

Imperious Dominatus

Warfare in the Age of Horus

MK IV

Version 1.1

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Preface

It is nice to be surprised.

I am a half glass empty sort of person. I do not expect much and thus place expectations regarding most things low. That said, over 21 years ago I was very much surprised with the reception net epic received and, fast forward to the present day, count me as still very much surprised on its popularity and demand.

In January 2018 I had a yearning and desire to create another rule set. Once again, I had low expectations. I did not expect any help creating it, then David McDonald showed up and wowed me with creative ideas. We spent the next 6 months meeting almost daily to create the basic game and stats. Many thanks David, there is no Imperious Dominatus without you. You made me think outside the box a lot and look at things with a fresh perspective. The game exists thanks to your contributions.

The game required testing, and again my expectations were exceeded with whole groups willing to try the system. My humble thanks to Greg Knight, Trent Knight, Jon Bury, Stephen Baker, Gordon Bissell and “Epic Moustache” for taking the time to thoroughly test the game and provide excellent feedback to further improve it. Design is not really finished until tested under actual game conditions by players who are not involved in the design process. Your role has been vital and much appreciated.

I have often had the philosophy that just because an effort may be “amateurish” in the sense that it’s not a paid project, it doesn’t have to “look” amateurish. Play aids are a big deal in any game, as well as illustrations and the rulebook. I want to thank Craig Fenion on his excellent work on the army cards. It’s my belief that the game didn’t become “real” until these started to roll out. Thanks, Craig, for your awesome work! We await your further creations for play aids with great excitement!

The layout logistics are an often overlook thing in construction rulesets. Known how to make a table is not the same as knowing how to best optimize it. My thanks to Eric Smith who worked his “magic” to make the tables optimized and great looking!

In modern times, some sort of social media or internet presence is important to reach out to larger audiences so they can weigh in and test whatever is created. Once more, my expectations were low. When the Imperious Dominatus Facebook group launched, I thought that maybe 20 members would be all we would get. It never occurred to me that we would get about 100 in the first few days, let alone the over 300 member we have currently. If you are reading this, thank you! I appreciate your time and enthusiasm!

My Deepest thanks to you all for exceeding my expectations – and then some!

Definitions

For the sake of clarity, it is important to properly define some of the game's jargon.

- Formation. This is a general term that encompasses any group of models (or even one model). A formation is the basic structure to which most game effects apply. For example, every formation is assigned its own order. There are 4 types of formations within the rules:
 - Command Formation. Refers to the formation at the company level that contains its commander. Represented within a company card.
 - Line Formations. Refers to the formations that form part of a Company (may vary in number from 1 or more in a company). Represented within a company card.
 - Support Formations. Represents one or more formations that are usually added to the company formation for support. These are represented by support cards.
 - Transport Formation. Represent the pool of models that can transport the formation it is attached to
 - Special Formation. These represent model(s) with rare or specialized functions. They are normally represented by Special Cards
- Element. This term refers to a single model of any type.
- Detachment. This term is synonymous with the word "Formation" above.

Game Components

To play the game all you need is a copy of the rules, the corresponding army lists (you wish to use) a handful of d10's (for combat resolution) and miniatures or counters to represent your forces. All counters, army cards, special power cards and reference sheets will be provided as separate files for your use.

Object of the Game

Armies usually go to battle with goals in mind. To simulate these goals armies will compete within scenarios to achieve victory. There is a projected total of 6 scenario types (coupled with 6 deployment zone choices as well as secondary objective missions). Regardless of the battles backdrop (scenarios, deployment, objectives) ultimately, they are all translated into Victory Points (VP). The player with the most VP at the end of the scenario parameters is declared the winner of the battle.

- Claiming an Objective. The scenario played will dictate the nature and the fulfilling conditions for capturing or claiming an objective. In scenarios where control of objectives needs to be determined, the player has one of two options: measure from the center of the objective out to 6cms OR place the center of a 12cm template over the objective (Games like AT18, 40k or old

epic templates can serve for this purpose). If all elements belong to a single player, then that player claims the objective. If there are elements belonging to both players, it is contested and therefore cannot be claimed by either player. Note that elements with the fallback condition may not claim or contest objectives.

- **Claiming Victory Points.** The most direct method is by engaging and eliminating the enemy. Enemy formations will, in addition to their cost, have an associated VP. The opponent receives half the total amount of VP when the formation reaches its break point and the remainder (other half) once all formation elements are eliminated. Additionally, VP may be claimed via fulfilling scenario goals or secondary mission goals.

Army Building

All armies involved in a battle require some sort of organization. To simulate this the game uses Army Cards. An army card is a representation of a formation composed of models (elements). Each card has a graphical representation of what the formation contains as well as relevant stats to reduce time looking things up during the game. Army cards come in several different types:

Company Cards

LEGION TACTICAL COMPANY

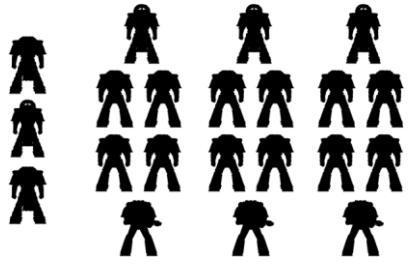
The Legion Tactical Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Tactical Stands and 1 Support Stand.



Command

Tactical Detachment

Tactical Detachment

Tactical Detachment




Point Value 650


LEGION TACTICAL COMPANY

Break Point 13: The Tactical Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Tactical or Support stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAC	Weapons	Range	AD	TSM	Notes
Centurion	10	4[8]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[8]+	2/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Tactical	10	5+	1/-1	Boltpgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

The Company Card is the basic building block in the game. You begin building your army by selecting one or more Company Cards.

The front face of each card depicts how many line formations the company is composed of and the composition of the command formation. Each silhouette represents a single model (or infantry stand).

The silhouette can also provide some information on the actual type of model that will be used within the formation. The front face depicts the cost of the company in points.



An infantry Icon represents one base of infantry of the appropriate type (infantry bases are usually 5 infantry models but can be any number agreed between players).



Any other icon other than infantry represents one model of the appropriate type shown.

The rear facing lists the company's break point value. This value represents how many casualties (elements lost in play) the company may suffer to be considered having reached its break point value. Once the break point value is reached, half of the total of Victory Points (VP) (also shown on the rear of the card) are awarded to the opponent. If the VPs are an odd number, round up the total, e.g. a Company worth 9 VPs awards 5VPs to the opponent when broken. The remainder of the VPs are awarded once all elements in the Company are eliminated. If the Company is eliminated in the same turn that it breaks, simply award all VPs to the opponent. The rear facing also includes the Morale value, pertinent stats of the elements in it and the total Victory Point (VP) value.

Support Cards

LEGION ASSAULT DETACHMENT

The Legion Assault Detachment consists of 1 Decurion stand, 4 Assault stands and 1 Support stand.

Point Value 150

LEGION ASSAULT DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Assault or the Assault Support Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Assault Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4(8)+	2/2	Combi-weapon	25	2	-1	[HQ], [MB], [V]
Assault	30	5+	2/2	CC Weapons	-	-	-	[MB]
Support	30	5+	1/1	Support Weapons	25	2	-2	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION BREACHER DETACHMENT

The Legion Breacher Detachment consists of 1 Decurion stand, 4 Breacher stands and 1 Support stand.

Point Value 200

LEGION BREACHER DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Breacher or the Support Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Breacher Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4(8)+	2/2	Combi-weapon	25	2	-1	[HQ], [MB], [V]
Breacher	10	4(8)+	1/1	Boltgun	25	2	0	
Breacher Support	10	5(8)+	1/1	Support Weapons	25	2	-2	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

Support Cards comprise of 1 or more support formations. You may add up to 5 supports cards to any one Company Card selected. Support cards cannot be fielded on their own in absence of a company card.

Like Company Cards, the frontal face depicts the silhouettes of the elements that compose the formation and the cost.

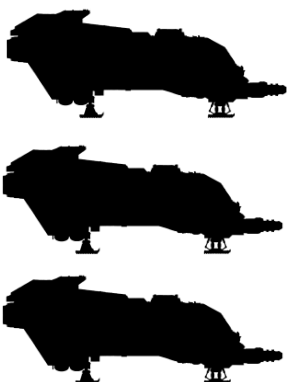
The Rear facing, shows break point, morale value, element stats and Victory Point (VP) value.

Special Cards

SPECIAL FORMATION

LEGION FIRE RAPTOR SQUADRON

The Legion Fire Raptor Squadron consists of 3 Fire Raptors.



Point Value 250

LEGION FIRE RAPTOR SQUADRON

Break Point 2: The Fire Raptor Squadron is broken when it has lost 2 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Moves	AV	CAF	Weapons	Range	AD	TDM	Notes
Fire Raptor	[F]	4+	2/-2	Tempest Rockets [Dmg+1]	30/60	1	-1	[DR2]
				Avenger Bolt Cannon	35	2	-1	
				Reaper Autocannon	35	2	-2	
				Air Defence	25	4	-1	

Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

Special Cards consist of 1 or more special formations. A single Special Card may be added to a Company card on a 1 to 1 basis.


The front facing contains the silhouette information and cost value. The Rear facing contains Break point, Morale value, element stats and Victory Point (VP) total.


Transport Cards

TRANSPORT POOL


LEGION RHINO ARMoured CARRIERS

ONE INFANTRY COMPANY
Eleven Legion Rhino Armoured Carriers





Point Value 400



LEGION RHINO ARMoured CARRIERS

Break Point +6: The Rhino Armoured Carriers add +6 to the break point of the formation it is added to.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rhino	30	5+	2/-2	Anti Personnel	25	2	-1	[TR2]

Victory Points +4

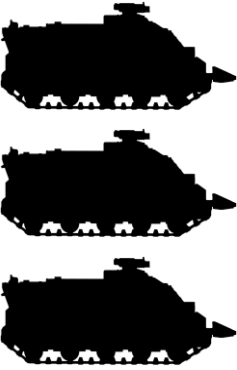
Your opponent gains +2 VP when attached formation is broken


There are two types of Transport Cards. One for Company cards (depicted above) and one for support cards (depicted below).

TRANSPORT POOL


LEGION RHINO ARMoured CARRIERS

ONE INFANTRY DETACHMENT
Three Legion Rhino Armoured Carriers





Point Value 100



LEGION RHINO ARMoured CARRIERS

Break Point +2: The Rhino Armoured Carriers add +2 to the break point of the formation it is added to.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rhino	30	5+	2/-2	Anti Personnel	25	2	-1	[TR2]

Victory Points +1

Your opponent gains +1 VP when attached formation is broken

Like all cards, the front facing contains silhouette and point value while the rear details morale and element stats.

The main difference with Transport Cards is the Victory Point (VP) value and Break Point value. They are expressed as an additive value “+” placed in front of the numerical value. This means it increases the break point and Victory Point (VP) value of the card they are attached to by the amount shown.

Using the images above, the break point of a tactical company card is 13. If you were to add the rhino transport card to that company its break point increases to 19 (13 from the company card +6 from the transport card) and the VP yield is now 7 VP (6 from the company card and 1 from the transport card).

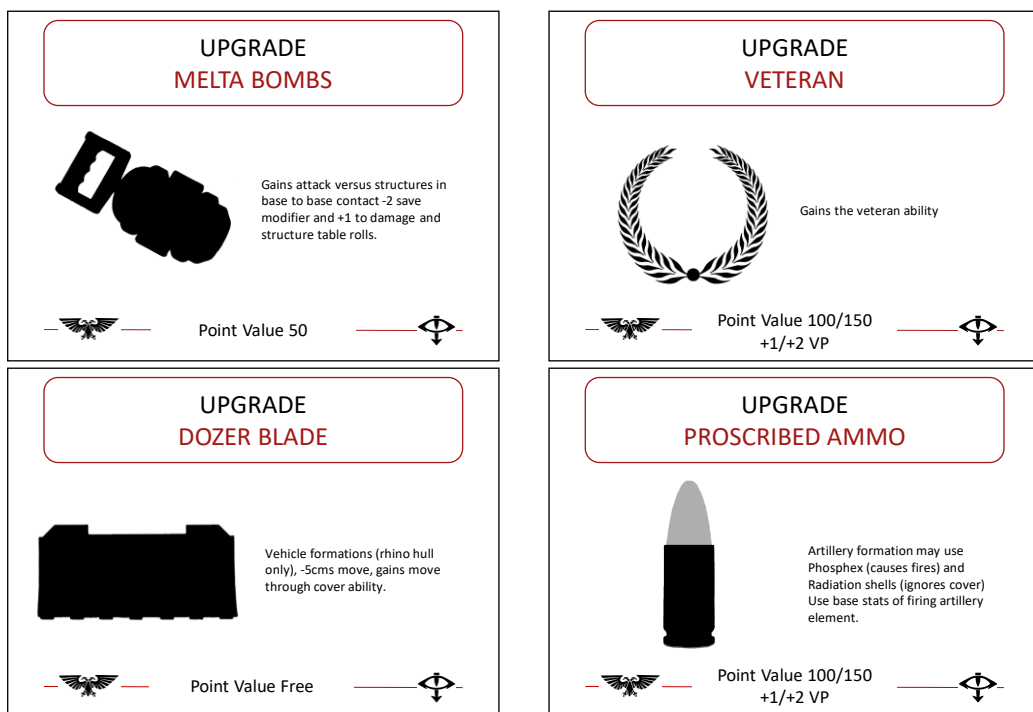
While part of the formations they are attached to, transport formations are given a separate order counters in a number equal to the amount of detachments in the formation they are attached to.

For example, a transport card attached to a company card can be given 4 order counters since that is the number of detachments a standard company card usually has. The amount of transport elements available (which will vary as models are removed) should be divided as equally as possible within the amount of orders available (in effect forming their own ad hoc formations).

Each card will state if its contents is for a company or detachment. Transport cards do not count against the 5-support card limit to attach to a company card, since they do not count as support cards.

Some factions may have modifications to the maximum number or cards it may acquire or attach of any type. Such differences will be stated in the abilities section of that faction.

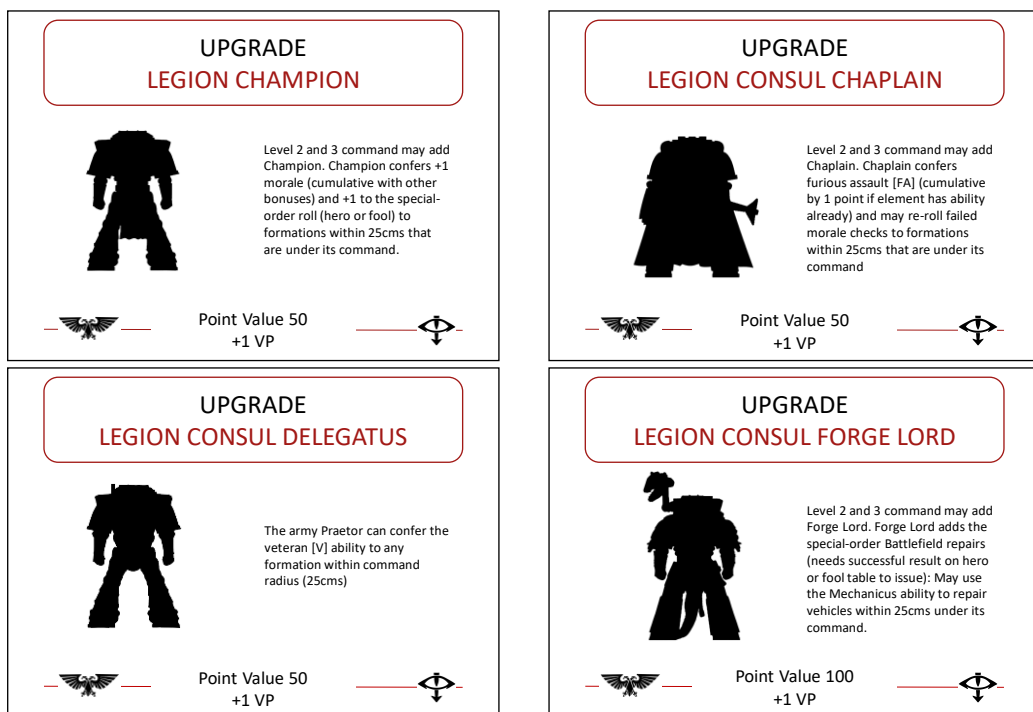
Upgrade cards



Upgrade cards represent special or additional abilities granted to company cards. They contain only a frontal face which depicts the boon granted. The ability applies to all elements within the company card. These cards may be applied to support cards, but the full cost still applies (making them less cost effective at the support card level).

The VP total is additive and adds to the VP total of the company card has been added to.

Only ONE upgrade card per formation (either a company card, support card or special card if applicable) can be added. The Upgrade ability applies to all elements unless otherwise noted. In the case of a company card, up to FOUR upgrade cards can be added since a company card usually has 4 formations in it (one command formation and 3 standard formations)



Some Upgrade cards may apply to the command section and its elements only (as depicted above). In this instance the upgrade card has two costs and VP listed, one is for standard sized formations and the second one after the slash is for Grand formations.


Upgrade cards, like transport cards do not count towards the maximum amount of support or special cards allotted to a company card.


Titan Cards

SPECIAL CARD

WARLORD TITAN

The Warlord Titan consists of 1 Warlord Titan.





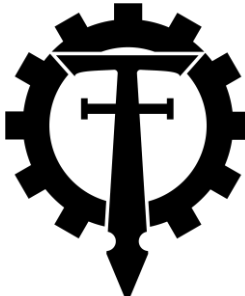
Point Value 1200

WARLORD TITAN

Break Point -: The Warlord Titan is broken when it is destroyed.

Morale Value -: Titans do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Power Value	DR	Shields	Weapons Load	Cost
Mars Alpha Pattern Warlord	15	1+	16/5	28	12	6	4	1200 12VP



Victory Points 12

Your opponent gains - 12VP per Engine destroyed

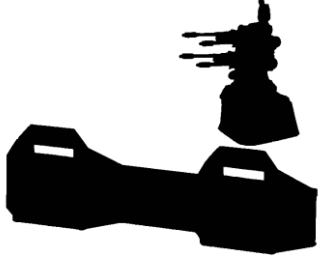
A titan Card is a variant special card. In most cases it will be limited to the special card restriction of 1 per company card. Some factions however may use these cards as actual company cards. Note that unlike most cards the point's value and VP yields vary depending on the model type the players wish to use and their relative values are listed on the rear facing.

Fortification Cards

FORTIFICATION

AEGIS DEFENSE LINE

ONE AEGIS DEFENSE LINE (30CMS)



Structure	AV	DR	Description
Aegis Defense Line	2+	6	30cms of Aegis Defense Line, grants invulnerable (6)+ to defenders, Select one Option Below as weapons emplacement: Option: Icarus Iascannons, 100cm range, 1 attack die, -3 save modifier, AA Option: Quad Gun, 50cms, 4 attack dice, -2 save modifier, AA, Twin linked


Point Value 250

3 VP when destroyed

FORTIFICATION

BASTION

ONE BASTION



Structure	AV	DR	Description
Bastion	1+	9	1 Bastion, invulnerable (4)+ to defenders Select one weapons option Below: Heavy Bolters, 3 attack dice, antipersonnel Icarus Iascannon, 100cms, 1 attack die, -3 save modifier, AA Quad gun, 50cms, 4 attack dice, -2 save modifier, AA, twin linked

Point Value 200

2 VP when destroyed

These can be considered a variant of transport cards. One fortification card per company card can be fielded if scenario permits.

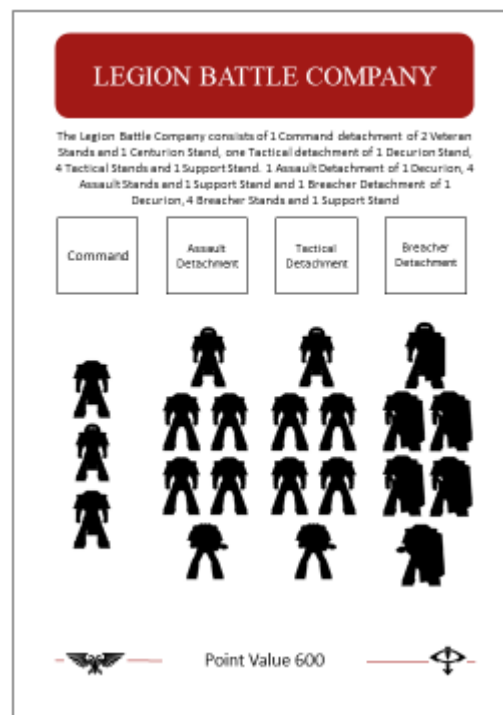
Each card list type, number, and stats for the fortification in question.

How to Build an Army

Building an army using army cards is a quick and easy process. Follow these steps:

- Agree on a point total for the game with your opponent. This will represent the maximum amount of points you can spend for the game being played.
- Start by selecting Company Cards from your selected faction to build your army around. Company Cards are mandatory, and all force must contain a least one.

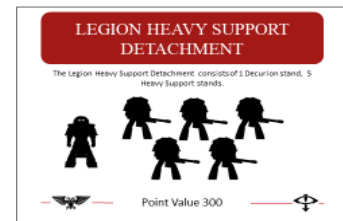
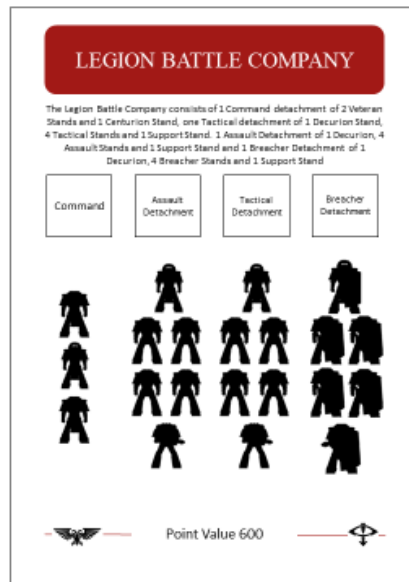
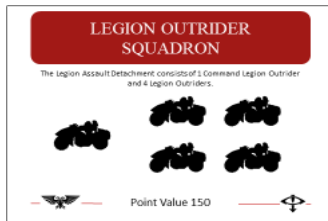
Player selects a Legion Battle Company card as the first building block of their army.



Player has spent 600 points

- Each Company Card permits you to add up to 5 support cards and 1 Special Card. Note that adding support cards and special cards is optional, meaning you are not required to buy any at all if you do not wish to.

