody-mindedness, some warriors are reluctant to give up the fight unless all hope of victory is lost. A determined unit may attempt to regroup at its full Leadership value even if below half strength. If it is at or below quarter strength it may attempt to regroup as if it were at half strength.

TACTICAL WITHDRAWAL

Such warriors are too disciplined or battle-hardened to ever fully rout, and are fully prepared to die in battle if they must. They will only give ground in the face of overwhelming odds, or to regroup before returning to the fray. If units with the tactical withdrawal rule ever fall back they will automatically regroup at the start of their next turn, regardless of any modifiers. If failing a morale test due to a lost combat, roll for sweeping advances as normal. If the unit would suffer any casualties as a result, then instead of falling back, it remains in combat, fighting on to the last! The unit can take its normal armour save against any wounds caused by the sweeping advance, but is then counted as if it had passed its morale check (so proceed to pile in moves as normal).

RITES OF BATTLE

Some characters build themselves up into a battle frenzy which inspires those around them, or use their powerful speeches to whip troops around them into religious ferocity and hatred of the foe. The model has the furious charge rule, but will also bestow this ability onto any unit he joins.

INSTANT DEATH

I've included this as a Universal Special Rule for completeness and to clarify that certain weapons may cause instant death, not just high strength shooting weapons (as the actual ruling is in the Shooting Phase section).

Some attacks may cause instant death. The most common of these is any attack with a Strength value of double or more the target's Toughness. Other attacks or weapons may indicate that they will inflict instant death regardless of the target's Toughness. In rare cases an attack may indicate that it causes instant death but only against certain targets or unit types. This will be noted in the weapon/unit's description.

In any case, a model suffering an unsaved wound from an instant death attack is killed outright, regardless of how many Wounds it has on its profile.

BUILDINGS AND RUINS

DEFINING BUILDINGS AND RUINS
No changes to any part of this section.

BUILDINGS
No changes to this section.

Impassable buildings
No changes to this section.

Occupying buildings
Ignore the sentence 'Units of jump infantry, jetbikes and skimmers cannot land on a building that is occupied by enemy units'.

No models inside buildings ever take morale tests or fall back, cannot be pinned or go to ground. Models on the roof or parapet can, however. How this works is described later.

Occupied buildings are those with models inside them – models on the roof do not count as occupying the building.

Firing from buildings
As stated except that all fire points on a building are considered to be enclosed fire points unless specifically stated or agreed before the game. This does not include the roof of a building, rules for which are presented later. If fire points are agreed to be open fire points, then if models use them those models may still be targeted in the same way as described for open fire points on transport vehicles. However, unless the building is particularly small or the open fire point particularly large (as agreed before the game), the building will not count as open-topped for enemy shooting in the same way as a transport vehicle would. (Use existing models as a guide. For example a building not much bigger than a Rhino with a large roof hatch that could be use as an open fire point would still count as open-topped if any occupying troops used it as a fire point). In effect, models firing from open fire points on buildings expose themselves to enemy fire, but do not affect the building as a whole.

Unlike passengers inside a transport, units inside buildings can go onto overwatch in their Movement Phase, buildings being generally larger and less cramped than transport vehicles, and offering ideal positions from which to lay down fire across the battlefield.

Parapets and battlements
Ignore this section – it has been superseded by the rules that follow.

Attacking buildings
As stated, except ignore from 'Buildings treat stunned…' onwards and instead alter the damage chart to the following:

Building damage chart

Result	Damage sustained
0 to 3	Ricochet
4	Weapon Destroyed
5 or 6	Damaged Structure
7	Destroyed - Ruined
8	Destroyed – Dangerously Ruined!
9	Destroyed – Annihilated!

0 to 3 Ricochet
The shot pings harmlessly off an unimportant part of the building, or hits a minor part of an internal system, resulting in no negative affect to the building's integrity. The shot has no effect.

4   Weapon Destroyed
One of the building's weapons is destroyed – ripped off or blown apart by the force of the attack. Randomly determine one weapon on the building from all of its weapons that have not been destroyed by a previous Weapon Destroyed result. A building with no weapons left (or that has none to begin with) that suffers additional Weapon Destroyed results will count them as Ricochet instead.

