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Description: Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with.
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necessary for your intended use. For example, other rights may limit how you use the material. BookKindEditionVersionLast update Warhammer 40,000 (Core Rules Updates) Warhammer 40,000 
2025 June 2025 Welcome to the Warhammer 40,000 Core Rules! This page contain everything you need to know in order to wage glorious battle across the war-torn galaxy of the 41st Millennium. Warhammer 40,000 is a tabletop war game in which players command armies of Citadel miniatures and attempt to defeat their opponent through a mixture
of skill, tactics and luck. Storytelling is at the core of Warhammer 40,000, with the rules designed to bring to life the epic conflicts between the forces of Mankind, aliens and daemons in the grim darkness of the far future. The purpose of the far future to life the epic conflicts between the forces of Mankind, aliens and daemons in the grim darkness of the far future.
admiring the spectacle of amazing miniatures clashing on fantastic battlefields. In this spirit, good sportsmanship and politeness are at the heart of the game. Games of Warhammer 40,000 are won by scoring more Victory points than your opponent through achieving various objectives, from recovering vital relics to capturing enemy strongholds or
eliminating the opposing Warlord. In a game as wide-ranging as Warhammer 40,000, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent and apply the solution that makes the most sense to both of you (or seems the most fun!). If no single
solution presents itself, you and your opponent should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the fighting! ABILITIESMany units in Warhammer 40,000 have one or more abilities listed on their datasheets that they can use in battle. Some of the most common of these are not written out in full on
those datasheets, but are instead only referenced by name; the full details of these can be found on the Core Rules page ahead, marked with the symbol shown on the right. HINTS AND TIPSSome sections feature Hints and Tips, covering topics like dice-rolling practices and how to ensure you don't damage your models while moving them around the
battlefield. Note that these are not rules, they are simply pieces of advice you may find useful to apply to your own games. SUMMARIESSome rules in the sections ahead include bullet-pointed summaries for quick reference purposes. Note that these are not comprehensive, and you should always consult the full rules if you are unsure. Unit: One or
more models from the same datasheet. Friendly Models/Units: All models/units from the basis of the Warhammer 40,000 rules, and are essential
for every kind of battle. Battles of Warhammer 40,000 are fought on rectangular battlefields. This can be any surface upon which the models can stand - a dining table, for example, or the floor. Your mission will guide you as to the size of battlefield required. The scenery on a battlefield can be represented by models from the Warhammer 40,000
range. These models are called terrain features to differentiate them from the models that make up an army. Terrain features are set up on the battlefield before the battlefield before the battlefield before the battlefield using any
terrain features from your collection. Warhammer 40,000 uses true line of sight to determine visibility, an observing model. For the purposes of determining visibility, an observing model can see through other models in its unit, and a model's base is also part of
that model. If any part of another model can be seen from any part of the observing model, that other model is visible to the observing model, then that unit is fully visible to the observing model, then that wisible to the observing model. If every model in a unit is fully visible to an observing model, then that unit is fully visible
to that observing model. For the purposes of determining if an enemy unit is fully visible: If any model can be seen, it is visible. Unit Visible: If any model in a unit is visible, that model's unit is visible. Model Fully Visible: If every facing part of a model
can be seen, it is fully visible. Unit Fully Visible. Unit Fully Visible. Unit Fully Visible. Unit Fully Visible in a unit is fully visible. Minute by bloody minute the battle grinds on, from the opening volleys of shots through furious offensives and desperate counter-attacks, into the last dying moments when victory hangs by a thread. Warhammer 40,000 is played in a series of
battle rounds. In each battle round, both players have a turn. The same player always takes the first turn in each battle round - the mission you are playing will tell you which players muster strategic resources, then you test your units' battle
readiness. Your units manoeuvre across the battlefield and reinforcements enter the fray. Your units fire their ranged weapons at the foe. Your units pile in and attack with melee weapons. Once a player's turn has ended, their opponent then starts their turn. Once both players have
completed a turn, the battle round has been completed and the next one begins, and so on, until the start of your next turn). Such effects are known as persisting effects. If a persisting effect applies to a unit when it embarks within a TRANSPORT, make
a note of that effect and its duration; if that unit disembarks for any reason, any persisting effects continue to apply to that unit ceases to be an Attached unit (because either all of its Bodyguard models or all of its Leader models are destroyed), any persisting effects
continue to apply to the surviving unit(s) for their full duration. Some rules allow a model or unit to move, shoot, charge or fight outside of the normal turn sequence. For example, the Fire Overwatch Stratagem enables a unit to shoot in your opponent's turn as if it were your Shooting phase. When using out-of-phase rules to perform an action as if it
were one of your phases, you cannot use any other rules that are normally triggered in that phase. Example: In your opponent's Movement phase, you use the Fire Overwatch Stratagem to enable a WHIRLWIND from your army to shoot as if it were your Shooting phase. The Whirlwind has the Pinning Bombardment ability, which is used 'In your opponent's Movement phase, you use the Fire Overwatch Stratagem to enable a WHIRLWIND from your army to shoot as if it were your Shooting phase.
Shooting phase, after this model has shot'. Because Fire Overwatch is an out-of-phase rule, it only allows the Whirlwind's Pinning Bombardment
ability has no effect while resolving these attacks, and you could not use any other Stratagems that are used in your Shooting phase to affect those attacks. Commanders gauge the flow of the battle, consolidating their objectives before making alterations to their battle plans and devising new tactics and strategies with which to defeat the foe. In this
step, you must take a Battle-shock test for each of your units on the battlefield that is Below Half-strength. To do so, roll 2D6: if the result is greater than or equal to the best Leadership characteristic in that unit, the test is passed; otherwise, the test is failed and, until the start of your next Command phase, that unit is Battle-shocked. While a unit is
Battle-shocked: The Objective Control characteristic of all of its models is 0.If it Falls Back, you must take a Desperate Escape test for every model in that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use Stratagems to affect that unit. Its controlling player cannot use
your Movement phase. In this step, if for any reason a unit is forced to take a Battle-shock test for being Below Half-strength, unless otherwise stated, that unit are also Battle-shock test for being Below Half-strength. While a unit is Battle-shock test for being Below Half-strength, unless otherwise stated, that unit are also Battle-shock test for being Below Half-strength.
each unit from your army on the battlefield that is Below Half-strength.Roll 2D6: if the result is greater than or equal to the unit's Leadership, the test is passed. Otherwise, the unit is Battle-shocked until the start of your next Command phase.Battle-shocked until the you
them. Battle-shocked units must take Desperate Escape tests if they Fall Back. The ground shakes to the tread of marching feet and the growl of engines as armies advance across the battlefield and vie for advantageous positions. To find the centre of a model without a base, draw an imaginary four-sided shape, as small as possible, that contains each
part of that model as you look directly down at it. Then draw two imaginary lines across the diagonals of that shape. The point where those two lines intersect is the centre of the model. This model has a pivot value of 0", it can pivot at any time
during this move. This VEHICLE has a Move characteristic of 12". It moves 6" in a straight line, then 4" in another straight line, pivoting around its central axis at the end of this
move. This pivot subtracts its pivot subtracts its pivot value of 2" from the remaining distance it can move, so it cannot move further. The same VEHICLE pivots more than once during its move, but the total distance it can move is still only reduced by its pivot value of 2". It moves 5" in a straight line, pivoting around its central axis, then 5" in another straight line, pivot value of 2".