Player adds chosen support cards (Up to 5 max)

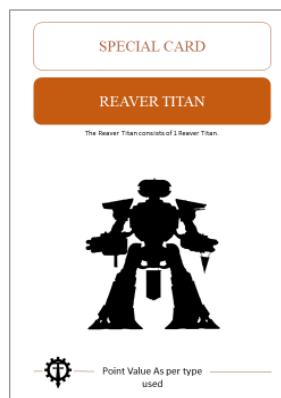


The Player has spent 1600 points

In this case the player has chosen the maximum 5 support cards to attach to the company card. However, the player could have chosen less than 5 (4, 3, 2, 1) or even no support cards. The decision lies with the player and the points available for the game.

- Each Company Card permits the player to select up to 1 special card. Like Support cards, Special cards are optional.
-

Player adds their chosen special card.






Player adds chosen special card to previously selected cards

SPECIAL CARD

REAPER TITAN


The Reaper Titan consists of 1 Reaper Titan.





 Point Value As per type used 

LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE (1)

The Deredeo Heavy Support Dreadnought Talon consists of 1 Command Deredeo Dreadnought (Type 1) and 2 Deredeo Dreadnought (Type 1).



 Point Value 200 

LEGION BATTLE COMPANY


The Legion Battle Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand, one Tactical detachment of 1 Decurion Stand, 4 Tactical Stands and 1 Support Stand, 1 Assault Detachment of 1 Decurion, 4 Assault Stands and 1 Support Stand and 1 Breacher Detachment of 1 Decurion, 4 Breacher Stands and 1 Support Stand.



Command

Assault Detachment

Tactical Detachment


Breacher Detachment





 Point Value 600 

LEGION HEAVY SUPPORT DETACHMENT


The Legion Heavy Support Detachment consists of 1 Decurion Stand, 5 Heavy Support Stands.





 Point Value 300 

LEGION OUTRIDER SQUADRON


The Legion Assault Detachment consists of 1 Command Legion Outrider and 4 Legion Outriders.





 Point Value 150 

LEGION PREDATOR ANNIHILATOR SQUADRON


The Deimos Predator Annihilator tank 1 Command Deimos Predator Annihilator tank and 2 Deimos Predator Annihilator tanks.





 Point Value 200 

LEGION WHIRLWIND SCORPIUS BATTERY

The Legion Whirlwind Scorpion Battery consists of 1 Command Whirlwind Scorpion and 2 Whirlwind Scorpions.



 Point Value 150 

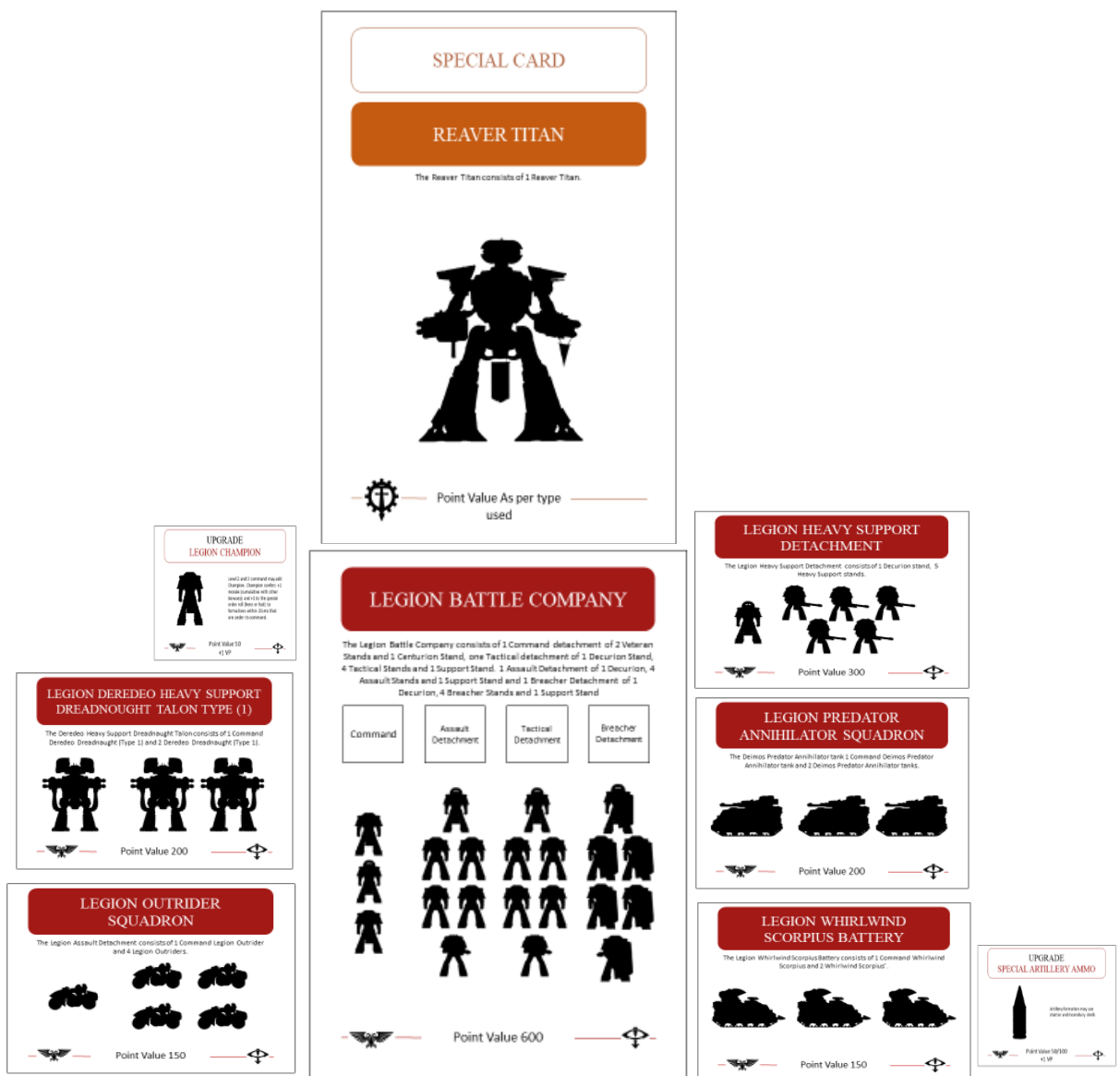
Player has spent 2200 points (player selected Mars Pattern Reaper for 600 points)

- Player may now add Upgrades. Upgrade cards, like support and special cards are optional.

Player selects Upgrade Cards

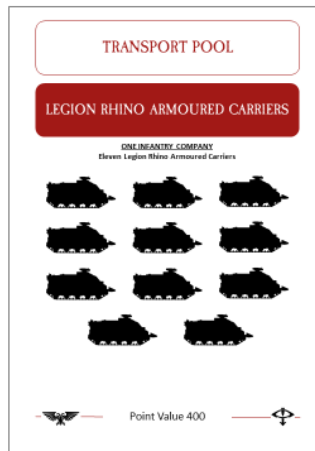


Player adds Upgrade cards to ONE previously selected Card.

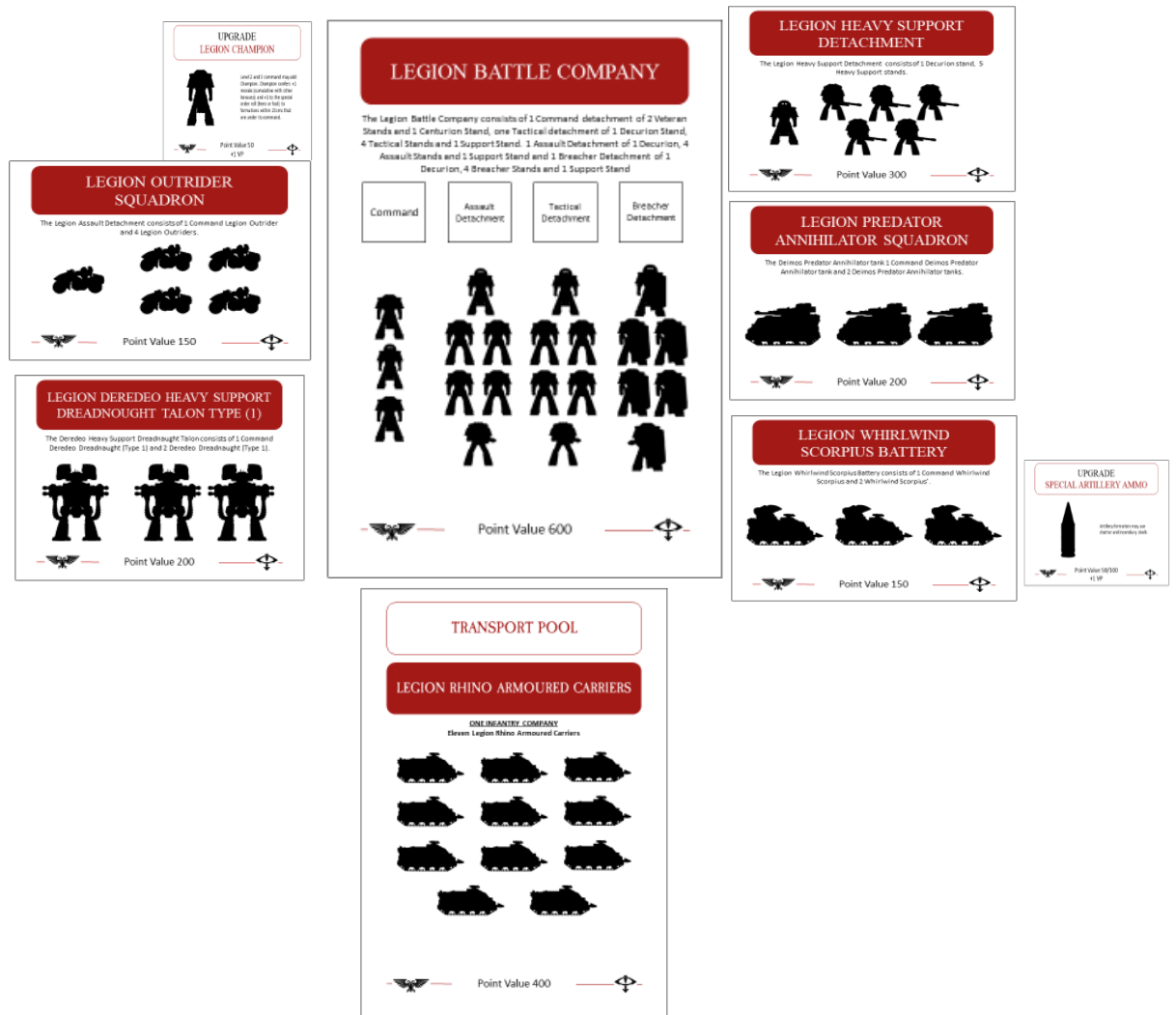


Player has now spent 2300 points

The player decides to add some transport cards



This card is at the company level, so he attaches this to the company card



Player has now spent 2700 points

- The player repeats the previous steps until all points allotted for the game to be played are used.

In our examples, supposing a 3000-point limit for the battle (standard game size), the player has 300 points left to purchase more formations. However, since the example uses the maximum allotted slots of support cards (5) and special cards (1), our example player would need to purchase a company card with his remaining 300 points before more support cards or special cards. The player could also remove support cards from the example to gain more points or shift them to a newly purchased company card if the 5-support card maximum is maintained (same applies to special cards with its 1 card limit).

How to Read a Statline

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion [1]	15[J]	4[8]+	2/-2	Combi-weapon	25	2	-1	HQ1, [MB], [V]

All elements in the game have a series of characteristics that define their behavior and use in a game. Those characteristics are:

- **Type:** The elements name. The number in brackets next to the elements name is its pinning class. Sometimes the pinning class will be placed at the element types heading (for example cavalry [2]), instead of by the elements name if all the elements in that section are the same pinning class. See section on pinning.
- **Movement (Move).** The base amount of ground in centimeters an element can cover when activated during a turn. It can be modified by orders, abilities, or other game circumstances. A movement type can be added in brackets to denote a special type of movement. ([J] Means jump packs in the example).
- **AV. Armor value.** This is the value the element uses for armor save rolls. The lower the value the easier it is to save. This represents the base armor value which can be modified by the weapons wielded by the opponents in battle. An additional value in brackets denotes an invulnerable save if present and its value.
- **CAF.** Close Assault Factor. This represents the ability of the element in close combat. CAF contains two values. The first value is the base number of close combat dice the element has to contribute to close combat. The second value is the save modifier (TSM) for armor saves on hits inflicted to opposing elements in close combat.
- **Weapons.** Lists all the weapons available to the element for purposes of ranged fire (predominately). The presence of close combat weapon can be listed but their contribution is under the CAF heading. If a weapon has a trait, it will be noted next to its name in parenthesis or in brackets with its notation.
- **Ranges (Short and Long).** Indicates the range bands for each weapon the element has expressed in centimeters. A single number means it has no long-range bracket. A weapon with both short- and long-range brackets is expressed as a/b, where “a” would be the maximum short-range distance and “b” the maximum long-range distance.
- **AD. Attack Dice.** The number of d10’s a specific weapon or attack has to roll to determine the amount of hits inflicted on opposing elements for ranged combat.
- **TSM.** To Save Modifiers. Each ranged weapon or attack has a modifier that applies to the opponent’s armor saving throw. This value is applied as a minus to the opponent’s armor save roll.
- **Notes.** This section lists most of the element’s special abilities and additional attributes.
- Please see Glossary below for list of standardized notations.

Game Setup

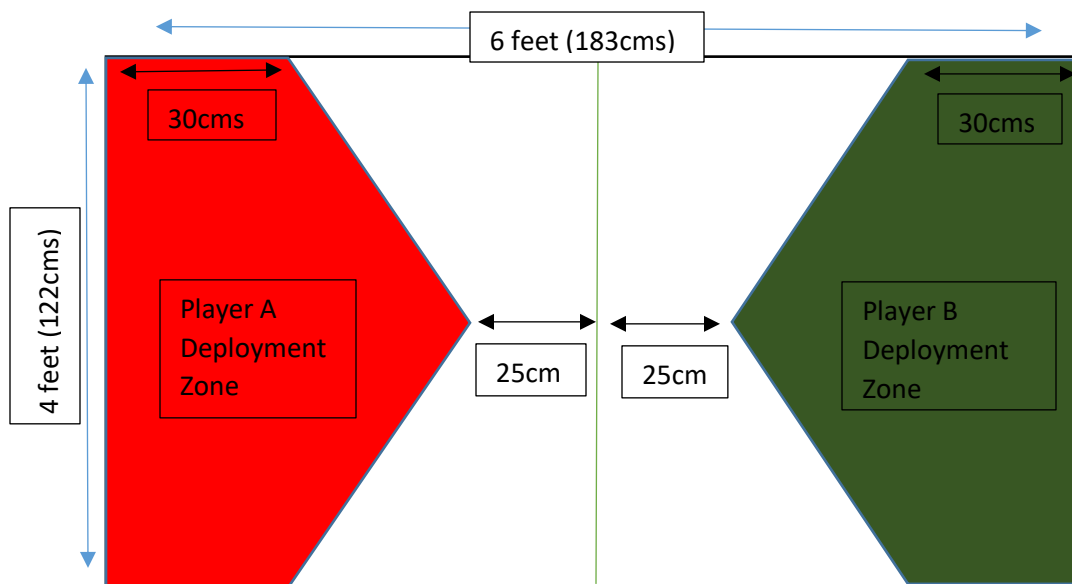
Once Players have constructed the force they wish to field, then they need to determine where those formations are deployed and what they will be fighting for needs to be determined. Follow this sequence for setting up the game:

- Place available terrain on tabletop
- Select a deployment layout.
- Select a game scenario.
- Place Primary Objectives according to scenario selected.
- Roll a d10 against your opponent. Highest roller selects which deployment zone to deploy in.
- Place one formation/detachment, starting with the player that won the previous roll, until all formations are placed.
- Once all formations are placed determine battlefield conditions and begin the game turn sequence.

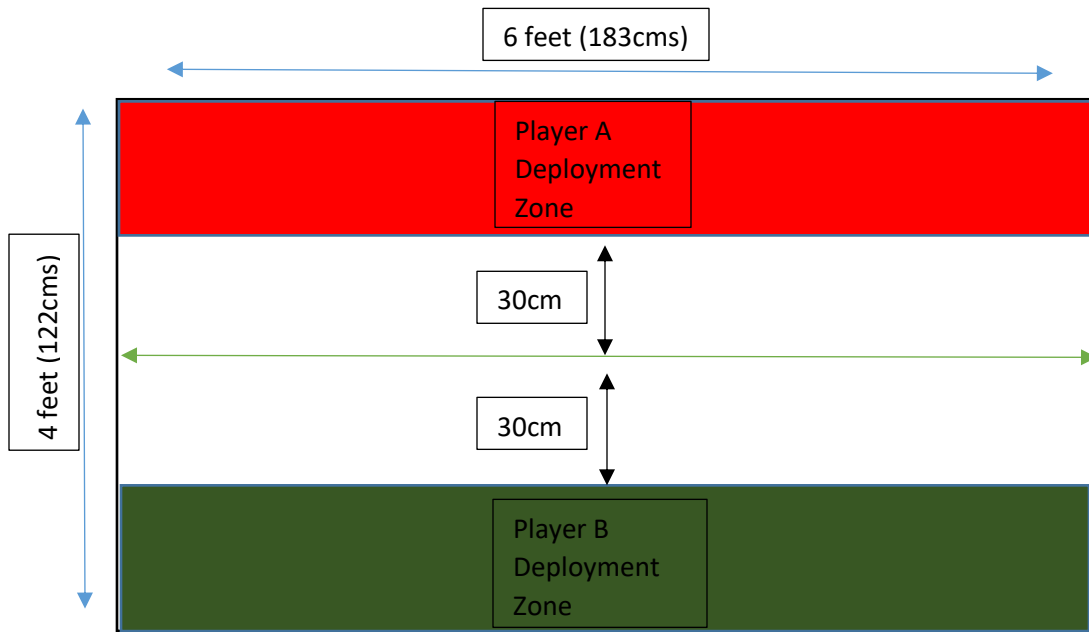
Deployment

There are 6 deployment zone layouts to choose from. The Image layout will determine where each player will deploy their forces. If players cannot agree on a deployment layout, roll a d6 to determine which layout will be used for the game. The layouts assume a 6' x 4' playing surface. Smaller areas will change the measurements given accordingly.