5 or 6 Damaged Structure
The hit has damaged the internal structure of the building or compromised the integrity of the construction material. Each further roll on the building damage chart will receive a +1 modifier. These modifiers are cumulative, so a building with Damaged Structure that suffers additional Damaged Structure results will receive modifiers of +2, +3, etc on subsequent rolls on the building damage chart.

7   Destroyed - Ruined
The attack critically damages the building – its internal structure buckles and its walls crumble, causing the building to collapse – the building is destroyed. Unless you have a model of a ruined version of the same building (in which case use this, counting as a ruin), the building becomes an area of difficult area terrain representing wreckage (giving a 5+ cover save to units within). If you have suitable terrain you could surround the area of the destroyed building with low ruined walls aligned along the previous position of the buildings outer walls. Any unit inside (including on the roof or parapet) is affected as described for being inside a Wrecked transport vehicle.

8   Destroyed – Dangerously Ruined!

The building is destroyed – demolished utterly, causing debris to cascade around it as it falls apart. Falling debris is scattered D3" from the building and models in range suffer a strength 3, AP - hit. The building is then removed and is replaced with an area of difficult terrain representing scattered wreckage (5+ cover save), or a crater (if you have one). Any unit inside (including on the roof or parapet) is affected as described for being inside an Exploding transport vehicle.

9   Destroyed – Annihilated!

The building is torn apart in a huge explosion. Flaming wreckage and debris is scattered D6" from the building and models in range suffer a strength 4, AP - hit. The building is then removed and is replaced with an area of difficult terrain representing scattered wreckage (5+ cover save), or a crater (if you have one). Any unit inside (including on the roof or parapet) is affected as described for being inside an Annihilated transport vehicle.

SHOOTING AT UNITS INSIDE BUILDINGS

Use the same rules as for firing at units inside transport vehicles. Therefore only models using open fire points can be hit by shooting, and the same rules apply. However the cover save they receive will depend on the type of building they are in (usually 4+, or 3+ if the building is fortified). All units inside a building always count as being *on station* even if they moved, and this does not prevent them from shooting, just the same as for units in transport vehicles. Units inside buildings cannot go to ground and cannot be pinned. This is different for models on the roof or parapet however, as described later.

Models on different levels/storeys of buildings will form different target groups, as if they were in different levels of cover. Therefore each firing weapon group must declare which level(s) of the building it wants to fire at if there are enemies on different levels.

Template and blast weapons

Use the same rules as for firing at transport vehicles. This means they will only hit models within the building if they have used open fire points to shoot from. The template must cover at least part of the fire point to hit any models using it. A template or blast weapon that hits one or more open fire points can only cause hits on models using those fire points, even if other open fire points are being used on the same building. Also note that template weapons can only fire at one level of a building (as described in the ruins rules in the rulebook), so if a building has fire points on more than one level the template weapon can only potentially hit models using open fire points on the level it is targeting.

Roofs, parapets & battlements

Unless specifically stated or agreed before the game, all buildings are assumed to have access points to the roof and/or any other balconies or external structures that models can be stood on (all such areas referred to as 'the roof' in the rules that follow), such that models can move from inside the building to any point on the roof, or vice versa. Once a unit has occupied a building the controlling player can choose to position models on the roof. Equally, in rare cases where infantry have access to a building's roof (such as a bunker built into the side of a hill) they may move from the roof into the building to occupy it.

Moving any number of models from inside the building to the roof or vice versa takes a whole Movement Phase: models that started their turn inside the building may position any models they wish on the roof in their Movement Phase, or move any models from the roof back inside the building. The unit does not count as running, but obviously if any models move between the building and roof the unit counts as moving and so cannot go onto overwatch, and those models that have moved between building and roof count as moving for the purposes of shooting (which may affect the effectiveness of different weapon types they are armed with).

All models of an occupying unit must all be either inside the building it is occupying, or on its roof. You cannot have some models occupying a building and some remaining outside, or stood on the roofs of other nearby buildings.