pivoting around its central axis again. This BLOODTHIRSTER has declared a charge targeting the TERMINATOR SQUAD. Its Charge roll is 12". The gap in the ruins is wide enough for the model's base, so it can move through that gap despite its wings. It moves 6" in a straight line, then pivots around its central axis, subtracting its pivot value of 2"
from the Charge roll, then moves 4" in a straight line to complete its Charge move. Some units have a rule that allows them to start the battle and are known as Reserves units. Any Reserves units that have not been set up on the battlefield when the battle ends count as having
been destroyed. In the Reinforcements step of your Movement phase, if you have any Reserves units in your Reserves units that you wish to set up this turn have been set up, your Movement phase ends and you progress to your Shooting
phase. Details of how to set up Reserves units are described in the same rules that enabled the unit to be set up in Reserves. These rules will typically specify a distance, even though normally you measure to and from the closest part of a
model's base. Reserves units always count as having made a Normal move in the turn they are set up on the battlefield, and so cannot move further during this turn (shoot, declare a charge, fight, etc.). Reserves Unit: A unit that starts the battle in a location other than the
battlefield. Always count as having made a Normal move in the turn they are set up on the battlefield by the end of the battlefield by the end of the battlefield by the end of the battlefield. Any specified distance from enemy models applies to horizontal distance. Any Reserves unit not set up on the battlefield by the end of the batt
greater speed and protection as they are ferried to the front lines or towards vital objectives. Some models have the TRANSPORT keyword. The following rules describe how units can embark within and disembark from such models, and how they are used to move these passengers across the battlefield. If a unit from your army starts your Movement
phase embarked within a TRANSPORT model, that unit can disembark in that phase. When a unit disembark from a TRANSPORT model and not within a TRANSPORT model, set it up on the battlefield so that it is wholly within 3" of that TRANSPORT model and not within Engagement Range of any enemy models. If, for any reason, a disembarking model cannot be set up, that model's
 unit cannot disembark. Units that disembark from a TRANSPORT model that either Remained Stationary this phase or has not yet made a Normal, Advance or Fall Back move this phase can then act normally (make a Normal move, Advance or Fall Back move this phase can then act normally (make a Normal move, Advance or Fall Back move this phase can then act normally (make a Normal move, Advance or Fall Back move this phase can then act normally (make a Normal move, Advance or Fall Back move this phase or has not yet made a Normal move, Advance or Fall Back move this phase can then act normally (make a Normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move, Advance or Fall Back move this phase can then act normal move the phase can then act normal move the phase can the pha
TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT can disembark this phase, provided their TRANSPORT moves, it can act normally. If a unit disembarks after its TRANSPORT moves, it
cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT and not within Engagement Range of any enemy model is destroyed, any units embarked within
that TRANSPORT model must immediately disembark (see below) before that TRANSPORT model is removed from the battlefield. Units that disembark from a destroyed TRANSPORT model are not affected by that model's Deadly Demise ability. Instead, you must roll one D6 for each disembarking model. For each roll of 1, that disembarking model's
unit suffers 1 mortal wound. In addition, if a unit disembarks from a destroyed TRANSPORT model:Until the end of the turn, that unit counts as having made a Normal move this turn, and cannot declare a charge this turn. If a TRANSPORT is destroyed, any
embarked units must disembark. Roll one D6 for each model that disembarks: for each 1, that model's unit suffers 1 mortal wound. Until the end of the turn, the disembarking unit counts as having made a Normal move, and cannot declare a
charge. If a TRANSPORT model is destroyed and it is not possible to set up a disembarking unit wholly within 3" of that TRANSPORT model and not within Engagement Range of any enemy models, that unit must instead perform an Emergency Disembarkation. This is performed as described for disembarking from a destroyed TRANSPORT model
except that a unit that does so must be set up wholly within 6" of the destroyed TRANSPORT model (instead of wholly within 3") and not within Engagement Range of any enemy models, and when rolling for each disembarking model, that unit suffers 1 mortal wound for each roll of 1-3 (instead of for each roll of 1). If, for any reason, a disembarking
model still cannot be set up, that model is destroyed. Units disembarking a destroyed. Units disembarking a destroyed. Units disembarking model that
cannot be set up is destroyed. The Terminators are selected to disembark from the Land Raider Crusader and are set up wholly within 3" of it. The Land Raider Crusader is destroyed, forcing the Terminators to disembark wholly within 3". The
controlling player then rolls one D6 for each disembarking model, resulting in a 1, 3, 3, 5 and 6. The Terminator unit suffers 1 mortal wound and is now Battle-shocked. Guns thunder and shrapnel flies through the air. Bursts of muzzle flare and beams of las-fire illuminate the fog of war, and spent ammunition cartridges litter the battlefield. In your
Shooting phase, if you have one or more eligible units from your army on the battlefield, you can select those units, one at a time, and shoot with them. Each unit is eligible to shoot unless any of the following apply:That unit
Advanced this turn. That unit Fell Back this turn. Unless at least one model in a unit has an eligible target for one or more of its ranged weapons, that model's unit can't be selected to shoot at nothing, and therefore won't qualify
for other rules triggers (e.g. GARGOYLES' Winged Swarm ability and Dark Pacts) The shooting unit's models now make a number of attacks equal to the Attacks (A) characteristic in that weapon's profile. You make one Hit roll for each attack being made
(see Making Attacks). If you selected more than one target for your unit to shoot at, you must resolve all of the attacks against one target before moving on to the next target. If your unit is shooting more than one ranged weapons you have resolved attacks with one of those weapons you
must, if any other weapons with the same profile are also being shot at that unit, resolve those attacks before resolving any other attacks against the target unit was visible to an attacking model in the target unit was selected, that weapon's attacks
can still be made, even if no models in the target unit remain visible to or in range of it when you come to resolve those attacks (for example, because models in the target unit have already been destroyed by attacks equal to that
weapon's Attacks characteristic. Resolve all attacks against one unit before resolving attacks against any other unit. Resolve all attacks made with the same weapon profile before resolving attacks against any other unit. Resolve all attacks made with the same weapon profile before resolving attacks against any other unit. Resolve all attacks made with the same weapon profile before resolving attacks against any other unit. Resolve all attacks made with the same weapon profile before resolving attacks against any other unit. Resolve all attacks against any other unit. Resolve all attacks against any other unit. Resolve all attacks made with the same weapon profile before resolving attacks against any other unit. Resolve all attacks against any other unit. Reso
ranged or melee weapons. Attacks can be made one at a time or, in some cases, you can roll for multiple attacks to one model in the target unit, as follows. If a model in the target unit has already lost one or more
wounds, or has already had attacks allocated to it this phase, that attack must be allocated to that model. Otherwise, that attack can be allocated to any model in the target unit. Note that it does not matter if that model is visible to or within range/Engagement Range of the attacking model. If a model in the target unit has already lost any wounds or
had other attacks allocated to it this phase, the attack must be allocated to that model. Some weapon's profile. Some notable examples of these
common abilities are defined here; further weapons be found in other locations such as Codexes. Assault weapons fire so indiscriminately that they can be shot from the hip as warriors dash forward. Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with
Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with. Can be shot even if the bearer's unit Advanced. Rapid fire weapons are capable of long-ranged precision shots or controlled bursts at nearby targets. Weapons
with [RAPID FIRE X] in their profile are known as Rapid Fire weapon is increased by the amount denoted by 'x'. Example: A model targets a unit that is within half range of a weapon with an Attacks characteristic of 1 and the [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit that is within half that weapon's range, the Attacks characteristic of 1 and the [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon with an Attacks characteristic of 1 and the [RAPID FIRE X] in their profile are known as Rapid Fire weapons.
FIRE 1] ability. That weapon therefore makes two attacks at the target, and you make two Hit rolls.[RAPID FIRE X]: Increase the Attacks by 'x' when targeting units within half range. Some weapons are designed to root enemy formations out of entrenched positions. Weapons with [IGNORES COVER] in their profile are known as Ignores Cover
weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack. Torrent weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that
attack automatically hits the target. Some weapons can inflict fatal injuries on any foe, no matter their resilience. Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons can inflict fatal injuries on any foe, no matter their resilience. Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons can inflict fatal injuries on any foe, no matter their resilience. Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons can inflict fatal injuries on any foe, no matter their resilience. Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons can inflict fatal injuries on any foe, no matter their resilience. Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons can inflict fatal injuries on any foe, no matter their resilience. Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in the lethal Hits weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons with [LETHAL HITS] in the l
[LANCE] in their profile are known as Lance weapons. Each time an attack is made with such a weapon, if the bearer made a Charge move this turn, add 1 to that attack's Wound roll. Indirect fire weapons with [INDIRECT FIRE] in their profile are known
as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit are visible to the attacking unit when you select that
target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack. Weapons with the [TORRENT] ability cannot be fired using the [INDIRECT FIRE]
ability. Example: An enemy unit is targeted by an attacking model, so when resolving the attacks made with that weapon, subtract 1 from that attack's Hit roll an unmodified Hit roll of 1-3 always fails, and each time an attack is
allocated to a model in the target unit, it has the Benefit of Cover against that attack. Can target and make attack against that attack against that target unit, it has the Benefit of Cover against that attack. Can target unit when it is selected, then when making an attack against that target unit, it has the Benefit of Cover against that attack. Can target unit when it is selected, then when making an attack against that target unit, it has the Benefit of Cover against that attack. Can target unit when it is selected, then when making an attack against that target unit, it has the Benefit of Cover against that attack. Can target unit when it is selected, then when making an attack against that target unit, it has the Benefit of Cover against that attack. Can target unit when it is selected, then when making an attack against that attack against that attack. Can target unit when it is selected, then when it is selected, the when it is selected, the when it is sele
unmodified Hit roll of 1-3 always fails, and the target has the Benefit of Cover against that attack. Precision attacks can pick high-value targets out in a crowd, whether through the unerring aim of a sniper or the pinpoint accuracy of a blade-master's strike. Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an
attack made with such a weapon successfully wounds an Attacked unit (see Leader ability), if a CHARACTER model in that unit is visible to the attacking model, the attacking model, the attacking model in that unit is visible to the attacking model.
attacking model's player can have the attack allocated to a CHARACTER model in that unit visible to the bearer. Melta weapons are powerful heat rays whose fury is magnified at close range. Weapons with [MELTA X] in their profile are known as Melta weapons with [melta x] in their profile are known as Melta weapons are powerful heat rays whose fury is magnified at close range. Weapons with [melta x] in their profile are known as Melta weapons are powerful heat rays whose fury is magnified at close range.
range, that attack's Damage characteristic is increased by the amount denoted by 'x'. Example: A model targets a unit that is within half range on the target, it inflicts D6+2 damage. [MELTA X]: Increase the Damage by 'x' when targeting units
within half range. Heavy weapons are amongst the biggest guns on the battlefield, but require bracing to fire at full effect and are unwieldy to bring to bear at close quarters. Weapons with [HEAVY] in their profile are known as Heavy weapons with [HEAVY] in their profile are known as Heavy weapons.