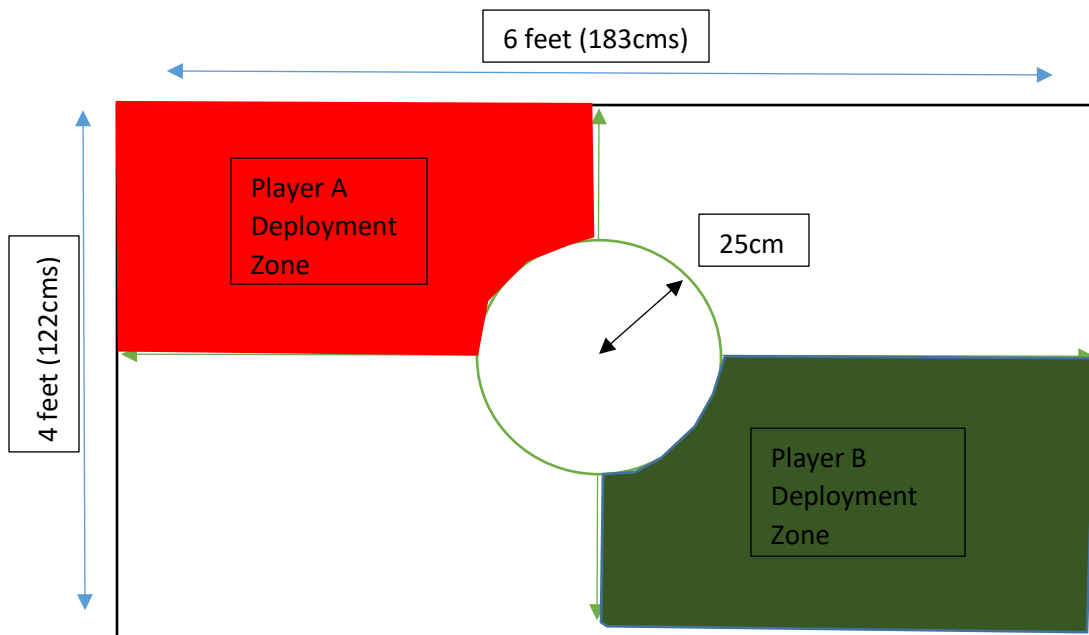
1. Spearhead Assault



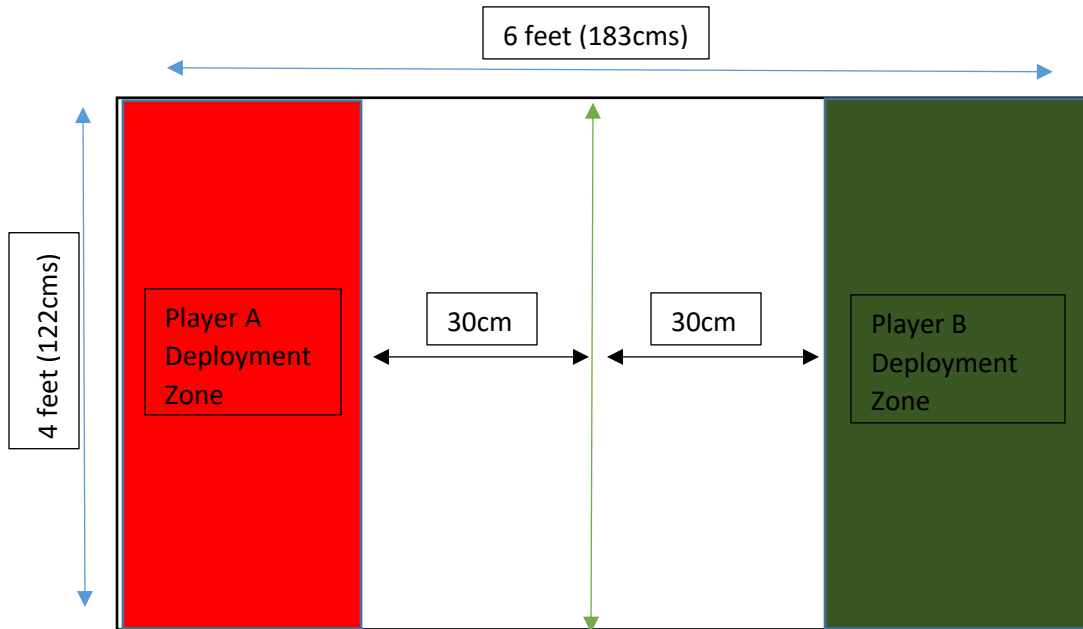
2. Dawn of War



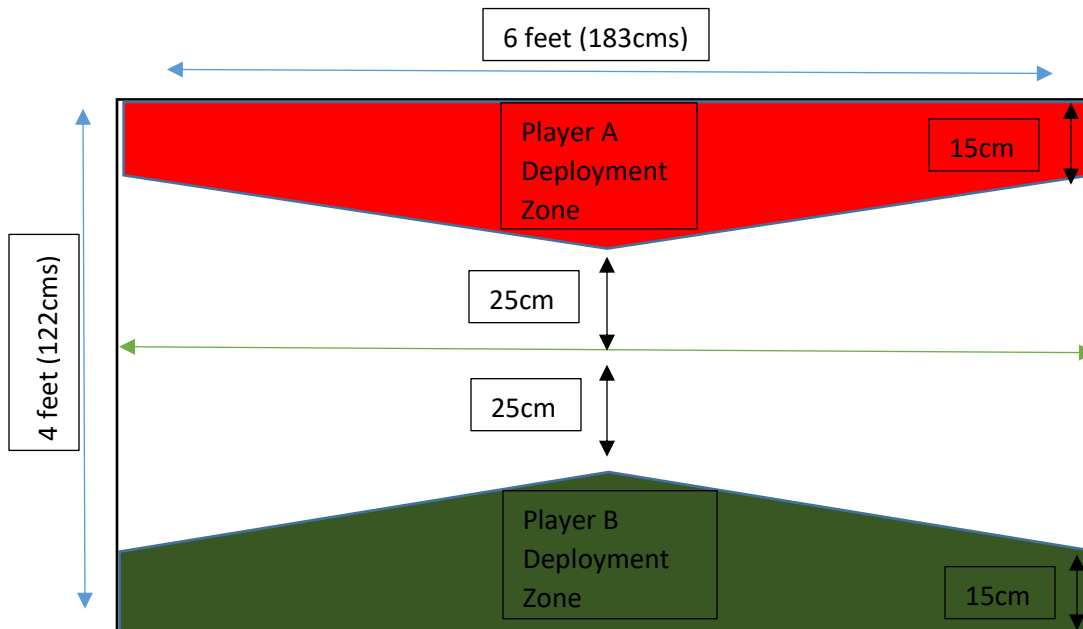
3. Search and Destroy



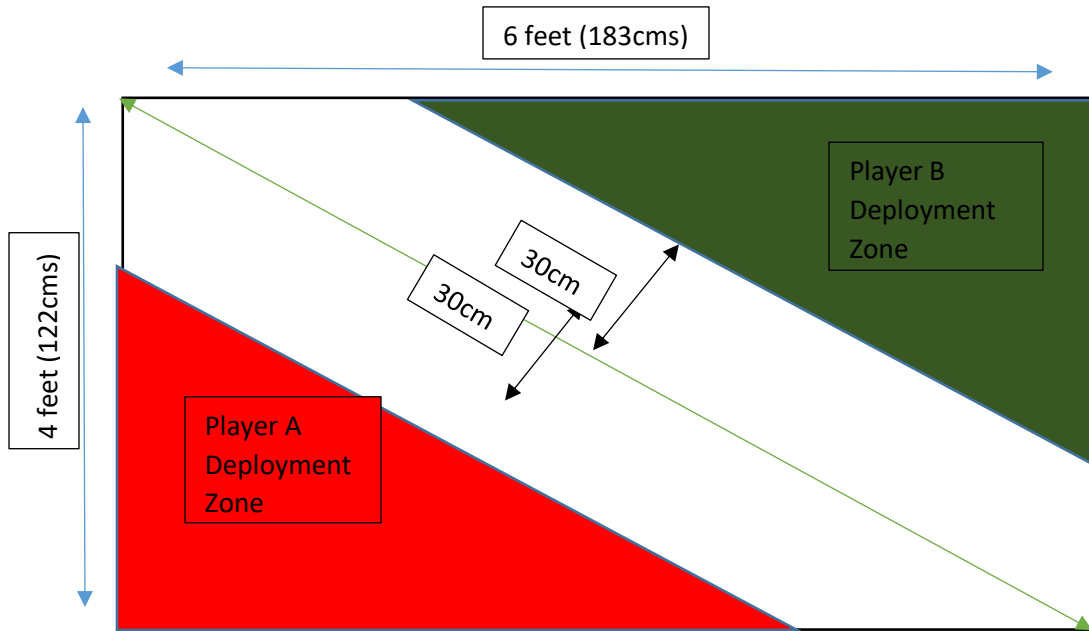
4. Hammer and Anvil



5. Front-Line Assault



6. Vanguard Strike



Deployment of forces occurs within the colored shaded areas.

Scenarios

Each Scenario depicts a particular battlefield mission players can fight. Each Scenario defines the following parameters:

- Game length. A game standard game lasts 6 turns. If neither has met the scenario's victory conditions, the game may extend additional turns. Roll a D10; if the number is equal to or greater than the current turn number, it continues for another turn. Continue doing so until victory conditions are achieved, or the roll is failed. If the roll indicates the game ends, the game may end in a draw or a marginal victory for one side depending on the scenarios victory conditions.
- Scenario Goals. Defines the conditions to achieve victory for the scenario. Game ends when at the end of a game turn a player has fulfilled the scenario goals.
- Reserve Limits. Indicates the percentage of your total force in points you can keep in reserve at the game's start.
- Objectives. Indicates where they may be placed and VP yield.

Objectives

Objectives are what the combatants will fight over during a battle. They are divided into Primary and Secondary types.

- Primary Objectives represent the main objectives the players will battle for. They can be represented by anything the players have available, such as counters, terrain pieces etc. Scenarios will indicate how and where these primary objectives are placed. Primary Objectives

are not static in number and depend on the size of the game played. A minimum of 2 objectives are used for any scenario, with one additional objective per 1000 points above 3000 points played up to a maximum of 8 primary objectives (for example a 6000-point battle would have 5 objectives. $2 + 1$ per 1000 points above 3000 (3) for a total of 5).

- Secondary Objectives. These represent additional objectives the players may pursue to gain additional VP. They are not necessarily tied to primary objectives.
- Objective Control. To determine control of a Primary Objective, either measure from the objective out to 6cms or place a 12cm template, the center of which should be directly over the objective. Only elements underneath the template contest that objective. If solely elements belonging to one player are within 6cms or underneath the 12cm template, that player claims the objective. Note that if formations with the fallback condition are ignored completely for the purposes of objective control. Once an objective has been claimed, it is held by that player until such a time as enemy formations move in to claim or contest the objective. This allows players to capture objectives and potentially move forward without having to leave elements behind to hold the objective

Scenario Types

1. No Mercy

The (Battle's) mission is simple, seek out the enemy and kill as many as you can!

- Game Length: 6 turns
- Scenario Goal. Reach 50% of the amount of total VP according to points played. For example, if a 3000-point game is played that translates to 30VP (1VP per 100 points). The threshold is met when one player reaches 15VP (50%). A Player that reaches this threshold at a turn end wins. If both players reach this threshold in the same turn it is a draw.
- Reserve Limit. Up to 25% of the army total in points can be held in reserve.
- Primary Objectives. All objectives are placed in the "no man's land" between deployment zones. No Primary Objectives should be placed within 25cms of another. Alternate with opponent in placing objectives, starting with the player that won the roll to pick a deployment zone. Primary Objective yield 3VP per turn to a controlling player.
- Secondary Objective: Supremacy – if a player controls half or more the total available primary objectives at a game turns end that player gains a bonus 5VP. In case of a tie, neither player gains the bonus.
- Secondary Objective: Domination – if at the end of any game turn a single player controls all primary objectives, the game ends and that player is declared the victor.
- Secondary Objective: Annihilation – A player gains a bonus +1 VP for eliminating all elements in a support card, +3 VP for a company card. This is in addition to the standard VP yield of the card itself.

2. Secure and Control

Each player attempts to capture the opponent's primary objective while defending their own.

- Game Length: 6 turns
- Scenario Goal. Capture the opponent's primary objectives while defending your own. The player with the most VP's by the game's end wins.
- Reserve Limit. Up to 10% of the army total in points can be held in reserve.
- Primary Objectives. Each player takes half of the available primary objectives and places them within their deployment zone. Primary objectives cannot be placed within 25cms of other primary objectives or any table edge. A player gains no VP for holding his own primary objectives. A player gains 5VP for capturing an opponent's primary objective and 3VP for every turn thereafter that the player still controls it. In case the total amount of primary objectives is an odd number, place the extra objective in the no man's land between player deployment zones. The primary objective in No Man's Land only yields 3VP per turn if it is controlled (no 5VP bonus for capturing it).
- Secondary Objective: Advance – For each formation within 25cms of a controlled opponent's primary objective earns a 2VP bonus per turn if the formation is unbroken and doesn't have the fallback condition. The bonus is reduced to 1VP if the formation has reached its break point.
- Secondary Objective: Domination – if at the end of any game turn a single player controls all primary objectives, the game ends and that player is declared the victor.

3. Tactical Escalation

What started as a minor skirmish has escalated into a major battle!

- Game Length: 6 turns
- Scenario Goal. Invade your opponent's deployment zone with as many formations as possible, while preventing your opponent from doing the same. Player with Most VP's at the end of the game is the victor.
- Reserve Limit. At least 50% of the players force MUST be held in reserve.
- Primary Objectives. Each player takes half the available objectives and places them within their own deployment zones at least 25cms apart from one another. Players receive 5VP per turn if they capture an opponent's primary objective, 2VP per turn for holding their own primary objective. If there is an odd number of primary objectives, place the extra one in no man's land between deployment zones. This objective(s) grants a flat 3VP for capturing it.
- Secondary Objective. Advance and Hold – Players receive a bonus of 2VP for every unbroken support or special formation in the opponent's deployment zone and 5VP for every unbroken company (all elements) within the opponent's deployment zone. Broken formations receive 1 and 3 VP's respectively. Formations with the fallback condition do not obtain this VP bonus.
- Secondary Objective. Blood and Guts – Players receive a bonus of 2VP for eliminating (all elements from formation are removed from play) support or special formations in close combat (the last element needs to be removed via close combat to qualify for the bonus). 5VP for Company formations

- Secondary Objective. Area Denial – Players receive a bonus 5VP for every turn beyond game turn 2 (turn 3 or later) no opposing formations are in their own deployment zones.

4. Cloak and Shadows

Under cover of darkness critical objectives are sought, but is it the real goal or a ruse?

- Game Length: 6 turns
- Reserve. No reserve formations
- Game Conditions: Nighttime. Entire battle occurs in nighttime conditions (see battlefield conditions below)
- Scenario Goal. Seek out and find the enemy's true objectives and exploit them before your opponent does the same to you. Most VP's by game's end is the victor.
- Primary Objectives. Each player receives half of the available objectives. In addition, each player receives an equal number of "decoy" counters. All counters are placed face down within the player's deployment zone at least 25cms away from each other. In case of an odd number of objectives, place that objective in No Man's Land between player deployment zones. For a primary objective counter to be revealed a formation needs to be within "claiming distance" of the primary objective. Use the 12cm template to determine this or measure out to 6cms from the objectives position. If at least half the elements of the formation are under the template or within 6cms, then the counter is revealed. Note that the process of revealing an objective only requires to be within "claiming distance" (be within the 12cm template or 6cms from the objective), this is not the same as controlling the objective, and therefore the presence of opposing elements underneath the template is ignored for this purpose. If it is a true objective and the opponent has captured it, the player receives a random perk to assign to any formation in the battle force (if applicable). Roll on the following table to determine what the perk is.

Hidden Objective Perk	
Roll	Result
1-2	Enemy Holotapes captured. May automatically win initiative for one game turn. (if both players have this, then roll normally)
3-4	Special Ammo Dump. Formation gains bonus -1 to save modifier on weapons
5-6	Assault weapons cache. Formation gains +1 bonus to CAF to-hit roll
7-8	Ceramite plating: Formation gains +1 to armor save
9-10	Proscribed weaponry. Formation gains one phosphex or radiation attack.

Perks are lost if the primary objective is recaptured by the owning player (who never benefits from holding his own primary objectives). They may be regained if recaptured by the opponent.

- Secondary Objective. Mission Critical – For each true objective discovered the player receives a bonus of 2VP.
- Secondary Objective. No prisoners – Opposing formations eliminated (all elements removed from play) grant a bonus of 3VP for support and special formations and 5VP for Company formations.

5. Deadlock

A small but fleeting opportunity to break a long deadlock has arisen, can you seize the opportunity?

- Game Length: 6 turns
- Reserves. Up to 25% of the total army points played.
- Scenario goals. Control as many objectives in no man's land as possible by the game's end. Most VP's by games end is the victor.
- Primary Objectives. All objectives are placed in no man's land between deployment zones. Each objective must be at least 25cms from another primary objective. Objectives yield no VP until the game's end where each objective still controlled earns the player 10VP. However, controlling primary objectives in game turns prior to the game's end earn the players bonuses according to the number they control. Refer to the following table for the effect.

Major Objectives Boon	
Number of objectives controlled	Effect
1-2	+1 to morale
3-4	+1 to-hit roll CAF, +1 morale
5-6	+1 to-hit roll CAF, +1 morale, +1 to armor save
7-8	+1 to-hit roll CAF, +1 to morale, +1 to armor save, bonus -11 save modifier on weapons

- Secondary Objective. Supremacy – Any player with more controlled primary objectives than his opponent at the end of a game turn gains a bonus of 5VP.
- Secondary Objective. Domination – Any player who controls all primary objectives at the end of a game turn is declared the victor.

6. The Artifact

Vital Technological caches have been located. Recover at all costs!

- Game Length: 6 turns
- Reserve Limit. Up to 10% of the total army points value.
- Scenario Goals. Carry as many artefacts off the table as possible. Player with most VP's is the victor
- Primary Objectives. Place all primary objectives in the no man's land between player deployment zones. Each objective is placed at least 25cms from each other. Capturing primary objectives grant no VP's, however they do grant the player the ability to find and attempt to carry off the battlefield an artifact from the captured primary objective. At the end of each turn, roll a d10 for each controlled objective. On a roll of 4+ the primary objective yields an artifact which may be carried off next turn. Artifacts must be carried a table edge within the player's deployment zone. Each artifact successfully carried of earns 10VP. Only vehicles with a transport ability or elements on foot can

transport an artifact. An element that is the designated carrier of the artifact should be identified (via a counter or other method). In the event the formation carrying the artifact is destroyed, place a counter to indicate where that formation stood. Any player may recover that artifact if it is controlled as if a primary objective (use 12cm template or within 6cms).

The player with the most artifacts retrieved receives a bonus 10VP at the game's end.

- Secondary Objective. No prisoners - Opposing formations eliminated (all elements removed from play) grant a bonus of 3VP for support and special formations and 5VP for Company formations.
- Secondary Objective. Blood and Guts – Players receive a bonus of 2VP for eliminating (all elements from formation are removed from play) support or special formations in close combat (the last element needs to be removed via close combat to qualify for the bonus). 5VP for Company formations

Siege Scenarios

These represent special scenarios and are not played with the 6 standard scenarios. It may only be used with the consent of both players. Select a deployment map as usual. One player defends while the other is considered the attacker. The attacker receives 3 times the point allowance of the defender. However, the defender may purchase fortifications to bolster defense.

- Game Length: 6 turns
- Reserve Limits. None. Deep Strike [T] ability cannot be within the opponent's deployment zone.
- Attacker gains initiative automatically on turn one.
- Scenario Goals. The Defender needs to hold on to primary objectives while the attacker must attempt to take them. Highest VP at game's end is the victor.
- Primary Objectives. Defender places all primary objectives within the deployment zone. At least 25cms should separate the primary objectives from each other. Defender receives no VP for holding primary objectives. Attacker receives 15VP for each primary objective controlled. If defender holds all primary objectives by game's end the defender is the victor. Any turn where all primary objectives are controlled by the attacker ends the game ends with the attacker declared the victor.
- Secondary Objectives. Hold the line – The defender gains double the amount of VP for breaking and eliminating attacking formations.
- Secondary Objectives. No Prisoners – Opposing formations eliminated (all elements removed from play) grant a bonus of 3VP for support and special formations and 5VP for Company formations (attacker only).

Battlefield Conditions

Once the deployment of formations is complete, conditions for the battle should be determined. Since time is abstracted, a game turn may last anything from a few hours to many. The default condition for all battles is “daytime”. However, there is a chance that the battle may be at night or during the battle day may turn into night. Note that the term “nighttime” may encompass other atmospheric conditions like storms, fog, snow, or others that produce similar hindrances. Described them in play as suits the narrative. “Day/night” cycle is determined as follows:

- At games start roll a d10. On a roll of 8+ the game starts in nighttime conditions. Otherwise it starts with daytime conditions.
- Each successive turn rolls a d10. On a roll of 8+ the conditions shift to its opposite. (Day to night or vice versa).

“Nighttime” conditions impose the following:

- All weapons may fire within their short-range band only.
- Artillery fire effectiveness rolls are made with -1 penalty.
- Elements with the stealth ability receive a 15cm bonus to their stealth radius.
- No Overwatch fire is permitted.
- Recon rage for spotting reduced to 15cms.
- Formations with the infiltrate ability gain +10cm to their infiltrate move.

Gameplay

This section explains how the game is played and all game mechanics will be covered.

Turn Sequence

The game's sequence of play is as follows:

- Order Phase. Players assign one order counter to each formation/detachment within their army.
 - Roll for initiative
- Movement Phase. Players move eligible formations in alternating fashion according to initiative. It is divided into 3 segments in the following order:
 - Compulsory movement segment
 - Ground movement segment
 - Flier movement segment
 - Suppression Removal. After all movement has occurred.
- Combat Phase. Players' alternate firing resolution and close combat, this depending on what their formations' orders are. The Combat phase has 4 segments in the following order:
 - First Fire shooting segment
 - Close Combat segment
 - Advance Fire shooting segment
 - Charge Fire shooting segment
- End Phase. Players determine scenario goals and VP, repair, etc.

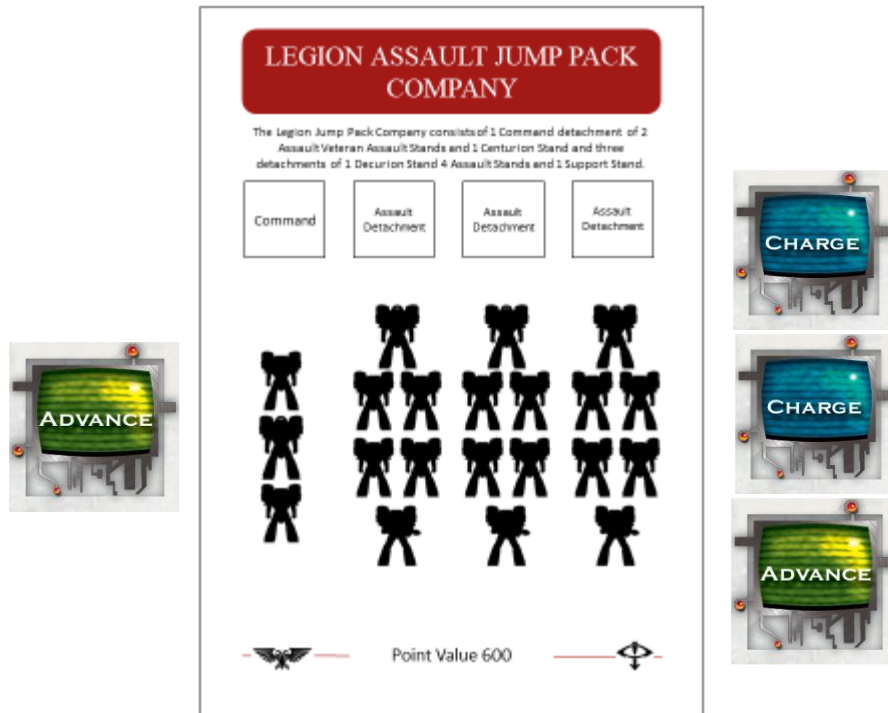
We will now cover in greater detail the turn sequence and related game mechanics.

Orders Phase

- Player will place one order counter of their choice face down to each formation in their army.
- Army cards illustrate how many formations it is composed of. It can be used as a reference to remember how many orders to issue.



This support card contains one formation/detachment. Therefore, you assign one order counter to it.



A company card has 4 formations/detachments. It has 3-line detachments and one command section. Therefore, the player should assign 4 order counters: one for each formation/detachment on this card.

You can give each formation on the same card different orders.

- Integrated Transport pools may form part of the same formation they are attached to, but they can be given orders as separate formations.



Even though transport pool cards add to an existing formation, they receive their own orders as well.

- Once orders are placed facedown beside all formations, the effects removal segment can begin.
- Orders are revealed only when the formation is activated in the movement phase (or if Overwatch fire occurs). This creates a fog of war effect that keeps the opponent guessing what the unrevealed formation's orders are.
- There are three Orders that can be issued: First Fire orders, Advance Orders and Charge Orders. Their definitions are listed below.

First Fire



Formations on this order sacrifice mobility for the ability to fire earlier in the combat phase (First fire segment of the combat phase). Elements may not embark or disembark from transports nor fire from transports on this order. Elements on first fire orders may not move but may turn in place 45 degrees (this occurs after all other movement in the movement phase is completed in alternating fashion). Formations on first fire orders may not initiate close combat but defend normally.

