

This guide will help you get started with games of Warhammer 40,000. For more information, see the Core Rules. Warhammer 40,000 battles are played in a series of battle rounds. In each of these, both players have a turn, broken into different phases that must be completed in order.

1. COMMAND PHASE



2. MOVEMENT PHASE



3. SHOOTING PHASE



4. CHARGE PHASE



5. FIGHT PHASE



1. COMMAND PHASE



Command: First, both players gain 1 Command point (these can be spent on Stratagems at different points in the battle round). Then resolve any rules you have that are used in your Command phase.

Battle-shock: For every unit in your army that has lost more than half of its models (or more than half of its wounds for single-model units), roll 2D6. If the result is lower than the LD (Leadership) shown on the unit's datasheet, the unit is Battle-shocked until the start of your next Command phase. Battle-shocked units have an OC (Objective Control) of 0, and cannot be affected by friendly Stratagems.

2. MOVEMENT PHASE



Units that are not within 1" of enemy models (Engagement Range) can either stay still (Remain Stationary), make a Normal move or make an Advance move:

- **Normal moves:** Move the unit a distance in inches up to its MV (Move) characteristic, without ending within Engagement Range of enemy models.
- **Advance moves:** As above, but roll one D6 and add the result to the unit's Move. Units that Advance cannot shoot this turn (except with Assault weapons) and cannot charge this turn.

Units that are within Engagement Range of enemy models can only Remain Stationary or Fall Back:

- **Fall Back moves:** Like a Normal move, but units that Fall Back cannot shoot or charge this turn.

3. SHOOTING PHASE



One unit at a time, your models can fire their ranged weapons at enemy units that are within range and visible. Models with more than one ranged weapon can shoot each one at a different target, but you must declare all targets at the same time.

Weapons are presented as follows:

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1

Range: How far a weapon can shoot. If an enemy unit is within this range and visible to your model, it can be targeted.

A (Attacks): The amount of shots or strikes your weapon gets, represented by the number of D6 you roll for your attack.

BS (Ballistic Skill): How accurate your attacks are. If a Hit roll equals or beats this number, the attack hits!

S (Strength): Any attack that hits then needs to be strong enough to wound its target.

AP (Armour Penetration): This represents how effective the attack is against armour.

D (Damage): If the enemy unit fails its saving throw, the attack inflicts this much damage.

MAKING ATTACKS

Use the following sequence to make attacks one at a time:

1 HIT ROLL

Roll one D6 per attack, aiming to equal or beat the BS. An unmodified Hit roll of 6 is called a Critical Hit and is always successful.

2 WOUND ROLL

Compare the attack's Strength with the target's Toughness, as shown below. An unmodified Wound roll of 6 is called a Critical Wound and is always successful.

ATTACK'S STRENGTH VS TARGET'S TOUGHNESS	D6 RESULT REQUIRED
Strength is TWICE (or more than twice) the Toughness.	1+ (1 dot)
Strength is GREATER than the Toughness.	2+ (2 dots)
Strength is EQUAL to the Toughness.	3+ (3 dots)
Strength is LESS than the Toughness.	4+ (4 dots)
Strength is HALF (or less than half) the Toughness.	5+ (5 dots)

3 ALLOCATE ATTACK

Your opponent chooses which model in their unit the attack might wound (if any of those models are already wounded, the attack must be allocated to them).

4 SAVING THROW

Your opponent rolls one D6, subtracting the attacking weapon's AP. If the result equals or beats their model's SV, the attack fails. Otherwise, damage is inflicted.

5 INFLECT DAMAGE

Inflict damage – a model loses a number of wounds equal to the attack's Damage characteristic.

4. CHARGE PHASE



Your units can now charge in to assault the enemy in melee.

- One at a time, select any units you wish to charge with and follow the sequence below. Units that Advanced or Fell Back this turn cannot charge, nor can any that are within Engagement Range of the enemy.
- Select one or more enemy units for your unit to charge at.
- Roll 2D6. The result is the total distance in inches your unit can charge – if this is enough to move within 1" of every enemy unit you selected, the charge is successful – move each model towards one of those enemy units, ending in base-to-base contact if possible.