turn, add 1 to that attack's Hit roll.Add 1 to Hit rolls if the bearer's unit Remained Stationary this turn. Weapons powered by unstable and dangerous energy sources pose a substantial risk to the wielder every time they are used. Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or
fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test one at a time): If possible, select one tast is failed. For each failed test one at a time): If possible, select one at a time) is failed test one at a time is failed. For each failed test one at a time is failed test one at a time is failed. For each failed test one at a time is failed. For each failed test one at a time is failed test one at a time is failed. For each failed test one at a time is failed test one at a time is failed. For each failed test one at a time is failed. For each failed test one at a time is failed to the failed test one at a time is failed to the failed test one at a time is failed to the failed test one at a time is failed to the failed test one at a time is failed te
model in that unit that has lost one or more wounds and is equipped with one or more Hazardous weapons. Otherwise, select one CHARACTER model in that unit equipped with one or more Hazardous weapons. If a
model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated after the charging unit
has ended its Charge move. Example: A unit of five models make five attacks with ranged weapons with the [HAZARDOUS] ability. After the unit has finished shooting, its controlling player rolls five models make five attacks with ranged weapons with the [HAZARDOUS] ability. After the unit has finished shooting, its controlling player rolls five models make five attacks with ranged weapons with the [HAZARDOUS] ability. After the unit has finished shooting, its controlling player rolls five models make five attacks with ranged weapons with the [HAZARDOUS] ability. After the unit has finished shooting, its controlling player rolls five models suffers 3 mortal wounds. After a unit shoots or fights, roll one Hazardous test (one D6) for each
Hazardous weapon used. For each 1, a model equipped with a hazardous weapon suffers 3 mortal wounds, that must be allocated to the selected model. Some warriors ride to battle atop trusty mounts that gore and trample nearby foes. Others wield combat weapons that deliver a frenzy of additional blows. Weapons with [EXTRA ATTACKS] in their
profile are known as Extra Attacks weapons it is equipped with and it makes attacks weapons it is equipped with that does not have the [EXTRA ATTACKS] ability (if any). The number of attacks
made with an Extra Attacks weapon cannot be modified by other rules, unless that weapon's name is explicitly specified in that rule. The bearer can attack with Certain weapons are the bane of a particular foe. Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti
weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound against - and so successfully wound - a VEHICLE unit on an unmodified Wound roll of
4+, while an attack made with an [ANTI-PSYKER 2+] weapon will score a Critical Wound against - and so successfully wound - a PSYKER unit on an unmodified Wound roll of 'x+' against a target with the matching keyword scores a Critical Wound. Warriors hurl themselves into battle to slay
with blade, hammer and claw. Strident war cries and frantic screams echo through the whirling smoke as the moment of cataclysmic violence draws near. In your Charge phase, if you have any eligible units from your army on the battlefield that you want to charge into close combat, you can select those units, one at a time, to declare a charge. Each
can only be selected once per phase. Once all of these charges (if any) have been resolved, progress to the Fight phase. A unit is eligible to charge phase, unless any of the following apply: That unit Advanced or Fell Back this turn. That unit is within Engagement Range of any
enemy models. That unit is an AIRCRAFT unit. Once you have selected an eligible unit to declare a charge, you must select one or more enemy units within 12" of it as the targets of that charge roll for the charging unit by rolling 2D6. The result is the
maximum number of inches each model in that unit can be moved if a Charge move to be possible. For a Charge move to be possible, the Charge roll must be sufficient to enable the charge. Without moving within Engagement Range of any enemy
units that were not a target of the charge fails and no models in the charge fails and no models in the charge fails and the models in the charge fails and the models in the charge fails and the models in the charge fails and no models in the charge fails and the models in the charge fails and no models in the 
so, each model in the charging unit must end its Charge move closer to one of the units selected as a target of its charge move a charging unit to end its move satisfying all of the conditions above, you must do
so. The controlling player chooses the order in which to move within 12" but do not need to be visible. If the distance rolled is insufficient to move within Engagement Range of any unit
that was not a target of the charge move into base-to-base contact with an enemy model if possible. When a model that can FLY starts or ends a Charge move on a terrain feature, instead of measuring the path it has moved across the
battlefield, you instead measure its path 'through the air'. In addition, it can be moved over other models as if they were not there. A model that can FLY cannot end any move on a terrain feature measure
distance moved through the air when they make a Charge move. The Tyranid Prime is selected to declare a charge, and targets the Sternguard Veterans on top of the ruin. The Tyranid Prime can FLY, it can move
over the Terminators, and the distance moved is the diagonal distance through bone. Blades ring like hammers on anvils. Blood spurts and flesh tears as hate-filled foes tear one another apart. Once neither player has any eligible units to fight
with during the current step, you progress to the next step. Once all eligible units have fought in every step, the Fight phase ends. The player's turn then ends and, unless the battle ends, the next player's turn begins. Note that after an enemy unit has fought and finished its Consolidation move, it might be that previously ineligible units are now
eligible - these units can then be selected to fight during the Remaining Combats step, all eligible units with the Fights First ability fight. Remember that this will include units fight. This includes any units with the Fights First ability fight.
that were not eligible to fight at the start of the Fight phase, but have since become eligible to fight. When you select a unit to fight, it first Piles In, you can move each model in that unit that is not already in base-to-base contact with an enemy model up to 3" - this is
a Pile-in move. For a Pile In to be possible, a unit must be able to end these moves within Engagement Range of one or more enemy units and in Unit Coherency. If these conditions cannot be met, no models in the unit can make Pile-in moves this phase and you progress to making melee attacks with that unit. Otherwise, the unit can make Pile-in
moves. Each time a model makes a Pile-in move, it must end that move closer to the conditions above, it must do so. The controlling player chooses the order in which to move their models. Pile-in Move: Up to 3". Every
model that moves must end closer to the closest enemy model, and in base-to-base contact with an enemy model if possible. The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit (or no models can Pile In). When a unit makes its melee attacks, before resolving those attacks you must first determine which
models can fight, then select which melee weapon each of those models will make attacks. When a unit makes its melee attacks, only models in that unit that are either within Engagement Range of an enemy unit, or in base-to-base contact with another model from their own unit that is itself in base-to-base.
base contact with an enemy unit, can fight. A model can fight if it is within Engagement Range of an enemy unit. When a model fights, it must do so using a melee weapon it is equipped with. The weapons a
model is equipped with are described on its datasheet. If a model has more than one melee weapon, it can only use one of them to make attacks. If the selected weapon has more than one profile to choose between, a model can only use one of them to
make attacks with each time it fights, so you must also declare which profile it will use before resolving any of its attacks. When a model fights, it will make a number of melee attacks determined by the Attacks (A) characteristic of the melee weapon it is using. Each model that can fight does so using one of its melee weapons. Each model makes a
number of attacks equal to the Attacks characteristic of its selected weapon. Before you resolve any melee attacks, you must first select the enemy unit as the target of a melee attack, the attacking model must be either within Engagement Range of that enemy unit, or in
base-to-base contact with another model in its own unit that is itself in base-to-base contact with that enemy unit. If the melee weapon a model is using to fight with can make more than one attack, those attacks can all be made against the same target, or they can be split between different targets. Similarly, if a unit has more than one model, each
model can make its attacks at the same, or different, targets. In either case, declare which units before any attacks are resolved. If there are no eligible targets (because there are no eligible targets which units before any attacks are resolved. If there are no eligible targets (because there are no eligible targets).
targets for all attacks before any are resolved. Attacking model must either be within Engagement Range of an enemy unit to target it, or in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit that it is itself in base-to-base contact with another model in its unit tha
one Hit roll for each attack being made. If more than one enemy unit has been targeted by an attacks with more than one melee weapon against a unit, and those weapons have different profiles, then after you have resolved an
attack with one of those weapons, if any other attacks against the target units, you must resolve those attacks before resolving any other attacks against the target units, even if, when you come to
resolve an attack, no models in the target unit of that attack remain within Engagement Range of the attacking model's unit, for example). Resolve all attacks against one unit before moving onto the next. Resolve all attacks with the same weapon
profile before resolving any made with a different weapon profile. All attacks declared against a target unit are resolved, even if no models in that unit remain within Engagement Range. After a unit has finished making all of its melee attacks, it Consolidates. Each time a unit Consolidates, you can move each model in that unit that is not already in
 base-to-base contact with an enemy model up to 3" - this is a Consolidation move. For a Consolidation to be possible, a unit must be able to end these moves within Engagement Range of one or more enemy units and in Unit Coherency. If these conditions cannot be met, then each model in that unit can instead make a Consolidation move towards the
closest objective marker, but only if, after doing so, that unit is within range of that objective marker and in Unit Coherency. If these conditions also cannot be met, no models in the unit can make Consolidation moves this phase and that unit's fight ends. If a unit can end its Consolidation within Engagement Range of one or more enemy units, then
each time one of its models makes a Consolidation move, it must end that move closer to the closest enemy model. If it can also end that move in base-to-base contact with one or more enemy models while still satisfying all of the conditions above, it must do so. The controlling player chooses the order in which to move their models. Consolidation
Move: Up to 3". Every model that moves must end closer to the closest enemy model, and in base-to-base contact with an enemy model if possible. The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible. The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible. The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible. The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible. The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible. The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible are unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible are unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible are unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible are unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible are unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible are unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible are unit must end in Unit Coherency and unit must
must result in the unit being within range of it and in Unit Coherency. If the above is also not possible, no models can Consolidate. Each unit has a datasheet that lists the characteristics, wargear, abilities and keywords of its models. This section presents as ummary of these elements and how they relate to playing the game. Here you will find the named that lists the characteristics, wargear, abilities and keywords of its models.
of the unit. These contain the following characteristics that tell you how mighty the models in the unit are: Move of '-' it is unable to move at all. After all modifiers are applied, this cannot be less than 1". Toughness (T): This reflects the model's resilience against
  hysical harm. After all modifiers are applied, this cannot be less than 1.Save (Sv): This indicates the protection a model's armour gives them. After all modifiers are applied, this cannot be 1+ or better. Wounds (W): Wounds represent how much damage a model can sustain before it succumbs to its injuries. If a model's Wounds characteristic is
reduced to 0, that model is destroyed. Leadership (Ld): This reveals how courageous, determined or self-controlled a model is. The lower this number, the better a model is destroyed. Leadership is. After all modifiers are applied, this cannot be 4+ (or better), or 9+ (or worse). Objective Control (OC): This shows how effectively a model can exert control over an
objective on the battlefield. After all modifiers are applied, this cannot be less than 0.Many units to bespoke Psychic abilities and invulnerable saves. These will be described here, along with any rules that apply when larger models such as vehicles
have suffered sufficient damage. Some abilities are bestowed by items of wargear that models in a unit can be equipped with the relevant item of wargear. Weapons are described with the following characteristics: Range: How far the weapon can shoot.