First fire orders confer these additional options:

- **Overwatch Fire.** It represents reactionary fire that replaces the formation standard fire. It occurs during the movement phase when the opponent is moving a formation. The opposing formation movement is momentarily halted at a point determined by the overwatch player. The overwatch player resolves all ranged fire attacks against the selected target formation (See combat section for ranged fire resolution). If the target formation suffers any casualties (losses elements/model, even one), that formation must make an immediate morale check. If the morale check is failed the formation ends its movement and cannot progress any further that movement phase and is also suppressed. In the case the morale check is passed, or no casualties are inflicted on the target formation the player of the target formation may continue its movement unhindered. Standard suppression rules do not apply to overwatch fire due to its reactionary, hurried nature. Once a formation resolves overwatch fire, its turn is ended and may not fire in the first fire phase later. Artillery and Flier elements cannot overwatch fire. Overwatch fire against a target formation containing elements that have the fear ability, receive a -1 penalty to hit (-2 if it contains elements with the terror ability).
- **Hold Fire.** A formation on first fire orders may opt to delay its fire until the advance fire segment of the combat phase.
- **Pop-up attack.** All skimmer elements may make a special attack while on first fire orders as part of their shooting attack. The skimmer may move vertically above the obstructing terrain piece to gain line of sight (LOS) to targets they would not be able to target being behind the terrain piece. Opposing formations may Overwatch fire against a formation making such an attack, resolving it before the pop-up is finished and it descends behind the terrain piece.

Advance Orders



Formations on advance orders may move up to their full base move and fire in the advance fire segment of the combat phase. Formation on advance orders may not initiate close combat but may defend normally.

Charge Orders



Formations on charge orders may move up to double their base movement rate. Formations may fire in the charge fire segment of the combat phase with a -1 penalty to hit and only within the short-range band of the weapon (no long-range fire). Formations on charge orders may initiate close combat. Formations on charge orders may not shoot if engaged in close combat. Shooting at an element with charge orders impose a -1 penalty to hit to opponents firing at them.

No Orders

- This is involuntary. Either due to an effect or player oversight in failing to provide the formation orders. Formations with no orders may not move in the movement phase but may fire in the advance fire segment of the combat phase.

Initiative

- Once all orders have been placed and rolls for effect removal have been made, each player rolls 1d10 and the player with the highest roll gains initiative for that turn. In case of a tie, the loser of the previous turn's initiative wins initiative for that turn. Re-roll ties on turn 1 until a clear winner emerges.
- The winner of initiative sets the alternating order for that turn. In the movement phase the initiative winner may activate a formation to move first or make the opponent move a formation first. In the combat phase the initiative winner may activate the first formation to fire in the appropriate phase, as well as select the first close combat group to resolve. Once the first activation is determined, play proceeds in alternating fashion with the opponent until all formations have been activated.

Movement Phase



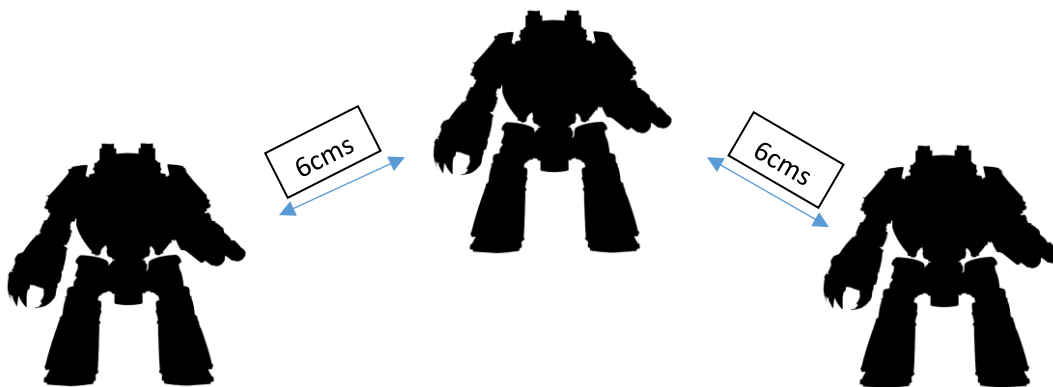
- Players will take turns at moving one formation at a time, alternating with their opponent according to initiative order. Any order that permits movement may be selected. The player will reveal the order of the formation, activate it, and move it within the restrictions of that order. Players may not “pass” a turn and not activate until all formations eligible to move have been activated. Once one player’s movement activations have been exhausted, the opponent carries out the remainder of their movement activations, after which the Movement Phase ends.

Formations are moved in specific segments according to type and effects as follows:

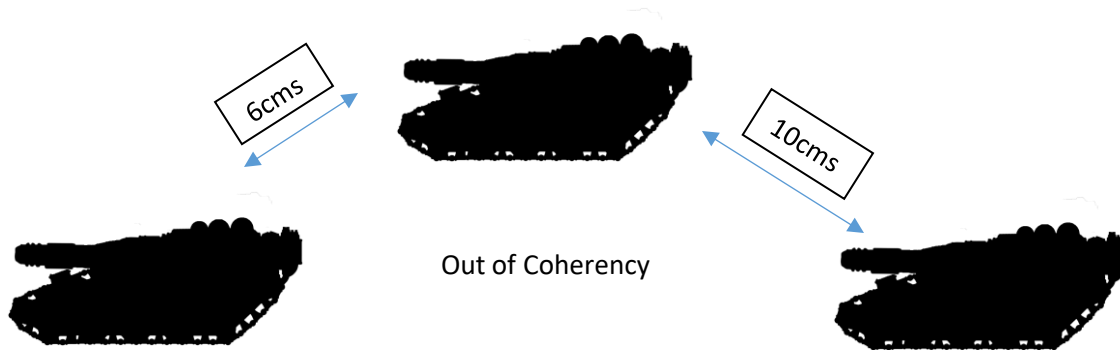
- Compulsory Movement Segment
- Ground Movement Segment
- Flier Movement Segment

Formation Coherency

- Elements must stay within 6cm of at least one other element within the same formation. Elements which find themselves out of formation for whatever reason (usually because of casualties) must seek to re-establish their coherency the next time they perform an action which allows them to move, i.e. Advance or Charge. Formations placed on first fire orders do not have to reestablish coherency until such a time as they are given orders to move again.



In Coherency



Movement Modes

- Beyond convention on foot, wheeled, tracked or Anti-Grav movement, there are several specialized modes of movement:

Deep Strike [T]



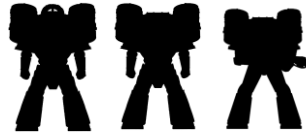
- Formations with the Deep Strike [T] ability may deploy to the battlefield via teleportation, drop pods or tunneling or other means. In these cases, select a spot on the tabletop and roll for scatter on 2d10 (you can use a scatter dice if one available or use a d10 for direction of scatter). Once the insertion point is determined, all elements must deploy within 20cms of that spot.
- Elements with the recon ability may spot for an arrival point and the scatter is reduced to 1d10.
- Elements with teleportation beacons or homers can eliminate scatter within a radius of such elements.
- Cavalry elements with Deep Strike [T] (landspeeders, etc.) can enter through any table edge in their deployment zone or other table edges depending on the result of the reserve roll.

Fliers [F]



- Fliers possess unlimited movement. They may not benefit from any type of terrain cover as they fly at very high altitudes. However, a flier may gain such benefits if it lands. Order specifics and in game behavior of fliers are covered in the flier section.

Jump Packs [J]



- Elements equipped with jump packs may leap over terrain that otherwise would impose a movement penalty (or restriction). An element cannot leap over a terrain feature that is higher than the element's charge moves expressed vertically (for example an assault astartes can charge 30cms, therefore they cannot clear a terrain feature greater than 30cms high).
- Elements with jump packs may not end their movement in impassible terrain.
- Elements with jump packs engaged in close combat are pinned normally and cannot use jump packs to escape close combat.

Skimmers [K]

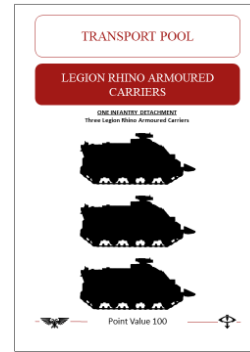


- These elements use anti-gravity technology to ignore the penalties for movement of terrain features and may not end their movement in impassible terrain. They may also make pop-up attacks.

Transports [TR]



- Elements designated as a transport may carry within them one or more elements as determined by their transport ability.
- It costs 5cms of movement to both the transport and the element transported when embarking or disembarking. This simulates the amount of time spent by each element in performing the maneuver.
- Transport are given their own orders independently from the formation they are attached to.



Each formation gets an order even though the transport pool is part of the tactical detachment.

- Although the transport pool can receive orders and act independently from the formation(s) they are attached to, they must remain within 25cms of the company's command section.
- Attached transports activates in unison (simultaneously) with the formations/elements they carry.

Tunneler [TN]

- Elements designates as tunneler have a special movement mode where they move underground.
- While tunneling they cannot be targeted directly or indirectly until they surface.
- Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

Removal of Status Effects

- After all movement in the movement phase is complete, each formation with suppression may make a morale check. If successful, suppression is removed. If failed, suppression remains in place for that game turn.

Reserve Movement

- A player may designate formations as being “in reserve” which do not deploy on the tabletop in the first turn.
- Use the Reserve Entry Point Counter to designate where the player wished to deploy. Any scatter or displacement can be measured from this counter.
- Starting with second and successive turns, during each Orders Phase, the player may make a reserve-roll to determine availability of reserve formations to arrive that turn. A reserve-roll is made on 1d10 and a roll of 4+ permits one formation to enter from the reserve pool, via means of an ability or table edge rolled for). A failed roll means one formation may not deploy. Players roll for every formation they wish to deploy that turn, to a maximum of one roll for every formation in reserve.
- The roll may be modified by special abilities or legion traits. Additionally, several specific modifiers may apply:

Reserve Movement Modifiers	
Modifier	Description
+1	Astartes, aircraft, ork ground forces
-1	Ork aircraft, flank entry (table sides in no man’s land)
-3	Table edges within opponent’s deployment zone

- In instances players do not wish to use the scenarios provided for game play a flat reserve rate of 25% of total points played is recommended for free form play.

Pinning Class

- Pinning class refers to the element’s ability to lock another element in close combat and hinder efforts to leave such combat. Pinning class is dependent of size and mobility. The pinning class will be listed in brackets next to the elements name on the Statline. There are 5 classes for the purpose of pinning from smallest to largest:

- Infantry and Light weapons platform [1]



- Cavalry and Walkers [2]



- Vehicles and Artillery [3]



- Superheavy Vehicles and Knights [4]



- Titans and Praetorians [5]



- An element from a smaller category can be pinned by an element of the same category or a larger one. An element from a larger category cannot be pinned by an element from a smaller category.
- Skimmers [S]. Regardless of size, an element that is a skimmer cannot be pinned by any other element unless it too is a skimmer, regardless of size.



Terrain

- Most terrain types are classified as rough ground and can be traversed safely on advance orders. This represents careful ordered movement that preserves formation cohesion and function.
- Problems arise when a formation is in a hurry to traverse rough ground, as in charge orders.
- When a formation traverses' rough ground on charge orders something unexpected may befall the formation. Therefore, a rough ground check is needed when a formation on charge orders tries to cross rough ground.
- What happens is determined by rolling 1d10 and consulting the rough ground table below.

Rough Ground Table	
Die Roll	Result
1-2	One element rolls -1TSM save, formation suppressed, Obstacles encountered: Movement is reduced to half speed
3-4	Unit suppressed; Obstacles encountered: Movement is reduced to half speed
5-7	Obstacles encountered: Movement is reduced to half speed
8-10	Quick Route Found!: Formation moves at full charge rate
Formations with the Agile [AG] ability gain +1 bonus to rolls on this table	

- Certain terrain types impose modifiers to this check as well as other effects:
 - Forests. Rough Ground, vehicles gain -1 penalty to rough ground checks
 - Marshes. Rough Ground, vehicles gain -2 penalty to rough ground checks
 - Buildings. Only infantry, static artillery and walker type elements may enter.
 - Razor Wire. Rough Ground. Infantry and cavalry type elements cannot charge move over it. If compulsory moves force a formation through the razor wire, each element in the formation takes a hit on a 7+ with a -2TSM.
 - Barricades. Rough Ground. Vehicle type elements cannot charge move over it and get -5cm to base move, if compulsory movement forces a formation through it each element that cross this terrain feature takes a hit on a 7+ -2 TSM.
 - Minefield. If a formation is on advance orders moving through this terrain feature, each element crossing it will be hit on a 7+, -3 TSM. If the formation is on charge orders the to-hit is 5+, -3 TSM.
 - Trenches, rubble. Rough Ground. No modifiers.
 - Small Rivers. Only titans and praetorians may cross at normal move rates and all other types consider it rough ground.
 - Large Rivers and Lakes. Impassible unless amphibious.
 - Roads. Paved roads which make movement easier for elements on foot, tracked or wheeled. Elements that take their full movement on roads receive a +5cm bonus to their total move if on foot, +10cms if wheeled or tracked.
 - Elevation and cliffs. Rough Ground. Infantry elements gain -1cm penalty per 2cm of height of the elevation/cliff. Impassible to all other element types.
 - Structures. Encompassing a broad category of artificial constructions that span everything from civilian buildings to fortifications. Vehicles, vehicle mounted artillery, titans and praetorians normally cannot enter such structures and may only engage elements within them by firing at them. Infantry and light artillery may enter structures costing 5cms of movement when they do so. Knights, walkers and cavalry type elements may engage elements with structures via close combat or shooting but may not actually enter those structures. Structure types and features are detailed in their own section.
- Elements with more than 1 DR will receive +1 to rough ground checks, given the size and mass of these elements.
- LOS is limited to 10cms into and within a dense terrain like woods or other similar rough grounds. Light cover saves apply to all elements in such terrain.
- When a formation crosses a terrain, feature deemed as rough ground, the formation must roll on the rough ground table with any relevant penalties to the roll and apply the results, for each

terrain feature (if the formation crosses multiple different terrain types in the same movement then one check per terrain type is taken).



Combat Phase

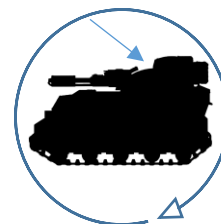
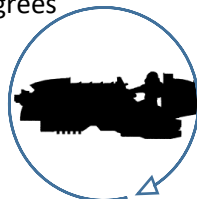
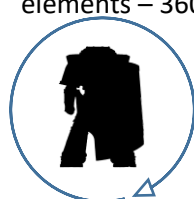


This phase encompasses all the resolution of firing and close combat. Like the Movement Phase, each formation is activated one at a time alternating with your opponent according to initiative. The Combat Phase is divided into four segments:

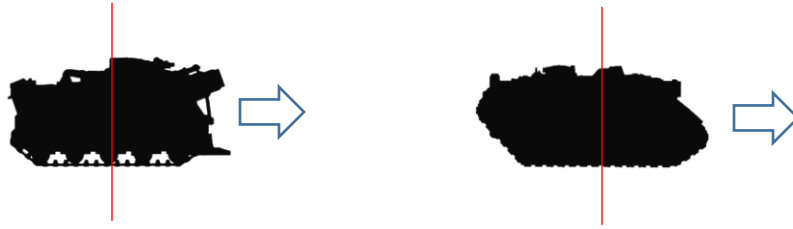
- First Fire Segment. Formations with the first fire order may fire ranged weapons at targets within and up to their maximum range.
- Close Combat Segment. Players alternate choosing and resolving formations engaged in close combat.
- Advance Fire Segment. Formations on advance may fire ranged weapons up to their maximum range. Formations on advance orders may not fire if they had been engaged in close combat this turn.
- Charge Fire Segment. Formations on charge orders may fire ranged weapons with a -1 penalty to hit within the weapon's short range only (no long-range fire). Formations on charge orders may not fire if they had been engaged in close combat this turn

Ranged Fire Resolution

- Once a player has selected a formation to fire in the appropriate segment, its resolution involves the following steps:
 - Determine Line of Sight (LOS). Elements can fire at models they can see (there are exceptions, see artillery). Trace an imaginary line (or laser if you have one) between the shooting element and the target. If the line is unimpeded by terrain, structures, or other obstacles then element has a clear shot. If it can only be partially seen, cover modifiers apply (see cover). If the line of sight is totally blocked, then the shooting cannot occur against that target.
 - LOS and pinning class. Generally, a model or element of a larger pinning class will block line of sight to targets behind it. For example, if an infantry formation tries to shoot at an opposing infantry formation, but a formation of vehicles is between them, then that infantry formation could not be targeted. However, if there were a knight formation or titan behind that vehicle formation, then the infantry formation would have line of sight since it is of a higher pinning class than the vehicles in the way. Elements of the same pinning category do not block LOS to each other.
 - Determine Firing Arc. The player must check if a potential target is within the arc of the weapons the firing element has. If the target is within the weapons/elements firing arc it may fire at it. Firing Arcs are as follows:
 - Infantry, Light artillery, cavalry, turret mounted weapons and AA capable elements – 360 degrees

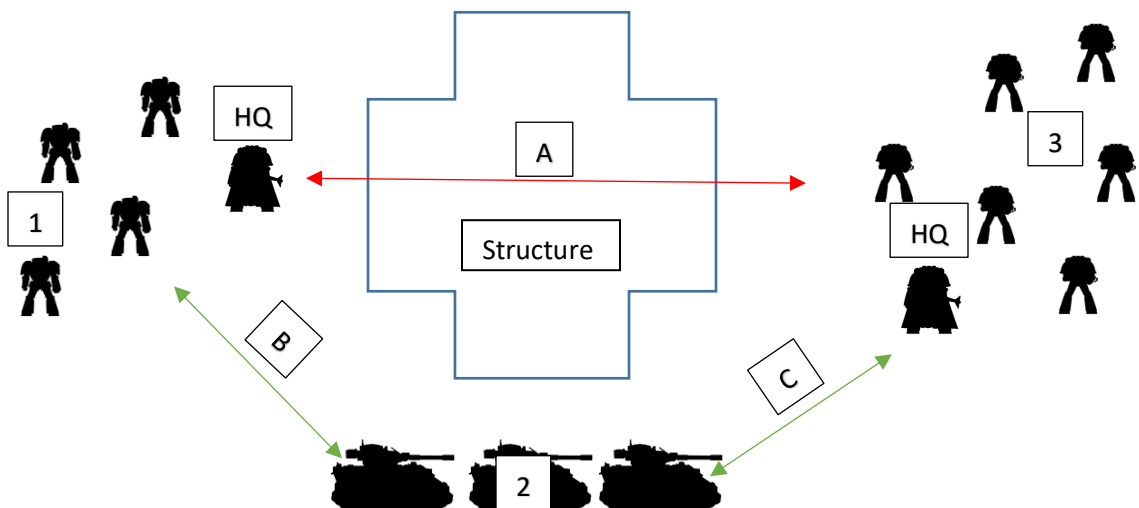


- All other elements 180 degrees forward.



- Determine Range to Target. While it is encouraged not to pre-measure since it adds some tension to the game, players can agree beforehand to do so if they wish. Once a target within range is established, check if it is within the long- or short-range band of the weapon fired. Shots over the short-range band of a weapon gain a -1 to-hit modifier for shooting attacks. This is cumulative with cover and suppression modifiers.
- Roll Attack Dice. Each element has several attack dice to use against opposing elements. Roll all Attack dice the formation possesses at target formation(s).
- Determine the amount of hits. Once attack dice are rolled determine how many were successful. A successful hit is equal or greater than that faction's to hit value. For example, if the faction's to hit value for ranged fire is 5+, then any die value of 5+ or greater is considered a hit. Modifiers to the die roll are applied to determine if the modified value is a hit.
- Assign Hits. Once you have determined the total amount of hits scored, assign them on the target formation(s). Hits must be allocated to targets in target formation from front to back (closest to farthest from firing formation).
 - You cannot assign additional attack dice to the same element within a formation unless all elements already have been assigned one and so forth (you cannot assign 2 unless all others have 1, 3 unless all others have 2, etc.)
 - Command/HQ elements are always the LAST element in the target formation to have attack dice allocated against them. Abilities may counter this.
- Damage Resolution. Once all hits are determined, proceed to damage resolution (see below).

Example:



- Formations along line A cannot shoot at each other since their LOS runs across a structure which blocks LOS
- Formations along lines B and C can target each other freely since there is nothing to block their LOS to each other.
- Formation 2 scores 4 hits versus formation 1. Allocate hits on the closest targets then allocate to those farther away. However, formation 1 has 5 elements including its HQ. Since the HQ must be the last element you allocate hits against, the 4 hits will be allocated to the other 4 non-HQ elements.
- Formation 2 scores 7 hits on formation 3. Although the HQ is the closest element, since it can only be targeted last start allocating the hits to the closest non-HQ elements and work farther away. In this case there is enough hits to assign one to each element in the target formation with one left over. The extra die is allocated to the closest non-HQ element and that element gets 2 hits while all the others get one.
- Formation 3 scores 4 hits on formation 2. One element in the target formation gets two hits and the remainder get one each. The to-hit number is 5+ and the player rolls a 9, 5, 3 and 1. This means 2 hits are scored because the 9 and 5 are equal to or greater than the 5+ to-hit value.

Damage Resolution

- Once an element is hit by an attack, it must determine if it survives the attack. Follow these steps to resolve damage after a hit:
 - Each individual hit scored must be saved against. The player controlling the element under fire rolls 1d10 for each hit taken. If the value rolled equals or exceeds the elements armor value, the save roll is successful and no damage is sustained.
 - The most common modifier to apply to this roll is the weapons save modifier (TSM). This is usually expressed as a penalty to the roll (TSM -3 for example). Apply the TSM against the Armor save to calculate the roll required to make the save. Roll 1d10 for every armor save required. If the roll equals or exceeds the required roll, the armor roll is successful. Anything under the target roll is considered a failed armor save. E.g. a vehicle with 2+ saves is hit twice by a weapon with a -3TSM. The vehicle must roll 5+ to make the armor saves. Rolling a 7 and a 3, one save has been made and one failed.
 - Shots that are received to the rear of element gain an additional -1 TSM modifier to resolve damage. This only applies to vehicles and certain abilities may negate this.
 - When an unsuccessful armor roll is made, the affected element losses one damage rating (DR) point.
 - When an element reaches zero damage rating (DR) points, the element is eliminated and removed from play.
 - Repeat this sequence for each successful hit on that element, until all hits are resolved (or the element is eliminated).