A unit that starts their turn outside a building but with all of its models within 2" of access points may both occupy the building and move any models they wish up to the roof. Likewise, a unit that leaves a building when it has any models on the roof at the start of its Movement Phase can position the unit outside the building within 2" of access points as normal, but can move no further that turn, nor assault. This counts as the unit's normal movement. The unit cannot run – but it may still go on station if the controlling player wishes.

A unit that moves before entering a building (for example moving so that all models are within 2" of access points) must wait until its next Movement Phase to position any models on the roof. A unit with no models on the roof that leaves a building counts as disembarking from a stationary transport, so may move normally after it has exited (but still may not assault).

Wherever individual models are positioned on the roof of a building, they will always count as in coherency as long as there is at least one model from the unit still inside the building. If every member of the unit is positioned on the roof then normal coherency applies as normal.

If every model is on the roof, the building no longer counts as occupied and so another unit, friend or foe, may enter the building. This effectively strands the unit on the roof (as only a single unit may ever occupy a building at any time), unless there is another way they can leave the rooftop other than through the building itself! However, if every model of a unit is on the roof, but the building is unoccupied, then they still count as occupying or controlling the building for the purposes of victory conditions.

If there are no models on the roof of an occupied building, then another unit, friend or foe, may still be positioned on the roof, if it is able to move there (most commonly if jump infantry or jetbikes, or skimmer vehicles – remember that this will be dangerous ground for such troops). The whole unit must be able to fit on the roof, or otherwise remain in squad coherency, or it cannot move there.

If there are enemy models on the roof, then they may not attack the unit inside or the building itself either with shooting or combat attacks – you can't attempt to destroy a building you're standing on! Units may not shoot at a building that has friendly models on the roof (or inside for that matter!), but you may target enemy models stood on the roof of a building occupied by a friendly unit, and enemy troops using open fire points from a building with friendly units on the roof.

If enemy models are on the roof then models from a unit inside can only move up to the roof if there is enough room for them to do so while still remaining more than 1" away from any enemy models. More than one unit may share the roof space of a building, if there is room to do so, but only one unit may ever have models occupying a building by having models inside it.

Shooting at and from the roof
In the Shooting Phase, models on the roof count as a separate unit to the models left inside for the purposes of resolving shooting attacks from either side. So for their own shooting they may choose different targets to the models inside and resolve their shooting as a separate shooting attack, and enemy units shooting count the models on the roof as a separate target unit, even if any models inside could also be targeted because they are using open fire points. Models inside buildings always count as having remained stationary in the Movement Phase, unless they entered the building in the preceding Movement Phase.

Units on the roof count as if they were on a level of a ruin (see later), so will count as having a 6+ cover save, or a better cover save depending on the level of walls or battlements the roof has. A normal building's parapet or balcony sidewalls would give them a 4+ cover save, whereas a bunker's or bastion's battlements could count as a fortification giving a 3+ cover save. Some buildings may have a rooftop split between more than one level, or have exterior balconies. Models on these surfaces still count as being 'on the roof' for rules purposes, but models on different levels of a building's rooftop areas form different target groups, as if they were in different levels of cover. Therefore each firing weapon group must declare which level(s) of the rooftop it wants to fire at if there are enemies on different levels, in the same way as open fire points on different storeys, or models spread over different levels of a ruin (see later for rules for ruins).

Models on the roof/parapet may go to ground and be pinned, but models inside will not be affected or gain any benefits/disadvantages from this. However in either case if this happens no models may move from the building to the roof or vice versa in their next Movement Phase.

If the models on the roof take casualties from enemy shooting, count the size of the whole unit (including models inside) for working out whether 25% casualties have been caused. If the models on the roof fail a morale check and fall back, instead of a normal fall back move, they are driven from the roof and move back inside the building, and automatically immediately regroup (joining the rest of the unit inside).

If the building is destroyed while models on the roof have gone to ground or are pinned, the surviving members of the unit will be automatically pinned once the damage effects have been resolved.