Weapons with a range of 'Melee' are melee weapons and can only be used in close combat. All other weapons are ranged weapons. For ranged weapons are applied, this cannot be less
than 1. Weapon Skill (WS): This reflects the bearer's skill in wielding the relevant melee weapon. After all modifiers are applied, this cannot be 1+ or better. Strength (S): How likely the
weapon is to wound a foe. After all modifiers are applied, this cannot be less than 1. Armour Penetration (AP): This represents the weapon's ability to cut through the target's defences. After all modifiers are applied, this cannot be worse than 0. Damage (D): The amount of damage inflicted by a successful wound. After all modifiers are applied, this cannot be less than 1. Armour Penetration (AP): This represents the weapon's ability to cut through the target's defences.
cannot be less than 1. The exception to this is where a rule specifies that you can change the Damage characteristic to 0.Datasheets have a list of keywords, separated into Faction keywords are functionally the
same. This section details the number and types of models in the unit, and the default weapons and wargear those models are equipped with. It may also describe other units, and passenger restrictions that may apply to TRANSPORT models. Some abilities are used during
deployment, or when setting a unit up - either on the battlefield or into Reserves. These are known as Deployment abilities, and some widespread examples of these are presented below. Mighty heroes fight at the forefront of battle. 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. During the Declare Battle Formations step, for each Leader in your army, if your army also includes one or more of that Leader's Bodyguard units. That Leader will then attach to that Bodyguard unit for the duration of
the battle and is said to be leading that unit. Each Bodyquard unit can only have one Leader attached to it. While a Bodyquard unit contains a Leader, it is known as an Attached unit for all rules purposes. Each time an attack targets an Attached
unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit, that attack cannot be allocated to a CHARACTER model in that unit, even if that
CHARACTER model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated to CHARACTER models in that unit. Each time the last model in a Bodyguard unit is
destroyed, each CHARACTER unit that is part of that Attached unit is no longer part of an Attached unit. It becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate unit that is
attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit is no longer part of an Attached unit. It becomes a separate units after the attacking unit has resolved all of its
attacks. Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed. Example: If you only destroy the Bodyguard unit that is part of an
Attached unit, you have not destroyed a CHARACTER unit. If you only destroy the CHARACTER unit, or if you destroy the battle, CHARACTER unit, you have destroyed one CHARACTER unit. Before the battle, CHARACTER unit. Before the battle, or if you destroy the whole Attached unit, you have not destroyed one CHARACTER unit. Before the battle, character unit. Before the
unit. Attached units can only contain one Leader. Attacks cannot be allocated to CHARACTER models in Attached units. Command points can be spent during the battle to use Stratagems and other publications. When you use a Stratagem, reduce
your CP total by the amount listed on that Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem more than once in the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem more than once in the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem more than once in the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem more than once in the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use it. You can use the same Stratagem multiple times during a battle, but you cannot use the same stratagem.
used more than once in the same phase. Parts of a rule that allow a player to use a Stratagem in the same phase can only be used if the name of the Stratagem is specified in that rule. Similarly, if a Stratagem is limited to one use per player per turn (e.g., Fire Overwatch), per battle
round or per battle, such parts of that rule can only be used if the name of the Stratagem is specified in that rule. Example: A Space Marine Captain's Rites of Battle ability reads: 'Once per battle round, one unit from your army has already been targeted
with that Stratagem this phase.' As this ability does not specify the name of the Stratagem follows the 'Modifying a Stratagem follows the 'Modifying a Stratagem follows the 'Modifying a Stratagem's CP Cost' rules, and the part of this ability that would have let you use the same Stratagem more than once in the same phase cannot be used at all. Together,
these changes mean the effect of the Rites of Battle ability becomes: 'Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem by 1CP. If a Stratagem has an effect that says the target unit 'can only be selected as the target of a
ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 18". Example: The effect of the Grey Knights Haloed in Soulfire Stratagem
becomes: 'Until the start of your next Movement phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18". If a Stratagem has the effect of adding 'a new unit to your destroyed unit' (e.g. Join the Hunt, Unending Waves, Reinforcements!, etc.), add the following Restriction to
that Stratagem: 'RESTRICTIONS: You can only use this Stratagem once per battle.' Stratagem once per battle. 'Stratagem once per battle.' These rules explain how to place units into
Strategic Reserves - a special type of Reserves units are also technically Reserves units are units are also technically Reserves units ar
Such units are instead set up as described by those other rules. Before the battle, when you are instructed to Declare Battle Formations, you can select one or more units from your army to be placed into Strategic Reserves before the
battle (including those embarked within TRANSPORT models that are themselves placed into Strategic Reserves: Units that are not deployed at the start of the battle. Combined points value cannot exceed 25% of your army's
total.Cannot put FORTIFICATIONS into Strategic Reserves units that are placed into Strategic Reserves units, and can arrive later in the battle during the first battle round. Any Strategic Reserves units that are not on the battlefield at the end of the
battle count as destroyed. Strategic Reserves units can arrive in the Reinforcements step of your Movement phase, from the battle field a Strategic Reserves unit can be set up when it arrives depends on the battle round, as follows: During
the second battle round, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units that arrive must be set up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units are also arrive must be set up wholly within 6" of any battlefield edg
Reserves units cannot be set up within 9" horizontally of any enemy models. All other rules that apply when setting up Reserves units also apply when setting up Reserves units also apply when setting up Reserves units also apply when setting up Strategic Reserves units. During the second battle round, set up wholly within 6" of any battlefield edge (not in enemy deployment zone). From the third battle round onwards, set up wholly within 6" of any battlefield edge (not in enemy deployment zone).
within 6" of any battlefield edge. Cannot be set up within 9" of any enemy models. This section provides rules for using a range of terrain features that can transform your gaming table into an interactive, thematic battlefield set in the 41st Millennium. These rules help to bring your battlefield to life and introduce a new tactical dimension to your
games. Battlefields are populated with terrain features that your models will need to move over or around, and which can partially or fully block line of sight between models. The rules below apply to the most common terrain features on the battlefields of the 41st Millennium. Unless otherwise stated, models can move up, over and down terrain
features following the normal rules for movement. Many terrain features follow the normal rules for determining visibility between models, but some interact differently; in either case, this is stated below. Terrain features cannot be selected as the target of an attack. In the far future, battles are fought across an infinite variety of strange and alien
planets where no land is left untouched by the tempest of war. Crystal moons, derelict space hulks, carnivorous death worlds and war-ravaged cityscapes are just a few of the fantastical landscapes that can be recreated. Battlefields are typically created by placing Battlezones next to each other. Battlezones are Citadel terrain sets that include two
boards (each approximately 22" by 30" in size) and a range of terrain features designed to be set up evenly on those boards for the best Warhammer 40,000 gaming experience. Don't worry if your battlefield doesn't match these requirements, but keep in mind that playing on a battlefield that is either a barren wasteland or filled to overflowing with
terrain features may give an advantage to one side or the other. Below is an example of a battlefield set up for a Strike Force battle, with a good mixture of different terrain features fairly distributed across the battlefield. Their placement will create a dynamic gaming experience that doesn't favour one player over the other. Importantly, some terrain
features that block visibility have been placed near the middle of the battlefield, ensuring that it is not easy to see from one side of the battlefield to the other. Battlefield to the other. Battlefield to the other. Battlefield to the other is also sufficient room for larger models such as vehicles to
manoeuvre around the terrain features, especially near the edges, without getting trapped. Matched Play Focused: This is a Strike Force battlefield (44" x 60") set up with an aspirational number and mixture of terrain features. Their placement creates a battlefield that does not give an advantage to one player or the other, making it well suited to an
aspirational matched play game. While this battlefield uses lots of Battlezone: Fronteris terrain features, you could achieve the same gaming experience using many different kinds of terrain, bearing in mind the concepts discussed above. Matched Play Focused: This Strike Force battlefield has fewer terrain features set up on it than the one below.
The terrain has still been set up so as not to give an advantage to one player or the other, and there is still terrain set up in the middle that blocks visibility from one side of the battlefield would make for an ideal matched play game. Battlefields with less terrain than this will start to advantage armies that rely
on shooting over melee. Narrative Play Focused: This Strike Force battlefield has an ideal number and mixture of terrain features. The largest pieces of AREA TERRAIN have been set up along the two long battlefield edges, while this strike Force battlefield edges, while the middle of the battlefield only has a scattering of OBSTACLES to provide any kind of shelter from enemy fire. While this strike Force battlefield edges, while the middle of the battlefield edges, while the middle of the battlefield edges.
battlefield is not ideal for a matched play game, it would make for a very thematic set-up for a narrative play game. Matched Play Focused: This Strike Force battlefield is very similar to the one above in terms of number and types of terrain features, but they have been set up more evenly across the battlefield, and the middle contains terrain features.