Multi-DR Elements

- Most elements in the game have a single DR point. This means on one failed armor save the DR points drop to zero and the element is eliminated. However, some elements have more than one DR point. When an element with multiple DR points fails an armor save and loses one or more DR points, that element must also roll on the following table:

Damage Table for Multi-DR elements and Structures	
Die Roll	Effect
1-4	1 DR damage: No further effects
5-9	1DR damage, crew stunned -1 ranged and close combat to hit penalty for this game turn Structures: occupants are suppressed
10+	Critical hit, 1 DR damage and roll again on this table (effects of the second roll are cumulative with the first roll) Structure: as above plus fire started.
Some weapons and abilities have bonuses to this table	

- Apply effects as indicated on the table, until all hits are resolved, or element is eliminated.

Damage and Transports

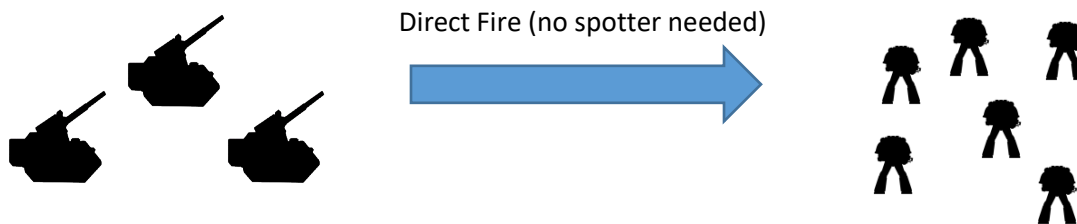
- In the event of a transport with transported elements being eliminated (through a failed armor saves, reduced to zero DR and removed from play), the transported elements must also make armor saves with the save TSM of the weapon that destroyed the transport. However, the transported elements gain an armor save re-roll on a failed roll (second result stands) due to the transport vehicle's armor protection. The transported element may use their own armor value or the transports, whichever is better.

Cover

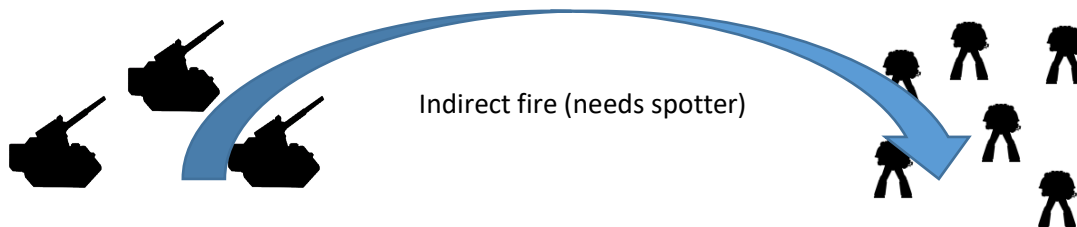
- A formation is considered in cover if at least half of its elements are within a terrain feature that provides cover. Therefore, all elements in a formation are either in cover or not depending on if half the formation or more can claim cover or not.
- IF a structures or terrain piece grants cover, all attack dice rolled at elements claiming cover incurs a -1 modifier to-hit that is cumulative with order modifiers and suppression.
- Cover also provides an invulnerable save to all elements in a formation within cover (if the formation can claim cover as specified above). Cover invulnerable saves are as follows:
 - Light Cover. Invulnerable save 8+
 - Hard Cover. Invulnerable save 6+
 - Fortified Cover. Invulnerable save 4+
- In situations where more than one terrain type that provides cover can be claimed, only the best one available applies (multiple cover modifiers and bonuses do not stack).

Artillery

- All Artillery has the Blast ability (see abilities section).
- Artillery range is halved if formation moves that turn.
- Artillery may fire (and damage) structures by assigning attack dice to it.
- Elements designated as artillery can attack targets indirectly (no direct LOS) as well as directly (with LOS).



- Artillery may use the LOS of elements and formations with the recon ability, instead of its own LOS (Indirect fire).



- A formation with the recon ability can only spot for artillery indirect fire once per turn. This means each artillery formation will require a separate formation with recon ability to call upon for indirect fire.
- Once a target formation is selected roll on the artillery effectiveness table.

Artillery Effectiveness	
D10 Roll Result	Effectives
1-2	Weak attack: no secondary blast dice
3-6	Minor Drift: Normal attack
7-9	On target: +1 to hit on all attack dice
9-10	Concentrated barrage: +1 to hit on all attack dice and bonus -1TSM for damage resolution

- IF the artillery attack has direct LOS it receives +1 bonus to its roll on the artillery effectiveness table. IF indirect LOS artillery attacks no modifier is applied to the roll (base roll result).

- Example:

Player rolls a 5 (Normally no bonus without modifiers)

IF Direct Fire gain +1

Modified roll would be 5 if indirect, 6 if direct.

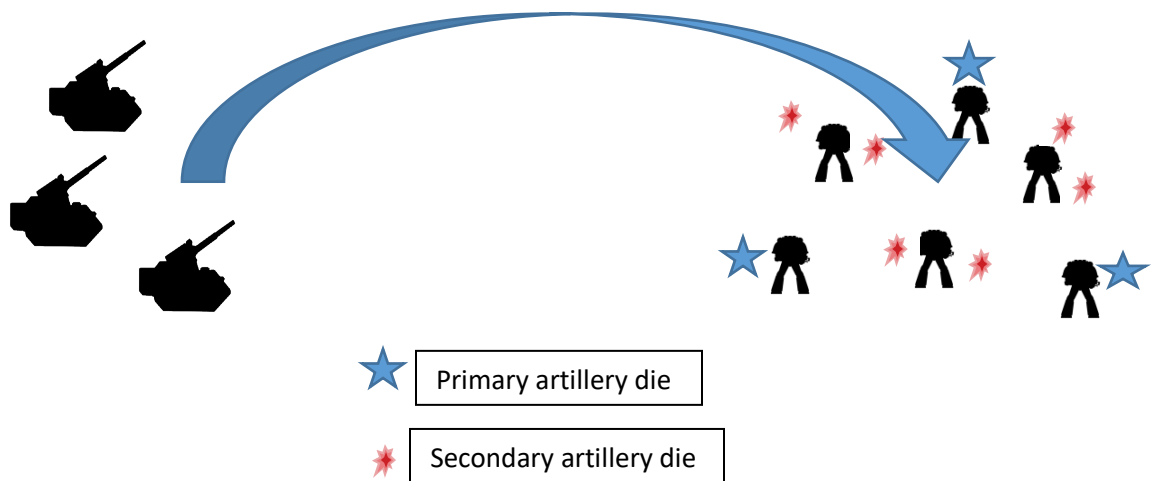
This means +1 to hit bonus for all the attack dice rolled.

Depending on the modified the result may range from weak fire to a bonus to hit and an improved TSM.

- If the result is “weak fire”, each artillery element loses the bonus dice granted by the blast ability. In effect, each model rolls one attack die on this result.
- Each player rolls the dice allotted by the artillery elements blast ability. ALL artillery elements in a formation attack will roll to hit targets within one opposing formation.
- Attack dice (and bonus blast dice) must be assigned as equally as possible (if all eligible targets have one attack die assigned, then a second can be added, but a third could not be added until all had two assigned and so on). Bonus blast dice must be allocated first to the targets nearest to where the primary die was allocated, working outwards from the primary die. Examples:

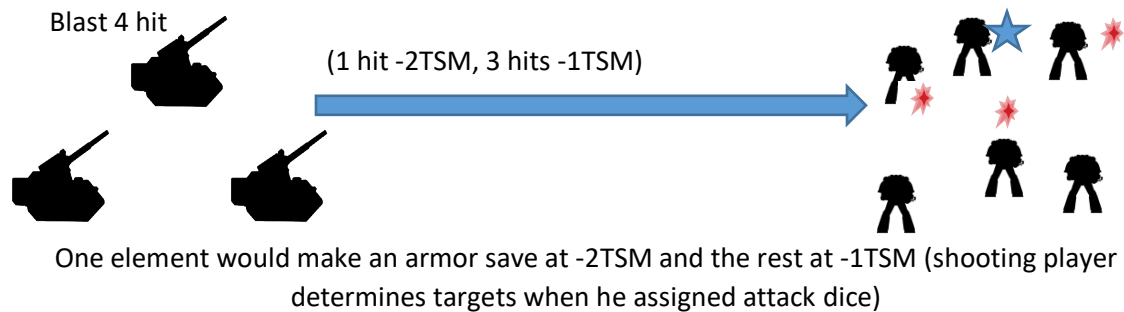
- Artillery formation with blast 2 ability (see blast ability in abilities section below). Means each artillery element rolls 3 dice (1 primary die and 2 secondary dice)

1 Primary Attack dice and 2 blast dice per element (9 attack dice total)



- Once all attack dice are assigned, roll to-hit as normal using the elements standard ranged to hit number listed in its specific entry in the army lists.
- Once all successful hits are determined, the opposing player makes armor saving throws as per standard damage resolution rolls.
- Note that according to the blast ability (see abilities section). The primary attack die applies its full TSM value to the opponent’s armor save if it hits. Secondary dice allotted by this ability

apply a flat -1 TSM to nearby eligible elements. Using dice of different colors is a good way to keep track of primary versus blast dice TSM, although any method can be used.



- IF the structure of a damageable terrain piece is present the player may assign one attack dice to it as if it were a target element/model. As with all individual elements/models, additional attack dice can only be allocated to the structure until every element in the enemy formation has been allocated 1 die as well.
- The player may also opt to concentrate fire on solely the structure. In this case all attack dice must be allocated against the structure and may not target elements within it in this case.

Flamer Weapons

- Weapons designated as flamers may set structures on fire with additional effects. Please see the Section on Structures for more detail

Close Combat

- The close combat segment begins after all eligible formations on first fire have been activated. Close combat is governed by the following rules:

Who can initiate close combat?

- Only formations with charge orders can initiate close combat.
- Formations on Advance or First Fire may not initiate close combat. This means they cannot move into base to base contact with opposing elements but may fight close combat normally when an opposing formation on charge orders comes into base to base contact with them.

Moving into close combat

- Each element in a formation on charge orders will take the most direct route (usually a straight line) to engage opposing elements in close combat.
- IF at least half the elements (round up) composing a formation have sufficient movement to reach base to base contact with opposing elements, the WHOLE formation is considered engaged in close combat. Place any remaining elements in the formation into base to base contact with opposing elements so ALL elements can be in base to base contact.

- IF less than half the elements (round up) DO NOT have sufficient movement to reach base to base contact with opposing elements, the WHOLE formation is still considered engaged in close combat. Place any remaining elements in the formation into base to base contact with opposing elements so ALL elements can be in base to base contact. However, the formation is at a disadvantage and receives a penalty for close combat (See close combat modifiers).
- All elements in a formation that has committed to engage in close combat must do so if they are in range to reach base to base contact.
- Elements in a formation that have committed to engage in close combat may not purposefully hold back and not engage in close combat.
- All elements on both formations involved in close combat should be allocated at least one element if numbers permit. Additional elements can engage whomever the player sees fit within the formation engaged by it.
- A player may decide to engage more than one formation. The player must engage each formation with an equal amount of available elements where feasible. This may mean disadvantageous close combat modifiers may apply (See Close Combat Modifiers below)

Effect of Close Combat on existing orders

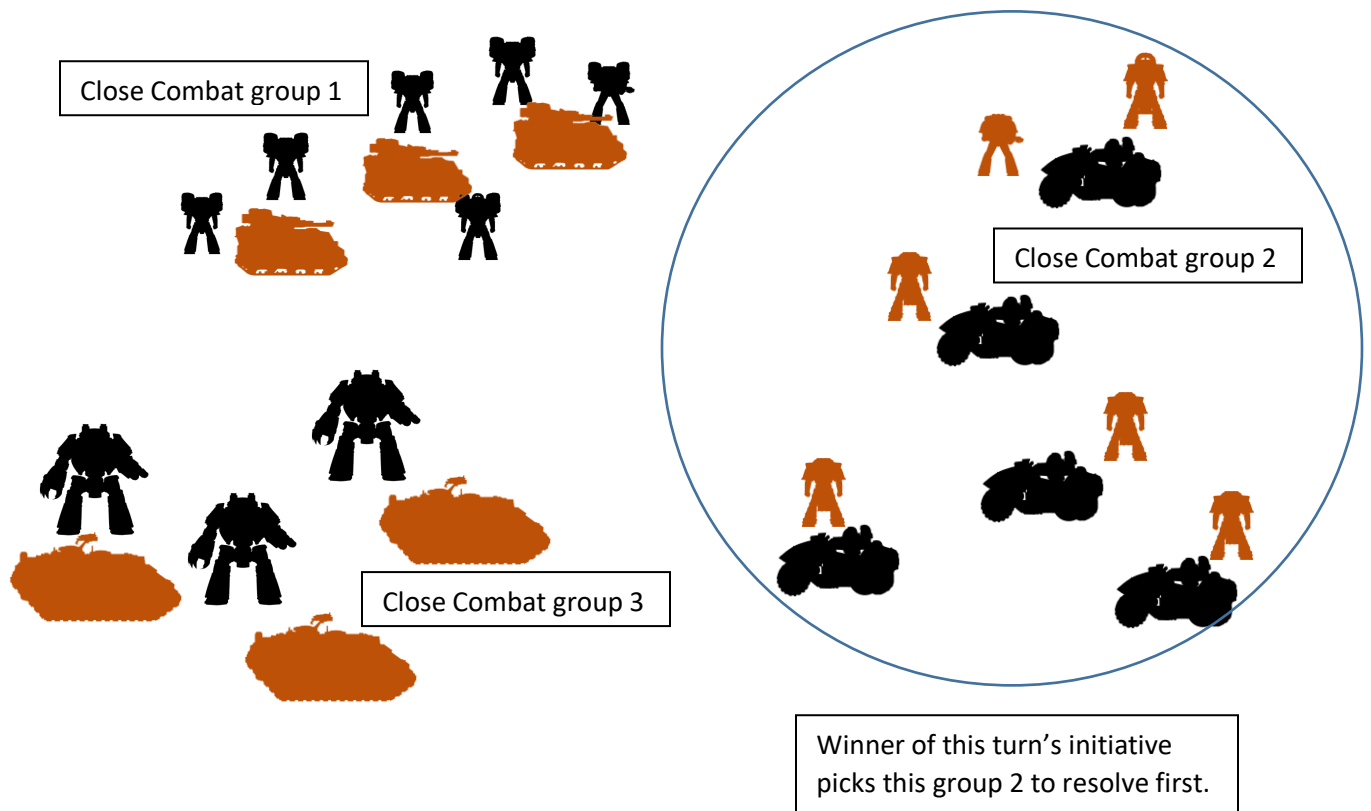
- The formation on charge orders initiating close combat may not fire ranged weapons.
- If a formation on charge orders is engaged in close combat prior to its own activation, and is pinned by opposing elements, it is not permitted to move away from close combat nor fire in the charge fire segment.
- Formations on any order that are not pinned by the opposing force in close combat retain their orders and may move away from close combat if desired (if order permits movement).
- Formations on advance orders that are engaged in close combat and pinned may not fire in the advance fire phase (in effect they lose their advance orders and behave as elements engaged in close combat).
- Formations on First Fire orders that are target of an opposing formation trying to engage them in close combat may use Overwatch fire to try to break the charge before it reaches them OR resolve fire once engaged prior to close combat segment beginning.

Close Combat Resolution

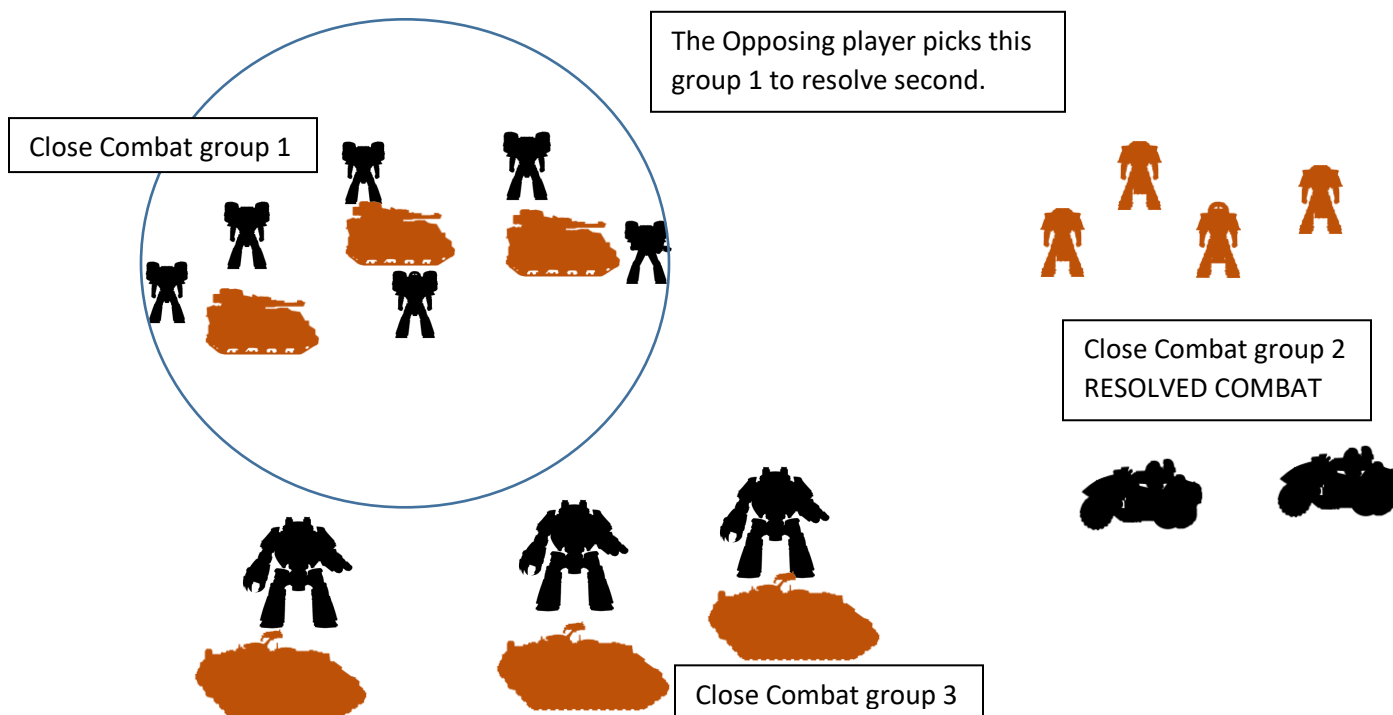
Close combat will be resolved according to the following:

- Select a close combat group
 - Player selects a close combat group to resolve.
 - A close combat group is defined as a grouping of formations involved in close combat. There may be several across the battlefield at any given time.
 - Selecting a close combat group is in order of initiative.
 - Players alternate according to initiative order in selecting close combat groups until all groups present that turn are resolved.

Several close combat groups may exist during any given game turn. The winner of that turn's initiative selects the first close combat group.



After the player who won initiative has selected and resolved a close combat group the opposing player may select an unresolved group to resolve next. Keep alternating between both players until all groups of close combat are resolved.

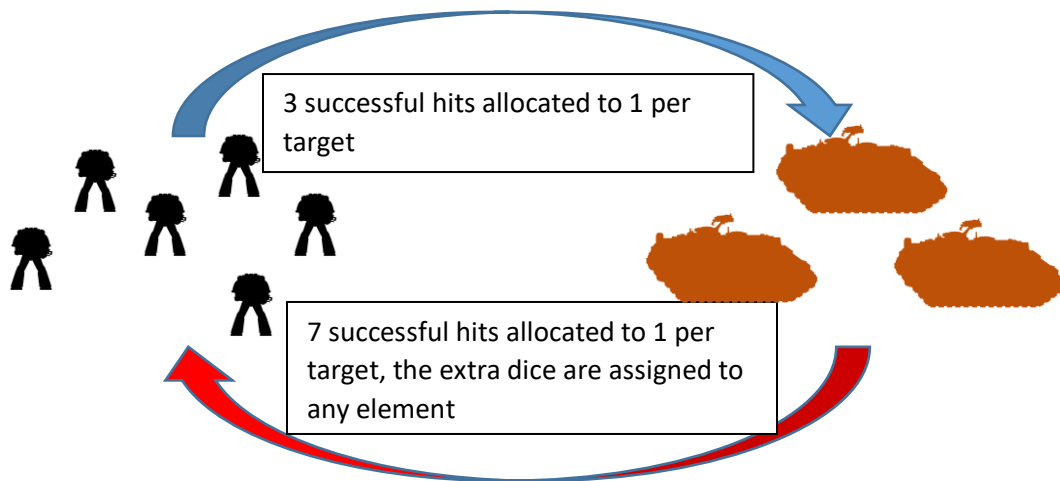


- Once a close combat group is selected, proceed to resolve the close combat as follows:
 - Each player determines the amount of close combat attack dice their formation receives. This is determined by adding the close combat dice allotted from each element in the formations involved in close combat.