ASSAULTS ON THE ROOFS OF BUILDINGS
Unlike units being carried in transports, buildings are larger and generally more open, presenting the possibility of launching an assault with or against models on the roof.

If you have buildings which have an access way to the roof such as a connecting walkway or because the building is built into the side of a hill, then models on the roof can be assaulted normally by units able to launch an assault along the access way.

Likewise, if your building is so large that there is room for a unit to share the roof space with an enemy unit, they may assault across the rooftop in the usual way. Jump infantry models can first land on the roof themselves in the Movement Phase, if there is enough room (remembering that they must be more than 1" away from enemy models, ad that this will result in dangerous terrain tests). Then the usual assault rules apply as described above. Otherwise, models with the correct equipment can launch a 'jump assault' on the rooftop (described below).

Units occupying the building may still launch an assault with models on the roof against enemies also on the same roof, and may choose any models from inside (that will fit on the roof) to join the assault by moving up to the roof as part of the assault move, so long as they would normally be allowed to assault (for example, having not fire heavy weapons in the Shooting Phase).

Defenders will react to a charge as normal, moving to get into base contact with assaulters wherever possible, including models from the same unit that are inside the building, who will move up to the roof as their reaction. However, in an exception to the usual rules, the controlling player may choose whether or not to react with any or all of the models inside the building (possibly leaving their squad mates to fend for themselves on the roof!). Any model still inside a building cannot attack in the combat and plays no part in the assault. For the purposes of the assault only the models on the roof are considered, the models inside the building are disregarded – so a unit that is occupying a building will still count as automatically losing the combat if all its models on the roof are killed, even if it caused more wounds on the enemy.

After a combat is fought on a rooftop, models from inside the building will pile in to a combat if models from the same unit are still engaged on the rooftop, unless the controlling player chooses not to in the same way as reacting to a charge. If all the models on the roof are killed but there are still models from the same unit inside the building then the unit is no longer engaged in combat and the victorious assaulting unit on the roof can consolidate.

Consolidating victorious models may use their consolidation move to enter the building, either to join squad mates inside, or to occupy an unoccupied building, if they are a unit type allowed to enter buildings.

Jump assaults
Units with jump packs or similar capabilities can launch a daring, not to mention dangerous, assault directly into a unit on a rooftop, hoping to slay the foe, or drive the survivors from the roof. If you have specific scenery in your collection that you think would make this form of attack unrealistic (such as the roof of a watchtower covered by a simple shelter), simply agree with your opponent that such assaults are not allowed. Only jump infantry can attempt this. Jet packs' main purpose is to provide a stable mobile firing platform, and they lack the power and propulsion for a rooftop assault.

Jump assaults can only be attempted on unengaged enemy units on the rooftop. If the unit is already engaged in assault, or another unit wants to launch an assault against it this turn (unless that unit is also making a jump assault), then the jump assault may not be made. More than one jump infantry unit may make a simultaneous jump assault on the same enemy unit(s), making a multiple combat.

To make a jump assault the jump infantry unit must land such that a least one model is within 6" as usual for an assault, except that the height of the building is not considered, measure the distance as if both the assaulting unit and target unit were on the same level. (For example, a unit on the roof of a bastion can be jump assaulted by a unit of jump infantry stood at the base of the bastion). If not in range, the jump assault cannot be made and the jump infantry unit does not move, as normal. If the assault is in range though, the jump assault proceeds. You do not need to move either the assaulting or assaulted unit at this stage, and there are no assaulted unit reaction moves made, but you might like to move a couple of jump assaulting models to the top of the building to remind you that they have assaulted. As this kind of assault is carried out using the jump pack (or equivalent) rather than on foot, all the models in the jump assaulting unit must take a dangerous terrain test as soon as they are found to be in range and before the combat is fought.

You can launch a multiple jump assault at more than one enemy unit on the rooftop, as long as they are both unengaged, and eligible assault targets following the normal rules for multiple assaults. However you cannot launch a multiple jump assault to engage any other units, or the building itself – you must fully commit to the jump assault!