that block visibility from one side of the battlefield to the other. This battlefield doesn't give an advantage to one player or the other, and is far more suited to a typical matched play Focused: This Combat Patrol battlefield (44" x 30") has an ideal number and mixture of terrain features. These are set up evenly across the battlefield
there is still space for units to manoeuvre around them, and lines of sight cannot easily be drawn from one edge to the other, giving neither player a clear advantage. Matched Play Focused: This Combat Patrol battlefield has been set up with fewer terrain features than the battlefield above, but the positioning of these does not favour one player over
the other. A battlefield with fewer terrain features than this will afford units no way to gain protection from ranged attacks, and so will give a strong advantage to armies that rely on shooting, while disadvantaging armies that rely on shooting, while disadvantaging armies that rely on melee. Narrative Play Focused: This Combat Patrol battlefield has an ideal number and mixture of terrain features, and
has been set up to create a strong thematic battlefield that, while not ideally suited to all play styles, sets the scene for a thrilling narrative encounter. The airspace above a battle is often thronged with activity. Fighters and bomber craft hurtle through the skies, duelling with one another and strafing enemy formations on the ground. Some models
have the AIRCRAFT keyword. The following rules describe how such models operate on the battlefield. Once the battle field. Once the battle field when you are instructed to Declare Battle Formations, AIRCRAFT models are then treated as Strategic Reserves units for all
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rules purposes. Only units that are themselves placed into Reserves can start the battle embarked within AIRCRAFT models cannot Advance, Fall Back or Remain Stationary. If, when an AIRCRAFT model is selected to move in the Movement phase, any enemy units are within Engagement Range of

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it. that AIRCRAFT model can still make a Normal move. Each time an AIRCRAFT model makes a Normal move, first move the model's base must end the move at least this far from where they started. After it has moved, it can pivot on the spot up to 90° - this does not
contribute to how far the model moves. If, when making a Normal move, any part of an AIRCRAFT model's move ends and it is placed into Strategic Reserves. There is no upper limit to how far AIRCRAFT models can move, and their Move characteristic is
therefore 20+".If placed into Strategic Reserves, an AIRCRAFT model will always arrive from Strategic Reserves in your next turn.AIRCRAFT must move straight forward at least 20", and can then make one pivot of up to 90°.AIRCRAFT
that cross the edge of the battlefield, or that cannot make their minimum move, are placed into Strategic Reserves. When a unit is selected to move in the Movement phase, if the only enemy models that are within Engagement Range of that unit are AIRCRAFT models, then that unit can still make a Normal or Advance move. Whenever a model makes
any kind of move, it can be moved over enemy AIRCRAFT models as if they were not there, and can be moved within Engagement Range of enemy AIRCRAFT models. Units can still make a Normal or Advance move if they are only within
Engagement Range of enemy AIRCRAFT. Models can move within Engagement Range of enemy AIRCRAFT units cannot declare a charge, and only units that can FLY can select an AIRCRAFT unit as a
target of their charge. Such units can end their Charge move within Engagement Range of one or more enemy units that can FLY, and it can only make melee attacks against units that can FLY. Only models that can FLY can make
melee attacks against AIRCRAFT units. AIRCRAFT models cannot make Pile-in or Consolidation move, unless that model can FLY, AIRCRAFT models are ignored for the purposes of moving closer to the closest enemy model. Only units that can FLY can charge at or make melee attacks against
AIRCRAFT.AIRCRAFT cannot charge, Pile In or Consolidate, and can only make melee attacks against units that can FLY, when a model Piles In or Consolidates, unless it can FLY, ignore AIRCRAFT when determining the closest enemy model. In order to play a game of Warhammer 40,000, you will need to muster an army. To do so, follow the
sequence below. With your opponent, select one of the battle sizes below. This will determine the total number of points each player can spend to build their army and, as a result, how long the battle sizes below. This will determine the total number of points values for
units are presented in other publications, such as Codexes and the Munitorum Field Manual. You will need to refer to these when building your army must be recorded on an Army Roster. This can be written on a piece of paper or recorded using the Warhammer 40,000 app. Players must show their finished Army Roster to
their opponent before battle commences. You can download blank Army Roster one Faction. Note on your Army Roster one Faction. Note on your army for the pour army for the pour
all such rules when building your army. Select all the units you want to include in your army by a select a particular Detachment or if your WARLORD is a specific
model. When mustering your army, treat such units as BATTLELINE units for the purposes of this step, even though the Select Warlord step comes afterwards. Each time you include a unit in your army, it can take any upgrade, Enhancement or options it has access to. Note on your Army Roster the number of models in the unit, any weapons,
wargear, upgrades and any Enhancement it has, and its points value. Subtract this points value from the total permitted for your army in step 3. You have enough points remaining. Your army does not already contain three units with the same
datasheet name as that unit - or six units with the same datasheet name as that unit if it is a BATTLELINE or DEDICATED TRANSPORT* unit. Only CHARACTERS can be given Enhancement and each Enhancement included in your
army must be unique. EPIC HEROES cannot be given any Enhancements. Your army cannot include the same EPIC HERO more than once.* Every DEDICATED TRANSPORT unit from your army must start the battle with at least one unit embarked within it, or it cannot be deployed for that battle and will instead count as having been destroyed during
the first battle round. Select one CHARACTER model from your army to be your Warlord - this will be the leader of your army - and make a note of this on your Army Roster. Your Warlord gains the WARLORD keyword. Before you can wage war in a game of Warhammer 40,000, you must first select a mission. The Core Rules include a single mission -
Only War - that is ideal to get the action started quickly. Others can be found elsewhere in this or other books, or you must roll off, and the winner decides. Objective markers represent objects of tactical or strategic import that both sides are
attempting to secure, such as valuable artefacts, vital supplies or communications nodes. If a mission uses objective marker, but we recommend using round markers that are 40mm in diameter. When setting objective markers up on the
battlefield, place them so they are centred on the point specified by the mission. When measuring distances to and from objective markers, measure to and from the closest part of them. Models can move over objective markers, measure to and from the point specified by the mission. When measuring distances to and from the point specified by the mission. When measuring distances to and from objective markers, measure to and from objective markers, measure to and from the point specified by the mission.
marker on the battlefield is said to be contested, and so is not controlled by either player. To control an objective marker if it is within 3" horizontally and 5" vertically of that objective marker. Every model has an Objective Control (OC)
characteristic listed on its datasheet. To determine a player's Level of Control over an objective marker, add together the OC characteristics of all the models from that player's army that are within range of that objective marker. A player will control an objective marker at the end of any phase or turn if their Level of Control over it is greater than
their opponent's. If both players have the same Level of Control over an objective marker is contested. A model is within range of an objective marker if within 3" horizontally and 5" vertically. Level of Control over an objective marker is contested. A model is within range of an objective marker is contested. A model is within range of an objective marker if within 3" horizontally and 5" vertically. Level of Control over an objective marker is contested. A model is within range of an objective marker is contested. A model is within a player is contested. A model is within range of an objective marker is contested. A model is within range of an objective marker is contested. A model is within range of an objective marker is contested. A model is within a player is contested in the player is contested. A model is within a player is contested in the play
is controlled by the player with the highest Level of Control over it (in a tie, it is contested). Models cannot end a move on top of an objective marker. The time has come to prove your worth as the greatest commander in the galaxy! All that stands between you and ultimate glory is an opposing force bent upon your destruction. Destroy the enemy army
and secure strategic sites littered across the battle field while stopping your foe from doing likewise. First, players will need to muster armies based on the battle sizes. Starting from the second battle round, at
the end of each player's Command phase, the player whose turn it is scores 1 Victory point (VP) for each objective marker they control (to a maximum of 3VP per turn). Players now create the battlefield and set up terrain features using the guidelines in Example Battlefield section. The minimum size of your battlefield depends on the battle size you
have selected, as shown in the table below. Players must then alternate setting up objective markers on the battlefield, starting with whichever player wins a roll-off, until a total of four have been placed. Objective markers cannot be placed within 6" of any battlefield edge, or within 9" of any other objective markers. DETERMINE ATTACKER AND
DEFENDERPlayers roll off and the winner is the Attacker - their opponent is the Defender. Players then alternate deploying their units, one at a time, starting with the Attacker. Models must be set up wholly within their controlling player's deployment zone. Continue setting up units until both players have set up all the units from their armies, or you
have run out of room to set up more units. If one player has finished setting up their army, their opponent continues to set up after both armies have deployed, the players must roll off after all other units have been set up and alternate setting up
those units, starting with the winner. Players should roll off again, and the winner takes the first turn. RESOLVE PRE-BATTLE RULES Players now resolve battle ends. The battle ends when all of the models in one player's army have
been destroyed, or once the fifth battle round has ended (whichever comes first). If, at the end of the battle, one army has been destroyed, the player with the most Victory points is the victor (in the case of a tie, the battle is a draw). Some rules instruct players to roll off. To do so,
both players roll one D6, and whoever scores highest wins the roll-off. If there is a tie for the highest roll, roll off again. Neither player is allowed to re-roll or modify any of the D6 when making a roll-off. When a unit makes a Normal move, each model in that unit can move a distance in inches less than or equal to its Move (M) characteristic, but no
model can be moved within Engagement Range of any enemy models. When a unit Advances, make an Advance roll for that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit by rolling one D6. Add the result in that unit by rolling one D6. Add the result in the model in that unit by rolling one D6. Add the result in the model in that
equal to this total, but no model can be moved within Engagement Range of enemy models. A unit cannot shoot or declare a charge in the same turn that it Advanced. Each time you take a Desperate Escape test for a model, roll one D6. For each roll of 1-2, one model from the unit that is Falling Back is destroyed (selected by you). The same model
can only ever trigger one Desperate Escape test per phase. Throughout a battle, model in a unit has been destroyed, it is removed from the battlefield. When every model in that unit has been destroyed, it is removed from the battlefield. When every model in that unit has been destroyed. If a unit makes a Normal, Advance or Fall Back move, and every model in that unit has been destroyed.