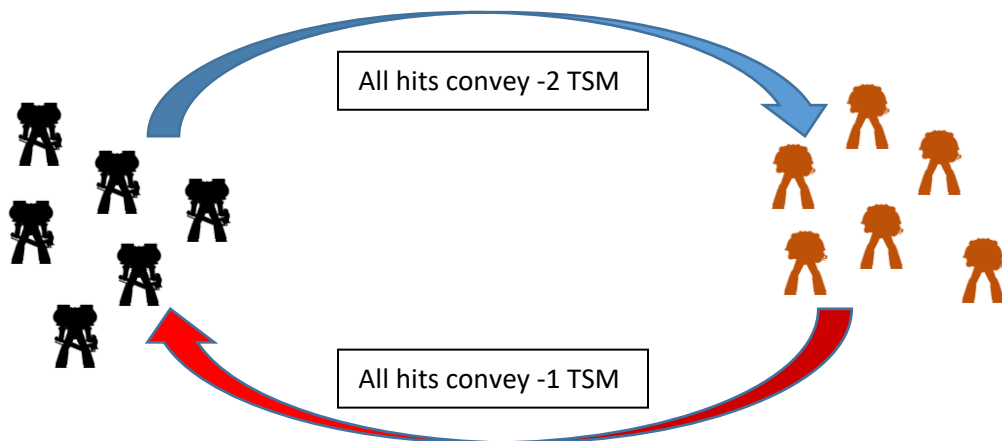


- Once the formations attack dice total has been determined roll to hit. All die rolls equal to or greater than the factions close combat to hit value are successful hit. Modifiers may apply to this roll, in which case compare the modified value to the factions' close combat to hit value.
- Assign hits as equally as possible amongst eligible targets from the elements engaged. You may not assign hits to elements you are not engaged (base to base contact) with

even though they may form part of the same close combat group you are resolving (multi-formation close combat group)



- Once hits are allocated, each element must make an armor save. The armor save is modified by the CAF to save modifier (TSM). The CAF TSM is a fixed value listed with the elements close combat dice on its Statline (second number after the slash). The TSM to be used against an element with an allocated hit must be from an element in base to base contact with it. You may not use a TSM value to resolve close combat damage against an element not in base to base contact even if they belong to the same formation in close combat (this makes important which elements are in base to base contact with opposing elements since this will dictate the TSM to be used to resolve damage). Each failed save means one DR point is lost (as per standard damage resolution rules). Elements that reach zero DR are eliminated and removed from play



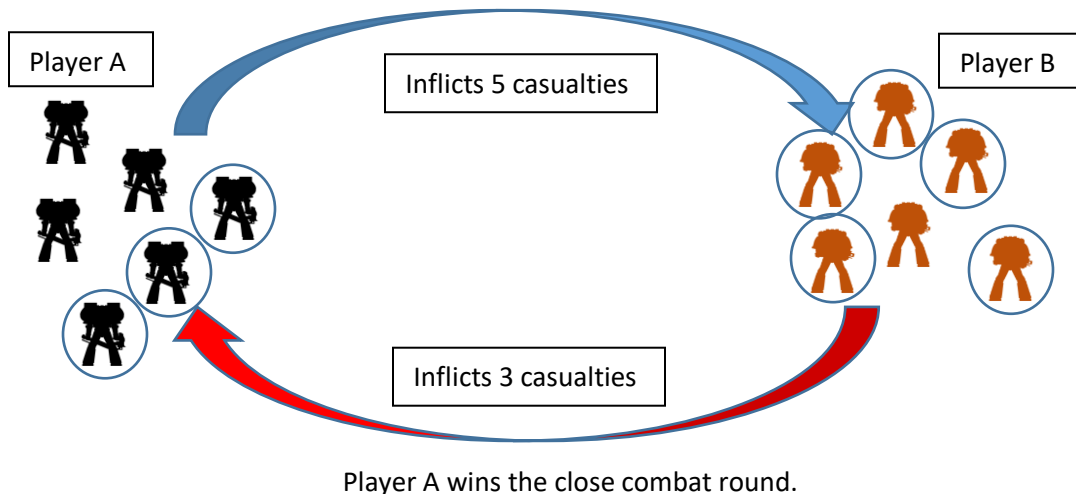
- Repeat this sequence for each formation the player has in the close combat group selected to be resolved. Once all are resolved, proceed to close combat outcome.

Close Combat Modifiers

- A formation where more than half its elements did not reach base to base contact has the total amount of close combat dice halved (round down) for the purposes of determining hits in close combat (for example, if the total amount of close combat attack dice for the formation is 9, it would be modified to 4 [rounded down]). This can apply to formations that engage more than one opposing formation in close combat.
- Elements designated as vehicles receive a -1 penalty to the base close combat to-hit number for that army (for example a land raider with base to hit number of 5+, hits in close combat with a 6+).
- Infantry elements gain a -1TSM and +1 bonus to damage table rolls versus elements designated as vehicles in close combat.
- Formations with elements that cause fear inflict a -1 CAF to-hit penalty to those elements engaged against them. The penalty increases to -2 if the formation/elements cause terror.
- The rule of TWO's. Regardless of source, cumulative bonuses to hit can never exceed +2, nor can penalties be worse than -2.

Close Combat Outcome

- Once all close combat within the selected group is finished, the winner for that round of close combat requires to be determined.
- Close combat outcomes are determined by the number of casualties inflicted on the opponent by each player.
- Count the total number of casualties inflicted for each side.
- For multi-DR elements, DR loss counts for one casualty per DR lost.
- The player who inflicted more casualties on his opponent wins that close combat round.



- In the case of a tie the defender wins the close combat. The defender in this case is the player who DID NOT select this close combat group to be resolved. However, formations that are

defending structures or fortified positions are always considered the defender regardless who selected the close combat group for resolution.

- The loser must roll morale checks for each formation involved in the close combat group. The morale check receives a penalty equal to the difference in casualties. For example, if the loser of the close combat round has a morale value of 5+ and suffered 2 more casualties than the winner, the roll would be modified by -2 (the amount of casualties the close combat was lost by). Regardless of casualties suffered by the losing side a natural roll of 10 on the morale check is considered a success.
- IF the morale roll is failed, the formation gains the fallback condition and must leave close combat using its full charge move rate.
- IF the morale roll is succeeded, the formation must leave close combat using its full advance rate.
- Some armies have special abilities that modify the rules of morale and movement after close combat outcome. Please see those army list for a full description of those abilities.
- Once all formation eligible to leave close combat have done so, that close combat ends. Proceed to other close combat groups to resolve if available or to the advance fire segment if no more groups are left to resolve.

Cover and Close Combat

- Cover saves apply in close combat to elements within them. The player in cover may choose to use the element's normal save or the cover save, whichever is better.
- Only elements physically inside the cover terrain feature may benefit from the covers save bonus.

End Phase

Once the combat phase and all of its segments have ended, proceed to the end phase which has several important functions:

- Repair. Elements capable of repair may do so in the end phase.
- Rally. Formations with the fallback condition may attempt to rally by succeeding a morale check (See Morale section)
- Break Point. Casualties for each army card in the army force should be reviewed. Once the number of casualties equals or exceeds the Break Point value on its army card, then all formations on that card must make a morale check (see Morale section).
- Victory Conditions. In the end phase, if the goals of the scenario played are met as well as the amount of Victory Points (VP) awarded.

Victory Points (VP). All army card formations have a VP total assigned to them.

LEGION BATTLE COMPANY

The Legion Battle Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand, one Tactical detachment of 1 Decurion Stand, 4 Tactical Stands and 1 Support Stand. 1 Assault Detachment of 1 Decurion, 4 Assault Stands and 1 Support Stand and 1 Breacher Detachment of 1 Decurion, 4 Breacher Stands and 1 Support Stand

Command

Assault Detachment

Tactical Detachment

Breach Detachment

Point Value 600

LEGION BATTLE COMPANY

Break Point 13: The Battle Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Breacher, Tactical, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAP	Weapons	Range	AD	TSM	Notes
Centurion	10	4[8]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[8]+	2/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Tactical	10	5+	1/-1	Boltgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	
Assault	10	5+	2/-2	CC Weapons	-	-	-	[MB]
Breacher	10	4[8]+	1/-1	Boltgun	25	2	0	
Breacher Support	10	5[8]+	1/-1	Support weapons	25	2	-2	

Victory Points 6

Your opponent gains 3 VPs when this Company is broken

VP's are list on the reverse side of the army card)

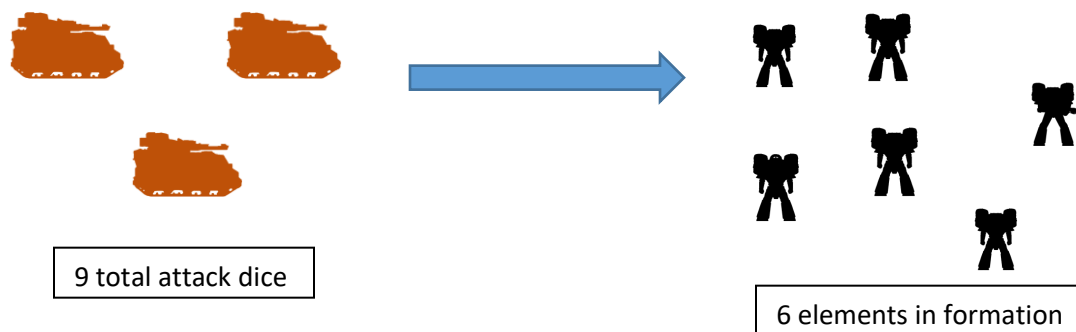
- When the listed break point is reached the opponent receives half the printed VP amount (round up). In the example above when the break point is reached 3VP would be awarded (half the total amount of 6).
- When all elements on the army card are eliminated, then the full VP total on the card is awarded. In the example above if all elements were eliminated the full 6VP would be awarded.

Victory Point value versus cost. The VP value of any formation is equal to 1VP per 100 points (or fraction thereof) the formation is worth. For example, a formation which costs 250=3VP (since it is more than 200, but less than 300 points). Cost and VP values are shown on each formation's army card.

Suppression

The act of suppression refers to the effect of firing at an opponent and hindering their ability to move and act. Suppression is governed by the following rules:

- Suppression occurs if:
 - Casualties from attacks occur.
 - AND
 - The amount of attack dice from the shooting formation must be equal to or exceed the number of elements in the target formation (at the time of shooting).
- If a formation has sufficient attack dice it may suppress more than one formation if it has enough to equal or exceed the element number in each formation it is firing at and causes casualties in all formations it is firing at.
- Suppression confers a -1 to hit penalty cumulative with cover and order penalties, -1 to CAF to-hit and -1 penalty to all morale checks.
- Suppression penalties do NOT stack with fear and terror penalties (use the worst one if both present).
- Suppression is an "on/off" status. Either a suppression exists, or it does not. There are no intermediate statuses regarding suppression.
- The best way to keep track of it is with a token of some kind. No token = not suppressed. Token = suppressed.
- Artillery is considered a much more powerful suppressor. An artillery attack suppresses an opposing formation if it hits at least one element even if no casualties are caused.
- Flamer attacks cause suppression if a single hit is scored even if there are no casualties.
- Elements with more than 1 DR point (2DR points or more) are only suppressed via result on the multi-DR damage table that includes suppression.
- Suppression removal. Formations may make a morale check at the end of the movement phase after all formations have moved to remove suppression.



A formation of predators' fires upon an infantry formation. They have a total of 9 attack dice from its different weapons. Nine attack dice exceeds the 6 elements in the target formation. Therefore, it may cause suppression if the target formation takes casualties.

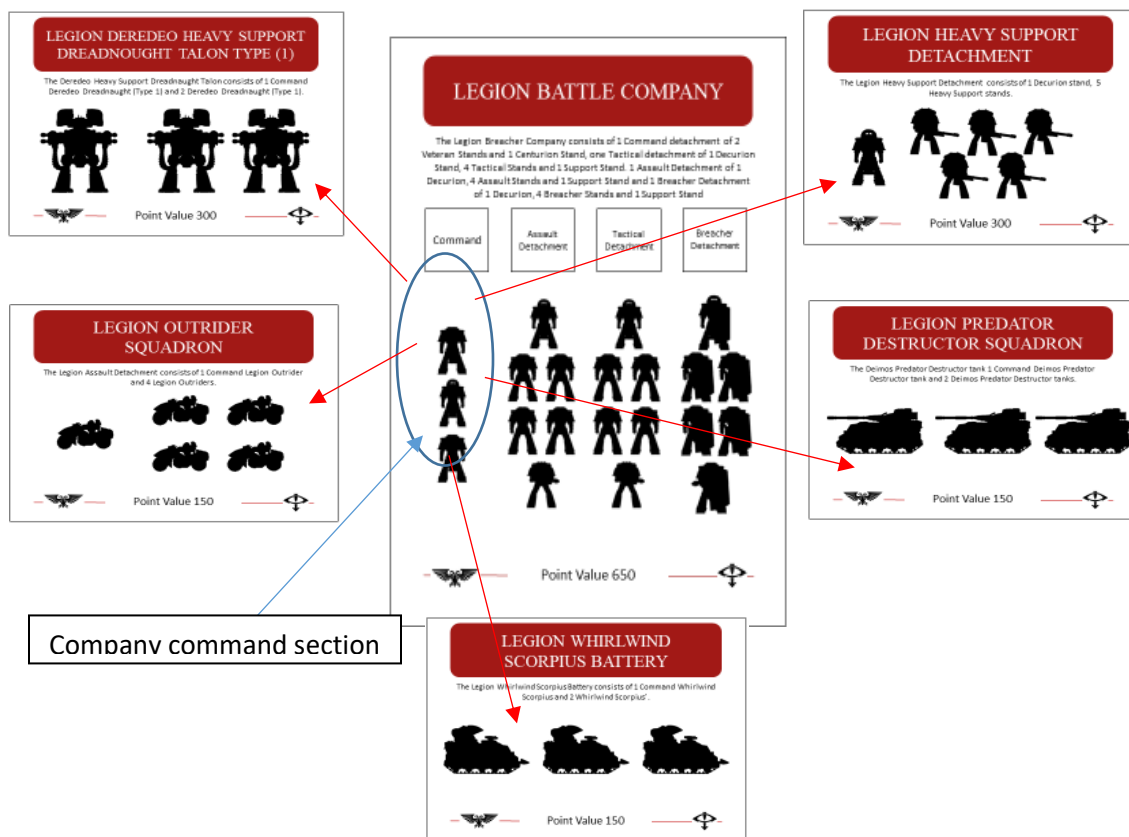
Command and Control

This section covers the rules of command and control, in addition to rules pertaining to morale and its effects.

Command

Armies do not engage in battle in haphazard fashion with no organization or command structure. Command and Control have these features and rules:

- Command Hierarchy. There are 3 levels of command. These are shown below in increasing order of influence:
 - Level 1: Formation level. This is the most basic command level. This represents the leaders at the level of detachments. A Decurion for an astartes formation/detachment for example.
 - Level 2. Company level. This represents a higher level of command that influences many formations. It represents the most important level of command since this command controls the company and all formations attached to it.
 - Level 3. Army Command level. Represents the highest level of command. In many aspects it still functions as a Company level command but can extend its influence on all formations in the army. There is only one command formation of this level in any army. Once per game turn the army commander may extend its morale bonus, special order or granted ability to any one formation in the army force regardless of range from the command element.
- Command radius. All command sections exert a command radius of 25cms.
- In Command. This refers to whom the company commander has influence over and this can exert its command radius, bonuses, or special actions. In general, any support card attached to a company command are "in command" of the company card's command section. Formations attached to different companies may not trace command or receive benefits from a command section they are not attached to.



The command section of the legion battle company is in command of all formations attached to it, these being in addition to those listed on the company card. The means all the formations of the support cards attached to this company card can only receive benefits, effects, and special orders from this one command section. Formations attached to a different Company card cannot receive such benefits from a command section not in command of them.

- Special cards may or may not be in command of the company card command section. Titans and fliers, due to their battlefield role would not be in command by the command card commander, while specialized infantry or vehicles on a special card would be.
- Command Chain. For command coherency to be effective, the command section must be within 25cms of at least one formation it is in command of. In the case of the army commander, it must be within 25cms of at least one company command section in the army.
- Command Morale Bonus: Any formation which is deemed to be 'in command' and within the command section's 25cm radius may receive a morale bonus to any checks it may make. The bonus is +1 for company command and +2 for the army commander. Special characters that have command abilities may have higher bonuses. This bonus may stack with any ONE additional morale bonus. This bonus can be taken by the command section itself when it rolls for morale.
- Special Orders. In command formations within the command section's 25cms radius may receive special orders to complement their standard orders (Hero or Fool). The following rules apply to this ability:

- Only Company Command (level 2) or higher may issue such orders.
- Only one in command formation per company commander may be issued such an order.
- An attempt to make such an order is made when the command section is activated according to orders issued.
- If a Company commander (or higher) decides to issue such an order, roll on the following table.

Hero or Fool!	
Die Roll	Result
1	Fool! Roll on hit commander table
2-7	Failed. No special order given
8+	Hero! May issue special order

- If the roll determines a special order is given, consult the following table for special order options and select one appropriate to the formation type and formation orders.

Heroic Action Orders	
Order	Descriptions
On the Double!	One selected infantry formation may move triple their base move on charge orders
Fire at Will!	One selected infantry formation gains +1 Attack die per element on first fire orders
Charge!	One selected infantry formation gains +1 CAF bonus attack die per element for one turn on charge orders.
Shoot them out of the sky!	One selected infantry formation gains the AA ability for one turn (any order)
Rally to me!	One selected formation has its fallback condition removed and may be assigned an order (any order)
Take them Out!	One selected vehicle formation gains a bonus -1 save modifier to all weapons on element for one turn (any order)

- Formations outside the command radius, may operate and be given orders normally when outside their command section's 25cms radius. However, formations outside this radius may not receive morale bonuses, effects or special orders and may be disadvantaged when replacing fallen commanders (perhaps with no leader to grant them orders).
- Commander Loss. Losing a command sections can have grave repercussions for the troops in command. Commanders are individuals surrounded by support and bodyguard staff. When the commander is hit only by ranged fire (this does not apply to close combat!), roll of the Leader hit table before rolling an armor save.

Leader Hit Table	
Roll	Result
1-3	Glancing hit (no effect)
4-7	Stunned. No orders for command section next turn
8-10	Hit as normal (make armor save)
Modifiers: sniper ability bonus	

- Formations with no commander or no company commander within 25cms receive no orders for that game turn.
- A formation may check in each end phase to see if a replacement commander is available. Consult the following table for commander replacement:

Leader Replacement Table	
Roll	Result
1-3	No replacement this turn
4-8	Replacement appears. Same stats as original command, but has no morale bonus nor can issue special orders
9-10	Replacement appears. Same stats and morale bonus (and special-order capability) as original command.
An Eliminated command element gives +1 VP's to the opponent	

- Replacements come first from the command section's formation (remove one stand and place the new commander). Once all elements of the command section are exhausted, use elements from the company formations.
- Formations with multiple commanders. Sometimes a command section will have more than one command element (This usually happens via special cards where elements on it have command capability or in the case of the army commander, since it is an addition, not a replacement). If a commander is eliminated, then a secondary commander, if available, can assume command with no need to roll on the replacement table.

Morale

This section covers how morale checks and other psychology effects work in the game.

- Morale Checks. A morale check consists of rolling 1d10 and applying any modifiers. If the roll is equal to or greater than the target number, it is a success. If not, it is a failed roll. Morale checks are made under the following circumstances:
 - Formations reach their break point. The break point is listed on the army card the formation belongs to. If the number of casualties equals or exceeds this number, the formation is considered broken and must roll for morale for each formation that is part of that company, support or special card. When performing this check, a failure on a natural roll of 1 means that formation is routed, and all of its elements are removed as casualties. If the morale check is a natural 10 that formation gains the indomitable [ID]

ability for the rest of the game. If it already has this ability, it now protects from effects of terror.

- Formation loses a close combat round. After the loser of a close combat round is determined, that player must make an immediate morale check for any surviving elements from the formation.
- Formation suffers casualties from a psychic attack. Immediate check after the casualty (eliminated element) is removed.
- Fallen Primarch. If a legion primarch is eliminated, all legion formations of that Primarch within 25cms must make an immediate morale check.
- Allied Engine is destroyed. If an allied titan or praetorian is eliminated from play all, allied formations within 25cms of the destroyed element make an immediate morale check.
- Formations with varying morale values. On occasion a formation may have elements with different morale values. This commonly occurs when adding transport cards with robotic elements to formations with a morale value. In these cases, the morale value of the company or formations the transport is what is used for checks. The benefit of the robotic [RC] ability is mainly in the favorable break point increase.

Fallback Condition



- The fallback condition is gained whenever a morale check is failed.
- Once the fallback condition is gained, it is placed on the formation and the following penalties apply:
 - You cannot dispute, claim, or control objectives for scenario goals or VP.
 - Formations must move away from opposing formations whenever possible. This is considered a compulsory move. Movement rate is equal to the formation charge movement. The full charge move must always be taken unless terrain or other factors restrict such movement. Movement should be towards the player's deployment zone and once within the deployment zone, towards one of its table edges. Once a table edge within the deployment zone is reached, if the formation is still obligated to fallback and move off the table, then that formation counts as eliminated and removed from play.
 - In the case of losing close combat, the move is immediate (even if it has moved already this turn) away from the close combat group it fought in. The formation must take its full charge move unless a race ability dictates otherwise.
 - Formations with the fallback condition may not fire any of their weapons.
 - All elements in a Formation with the fallback condition receive -2 CAF to-hit penalty and -1 morale checks if opposing formations are within 25cms.
- Elements with no morale value and titans do not suffer from the fallback condition unless a special rule or effect determines that it is affected.

- Formations with the fallback condition can rally to remove its effects every end phase.

Fear [FR] and Terror [TR]

- Fear and terror are “on or off” statuses. Either fear or terror exists, or it doesn’t. There are no intermediate statuses with regards to fear and terror.
- A Formation with this ability imposes a -1 (or -2) penalty to hit on any formation using Overwatch fire against them OR first fire when such a formation closes for close combat. The penalty applies to close combat to-hit rolls, it does not apply to range shooting if the fear or terror causing formation is not trying to engage in close combat.
- Formations with this ability grant a penalty to opposing elements in close combat resolution. See close combat resolution rules.

Flier Rules

Elements that are capable of flight occupy a specialized role in the army and have some specific rules pertaining to their use.

- Flier stats. Fliers have a CAF to-hit bonus used for dogfights.
- Movement. Fliers have unlimited movement. Fliers will move in the order phase according to their orders and once the orders are completed, they move off the tabletop in the immediately. No fliers can remain on the tabletop once the elements orders have been completed. Movement should be in a straight line towards the targets, taking as few turns as needed to reach the target.
- Fire Resolution. Fliers will fire in the appropriate combat segment. Once completed, the flier formation will exit the tabletop. It is important to note that AA fire may occur when the fliers enter the tabletop in the movement phase (via Overwatch) as well as when they exit after the order given is completed.
- Order definitions. While fliers use the same orders as ground troops, their orders have different, more appropriate meanings which reflect their status as air support (use the same counters as for ground forces).



Combat Air Patrol (CAP). Flier squadrons on this order are placed at the owning player's table edge during the movement phase. Formations placed in this manner cannot be targeted (they represent a formation patrolling the skies and looking for enemy fliers to engage). When an opponent's flier formation enters the tabletop during the movement phase the player with a squadron on CAP orders may intercept the opposing player's fliers AFTER it has completed its move. The dogfight is resolved during the close combat segment of the Combat Phase. Only ONE formation may be activated in this manner per opposing formation (One CAP action per formation per turn). Additional formations on CAP orders may engage different formations if the opportunity arises.

A flier squadron on CAP orders may switch that order to ground attack on a roll of 7+ on a d10.



Ground Attack. A flier may move in the flier movement segment of the movement phase and engage ground targets in a strafe or bombing run in the advance fire segment of the combat phase.