When it comes to fight the combat, the assaulting unit screams down from the skies to strike into the heart of the enemy, and the rooftop becomes a cramped, swirling melee. To work out the combat the usual procedure applies, except that as no models are physically moved into base contact, use the following assumptions.

- The assaulted unit always counts all models as being in cover.
- All models in all involved units get to fight, and in multiple jump assaults all models are free to allocate their attacks to any of the involved enemy units except independent characters.
- Any independent characters can direct their attacks against any enemy units or independent characters they choose, as if they were in base contact with all involved enemy units.
- Up to 3 models from each involved unit may direct their attacks against each enemy independent character.

Once the assault has been fought, work out combat results as normal.

If the defenders are defeated and fall back, then any survivors of the sweeping advance fall back into the building and automatically immediately regroup (the same as falling back from shooting). If the building is occupied by another unit (friend or foe) then all of the defenders are destroyed if forced to fall back. If all the defenders fall back in this way or are all killed, the assaulting unit immediately moves to the rooftop, taking the previous position of the defenders, and may then consolidate.

If the combat was drawn or the defenders were defeated but did not fall back, and if there is enough room for the whole unit to fit on the rooftop, the assaulting unit piles in by moving the unit up to the roof and engaging as many enemies as possible, in base contact wherever possible. They have gained a foothold!

If the jump assaulters lose the combat and fail their morale test, they fall back as normal from the rooftop (measure from the position of the defending unit), the winning defenders can attempt a seeping advance, and can then consolidate as normal.

In any case where defenders are left on the roof and there is not enough room for all of the jump assaulting unit's models to fit on the rooftop (even if the defenders lost the combat), the assaulters are driven off: They immediately make a 3D6" fall back move in any direction, after which they automatically immediately regroup, in exactly the same way as units with the hit and run Universal Special Rule, except that no Initiative test is required (see the Universal Special Rules section in the rulebook for full details).

If the jump assaulters kill every model on the roof, but the roof is not big enough for the whole unit to be positioned there, the unit must break off, moving as if driven off as already described.

If there has been a multiple jump assault and there is room for one (or more) of the jump assaulting units to remain on the roof but not both (or all), then the unit(s) that will fit will remain engaged, and the other will be driven off as described above, even if all of the models on the roof have been killed. The controlling player can choose which unit(s) remains on the roof and those driven off in this case.

RUINS

Ruins: The Basics
Ruins are area terrain (providing a 6+ cover save) and are difficult terrain. However walls, parapets, windows and the like, or simply firing up at models on higher floors, may provide further cover in the same way as linear terrain. Use models' actual line of sight to work out which models from a unit in ruins will receive a 6+ cover save, or a better (usually 4+) cover save from firing enemy weapon groups, and therefore which target groups are created.

Coping with different heights
No changes to this section.

Unit coherency
No changes to this section.

Moving Within Ruins

Infantry, monstrous creatures and walkers: Note that movement is worked out differently now! A unit must take a difficult terrain test to move in ruins, including up or down levels of ruins, but run movement and normal movement combined counts a unit's whole single movement value for the turn. Remember you may choose to run before or after a unit's normal movement, including finding out the result of a difficult terrain test. If you are slowed down by the difficult terrain test, you just might need to sacrifice your shooting to run in order to make it up or down levels in a ruin!

Unless players agree beforehand, walkers may not access levels of ruins unless there is appropriate access, such as wide stairs or a ramp – they can't use ladders!

Jump infantry and jetbikes: No changes to this section.

Walls, doors, ladders and lateral thinking: No changes to this section.

Shooting at units in ruins
Models on different levels/storeys of buildings will form different target groups, as if they were in different levels of cover. Therefore each firing weapon group must declare which level(s) of the building it wants to fire at if there are enemies on different levels. Otherwise all the normal shooting rules apply.

Ruins and assaults
As stated in the rulebook, and add the following section:

Jump assaults into ruins: Jump infantry can launch a jump assault on an unengaged enemy unit that has any models on the uppermost level of a ruin, but only if the unit could not possibly assault it otherwise. If the unit could assault that enemy unit normally (and assuming it rolled well enough on any required difficult terrain test) then it must attempt to launch an assault in this way and may not choose to launch a jump assault.