5. FIGHT PHASE



Every unit in each player's army that is within Engagement Range of any enemy units now fights. Units that charged this turn fight before all others. Then, starting with the player not currently taking their turn, players alternate fighting with their units.

1 PILE IN

First, you can move each model in the fighting unit up to 3" towards the closest enemy model.

2 MAKE ATTACKS

Each model that is within Engagement Range of the enemy (or in base-to-base contact with a friendly model that is) fights with one melee weapon of your choice from those it is equipped with. To do so, follow the same Making Attacks sequence used for ranged attacks (except that melee weapons have a WS – Weapon Skill – rather than a BS).

3 CONSOLIDATE

After all of the fighting unit's models have fought, you can move each model that is not in base-to-base contact with an enemy model up to 3" closer to the closest enemy model.



Listed below are a selection of abilities common to many units and weapons. For a full explanation of how these and other universal abilities work, see the Core Rules.

DEADLY DEMISE

Deadly Demise x: When this model is destroyed, roll one D6. On a 6, each unit within 6" suffers 'x' mortal wounds.

DEEP STRIKE

- Unit can be set up in Reserves instead of on the battlefield.
- Unit can be set up in your Movement phase, more than 9" horizontally away from all enemy models.

FEEL NO PAIN

Feel No Pain x+: Each time this model would lose a wound, roll one D6: if the result equals or exceeds 'x', that wound is not lost.

FIGHTS FIRST

Units with this ability that are eligible to fight do so in the Fights First step of the Fight phase.

INFILTRATORS

During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.

LEADER

Some **CHARACTER** units have 'Leader' listed on their datasheets. Such **CHARACTER** units are known as Leaders, and the units they can lead – known as their Bodyguard units – are listed on their datasheet.

- Before the battle, **CHARACTER** units with the Leader ability can be attached to one of their Bodyguard units to form an Attached unit.
- Attached units can only contain one Leader.
- Attacks cannot be allocated to **CHARACTER** models in Attached units.

LONE OPERATIVE

Unless part of an Attached unit, this unit can only be selected as the target of a ranged attack if the attacking model is within 12".

SCOUTS

- **Scouts x:** Unit can make a Normal move of up to x" before the first turn begins.
- If embarked in a **DEDICATED TRANSPORT**, that **DEDICATED TRANSPORT** can make this move instead.
- Must end this move more than 9" horizontally away from all enemy models.

ANTI

[ANTI-KEYWORD X+]: An unmodified Wound roll of 'x+' against a target with the matching keyword scores a Critical Wound.

ASSAULT

Can be shot even if the bearer's unit Advanced.

BLAST

- Add 1 to the Attacks characteristic for every five models in the target unit (rounding down).
- Can never be used against a target that is within Engagement Range of any units from the attacking model's army (including its own).

DEVASTATING WOUNDS

A Critical Wound inflicts mortal wounds equal to the weapon's Damage characteristic, instead of any normal damage.

HEAVY

Add 1 to Hit rolls if the bearer's unit Remained Stationary this turn.

IGNORES COVER

Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack (pg 44).

INDIRECT FIRE

- Can target and make attacks against units that are not visible to the attacking unit.
- If no models are visible in a target unit when it is selected, then when making an attack against that target with an Indirect Fire weapon, subtract 1 from that attack's Hit roll and the target has the Benefit of Cover against that attack.

LETHAL HITS

Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

PISTOL

- Can be shot even if the bearer's unit is within Engagement Range of enemy units, but must target one of those enemy units.
- Cannot be shot alongside any other non-Pistol weapon (except by a **MONSTER** or **VEHICLE**).

RAPID FIRE X

Increase the Attacks by 'x' when targeting units within half range.

SUSTAINED HITS X

Each Critical Hit scores 'x' additional hits on the target.

TORRENT

Each time an attack is made with such a weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.

CORE STRATAGEMS

Command points can be spent during the battle to use Stratagems. All players can use the Core Stratagems presented here. Additional Stratagems can be found in Codexes and other publications.



COMMAND RE-ROLL

CORE – BATTLE TACTIC STRATAGEM

WHEN: In any phase, just after you have made a Hit roll, a Wound roll, a Damage roll, a saving throw, an Advance roll, a Charge roll, a Desperate Escape test, a Hazardous test, or just after you have rolled the dice to determine the number of attacks made with a weapon, for an attack, model or unit from your army.