Drop Zone Deployment. Fliers capable of deploying troops may do so in the flier movement segment of the movement phase. In addition to their own movement, they may deploy transported elements during the movement phase (in effect they both move and deploy as one action). The flier must land in order to deploy its cargo, unless

the transported elements have an ability (i.e. jump packs) that removes the need for landing to deploy. In the charge fire segment of the combat phase they can fire at ground targets in support of the landing zone. Fliers that have landed use the standard rules for fire resolution for ground elements (LOS, cover, etc. apply).

Anti-Aircraft [AA]

Elements designated as AA may provide air cover. Orders are assigned normally and work as per the standard rules when engaging ground targets. However, when engaging flier targets, they have the following additional meaning:



AA formations on first fire orders receive double their standard range when firing at flier targets. Fliers with the stealth ability can only be engaged by AA elements on this order and then only at targets within standard range (no double range versus stealth targets).



On advance orders AA may fire at fliers at standard range.



On charge orders AA formations may engage fliers only at the short-range distance of their weapons.



AA formations with the fallback condition may not engage fliers.

- All elements with the AA ability can use Overwatch fire against flier squadrons, limited by the restrictions of the Overwatch rules. If the flier squadron suffers casualties and fails morale, the mission is aborted, and the squadron returns to exit any table edge. Overwatch fire is the only way for AA to engage fliers during the movement phase.
- AA weapon range penalties apply like with all weapons. In the case of First fire and its expanded range, a to-hit penalty of -2 applies for shots over the standard long range of the weapons (any distance over the maximum base range for that weapon).

Dogfights

Dogfights represent the equivalent of close combat between flier elements. The following rules apply:

- Like ground close combat elements, each flier model will roll one attack die per DR in dogfight combat.
- Follow the same rules and damage resolution as for ground close combat.
- Once the dogfight outcome is determined, the loser must roll for morale (modified by casualties as per standard rules). If failed, it gains the fallback condition and must abort and return to base. It cannot be given orders until it is rallied. If successful, it may continue its mission as per orders.

Psychic Powers

The true nature and dangers of the warp were only barely understood in the 30th millennia. Banned by the Council of Nikea, they only returned when the Heresy engulfed the galaxy. The following rules apply to psychic powers:

- Psychic powers represent an attack made in addition to conventional weapons.
- If Psychic powers request a Hit roll in their description, then army hit roll value is used.
- Psychic powers occur as per the orders the psychic element or formation is on in the combat phase.
- Penalties to hit apply to psychic powers that simulate direct fire attacks.
- Psychic powers are divided into disciplines. A psyker may only use powers from one discipline unless an ability or legion trait permits mixing disciplines.
- For every level of psykers ability the element has, the player may draw one power from a discipline's deck to assign to that psychic element. For example, if an element has psykers 2, it may draw 2 cards from one discipline deck.
- In the case of an entire formation composed of psykers, the amount of cards drawn is equal to the average psykers' level (the most common value in the formation) plus 1 additional card per every 3 elements beyond the first (for level 1 psykers), 1 additional card per every 2 elements beyond the first (for level 2 psykers) and 1 additional cards for every stand beyond the first (for level 3).
- Cards assigned to one psyker are not transferable to another.
- Cards should be drawn from the deck randomly (players by mutual agreement may just pick the powers they desire)
- Each discipline has a primaris power which the psykers get "for free".
- Only one psychic power per turn, per psyker can be used. Some special characters may cast more than one power per turn.
- All disciplines except Daemonology can be used by all forces. Santic powers can only be used by loyalist forces and Malefic can only be used by traitor forces. Formations or legions that can use such powers are designated in their descriptions.
- Psychic powers can only be averted by elements with the adamantium will [AW] ability.
- Formations that take casualties from psychic powers must make an immediate morale test.
- Each power has an associated power level to it. From 1 to 3 level in power.
- Each psychic power is activated successfully on a roll of 5+.
- All powers have a range of 25cms (or self if it affects only the psykers stand).
- All powers last one game turn unless the effect is instantaneous.
- If the power is successfully cast, then its described effect is carried out.
- If the roll fails and it is equal to or less than the power's power level number, then the psykers must roll on the Perils of the Warp table.
- A failure that is not equal to or below the power's level results in failure but no further effect.

- A psychic power whose target is a formation has its power level increased by 1 if targeting a “grand” formation. Level 3 psychic powers are increased to “4” for this purpose, meaning they provoke a Perils of the Warp test on a failure.

Perils of the Warp	
Roll	Effect
1	Dragged into the warp. The librarian is eliminated and removed from play
2-5	Psychic backlash. Librarian makes an armor save with a modifier equal to the powers level
6-9	Psychic drain. Psyker loses one power for the remainder of the game
10	Warp Surge! Psyker gains invulnerable save 6+ for the remainder of the battle

- In case of psychic drain, the psyker cannot lose its primaris power, only assigned power cards.

Psychic Disciplines

To be replaced with power cards when finished.

Psychic Power and Disciplines	
Biomancy	
Primaris power: Smite	Target: One element per level of the psyker's power Effect: Target must make Armor save at -1 save modifier
Iron Arm (level 1)	Target: Self Effect: +2 CAF bonus attack die and +2 to armor save
Enfeeble (level 1)	Target: Any one enemy formation. Effect: Each element receives -1 to CAF to hit, armor save and half base movement
Life Leech (level 1)	Target: One infantry element Effect: Target must make Armor save at -2 save modifier. If an element is eliminated, one friendly eliminated infantry element can be returned to the game.
Warp Speed (level 2)	Target: Self Effect: +2 CAF to hit bonus, double base movement, +1 attack dice for ranged and close combat
Endurance (level 2)	Target: One friendly formation. Effect: All elements gain invulnerable [6]+
Hemorrhage (level 2)	Target: One enemy infantry formation. Effect: The first infantry element targeted is eliminated (no save). The player can select another infantry element within the formation and roll to hit. Elements hit are

	removed (no save). Continue to roll to hit until the roll is failed or there are no targets.
Divination	
Primaris power: Prescience	Target: One friendly formation Effect: Re-roll all missed attack dice (ranged and close combat). Second die result stands.
Foreboding (level 1)	Target: One friendly formation Effect: Gains the counter attack ability and may Overwatch fire on advance orders.
Forewarning (level 1)	Target: One friendly formation Effect: Re-roll failed armor save once per turn
Perfect Timing (level 1)	Target: One friendly formation Effect: Gains ignore cover [IC] on all weapons
Precognition (level 1)	Target: Self Effect: Re-roll all failed rolls (second result stands). Does not apply to die roll to activate this power.
Misfortune (level 2)	Target: One enemy formation Effect: -1 save modifier to armor saves from all ranged fire
Scrier's Gaze (level 2)	Target: Friendly formation Effect: All reserve rolls are automatically successful
Pyromancy	
Primaris power: Flame Breath	Target: One element per psyker's level Effect: Target makes armor save at -1 save modifier, ignores cover [IC]
Fiery Form (level 1)	Target: Self Effect: Gains invulnerable [6]+, weapons gain ignore cover [IC]
Fire Shield (level 1)	Target: One friendly formation Effect: Re-roll failed armor saves once per turn, opposing elements in close combat with formation make unmodified armor saves to survive flames
Combustion (level 1)	Target: One element Effect: Target makes armor save at -1 save modifier. If target is eliminated all elements within 6cms are hit -1 save modifier
Sunburst (level 1)	Target: Self Effect: All elements within 6cms are hit and must make an armor save at -1 save modifier, ignores cover [IC]
Inferno (level 2)	Target: One enemy formation. Effect: All elements are hit, must make armor save at -1 save modifier, ignores cover [IC].
Molten Beam (level 2)	Target: One element, Effect: Must make armor save at -3 save modifier, +1 on damage table, Assault [A] ability is gained when using this power
Telekinesis	

Primaris power: Assail	Target: One element per psykers level Effect: Target must make armor save at -1 save modifier
Crush (level 1)	Target: One element Effect: Target must make armor save at -2 save modifier, +1 to damage table roll
Objuration (level 1)	Target: One enemy formation Effect: Re-rolls all hits. Second result stands. The mechanicum [MK] ability cannot be used on affected vehicles.
Shockwave (level 1)	Target: One element Effect: All elements between target and psyker are hit and must make an armor save at -1 save modifier
Levitation (level 1)	Target: One friendly infantry formation Effect: Gains the jump pack [J] ability
Force Dome (level 2)	Target: One Friendly formation Effect: May re-roll failed armor saves (second result stands), or +1 to their invulnerability save if they already have one.
Maelstrom (level 3)	Target: One enemy formation, Effect: All elements hit, must make armor save at -3 save modifier
Telepathy	
Primaris power: Psychic Shriek	Target: One enemy formation Effect: suffers the effects of fear [FR]
Dominate (level 1)	Target: One enemy formation Effect: Must make morale checks to perform any action (shoot, move, recon, special abilities). If morale roll is failed action is forfeit
Mental Fortitude (level 1)	Target: One formation with fallback condition. Effect: Fallback condition is removed, and formation gains indomitable [ID] ability
Terrify (level 1)	Target: One enemy formation Effect: suffers the effects of terror [TR]
Shrouding (level 1)	Target: One friendly infantry or vehicle formation Effect: gains stealth [SH] ability
Mind Howl (level 2)	Target: All enemy formations within 25cms Effect: Re-roll all hits and CC rolls (second result stands)
Hallucination (level 2)	Target: All enemy formations within 25cms Effect: lose their orders (no orders)
Daemonology – Sanctic Powers	
Primaris power: Banishment	Target: One daemoniac formation. Effect: Their invulnerable save is negated
Gate of Infinity (level 1)	Target: One friendly infantry or vehicle formation Effect: Can be relocated via Deep Strike [T] (resolved immediately)
Hammerhand (level 1)	Target: One friendly formation

	Effect: Gains +1 CAF to hit bonus, +2 CAF to hit bonus versus daemons
Sanctuary (level 1)	Target: One friendly formation Effect: Re-roll failed armored saves once per turn, gains invulnerable 6+ versus daemons
Purge Soul (level 1)	Target: Self Effect: May fight close combat at range with one element. Psyker adds psy level as CAF to hit bonus. Gains +1 attack dice for this CC resolution.
Cleansing Flame (level 2)	Target: Self: Effect: Elements within 6cms are hit -1 save modifier and ignores cover [IC]. Versus daemons -2 save modifier.
Vortex of Doom (level 3)	Target: One element Effect: target makes an armor save at -5 save modifier, -6 versus daemons
Daemonology – Malefic Powers	
Primaris Power: Summoning	Target: Self Effect: Create one friendly formation of 2 elements of minor daemons. They appear within 25cms of the summoner. Additions summons are added to same created formation.
Cursed Earth (level 1)	Target: One friendly daemonic formation Effect: Gains +1 to their daemonic invulnerable save
Dark Flame (level 1)	Target: Self Effect: One element per psyker's level, Target makes an armor save at -1 save modifier, ignores cover [IC]
Infernal Gaze (level 1)	Target: Self Effect: One element per psyker's level, target makes an armor save at -2 save modifier
Sacrifice (level 1)	Target: One friendly infantry formation Effect: Creates one Chosen, one friendly element within 25cms is consumed and eliminated (counts to break point)
Incursion (level 3)	Target: Self Effect: Creates one friendly formation of 3 daemonic beasts. They appear within 25cms of the summoner
Possession (level 3)	Target: One friendly infantry formation Effect: Creates a Greater Daemon. Target formation receives 1-5DR (1d10/2) damage (no save). Greater Daemon appears within 25cms of the summoner

Structures

This section covers the rules regarding terrain features known as structures. This encompasses all manner of buildings and other constructed type structures. They have the following rules:

- Structures have an armor save as well as DR points like all other elements. The following tables provide values for armor and DR. The type will determine how resilient the structure will be with regards to armor save and total DR. Size will determine how many DR should be applied given the mass of the structure. Use the DR value noted in the size and apply that value to the Total DR multiplier for the total DR of the structure.

For example, a medium ferrocrete structure will have an armor save of 3+ and 3 DR (1 x 3). A Very Large fortified structure will have an armor save of 1+ and 18 DR (3 x 6).

Structure Traits (1 DR minimum)		
Type	Armor Save	Total DR
Lightly built (wood, clay, etc.)	5+	½ DR by size
Ferrocrete	3+	1 x DR by size
Reinforced Ferrocrete	2+	2 x DR size
Fortified (Military Grade)	1+	3 x DR size
Structure DR by size		
Size	DR by size	
Tiny (fits one stand)	1	
Small	2	
Medium	3	
Large	4	
Very Large	6	
Huge	Use sections of large or very large	

- There are standard structures (usually fortifications) that will be available at a points cost depending on scenario.
- Structures and Artillery fire. When a building is targeted by an artillery attack, the attack gains a +1 to hit due to size. Elements that occupy a structure can also be hit but must be rolled to hit for separately. Cover modifiers apply to the elements within a structure. Please see artillery section for more information.
- Only elements with the blast ability (see abilities section) may damage buildings.

Fires

- Weapons designated as flamers can set structures ablaze when they attack. When a flamer weapon hits a structure and fails its armor save against it, one fire is started. Designate fires on structures with a counter (one will be provided).
- A structure with active fires must roll once on the Structures Fire table at the end of each End Phase. If it is still on fire, roll on the table and apply the result to the structure. Results from one turn do not carry over to the next turn.

Structures Fire table	
D10 result	Effect
1-3	Fire goes out! All fires extinguished
4-6	Fire continues unabated. No change
7-9	Fire causes +1DR damage to structure

10+	Fire Causes +2DR damage to structure, fires are now intense fires (occupants Make armor saves)
Structure types impact the fire table roll. If lightly built (wood), +1, ferrocrete, 0, reinforced ferrocrete, -1, fortified (military grade) -2 to the fire table roll. Add +1 to the die roll for every fire beyond the first.	

Fortification Structures

One fortification card per company card fielded in the force may be purchased if the scenario permit fortifications.

Fortification Structures				
Name	Armor	DR	Description	Cost
Aegis Defense Line	2+	6	30cms of Aegis Defense Line, grants invulnerable 6+ to defenders Option: Icarus lascannons, 100cm range, 1 attack die, -3 save modifier, AA Option: Quad Gun, 50cms, 4 attack dice, -2 save modifier, AA Twin linked	250 3VP
Bastion	1+	9	1 Bastion Pick, invulnerable 4+ to defenders, 1 weapons option Heavy Bolters, 3 attack dice, antipersonnel Icarus lascannon, 100cms, 1 attack die, -3 save modifier, AA Quad gun, 50cms, 4 attack die, -2 save modifier, AA, twin linked	200 2VP
Defense Line	3+	3	30cms of Defense Lines, invulnerable save 8+	150 2VP
Defense Emplacement	3+	3	3 Emplacements, invulnerable save 8+	150 2VP
Bunker	2+	6	1 Bunker, invulnerable 4+, weapon options Icarus lascannon, 100cms, 1 attack die, -3 save modifier, AA Quad gun, 50cms, 4 attack die, -2 save modifier, AA, twin linked	100 1VP
Firestorm Redoubt	1+	9	1 Firestorm Redoubt, invulnerable 4+ to defenders, weapon options Icarus lascannon, 100cms, 1 attack die, -3 save modifier, AA Quad gun, 50cms, 4 attack die, -2 save modifier, AA, twin linked Battlecannon, 70cm range, 1 attack die, -3 save modifier Quad Icarus lascannon, 100cms range, 2 attack die, -3 save modifier, AA	200/2VP 250/ 3VP 200/2VP 200/2VP
Vengeance Weapon Battery	1+	9	1 Vengeance weapon battery, invulnerable save 4+ to defenders, options Battlecannon, 70cm range, 1 attack die, -3 save modifier Quad Icarus lascannon, 100cms range, 2 attack die, -3 save modifier, AA	200/2VP 250/3VP
Macro Cannon Aquila Strongpoint	1+	12	1 Macro cannon Aquila Strongpoint, invulnerable save 4+ to defenders Armed with Macro cannon (Use Mori quake cannon stats) Heavy bolter, anti-personnel, 3 attack dice	400 4VP
Vortex Missile Aquila Strongpoint	1+	12	1 Vortex Missile Aquila Strongpoint, invulnerable save 4+ to defenders Vortex Missile battery (1 per turn, use vortex missile stats) Heavy bolter, anti-personnel, 3 attack dice	1000 10VP
Imperial Primus Redoubt	1+	18	1 Imperial Primus Redoubt, invulnerable save 4+ to defenders Weapon: Turbo laser destructor turret (use titan weapon stats) Force Dome: Invulnerable save 6+ to structure for direct fire, 5+ versus barrages.	800 8VP
Imperial Castellum Stronghold	1+	18	1 Imperial Castellum Stronghold, invulnerable save 4+ for defenders Gates: invulnerable save 4+ Weapon options: Icarus lascannon, 100cms, 1 attack die, -3 save modifier, AA	850 9VP

			Quad gun, 50cms, 4 attack die, -2 save modifier, AA, twin linked Hyperios air defense, 50cm range, 1 attack die, -2 save modifier, AA heat seeker Quad Icarus lascannon, 100cms range, 2 attack die, -3 save modifier, AA	
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- Elements within fortifications gain the indomitable ability versus formations with fear and terror

Special Abilities

The core special abilities are as follows:

- **Adamantium will [Aw]**. The element may use its morale (in the form of a morale check) to thwart psychic attacks. A successful morale check negates the psychic attack.
- **Agile [AG]**. The element gains a +1 bonus on the rough ground table.
- **Apothecary [Apo]** – when a formation which has an apothecary element attached to it suffers infantry element casualties/DR loss, roll a d10 per each element eliminated/suffered DR loss. On a roll of 7+, an eliminated infantry element is “healed” and remains in play (negates elimination) or receives +1DR if it has more than 1DR point. No infantry element can receive this benefit more than once per game turn.
- **Cameleoline [CE]**. An element with this ability gains the stealth ability when it does not move (regardless of orders). If it is on first fire orders it receives light cover (-1 to hit the element and invulnerable save 8+).
- **Commander/HQ [HQx]**. All Command elements exert a command radius of 25cm. Formations within this radius receive no bonus for level 1 commanders; a +1 morale bonus for level 2 commanders and the ability to issue special orders (hero or fool); and +2 for level 3 commanders which also gain +1 bonus for special orders (hero or fool table). Special orders (“Hero or Fool”) may be issued to formations within 25cms. The level will be annotated as command “x” where “x” is the command level. For example, HQ2 means level 2 commander. All commanders have the veteran ability.
- **Counter attack [CA]**. Infantry element gains a bonus weapons fire against an opposing element in close combat before close combat begins. (1 attack die, -1 save modifier).
- **Damage Rating [DRx]**. Indicates how many failed armor saves an element can withstand before being eliminated. Once an element’s DR reaches zero it is removed from play. The “x” indicates how many DR points a model has. The default for most elements is 1, therefore only elements with more than one will be noted.
- **Deep Strike [T]**. Represents a constellation of abilities that permit deployment in methods other than the scenarios deployment zone. The methods of deployment may be via teleportation, drop pods, tunneler (all of which have 2d10 scatter) and cavalry type units (landspeeders) which may enter through any table side dependent on the reserve roll.
- **Demon [DE]**. The element is considered a demon. This confers an invulnerability save which can be negated by psychic attacks. Demons cause fear. Demons are immune to most morale checks and related effects. However, when they reach their break point, they make an instability check in the end phase. If failed, additional elements may become unstable and are removed from (see ruinstorm army list for more details).
- **Durable [DU]**. An element with this ability does not make (ignores) rough ground checks.
- **Fear and terror [FR][TR]**. Elements with these abilities inflict a penalty from Overwatch fire and first fire taken when engaged in close combat. The penalty to hit them is -1 for fear and -2 for terror. These to hit penalties also apply to close combat attack dice.
- **Fire on the Fly [FF]**. Elements do not suffer the -1 modifier to hit on charge orders.

- **Flier [F]**. Elements capable of air mission orders. May only be targeted by other fliers or ground elements with the AA ability. Fliers do not have a pinning category and cannot be pinned.
- **Furious Assault [FA]**. Elements/formations with this special ability gain an additional -1 TSM to their base element TSM for close combat.
- **Hard to hit [H]**. Direct fire weapons gain a -1 penalty to hit elements with this ability. Element must have moved at least half of its allowed Move this turn to benefit from the ability. This does not stack with cover modifiers.
- **Hit and Run [HR]**. Elements are not pinned when engaged in close combat. May fire any anti-personnel weapons (if present) and move away if they have not been activated previously in the game turn.
- **Infiltration [IF]**. Before the battle begins, once all forces are deployed, elements may move up to their charge move. If both sides have such forces, they will alternate the infiltrate moves in order of initiative.
- **Ignores cover [IC]**. Elements ignore the saves granted to enemy elements by cover and ignore the cover to hit penalty.
- **Indomitable [ID]**. Elements are immune to the effects of fear. Terror is treated as fear (which can affect elements with this ability. However, certain powers or bonus may upgrade the indomitable ability to make elements immune to terror as well.
- **Invulnerable save [x]**. The armor save is not modified beyond the specified value. The invulnerable save value is the minimum value such an element has for purposes of armor saves. It applies to shooting and close combat. The “x” is the numerical value of the invulnerable save. An armor saves of 5+ [8] means it has an invulnerable save of 8+.
- **It will not die [IWD]**. Each end phase elements with this ability roll 1d10 per lost DR point. On a roll of 8+ one DR point is restored (may restore an eliminated element). May be used regardless on how the element is removed from play.
- **Jump packs [J]**. Elements may ignore terrain movement restrictions so long as they have enough movement to traverse such terrain and not end the movement within them. Elements may deploy from moving aircraft without necessity of the aircraft landing.
- **Lone Wolf [LW]**. This element does not need to be attached to a detachment to act. May act on its own as a single element or small group of single elements.
- **Mechanicus [MK]**. Elements with this ability may attempt to repair a vehicle that has been eliminated or lost a DR point on a roll of 7+ (make check as damage occurs if an eligible repair element is present). The repairing element can only repair vehicles in the formation it is attached to, or in case of command, vehicles it is “in command” of (which are all formations that form the company card and any support or special cards attached to it). One vehicle per command level may be repaired (for example, a tech priest with command 2 can attempt to repair 2 vehicles per game turn). A single vehicle element cannot receive this benefit more than once per game turn.
- **Night Vision [N]**. Elements/formations are immune to the penalties associated with fighting in dark/night time conditions
- **Psyker [Px]**. Element manifests psychic powers. The number after the keyword signifies the power level of the psykers (how many powers it can manifest). All psykers gain the adamantium will ability. The “x” is the numerical value of the psykers level. P2 means level 2 psyker.