The jump assault is declared, measured and fought as already described. Models on the uppermost level count as 'on the roof'. However as ruins are much more open, models from the unit on a lower level, and that are within 2" of a model on the upper level, also count as 'on the roof' and are involved in the assault.

After a jump assault on a ruin, combat results are worked out as for a normal combat. The losers must take a morale test and will fall back if they fail it as usual. If the jump assaulters fall back, measure from the defenders' position on the uppermost level of the ruin.

If neither the defenders or jump assaulters fall back, but there is sufficient space in the ruin for all models in the jump assaulting unit to fit, move the jump assaulters into combat with the defenders, as if they were launching an assault, regardless of the number of levels of ruin the unit is spread over. However, in this case no model may be positioned on a lower level than those levels that have at least one defending model positioned on. This assault will then continue in subsequent turns just like any other assault (the jump assaulters will not count as charging in the next Assault Phase).

If the defenders fall back and this leaves sufficient space, then the jump assaulting unit may move to positions on the ruin (remember they must remain 1" away from any enemies). At least one model must land on the uppermost level, and models may be positioned on the same level as the enemy model highest up in the ruin, or higher levels. They may not be positioned on lower levels or on the ground.

In any event where there is not enough space for all models in the jump assaulting unit to fit on the relevant levels of the ruin described above, they are driven off, as previously described.

COMMON EQUIPMENT LISTS

The following sections list some items that are commonly used in Warhammer 40,000, many of which are used by several different armies. This list is, of course, far from exhaustive! It is included mostly for reference and for some examples of the different types of weaponry and equipment that each army may have access to, and to prevent the need to copy information into all the different army lists. Equipment items unique to specific armies will be listed in that army's army list.

WARGEAR AND OTHER EQUIPMENT ITEMS

Bionics
Many veteran warriors have had parts of their bodies replaced with bionic substitutes, most commonly because the original body part was lost due to traumatic injury, though some, most notably the techpriests and servants of the Adeptus Mechanicus, willingly alter their bodies in this way – thinking their new metallic bionics superior to their original organic limbs or organs.

Bionics have no effect on a model's characteristics or abilities. However a model that has extensive bionic parts may find bullets and blows strike the bionic part, which is much tougher and resilient to damage, meaning they could survive hits that would otherwise have seriously wounded or incapacitated them.

A model with bionics gains an impervious save of (6+). The models normal armour save value is not affected, unless they previously had no armour save, in which case their Save characteristic will become 6+(6+).

Targeters
Many weapons have gun-sights or telescopic scopes to help the wielder aim accurately. A models Ballistic Skill indicates its proficiency with ranged weaponry, including any basic gun-sight it may have. Some specialist troops may carry weapons adapted with more powerful gun-sights, target trackers or weapons remotely linked to crosshair helmet visors, or other even more bizarre alien devices. Whatever form it may take, such equipment is referred to as 'targeters'. Targeters represent a much higher level of gun-sight or scope, which greatly improve the chance of scoring a telling hit.

Targeters are always attached to specific weapons, as detailed in the relevant unit or weapon entry in the army list. Other weapons a model may carry will gain no benefit from its targeter.

A model firing a weapon equipped with a targeter receives a +1 modifier to its Ballistic Skill, which is cumulative with other modifiers.

Smoke grenades
A unit with smoke grenades may throw them at the end of their movement in the Movement Phase. They may have run or gone on station, but may not have gone onto overwatch. If a unit throws smoke grenades, it may not shoot at all in the Shooting Phase. A unit that has thrown smoke grenades gains a 4+ cover save against all shooting attacks until the end of the enemy's next Shooting Phase, in exactly the same way as a vehicle using smoke launchers. A unit equipped with smoke grenades will only ever have enough to use them once per battle.

Infra-red goggles/visor/scope
Infra-red (IR), heat imaging, or equivalent alien equipment allows its user to better pick out targets in built up ruins, or through dense foliage or smoke clouds.