move within 3" of a friendly TRANSPORT model, they can embark within it. A unit cannot embark within it. A unit cannot do anything or be
affected in any way while they are embarked. If a unit from your army starts your Movement phase embarked within a TRANSPORT model, that unit disembarks from a TRANSPORT model, that unit from your army starts your Movement phase. When a unit disembark in that phase. When a unit disembark in that phase embarked within a TRANSPORT model, set it up on the battlefield so that it is wholly within 3" of that TRANSPORT model and not within Engagement Range of
any enemy models. If, for any reason, a disembarking model cannot be set up, that model's unit cannot disembark. Units that disembark from a TRANSPORT model that either Remained Stationary this phase or has not yet made a Normal, Advance or Fall Back move this phase can then act normally (make a Normal move, Advance, shoot, declare a
charge, fight, etc.) in the remainder of the turn. Such a disembarking unit cannot choose to Remain Stationary. Units that disembark from a TRANSPORT model that made a Normal move themselves; they cannot move further during this phase. Such a unit also cannot declare a charge in the same turn
but can otherwise act normally in the remainder of the turn. Units cannot disembark from a TRANSPORT model that either Advanced or Fell Back this turn. Some CHARACTER units have the Leader ability, which lets them merge with other units (known as Bodyguard units) to form an Attached unit. The Starting Strength of an Attached unit is equal to
the combined Starting Strengths of all of its units (i.e. the number of models in the Leader unit is destroyed, the Starting Strength of the remaining unit is changed to be equal to its original Starting Strength. Example: A Primaris
Captain (Starting Strength 1) is attached to a unit of Intercessors (Starting Strength 5). This Attached unit has a Starting Strength of 1. For the purposes of rules that are triggered when a unit is destroyed, such rules are still triggered
when one of the individual units that made up an Attached unit is destroyed (the Leader or the Bodyguard unit). Example: If a rule awards you with 1VP each time an enemy unit is destroyed and 1VP if the Leader unit is destroyed (for a total of 2VP). Once you
have selected an eligible unit to declare a charge do not need to be visible to the charging unit. You then make a Charge roll for the targets of a charge do not need to be visible to the charging unit. You then make a Charge roll for the targets of a charge do not need to be visible to the charging unit. You must select one or more enemy units within 12" of it as the targets of a charge roll for the charging unit. You must select one or more enemy units within 12" of it as the targets of a charge roll for the charging unit. You must select one or more enemy units within 12" of it as the targets of a charge roll for the charging unit. You must select one or more enemy units within 12" of it as the targets of a charge roll for the charging unit. You must select one or more enemy units within 12" of it as the targets of a charge roll for the charging unit. You must select one or more enemy units within 12" of it as the targets of a charge roll for the ch
moved if a Charge move is possible. For a Charge move to be possible, the Charge roll must be sufficient to enable the charge. Without moving within Engagement Range of any enemy units that were not a target of the charge. In Unit
Coherency. If any of these conditions cannot be met, the charge fails and no models in the charge fails and no models in the charge move - move each model in the charge is successful and the models in the charging unit must end its
Charge move closer to one of the units selected as a target of its charge move in base-to-base contact with one or more enemy models while still enabling the charging unit to end its move satisfying all of the conditions above, you must do so. The controlling player chooses the order in
which to move their models. If one or more models in a unit is visible to the observing model, then that model's unit is visible to the observing model. When a model makes an attack, make one Hit roll for that attack by rolling one D6. If the result of the Hit roll is greater than or equal to the attack's Ballistic Skill (BS) characteristic (if the attack is
being made with a ranged weapon) or its Weapon Skill (WS) characteristic (if the attack is being made with a melee weapon), then that Hit roll is successful and scores one hit against the target unit. Otherwise, the attack fails and the att
roll of 1 always fails. A Hit roll can never be modified by more than -1 or +1. In this step, you must take a Battle-shock test for each of your units on the battlefield that is Below Half-strength. To do so, roll 2D6: if the result is greater than or equal to the best Leadership characteristic in that unit, the test is passed; otherwise, the test is failed and, until
the start of your next Command phase, that unit is Battle-shocked. While a unit is Battle-shock tests for all of your units that require them, your Command phase ends and you progress to your Movement phase. In this step, if for any reason a unit is forced to take a Battle-shock test for being below its Starting
Strength, unless otherwise stated, that unit does not also have to take a Battle-shock test for being Below Half-strength. While a unit is Battle-shocked, all models in that unit does not also be Below Half-strength while its
remaining number of wounds is less than half of its Wounds characteristic. For any other unit, while the number of models a unit contains when it is added to your army is known as its Starting Strength. Mighty heroes fight at the
forefront of battle. 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 datasheets. Such CHARACTER units are known as their Bodyguard units are known as Leaders, and the units they can lead - known as their Bodyguard units are known as their Bodyguard units are known as their Bodyguard units are known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units are known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and the units they can lead - known as Leaders, and they can lead - known a
Leader's Bodyguard units, you can select one of those Bodyguard unit for the duration of the battle and is said to be leading that unit. Each Bodyguard unit for the duration of the battle and is said to be leading that unit. Each Bodyguard unit for the duration of the battle and is said to be leading that unit. Each Bodyguard unit for the duration of the battle and is said to be leading that unit.
rules that are triggered when units are destroyed, it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic
Each time an attack sucessfully wounds an Attached unit, that attack cannot be allocated to a CHARACTER model in that unit, even if that CHARACTER model in an Attached unit has been destroyed, any attacks made against that
unit that have yet to be allocated can then be allocated to CHARACTER unit is no longer part of an Attached unit is destroyed, each CHARACTER unit that is part of that Attached unit is no longer part of an attack,
they become separate units after the attacking unit has resolved all of its attacked unit is no longer part of an Attached unit is destroyed and there is not another CHARACTER unit attached, that Attached unit is additional to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit is destroyed and there is not another CHARACTER unit attached unit. It becomes a separate unit, with its original
Starting Strength. If this happens as the result of an attack, they become separate unit has resolved all of its attacks. Each time a unit that is part of an Attached unit (unless it has those keywords on its own datasheet) for the
purposes of any rules that would be triggered when that unit is destroyed. Example: If you only destroy the Bodyguard unit that is part of an Attached unit, you have not destroyed a CHARACTER unit. If you only destroy the Evangard unit that is part of an Attached unit, or if you destroy the whole Attached unit, you have destroyed one
CHARACTER unit. Engagement Range represents the zone of threat that models present to their enemies. While a model is within 1" horizontally and 5" vertically of an enemy model, those models - and their units - are within Engagement Range of each other. Models cannot be set up or end a Normal, Advance or Fall Back move within Engagement Range of each other.
Range of any enemy models. If for any reason a model cannot meet this condition, that model is destroyed. If a unit Remains Stationary, none of its models can be moved for the rest of the phase. Each time you move a model in a straight line, measure the distance from the same point on its base at the start and end of that line. For example, you can
measure from the 'back' of the model's base, and measure the distance to the back of the model at the start and end of that line. Each time you pivot a model, rotate it any amount around its central axis (perpendicular to the battlefield through
the centre of its base, or through the centre of the model if it doesn't have a base). The first time you do this during each model's move, subtract that model if it doesn't have a base). The first time you do this during each model if it doesn't have a base). The first time you do this during each model if it doesn't have a base). The first time you do this during each model if it doesn't have a base). The first time you do this during each model if it doesn't have a base). The first time you do this during each model if it doesn't have a base). The first time you do this during each model if it doesn't have a base). The first time you do this during each model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that model if it doesn't have a base it can move during that move during that model if it doesn't have a base it can move during that move d
reduced once for that move, regardless of how many additional times it pivots during that move. Pivot ValueUnless otherwise stated, the following pivot values apply.*Note that AIRCRAFT models have separate rules for pivoting. If a model can FLY, then when it makes a Normal, Advance or Fall Back move, it can be moved over enemy models as if
they were not there, and can be moved within Engagement Range of enemy models when making such a move. Note this also means that MONSTER and VEHICLE models when making such a move. However, models that can FLY cannot end their move on top of any other
models or within Engagement Range of any enemy models. When a model that can FLY starts or ends a move on a terrain feature, instead of measuring the path it has moved across the battlefield, you instead measure its path 'through the air', as shown in the diagram below. Weapons powered by unstable and dangerous energy sources pose a
substantial risk to the wielder every time they are used. Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit must take one Hazardous
test. To do so, roll one D6: on a 1, that test is failed test you must resolve the following sequence (resolve each failed test one model in that unit that has lost one or more wounds and is equipped with one or more Hazardous weapons. Otherwise, if possible, select one model in that unit (excluding
CHARACTER models) equipped with one or more Hazardous weapons. Otherwise, select one CHARACTER model in that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model. If a unit from a player's army isometical wounds and when allocating those mortal wounds, they must be allocated to the selected model. If a unit from a player's army isometical wounds and when allocating those mortal wounds and when allocating those mortal wounds.
selected as the target of the Fire Overwatch Stratagem in their opponent's Charge move. Example: A unit of five models make five attacks with ranged weapons with the [HAZARDOUS] ability. After the unit has finished shooting, its
controlling player rolls five D6. One of the results is a 1, and so one of those models suffers 3 mortal wounds. Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wound, no saving throw of any kind can be made against
that attack (including invulnerable saving throws). Such attacks are only allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead
of inflicting damage normally. Example: An attack made with a Devastating Wounds weapon with a Damage characteristic of 2 scores a Critical Wound. Instead of allocating the attack and making saving throws normally, the target suffers 2 mortal wounds. Some attacks are so powerful that no armour or force field can withstand their fury. Some rules
inflict mortal wounds on units. Each time mortal wounds are inflicted on a unit, each of those mortal wounds is not lost if the damage can be
allocated to another model. Instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed. If an attack inflicts mortal wounds in addition to any normal damage, do not make a Wound roll or saying throw (including invulnerable saying throws) against those mortal
wounds. If those mortal wounds are inflicted by an attack that has the [PRECISION] ability, the attacking model's controlling player can allocate those mortal wounds are being inflicted as a result of the [HAZARDOUS] ability or by an attack with the [DEVASTATING WOUNDS] ability that scored a controlling player can allocate those mortal wounds are being inflicted as a result of the [HAZARDOUS] ability or by an attack with the [DEVASTATING WOUNDS] ability that scored a controlling player can allocate those mortal wounds are being inflicted as a result of the [HAZARDOUS] ability or by an attack with the [DEVASTATING WOUNDS] ability that scored a controlling player can allocate those mortal wounds are being inflicted as a result of the [HAZARDOUS] ability or by an attack with the [DEVASTATING WOUNDS] ability that scored a controlling player can allocate those mortal wounds are being inflicted as a result of the [HAZARDOUS] ability or by an attack with the [DEVASTATING WOUNDS] ability that scored a controlling player can allocate those mortal wounds are being inflicted as a result of the [HAZARDOUS] ability or by an attack with the [DEVASTATING WOUNDS] ability that scored a controlling player can allocate those mortal wounds are being inflicted as a result of the [HAZARDOUS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS] ability or by an attack with the [DEVASTATING WOUNDS]
Critical Wound, each time those mortal wounds are allocated to a model, if that model is destroyed as a result of those mortal wounds from that attack are lost, just as with a normal attack. If, when a unit is selected to shoot or fight, one or more of its attacks can inflict mortal wounds on the target, resolve any normal
damage inflicted by the attacking unit's attacks on that target before inflicting any mortal wounds on that target before inflicts mortal wounds in addition to any normal damage, but the normal damage is subsequently saved, the target unit still suffers those mortal wounds, as described above. Beseeching the Chaos Gods with fanatical fervour,
resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:[LETHAL HITS][SUSTAINED HITS 1] Monsters and war engines can dispense death from afar even as they trample the masses before them.MONSTER and VEHICLE units are eligible to
shoot in their controlling player's Shooting phase even while they are within Engagement Range of one or more enemy units they are within Engagement Range of the same enemy units they are within Engagement Range of one or more of the enemy units they are within Engagement Range of one or more enemy units.
unit. Each time a MONSTER or VEHICLE unit makes a ranged attack, if that unit was within Engagement Range of one or more enemy units when it selected its targets, unless that attack is made with a Pistol, subtract 1 from that attack's Hit roll. You can select an enemy MONSTER or VEHICLE unit within Engagement Range of one or more units
from your army as a target of ranged weapons. Each time a model from your army makes a ranged attack against such a target, unless that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol, subtract 1 from that attack is made with a Pistol from that attack is made with a P
make ranged attacks against that MONSTER or VEHICLE unit (unless that unit is eligible to shoot even while within Engagement Range of enemy units, e.g. it is itself a MONSTER or VEHICLE unit, or its models are equipped with Pistols). Other units from your army that are eligible to shoot can, however, target and shoot that enemy MONSTER or
shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit. If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE
model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets. Each time an attack successfully wounds the target
unit. The result required is determined by comparing the attack's Strength (S) characteristic with the target unit. The result required number shown in the table above, then that Wound roll is successful and scores one wound against the target unit.