- **Recon [R]**. This special ability negates stealth (may fire on them at ranges greater than 25cm) Elements with the infiltrate special ability may not move within 25cm of formations with this ability during deployment. Recon elements also serve as forward observers for artillery fire and may spot for artillery once per turn per recon formation. A Recon formation may spot for Deep Strike [T] formations instead of artillery, (No roll required) and reduces scatter to 1d10cms.
- **Robotic [RC]**. Mobile robotic elements have a default order of advance. A command element eligible to control robotic elements (via cortex controller or psychic methods) may change the order of one formation per game turn under its control during the orders phase. An order other than advance may be changed back to an advance order automatically every orders phase. In the case of a static robotic defense gun they have Area defense, under this mode only the closest priority target may be fired upon. For anti-personnel (bolters, flamers, etc.) weapons target infantry first and anti-tank (lascannon, melta weapon, etc.) may target vehicles first. Robotic elements do not have a morale value. They do not make morale checks for any reason. They are immune to the effects of suppression and fear.
- **Sabotage [SE]**. The element may engage any type of structure and inflict damage on it with a -2 save modifier.
- **Skimmer [K]**. Element may ignore rough ground checks if movement permits to traverse the terrain and not land within it. Skimmer elements may perform a “pop-up” attack which can be done on First Fire orders. This permits a skimmer to hiding behind cover to vertically rise over the terrain feature offering cover, fire and return to hide behind the cover. Formations on first fire, may return fire on their activation, before the skimmer goes behind cover, however the skimmer gains a light cover save (regardless of the terrain type its hiding behind). Skimmers elements are ground elements for the purpose of flier attacks.
- **Sniper [SN]**. Ignores restrictions on targeting command/HQ elements. +1 to leader hit table.
- **Stealth [SH]**. Element may not be fired upon or engaged beyond 25cm range.
- **Stubborn [SU]**. Elements with this ability gain +2 to morale checks to remove suppression.
- **Sweeping advance [SA]**. A formation with this ability can make a bonus attack after the loser of the close combat round is determined and the morale check. The bonus attack dice are equal to half the elements (round down) in the victor’s formation at a close combat TSM of zero (0).
- **Transport [TRx]**. Element may carry other elements within itself. It is expressed as “TR x”, where “x” indicates how many infantry sized elements it can carry. If larger elements are to be carried it will be noted in the description.
- **Veteran [V]**. Infantry element gains stubborn, +1 to damage and reserve table rolls.

Weapon Traits

Weapons may have the following traits:

- **Antiaircraft [AA]**. Elements with this designation may engage flier targets. The range of their weapons to engage fliers vary depending on the orders given (please check flier section on how orders effect range). Antiaircraft elements have a 360-degree fire arc.
- **Antipersonnel/air defense fire [AP]**. This represents the complement of smaller arms fire a vehicle or flier may possess for the purposes of defense against attacks that are up close. Such weapons may be fired on Overwatch on any order to thwart close assault/dogfights. This includes flamer and heavy flamer weapons.
- **Assault [A]**. Weapon does not receive to hit penalty for charge orders. May still only fire in the weapon's short-range band.
- **Blast [Bx]**. An Element with the blast ability can damage structures, can indirect fire (exceptions are noted in elements description). Each blast attack gains one primary attack die and several secondary dice. It is represented in the stat line as "Bx". Where "x" is the amount of secondary attack dice it receives. Primary dice receive the full TSM modifier for the weapon making the attack. The TSM for secondary dice is -1 TSM. For example, Blast 2 (B2) means the attack has 3 total attack dice. One primary die at full TSM and 2 secondary dice at -1TSM.
- **Flamer weapons [FW]**. Flamers' gain 2 attack die per weapon (listed in Statline), +1 to hit and ignore order modifiers to hit. They ignore cover and can be used as anti-personnel weapons on vehicles. Structures gain one fire for every armor save failed against these weapons.
- **Haywire [HW]**. Against vehicle targets, the save modifier is doubled.
- **Heat seeking [HS]**. Re-roll misses, second roll stands.
- **Heavy macroweapons [HM]**. As macroweapons but may not fire weapon on charge orders.
- **Lingering death [L]**. Area considered difficult terrain. Elements in the area in the end phase roll an unmodified save to survive (infantry only).
- **Linked weapons [xTLy]**. A weapon designated as such (twin-linked, triple linked, etc.) gains additional attack dice (reflected in stat line). However, attack dice from a single twin linked weapon must attack the same target (cannot split its fire). Such shots will be designated as a total of attack dice, represented by the "x" value, but also how many attack dice can be assigned to a certain number of targets, represented by the "y" value. Example: 4TL2 means 4 attack dice that can hit up to 2 targets. Total amount of dice must be allocated evenly amongst permissible targets (in this example 2 attack dice each)
- **Macroweapon [M]**. Powerful weapon mounted on titans or super heavy vehicles and fliers. Macro weapons fire at half their normal range on advance orders. They may fire at -2 to hit on charge orders. Weapons with this trait ignore invulnerable saves.
- **Melta Bombs [MB]**.
- **Volkite/adrathic/psyk-out weapons [VK], [AR]. [PY] respectively**. Against infantry [1] targets (organic targets) the save modifier is doubled. In the case of Psykout, this bonus only applies to psykers and demons
- **Wrecker [W]**. Against structures the save modifier is doubled.

Faction and Allies Rules

- Faction value. This value represents a comparative value of the overall “worth” of the traits package of a given faction.
- Faction traits. Each legion or faction has a list of traits which are additional bonuses to apply to the faction’s elements or special overall perks which the player gets to use when fielding that force. The general stat profile of each element does not include these bonuses; therefore, you should consult your faction trait sheet and add the bonuses where appropriate.
- Faction Value Comparison. While each army has a list of traits, they may not be all equally valuable (although many we’ve designed to be equal). When two players have picked their chosen faction/legion to play, compare the Faction value. If the faction values are equal, then play proceeds normally and neither player has an advantage. However, if the faction value of one player is greater than the other player’s faction value, the player with the lower value gets his choice of bonus victory points equal to the difference between the 2 values OR the use the point difference between the two as bonus points to purchase more army formations for the game. This bonus applies for every 3000 points played.
 - Example: Player 1 selects a faction with a value of 400. Player 2 selects a faction with a value of 200. They will play a 6000-point game. Both players compare their values. Since player 2’s value is lower by 200 points he can choose between receiving 2 VP (100 points = 1VP) OR receive a 200-point bonus for purchasing troops. However, since they are playing a 6000-point game (and the values are per 3000 points), player 2 either receives 4VP (200 x 2(6000-point game) = 400=VP) OR 400 bonus points (200 x 2 =400 points), meaning he has 6400 points to build his army.
- Mixed faction/ Legion Forces. When a player decides to include more than one faction in his army the following rules apply:
- The army card structure is used normally. You can attach any allied card type to the appropriate card type (you can attach support and special cards of the factions involved in the force to any company card of any of the factions).
- Faction traits are not interchangeable. You can only apply them to the formations and elements belonging to that faction (no trait sharing in an allied force)
- The faction/legion with the largest number of points of the total force becomes the primary faction. The player uses the full faction value of the primary faction for comparative purposes.
- Allied factions. Additional factions that represent smaller point values of the total army than the primary faction is deemed allied factions. An allied faction contributes HALF (round up) the total cost of its full faction value.
- Allied/Mixed force value. The total faction value of a mixed force is equal to the full value of the primary faction PLUS half the value of all additional allied factions.
 - Example: A player decides to make an army with 3 factions. The values of each faction are, A: 600, B: 400 and C: 200, respectively. The primary faction is determined by that faction having the most points in the total amount played was faction B. Therefore, the full value of 400 is used for that faction. The other two are allied factions and contribute

half the full value of their faction value (A: 600=300(half) and C: 200=100(half)). The total faction value of this mixed/allied force is 400+300+100= 700. This is the value used to compare his faction value with his opponent.

- Allied/Mixed faction interaction. Different faction may not necessarily work well together. Consult the following table to see how different factions interact

Faction association table

	DA	EC	IW	WS	SW	IF	NL	BA	IH	WE	U	DG	TS	WB	S	RG	AL	Mech	IA
DA	-	FW	FW	FW	Emp	FW	Emp	FW	FW	Dis	FW	FW	FW	FW	FW	FW	Dis	FW	FW
EC	FW	-	FW	FW	Dis	FW	Emp	FW	SB	Dis	FW	FW	Dis	SB	FW	SB	FW	FW	FW
IW	FW	FW	-	Dis	Dis	Emp	Dis	FW	FW	SB	FW	FW	Dis	FW	Dis	FW	FW	Dis	SB
WS	FW	FW	Dis	-	FW	Dis	Dis	FW	FW	FW	FW	FW	FW	SB	FW	SB	FW	FW	FW
SW	Emp	Dis	Dis	FW	-	SB	Dis	Dis	Dis	FW	FW	Dis	Emp	FW	Dis	SB	SB	Dis	FW
IF	FW	FW	Emp	Dis	SB	-	Emp	SB	FW	Dis	SB	Dis	Dis	FW	Dis	SB	FW	Dis	FW
NL	Emp	Emp	Dis	Dis	Dis	Emp	-	Dis	FW	FW	Dis	SB	Dis	FW	Dis	FW	Dis	Dis	FW
BA	FW	FW	FW	FW	Dis	SB	Dis	-	FW	Dis	SB	Dis	FW	FW	Dis	SB	FW	Dis	FW
IH	FW	SB	FW	FW	Dis	FW	FW	FW	-	FW	SB	FW	FW	Dis	Dis	FW	FW	Dis	SB
WE	Dis	Dis	SB	FW	FW	Dis	FW	FW	FW	-	Emp	FW	Dis	FW	Dis	Dis	Dis	Emp	FW
U	FW	FW	Dis	FW	FW	SB	Dis	SB	SB	Emp	-	Dis	Dis	FW	Dis	FW	FW	Dis	FW
DG	Dis	FW	FW	Dis	Dis	Dis	FW	FW	FW	FW	Dis	-	Emp	SB	Dis	Dis	Dis	Dis	FW
TS	FW	Dis	Dis	FW	Emp	Dis	Dis	FW	FW	Dis	Dis	Emp	-	Dis	Dis	Dis	FW	FW	FW
SoH	FW	SB	Dis	Dis	FW	FW	FW	SB	FW	FW	FW	SB	Dis	-	SB	FW	FW	Dis	SB
WB	FW	FW	Dis	FW	Dis	Dis	Dis	Dis	Dis	Dis	Dis	Dis	Dis	SB	-	FW	Dis	FW	SB
S	SB	SB	FW	SB	SB	SB	FW	SB	FW	Dis	FW	Dis	Dis	FW	FW	-	SB	FW	SB
RG	FW	FW	FW	FW	SB	FW	Dis	FW	FW	Dis	FW	Dis	FW	FW	Dis	SB	-	Dis	SB
AL	Dis	FW	Dis	FW	Dis	Dis	Dis	Dis	Dis	Emp	Dis	Dis	FW	Dis	Dis	FW	Dis	-	FW
Mech	FW	FW	SB	FW	FW	FW	FW	FW	SB	FW	FW	FW	FW	SB	FW	SB	SB	FW	-
IA	FW	FW	FW	FW	Dis	FW	Dis	FW	Dis	Dis	SB	FW	FW	SB	SB	FW	SB	FW	-

DA=Dark Angels, EC=Emperor's Children, IW=Iron Warriors, WS=White Scars, SW=Space Wolves, IF=Imperial Fists, NL=Night Lords, BA=Blood Angels, IH=Iron Hands, WE=World Eaters, U=Ultramarines, DG=Death Guard, TS=Thousand Sons, SoH=Sons of Horus, WB=World Bearers, S=Salamanders, RG=Raven Guard, AL=Alpha Legion, Mech=Mechanicum, IA=Imperial Army.

Sworn Brother=SB, Fellow Warriors=FW, Distrusted Allies=Dis, By Emperor's Command=Emp.

- Once the association is determined the following applies:
- Sworn Brothers. They have worked together before and know each other's tactics well. No penalties.
- Fellow Warrior. There is no affinity, but no close relationship. The mixed/allied force receives -1 penalty to all initiative and reserve rolls (faction traits may reduce these penalties)
- Distrusted. Apprehension exists between these two factions. The allied/mixed force receives -2 penalty to all initiative and reserve rolls (faction traits may reduce these penalties)
- By the Emperor's Command. Animosity (if not outright contempt) exists between the two factions. The allied/mixed force receives -3 penalty to all initiative and reserve rolls (factions' traits may reduce these penalties)
- If more than one faction exists in the same force, always use the WORST affinity and the attendant penalty (in simple terms you always use the worst possible penalty).
- Note that loyal and heretical factions of most legions existed after the heresy began. This does not negate how they may have felt for each other. So, a loyalist faction of a legion that turned to Horus would still get the penalties if allied with a loyalist legion it has mixed feelings for. (For

example, a loyal death guard component can join a loyalist Ultramarine force as allies, but the distrust still exists).

- Adeptus Custodes and Sisters of Silence may not ally with traitor factions (if the battle takes place after the heresy begins). If the battle takes place before the beginning of the heresy they may ally with any faction/legion. Regardless, they count as sworn brothers to any allied force.

Reference Sheets

Reserve Movement Modifiers	
Modifier	Description
+1	Astartes, aircraft, ork ground forces
-1	Ork aircraft, flank entry (table sides in no man's land)
-3	Table edges within opponent's deployment zone

Rough Ground Table	
Die Roll	Result
1-2	One element rolls -1TSM save, unit suppressed, Obstacles encountered: Movement is reduced to half speed
3-4	Unit suppressed; Obstacles encountered: Movement is reduced to half speed
5-7	Obstacles encountered: Movement is reduced to half speed
8-10	Quick Route Found!: Formation moves at full charge rate
Formations with the move through cover ability gain +1 bonus to rolls on this table	

Hero or Fool!	
Die Roll	Result
1	Fool! Roll on hit commander table
2-7	Failed. No special order given
8+	Hero! May issue special order

Heroic Action Orders	
Order	Descriptions
On the Double!	One selected infantry formation may move triple their base move on charge orders
Fire at Will!	One selected infantry formation gains +1 Attack die per element on first fire orders
Charge!	One selected infantry formation gains +1 CAF bonus attack die per element for one turn on charge orders.
Shoot them out of the sky!	One selected infantry formation gains the AA ability for one turn (any order)
Rally to me!	One selected formation has its fallback condition removed and may be assigned an order (any order)
Take them Out!	One selected vehicle formation gains a bonus -1 save modifier to all weapons on element for one turn (any order)

Leader Hit Table	
Roll	Result
1-3	Glancing hit (no effect)
4-7	Stunned. No orders for command section next turn
8-10	Hit as normal (make armor save)
Modifiers: sniper ability gives +1 bonus to roll on this table	

Leader Replacement Table	
Roll	Result
1-3	No replacement this turn
4-8	Replacement appears. Same stats as original command, but has no morale bonus nor can issue special orders
9-10	Replacement appears. Same stats and morale bonus (and special-order capability) as original command.
An Eliminated command element gives +1 VP's to the opponent	

Damage Table for Multi-DR elements and Structures	
Die Roll	Effect
1-4	1 DR damage: No further effects
5-9	1DR damage, crew stunned -1 ranged and close combat to hit penalty for this game turn Structures: occupants are suppressed
10+	Critical hit, 1 DR damage and roll again on this table (effects of the second roll are cumulative with the first roll) Structure: as above plus fire started.
Some weapons and abilities have bonuses to this table	

Artillery Effectiveness	
D10 Roll Result	Effectives
1-2	Weak attack: no secondary blast dice
3-6	Minor Drift: Normal attack
6-9	On target: +1 to hit on all attack dice
9-10	Concentrated barrage: +1 to hit on all attack dice and bonus -1TSM for damage resolution

Glossary

Helpful tidbits on abbreviations and how to read certain shorthand that is uniform throughout the books and tables.

How to read Statline notations

While much of a Statline is self-explanatory, we have added many shorthand notations to convey more information to the player with minimal amounts of cross referencing. The notations are standardized and are also mentioned in the core rules.

Pinning class

In the legion general element section, next to each section type you will see a number in brackets. This number is the pinning class as described in the core rules. Examples:

Vehicles [3]: This means all the elements under this section have a pinning class of 3.

In the legion specific element, ONLY elements that are a pinning class greater than 1 (pinning class [2] or higher), will be specified in the elements note section

Rylanor the Unyielding: In the notes section it will read Pin [2], which means pinning category 2. All entries with no entry are a default Pin [1] (infantry).

Movement Modes

All movement are listed with a number which is their move in cms. In some cases, elements have a special movement mode. Those with special movement modes will have a letter notation immediately after the number to point out what special movement mode it has. Examples:

15J: This means the element has a base move of 15 and jumpacks [J].

10T: This means the element has a base move of 10 and can deep strike [T]

30K: This means the element has a base move of 30 and is a skimmer [K]

20TN: This means the element has a base move of 20 and is a tunneler [TN]

20TK: This means the element has a base move of 20 and can deep strike [T], but also is a skimmer [K]

Transports and their capacity are mentioned in the notes section.

Armor

When an element has an invulnerable save, it will be listed in brackets next to its standard armor save value. Examples:

5[8]++: This means the element has an armor save of 5+ and an invulnerable save of 8+.

3[6]++: This means the element has an armor save of 3+ and an invulnerable save of 6+.

Weapon Traits

When a weapon has a special trait, it will be listed next to the weapons name in full form (in parenthesis) or in brackets with its notation as space permits.

Heavy Flamers (Assault) or [A]: This means the weapon has the assault [A] trait.

Culverins (Volkite) or [VK]: This means the weapon has the Volkite [VK] trait.

Bonus to damage table roll or [Dmg+x]: Weapon has a damage bonus of "x", "x" equals the bonus to the roll.

Bonus to Structure damage table roll or [Str+x]: Weapon has a damage bonus of "x", "x" equals the bonus to the roll.

Attack Dice

Weapons may have traits that require listing their attack in a form other than a number to indicate its attack dice. The two most common ones are attacks with blast and twin-linked weapons. Examples:

B0: This means a blast 0 attack. It has its primary die with a TSM listed in the appropriate column, but zero secondary dice.

B2: This means a blast 2 attack. It has its primary die with a TSM listed in the appropriate column and 2 secondary dice with a TSM of -1

2xB2: This means TWO, blast 2 attack. Each has its primary die with a TSM listed in the appropriate column and 2 secondary dice with a TSM of -1. Resolve each attack separately.

See the core rules section on blast dice for more information.

2TL1: This means a twin-linked weapon attack where you have a total of TWO attack dice, but you can only target one element (means both attack dice are allocated to that one target).

4TL2: This means a twin-linked weapon attack where you have a total of FOUR attack dice, but you can only target TWO elements (means 2 attack dice to two targets).

8TL4: This means a twin-linked weapon attack where you have a total of EIGHT attack dice, but you can only target FOUR element (means each target gets two attack dice).

3TL1: This means a triple-linked weapon attack where you have a total of THREE attack dice, but you can only target one element (means all three-attack dice are allocated to that one target)

See core rules section on twin-linked weapons for more information.

Notation Summary

This lists all standardized notations.

Movement

Deep Strike [T] for “teleport”. The letter “D” is not used since it may be confused with a “0”

Fliers [F]

Jump Packs [J]

Skimmers [S]

Tunneler [TN]

On occasion when the same element has more than one movement type both are listed in the brackets to save space. [TK] for example means deep strike [T] and skimmer [K].

Pinning Class

The idea is to place a number in the brackets. A higher number can pin a lower one. There are only 5 pinning levels as per the core rules. To be placed next to the units’ name

Infantry and Light weapon platforms – [1]

Cavalry and Walkers – [2]

Vehicles and Artillery – [3]

Superheavy vehicles and Knights – [4]

Titans and Praetorians – [5]

Special Abilities

- **Adamantium will [AW]**
- **Agile [AG]**
- **Apothecary [Apo]**
- **Cameleoline [CE]**
- **Commander/HQ [HQx]- “x” is the command level**
- **Cortex Controller [CC]**
- **Counter Attack [CA]**
- **Cybertheurgy [CY]**
- **Damage Rating [DRx]- “x” is the amount of DR points**
- **Deep Strike [T]**
- **Demon [DE]**
- **Durable [DU].** An element with this ability does not make (ignores) rough ground checks.
- **Fear and terror [FR] [TR]**
- **Fire on the Fly [FF]**
- **Flier [F]**

- **Furious Assault [FA]**
- **Hard to hit [H]**
- **Hit and Run [HR]**
- **Infiltration [IF]**
- **Ignores cover [IC]**
- **Indomitable [ID]**
- **Invulnerable save [x]- “x” is the number of the save**
- **It will not die [IWD]**
- **Jump packs [J]**
- **Lone Wolf [LW]**
- **Mechanicus [MK]**
- **Night Vision [N]**
- **Psyker [Px]- “x” is the psyker level**
- **Recon [R]**
- **Robotic [RC]**
- **Sabotage [SE]**
- **Skimmer [K]**
- **Sniper [SN]**
- **Stealth [SH]**
- **Stubborn [SU]**
- **Sweeping advance [SA]**
- **Transport [TRx]- “x” is the number of infantry elements it can transport**
- **Veteran [V]**

Weapon Traits

- **Antiaircraft [AA]**
- **Antipersonnel/air defense fire [AP]**
- **Assault [A]**
- **Blast [Bx]- “x” is the amount of secondary dice**
- **Damage bonus to table roll [Dmg+x] – “x” is the bonus on the table roll**
- **Flamer weapons [FW]**
- **Haywire [HW]**
- **Heat seeking [HS]**
- **Heavy macroweapons [HM]**
- **Linked weapons [xTLy] - “x” is the number of total attack dice and “y” is how many targets you can equally divide those dice amongst.**
- **Macroweapon [M]**
- **Melta Bombs [MB]**
- **Structure damage table roll [Str+x] – “x” is the bonus on the structure damage table roll.**
- **Volkite/adrathic/psyk-out weapons [VK], [AR]. [PY] respectively**
- **Wrecker [W]**

Notes Section

Entries of “**special**” mean there is additional information that can be referenced in the appropriate elements’ full description.