IR equipment means that the cover save received by enemies against the model's shooting attacks is reduced by –1, so a 4+ cover save would become a 5+, for example, whereas a 6+ cover save would be discounted altogether! This won't change the target groups in enemy units, merely the level of cover save a hit model will receive.

If the weapon/unit entry states the equipment is an IR scope, the scope will be attached to a specific weapon, and will only affect shots made with the specified weapon. Other weapons a model may carry will gain no benefit from its IR scope. Occasionally an IR scope will be also count as a targeter, which would simply be called an IR targeter.

IR equipment also gives the carrying model the night vision Universal Special Rule. If equipped with an IR scope the rule only applies if shooting with the appropriate weapon. If any model in a unit uses an IR device, the whole unit will count as having the night vision rule.

Grenades

Assault grenades: Fragmentation or explosive grenades designed to disrupt enemies before launching an assault, and reducing the effectiveness of a defensive position. See the Assault Phase section for full rules for assault grenades.

Name	Strength	AP	Special
Frag	3	6	Assault grenade
Plasma	4	5	Assault grenade
Pox bomb	1 (4+)	-	Assault grenade, Poisoned

Defensive grenades: Designed to cause assaulting troops to falter and their charge to lose impetus. This category includes tau photon grenades and imperial flash flares, as well as the rarer blind grenades. See the Assault Phase section for full rules for defensive grenades.

Anti-tank grenades: Implosive krak charges or the even more powerful melta bombs – these grenades are designed for destroying armour, and must be clamped onto their targets.

Name	Strength	AP	Special
Krak	6	4	Vehicles/buildings/monstrous creatures only, Anti-armour
Fusion grenade	6	1	Vehicles/buildings/monstrous creatures only, Anti-armour
Melta bomb	8	1	Vehicles/buildings/monstrous creatures only, Anti-armour
Haywire	X*	-	Vehicles/buildings only, *see below

For each haywire grenade that causes a hit, roll a D6. 1-3: no effect, 4-5: glancing hit, 6: penetrating hit. Haywire grenades never cause critical hits and are neither high impact nor small arms weapons. Against buildings apply an additional –2 modifier on the roll on the damage chart.

VEHICLE UPGRADES

Smoke launchers
Follow the rules given in the rulebook, in the Vehicles section.

Dozer blade

A vehicle with a dozer blade moving at combat speed or slower may re-roll dangerous terrain tests for moving through terrain.

Armoured crew (light/heavy)

Some vehicles' crewmen may well wear sturdy armour themselves which will help protect them from stray bullets and shrapnel, and therefore help them keep full control of their vehicle and its systems. A vehicle with armoured crew receives a bonus 'crew armour' saving throw against any Crew Shaken or Crew Stunned results.

Light crew armour gives a crew armour save of 6+, and heavy crew armour gives a crew save of 5+.

Note this is not a normal armour save, cover save or invulnerable save and cannot be discounted by the AP of the damage causing weapon or any other means. It is taken after the damage results have been rolled, and before any effects of damage are applied. If this saving throw is successful, the appropriate damage result is discounted and has no effect.

Extra armour

Some vehicles have additional armour plating or spaced armour for increased protection. This armour won't help make the vehicles armour tougher as such, but will help dissipate a the force of a weapons hit, leaving the crew inside less likely to be thrown around or disorientated by a hit on their vehicle. A vehicle with extra armour receives a bonus saving throw of 5+ against any Crew Shaken or Crew Stunned results.

If the vehicle also has armoured crew, then do not roll two separate saves. Instead, the extra armour increases the save given by the crews' armour by +2. (So a vehicle with light crew armour and extra armour receives a 4+ save, where as a vehicle with heavy crew and extra armour gets a 3+ save!).

Note this is not an armour save, cover save or invulnerable save and cannot be discounted by the AP of the damage causing weapon or any other means. It is taken after the damage results have been rolled, and before any effects of damage are applied. If this saving throw is successful, the appropriate damage result is discounted and has no effect.