Otherwise, the attack fails and the attack sequence ends. An unmodified Wound roll of 6 is called a Critical Wound roll of 1 always successful. An unmodified by more than -1 or +1. If an attack successfully wounds the target unit, the player controlling the target unit allocates that attack
range/Engagement Range of the attacking model. The player controlling the target unit then makes one saving throw. By default, this will be an armour saving throw using throw
the result by the Armour Penetration (AP) characteristic of the attack. For example, if the attack has an AP of -1, then 1 is subtracted from the saving throw. If the result is greater than or equal to the Save characteristic of the model the attack was allocated to, then that saving throw is successful and the attack sequence ends. Otherwise, that saving
removed from play. If a model loses several wounds from an attack and is destroyed, any excess damage inflicted by force fields, enveloped in mystical energies or simply possessed of preternatural senses and lightning-fast reflexes, some warriors are protected by more than mere physical
armour. Some models have an invulnerable save, the controlling player must choose to use either that model's Save characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them - choose
the pinpoint accuracy of a blade-master's strike. Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attacked unit (see Leader ability), if a CHARACTER model in that unit is visible to the attacking model, the attacking model's player can choose to have
that attack allocated to that CHARACTER model instead of following the normal attack sequence. Shattered ruins and twisted wreckage afford much-needed shelter from enemy salvoes. Even heavily armoured warriors unfazed by small arms fire are thankful for such cover when foes bring their biggest guns to bear. Models can sometimes gain a
measure of protection from terrain features. The rules below detail the conditions under which a terrain feature confers the Benefit of Cover, add 1 to the saving throw made for that attack (excluding invulnerable saving throws). Models with a Save
characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 0. Multiple instances of the Benefit from this rule more than once at any one time. A unit that contains more than one model must be set up and end any kind of move as a
single group, with all of its models within 2" horizontally and 5" vertically of at least one other models from that unit. While a unit has seven or more models must instead be set up and end any kind of move within 2" horizontally and 5" vertically of at least two other models from that unit. This is called Unit Coherency. If for any reason
a model cannot be set up in Unit Coherency, or cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions are rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions are rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions are rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions are rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any rules (e.g. while setting up using the Deep Strike ability).
player must remove models, one at a time, from any of the units from their armies that are no longer in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play when a model is destroyed.
After a unit has finished making all of its melee attacks, it Consolidates. Each time a unit Consolidates, you can move each model in that unit that is not already in base-to-base contact with an enemy model up to 3" - this is a Consolidation move. For a Consolidation to be possible, a unit must be able to end these moves within Engagement Range of
one or more enemy units and in Unit Coherency. If these conditions cannot be met, then each model in that unit is within range of that objective marker and in Unit Coherency. If these conditions also cannot be met, no models in the unit
can make Consolidation moves this phase and that unit's fight ends. If a unit can end its Consolidation within Engagement Range of one or more enemy units, then each time one of its models makes a Consolidation move, it must end that move in base-to-base contact with one or more
enemy models while still satisfying all of the conditions above, it must do so. The controlling player chooses the order in which to move their models. Many warriors thunder headlong into combat, using the impetus of their charge to bring swift death to their foes. Each time a unit makes a Charge move, until the end of the turn, that unit has the Fights
First ability. When a unit Piles In, you can move each model in that unit that is not already in base-to-base contact with an enemy model up to 3" - this is a Pile-in move. For a Pile In to be possible, a unit must be able to end these moves within Engagement Range of one or more enemy units and in Unit Coherency. If these conditions cannot be met, no
models in the unit can make Pile-in moves. Each time a model makes a Pile-in move, it must end that move in base-to-base contact with one or more enemy models while still
satisfying all of the conditions above, it must do so. The controlling player chooses the order in which to move their models. Objective markers, et a mission uses objective markers, it will state
where they are located on the battlefield. These can be represented using any suitable marker, but we recommend using round markers that are 40mm in diameter. When setting objective markers up on the battlefield, place them so they are centred on the point specified by the mission. When measuring distances to and from objective markers,
measure to and from the closest part of them. Models can move over objective marker as if they were not there, but they cannot end a move on top of an objective marker on the battle, each objective marker on the battle, each objective marker. At the start of the battle, each objective marker on the battle, each objective marker. At the start of the battle, each objective marker on the battle, each objective marker on the battle, each objective marker on the battle, each objective marker.
need to move models within range of it. A model is within range of an objective marker, add together the OC characteristic listed on its datasheet. To determine a player's Level of Control over an objective marker, add together the OC characteristics of all the
models from that player's army that are within range of that objective marker. A player will control over it is greater than their opponent's. If both players have the same Level of Control over an objective marker, that objective marker is contested. Some weapons and abilities
can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack. Hypercrypt Legion DetachmentEmploying fractal corridors, dolmen gates and ancient translocation
science, the Necrons are able to phase in and out of existence. Nowhere is safe for the terrified foe as mechanoid hunters appear from unfolding planar lattices to slaughter or escape retribution into gulfs of darkness, only to materialise elsewhere to kill anew. At the end of your opponent's turn, you can select a number of NECRONS units from your
army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows: Once you have made your selections, remove those units from the battle size, as follows: Once you have made your selections, remove those units from the battle size, as follows: Once you have made your selections, remove those units from the battle size, as follows: Once you have made your selections, remove those units from the battle size, as follows: Once you have made your selections, remove those units from the battle size, as follows: Once you have made your selections, remove those units from the battle size, as follows: Once you have made your selections, remove those units from the battle size, as follows: Once you have made your selections are selections.
incorruptible. The silvered armour of this Chapter's warriors is bound with incantations, engraved with sigils of warding. Their blades shine with the inner light of their sanctity, for each of these Space Marines is a psychic warrior, in empyric communion with his battle-brothers. Empowered by minds constantly on guard, they can cut steel with bare
hands, their eyes blaze with fire and even the power of their words flays the otherworldly skin of daemons. They are the Imperium's foremost sword and shield against the daemonic. Guided by the foresight and prophecies of the Chapter's Prognosticars, a Grey Knight can adapt to the most irrational of foes and, in a flare of teleportation energies,
emerge at exactly the right location to unleash their devastating power. If your Army Faction is GREY KNIGHTS, at the end of your opponent's turn, you can select a number of GREY KNIGHTS units from your army with this ability (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can
select depends on the battle size, as follows:Once you have made your selections, remove those units from the battlefield. In the Reinforcements step of your next Movement phase, set each of those units that are not on the battlefield at the end of
the battle count as destroyed. The KROOT and INFANTRY keywords are used in the following T'au Empire datasheets: Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a dice roll that was
made by adding several dice together (e.g. 2D6, 3D6, etc.) then, unless otherwise stated, you must re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied. Rules that refer to the value of an 'unmodified' dice roll are referring to the dice result after any re-rolls, but before any
modifiers are applied. Warhammer 40,000 battlefields are strewn with a wide variety of obstacles, structures and detritus collectively known as terrain features. When a model makes any kind of move, it can be moved over a terrain features. When a model make any kind of move, it can be moved over a terrain features.
be moved over terrain features that are 2" or less in height as if they were not there. A model can be moved vertically in order to climb up or down as part of its move. Models cannot end any kind of move mid-climb - if it is not possible to end the move as a
result, that move cannot be made. The PRIMARCH and IMPERIUM keywords are used in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets using AIRCRAFT keyword can be found in the following Factions: Chaos Space Marines datasheets and the following Factions: 
Adeptus Mechanicus, Astra Militarum, Grey Knights, Imperial Agents, Space Marines. Xenos: Aeldari, Drukhari, Necrons, Orks, T'au Empire, Tyranids. The AIRCRAFT keyword is used in the following datasheets: If every part of another model is
said to be fully visible to the observing model, i.e. the observing model has line of sight to all parts of the other models or terrain features blocking visibility to any of those parts. Warhammer 40k Abilities are the capabilities that weapons and units have which make them distinctive. Two guns might have the
same Range, Strength and Armour Penetration stats, but one might be a Blast weapon for mowing down hordes, while another is an Anti-Vehicle weapon that can easily smash tanks. Two similar units might be good at vastly different things, because one can Deep Strike and the other Fights First. This guide tracks every single ability, and explains
how they work in-game. We've seen similar rules in the 40k Codex rulebooks for each army before now, but part pf Games Workshop's efforts to make Warhammer 40k factions. Read on to
explore the full Warhammer 40k abilities list, or click on an ability in this table to jump to it: Warhammer 40k Weapon Abilities For players coming to Warhammer 40k abilities list, or click on an ability in this table to jump to it: Warhammer 40k Weapon Abilities For players coming to Warhammer 40k abilities For players coming to Warhammer 40k 10th edition after a hiatus of a few years, weapons work a little differently to how they have done for the last few decades. Weapons are no longer assigned a single 'type', such as
Heavy or Assault, and instead pull from a selection of standardised 'Weapon Abilities'. Weapon Abilities aren't mutually exclusive. Space Marine Bolt-rifles are both Heavy and Assault weapons, which grants them two different firing modes. This is a big change from the Weapon Types system that has been in effect since 3rd edition 40k. These are all
3+. Some other Weapon Abilities, particularly Devastating Wounds, are triggered by scoring a Critical Wound, so the Anti-ability, but its most common to see Anti-Vehicle, Anti-Monster, or Anti-Infantry. Assault A unit that Advances during the movement phase
can still shoot its Assault weapons. Blast When shooting a Blast weapon would have D6+2 shots against a unit with ten to fourteen models. Conversion weapons are more powerful at longer range: when firing at a target at
least 12" away, a Conversion weapon inflicts Critical Hits on hit rolls of 4+. Critical Hits on hit rolls of 4+. Critical Hits or Sustained Hits. Devastating Wounds was updated in the Autumn 2023 balance dataslate. When a weapon with Devastating
Wounds scores a Critical Wound (normally on a to-wound roll of six), the target cannot take saves or invulnerable saves against that wounds inflicted mortal wounds. This is much more powerful than ignoring invulnerable saves
 when targeting multi-model units, as mortal wounds can spill over to multiple models if they kill the model the hit was initially allocated to. Extra Attacks When you declare melee attacks for a model, as well as selecting one of the melee weapons it's armed with to attack with, you can also attack with Extra Attacks weapons. There's no way to modify
the number of attacks you make with an Extra Attacks weapon. Hazardous weapons risk killing or harming the model using them. When a unit attacks weapon was fired by a Character, Vehicle, or
Monster, or otherwise remove one model as a casualty. The 40k Core Rules specify that if a character firing a Hazardous weapon is attached to a unit, and you roll a one, you must still apply those mortal wounds to the unlucky Leader - no offloading the plasma overspill onto your troopers! Heavy Units that Remain Stationary get +1 to hit with Heavy
Weapons they fire that turn. Note that 'Remain Stationary' is a game term; if the unit declares a move but doesn't go anywhere, it hasn't Remained Stationary. Indirect Fire Indirect Fire weapons don't need line of sight to the target they're shooting at, but suffer a -1 to hit penalty when fired in this way, and the target gains the Benefit of Cover.