EFFECT: You re-roll that roll, test or saving throw.

1CP



COUNTER-OFFENSIVE

CORE – STRATEGIC PLOY STRATAGEM

WHEN: Fight phase, just after an enemy unit has fought.

TARGET: One unit from your army that is within Engagement Range of one or more enemy units and that has not already been selected to fight this phase.

EFFECT: Your unit fights next.

2CP



EPIC CHALLENGE

CORE – EPIC DEED STRATAGEM

WHEN: Fight phase, when a **CHARACTER** unit from your army that is within Engagement Range of one or more Attached units is selected to fight.

TARGET: One **CHARACTER** model in your unit.

EFFECT: Until the end of the phase, all melee attacks made by that model have the [PRECISION] ability (pg 26).

1CP



INSANE BRAVERY

CORE – EPIC DEED STRATAGEM

WHEN: Battle-shock step of your Command phase, just after you have failed a Battle-shock test taken for a unit from your army (pg 11).

TARGET: The unit from your army that Battle-shock test was just taken for (even though your Battle-shocked units cannot normally be affected by your Stratagems).

EFFECT: Your unit is treated as having passed that test instead, and is not Battle-shocked as a result.

1CP



GRENADE

CORE – WARGEAR STRATAGEM

WHEN: Your Shooting phase.

TARGET: One **GRENADES** unit from your army that is not within Engagement Range of any enemy units and has not been selected to shoot this phase.

EFFECT: Select one enemy unit that is not within Engagement Range of any units from your army and is within 8" of and visible to your **GRENADES** unit. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

1CP



TANK SHOCK

CORE – STRATEGIC PLOY STRATAGEM

WHEN: Your Charge phase.

TARGET: One **VEHICLE** unit from your army.

EFFECT: Until the end of the phase, after your unit ends a Charge move, select one enemy unit within Engagement Range of it, then select one melee weapon your unit is equipped with. Roll a number of D6 equal to that weapon's Strength characteristic. If that Strength characteristic is greater than that enemy unit's Toughness characteristic, roll two additional D6. For each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1CP



FIRE OVERWATCH

CORE – STRATEGIC PLOY STRATAGEM

WHEN: Your opponent's Movement or Charge phase, just after an enemy unit is set up or when an enemy unit starts or ends a Normal, Advance, Fall Back or Charge move.

TARGET: One unit from your army that is within 24" of that enemy unit and that would be eligible to shoot if it were your Shooting phase.

EFFECT: Your unit can shoot that enemy unit as if it were your Shooting phase.

RESTRICTIONS: Until the end of the phase, each time a model in your unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers. You can only use this Stratagem once per turn.

1CP



RAPID INGRESS

CORE – STRATEGIC PLOY STRATAGEM

WHEN: End of your opponent's Movement phase.

TARGET: One unit from your army that is in Reserves.

EFFECT: Your unit can arrive on the battlefield as if it were the Reinforcements step of your Movement phase.

RESTRICTIONS: You cannot use this Stratagem to enable a unit to arrive on the battlefield during a battle round it would not normally be able to do so in.

1CP



SMOKESCREEN

CORE – WARGEAR STRATAGEM

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **SMOKE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, all models in your unit have the Benefit of Cover (pg 44) and the Stealth ability (pg 20).

1CP



GO TO GROUND

CORE – BATTLE TACTIC STRATAGEM

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, all models in your unit have a 6+ invulnerable save and have the Benefit of Cover (pg 44).

1CP



HEROIC INTERVENTION

CORE – STRATEGIC PLOY STRATAGEM

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One unit from your army that is within 6" of that enemy unit and would be eligible to declare a charge against that enemy unit if it were your Charge phase.

EFFECT: Your unit now declares a charge that targets only that enemy unit, and you resolve that charge as if it were your Charge phase.

RESTRICTIONS: You can only select a **VEHICLE** unit from your army if it is a **WALKER**. Note that even if this charge is successful, your unit does not receive any Charge bonus this turn (pg 29).

2CP

STRATAGEMS KEY

EITHER PLAYER'S TURN

YOUR TURN

OPPONENT'S TURN