Braced ordnance

Ordnance weapons are so large that they can only be mounted on vehicles, and they provide formidable artillery and devastating long range fire support to their forces. Some vehicles, however, are specifically designed and built for the purpose of frontline support tanks, so their superstructure is heavily reinforced to be better able to employ ordnance weaponry alongside other weapons fire.

A vehicle with braced ordnance may fire an ordnance weapon, assuming it would normally be able to do so, but this does not prevent it from firing any other weapons it would normally be allowed to in the same Shooting phase, as if it hadn't fired ordnance. See the vehicle effectiveness table for more details.

Pintle-mounted weapon

A pintle-mounted weapon effectively gives another weapon for the vehicle to use. Depending on the position on the tank, pintle-mounted weapons usually have a 360º arc of fire. They are affected by the usual rules for how many weapons a vehicle can fire and results on the damage chart like any other of the vehicles weapons.

Bolt-on weapon

Extra weapons attached to open-topped vehicles for transported troops to use, bolt-on weapons are fixed (so only have a 45º arc of fire) and must be fired by a transported model instead of using their own weaponry. If the passengers would not normally be allowed to fire (for example because the vehicle has moved too fast) then bolt-on weapons cannot be fired either. Bolt-on weapons are affected by vehicle damage results just like the vehicle's other weapons.

Searchlight

The vehicle is fitted with a powerful searchlight for finding and illuminating targets in darkness. If the night fighting rules are in effect, then the vehicle may re-roll the dice when determining the range at which it can see one of its chosen targets. If this re-roll is successful, the chosen target is illuminated by the searchlight. The controlling player can decide to make the re-roll before or after the normal rolls are made. If the vehicle is splitting its fire between two targets and they are both successfully seen without requiring the re-roll, then the controlling player may choose which unit is illuminated by the searchlight, or not to use it at all.

For the rest of the turn an illuminated unit may be targeted by any other friendly units as if the night fighting rules were not in effect. However, a vehicle that has used a searchlight will be easy to pick out by enemies – so until the start of its next turn the vehicle can also be targeted as if the night fighting rules were not in effect.

Hunter-killer missile

A hunter-killer (HK) missile is a one-shot self propelled missile launcher attached to the outer hull or turret of a vehicle, giving it another weapon to use. Especially designed for taking out enemy tanks and other armoured targets, most patterns of HK missile house a tiny cogitator engine and target tracker to lock on to their target when fired. HK missiles use the following profile:

Name	Maximum Range	Strength	Armour Piercing	Type	Special
Hunter-killer missile	60"	8	2	Heavy 1	Targeter, One shot

Electro-hull

Electro hulls channel some of the vehicle's power to a circuit laced throughout the vehicle's hull, or sometimes to a special micro-mesh layer that covers the vehicle's armour panels. If the vehicle has to move quickly the power is diverted away to charge the engines, lessening the electro-hull's power. The Assault Difficulty of such a vehicle is increased by +2 if it is stationary (giving it an AD of 2), and by +1 if moving at Slow or Combat Speed. If moving at Cruising Speed the electro-hull has no effect.

Hull spikes

The razor-chains and death spikes that some forces cover their vehicles with make assaults against their vehicles much more dangerous. This makes the vehicle much more difficult to assault; only the quickest or surest attacker will be able to land a telling strike against such a defended vehicle, especially if it is travelling at high speeds. The Assault Difficulty of such a vehicle is increased by +1 (including if it is stationary, giving it an AD of 1), up to a maximum of 10.

Ceramite plating

Rarely seen on frontline vehicles and battle-tanks, ceramite plating is much more resistant against heat damage and melta blasts. Ceramite plating is used by shuttles, transports and other craft for protection from atmospheric re-entry, but some particularly ancient designs, or important command vehicles may be fitted with such defence. Melta weapons and attacks with the anti-armour special rule do not roll the extra dice for armour penetration against a vehicle with ceramite plating. Roll 2D6 as normal.

ONLY THE INSANE HAVE STRENGTHS ENOUGH TO PROSPER.
ONLY THOSE WHO PROSPER CAN TRULY JUDGE WHAT IS SANE.