Ignores Cover The Ignores Cover ability does just what it says on the tin - weapons with this ability ignore the Benefit of Cover. Lance On the turn that a unit Charges, any weapons with this ability ignore the Benefit of Cover. Lance On the turn that a unit Charges, any weapons with this ability ignore the Benefit of Cover. Lance On the turn that a unit Charges, any weapons with this ability ignore the Benefit of Cover.
roll to wound, the attack wounds automatically. If a weapon has both Lethal Hits and Sustained Hits and it scores a Critical Hit, it will cause one automatic wound, and generate one additional hit that must roll to wound as normal. Linked Fire So far, we've only seen the Linked Fire weapon ability on the Eldar Fire Prism datasheet, suggesting it's a
faction-specific ability. The Linked Fire ability allows one Fire Prism to draw line of sight and measure range to a target from another Fire Prism that it can see, effectively 'relaying' the shot through the friendly tank. Melta X weapon with a 24" range
would deal two extra wounds to targets within 12". Pistol The Pistol Weapon Ability works exactly as it did in 9th Edition: you can fire these weapons while in engagement range of enemy units (but only at units you're in engagement range with.) If you choose to fire your Pistol outside of combat for any reason, you can't fire any other ranged weapons
that turn. Precision If your weapon has the Precision ability, when you attack a unit with an attached Character, you'll be able to direct those attacks at the Character instead of its 'bodyguard' unit. Psychic Unlike previous editions of Warhammer 40k, 10th edition doesn't have a separate Psychic phase. Instead, psykers have additional abilities on
their datasheet, including melee and ranged attacks with the Psychic Weapon Ability. Psychic weapons don't have any innate abilities, but some other abilities respond to them. The Space Marine Terminator Librarian's Psychic attacks. Rapid Fire X weapons fire X
extra shots against targets within half range; a Rapid Fire 2 weapon with a 24" range would fire two extra shots at a target within 12". Sustained Hits A Sustained Hits 2 weapon would score two additional hits for every to-hit roll of six.
If a weapon has both Lethal Hits and Sustained Hits and Sustained Hits and Sustained Hit, it will cause one automatic wound, and generate one additional hit that must roll to wound rolls. Warhammer 40k Core Abilities Core Abilities appear on unit
datasheets, granting that unit a special ability. Deep Strike units start the game in Reserves. They enter the battlefield at the end of one of your Movement Phases, during the 'Reinforcements step', and can be placed anywhere more than nine inches away from enemy units. Can you Deep Strike on turn one? The Deep Strike ability allows
models to enter the battlefield on any turn of the game, including during Battle Round one. However, step 8 of the mission rules that aren't part of a Crusade - stipulate that Reserves cannot enter the battlefield on turn one. Some models -
such as the Space Marine drop pod - have rules that explicitly state this restriction does not apply, and can enter the battlefield on turn one. Deadly Demise X loses its last wound, roll D6. On a a six, the unit deals X mortal wounds to all units within range of the explosion. Fights First The Fight Phase is split into the
'Fights First' step and the 'Remaining Combats' step; if your unit has Fights First, it'll get to make its attacks in that first step of the Fight Phase, potentially getting the drop on a slower opponent that has to wait for the Remaining Combats. This becomes super important when combined with a key tweak from 9th into 10th Edition: units still take
turns to do their melee attacks during the Fight Phase, but it's now the defender, not the charging attacks in the shooting phase using up to X weapons held by models embarked on the vehicle. It's the vehicle that makes the attacks, not the
passengers, so any buffs or debuffs that apply to the vehicle's shooting will apply to these attacks as well. Infiltrators If every model in a unit has the Infiltrators ability, the unit can be deployed anywhere on the board more than nine inches away from an enemy unit. Leader Leaders are character models that can join other squads during
Operative Lone operatives can't be targeted by enemies more than 12" away. Scouts Units with the Scouts X" ability get a free X" move after deployment. Stealth If every model in your unit has the Stealth ability, then ranged attacks targeting that unit take a minus one to the hit roll. BookKindEditionVersionLast update Warhammer 40,000 (Core
Rules Updates) Warhammer 40,000 (Core Rules Updates) Warhammer 40,000 (Core Rules Updates) Welcome to the Warhammer 40,000 Core Rules! This page contain everything you need to know in order to wage glorious battle across the war-torn galaxy of the 41st
Millennium. Warhammer 40,000 is a tabletop war game in which players command armies of Citadel miniatures and luck. Storytelling is at the core of Warhammer 40,000, with the rules designed to bring to life the epic conflicts between the forces of Mankind, aliens and daemons.
in the grim darkness of the far future. The purpose of the game is for all players to have an enjoyable shared experience, putting their tactical skills to the test while admiring the spectacle of amazing miniatures clashing on fantastic battlefields. In this spirit, good sportsmanship and politeness are at the heart of the game. Games of Warhammer
                                                      points than your opponent through achieving various objectives, from recovering vital relics to capturing enemy strongholds or eliminating the opposing Warlord. In a game as wide-ranging as Warhammer 40,000, there may be times when you are not sure exactly how to resolve a situation that has come up
 40,000 are won by scoring more victory
during play. When this happens, have a quick chat with your opponent and apply the solution that makes the most sense to both of you (or seems the most fun!). If no single solution presents itself, you and your opponent should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the fighting!ABILITIESMany units
in Warhammer 40,000 have one or more abilities listed on their datasheets, but are instead only referenced by name; the full details of these can be found on the Core Rules page ahead, marked with the symbol shown on the right. HINTS AND
TIPSSome sections feature Hints and Tips, covering topics like dice-rolling practices and how to ensure you don't damage your models while moving them around the battlefield. Note that these are not rules, they are simply pieces of advice you may find useful to apply to your own games. SUMMARIESSome rules in the sections ahead include bullet-
pointed summaries for quick reference purposes. Note that these are not comprehensive, and you should always consult the full rules if you are unsure. Units: All models/Units: All models/Units from the same datasheet. Friendly Models/Units from the same datasheet. Friendly Models/Units from the same army. Enemy Models/Units from the same datasheet. Friendly Models/Units from the same datasheet. Friendly Models/Units from the same army. Enemy Models/Units from the same datasheet. Friendly Models/Units from the same datasheet.
introduces various rules terms that you will find throughout the Core Rules and beyond. These key concepts form the basis of the Warhammer 40,000 are fought on rectangular battlefields. This can be any surface upon which the models can stand - a dining table, for
example, or the floor. Your mission will guide you as to the size of battlefield required. The scenery on a battlefield terrain features to differentiate them from the models that make up an army. Terrain features are set up on the battlefield before the battle
begins. You can find out more about terrain features here. Unless the mission you are playing instructs you otherwise, you should feel free to create an exciting battlefield using any terrain features from your collection. Warhammer 40,000 uses true line of sight to determine visibility between models. To check this, get a 'model's perspective' view by
looking from behind the observing model. For the purposes of determining visibility, an observing model can be seen from any part of the observing model is visible to the observing model. If one or more models in a unit
is visible to the observing model, then that unit is fully visible to the observing model in a unit is fully visible to an observing model. For the purposes of determining if an enemy unit is fully visible, an observing model can see through other models in the unit it is observing. Model
Visible: If any part of a model can be seen, it is visible. Unit Visible: If every model in a unit is visible. Unit Visible: If every facing part of a model can be seen, it is fully visible. Unit Visible: If every model in a unit is fully visible. Unit Fully Visible. Unit Visible is fully visible is fully visible is fully visible. Unit Visible is fully visible is fully visible. Unit Visible is fully visible is fully visible is fully visible. Unit Visible is fully visible is fully visible. Unit Visible is fully visible is fully visible. Unit Visible is fully visible is fully visible is fully visible. Unit Visible is fully visible is fully visible is fully visible. Unit Visible is fully visible is fully visible is fully visible is fully visible. Unit Visible is fully visible is fully visible is fully visible is fully visible. Visible is fully visible. Visible is fully visible is 
volleys of shots through furious offensives and desperate counter-attacks, into the last dying moments when victory hangs by a thread. Warhammer 40,000 is played in a series of battle round, both players have a turn. The same player always takes the first turn in each battle round, both players have a turn.
player this is. Each turn consists of a series of phases, which must be resolved in the following order. Both players muster strategic resources, then you test your units fire their ranged weapons at the foe. Your units charge forward to battle at
close quarters. Both players' units pile in and attack with melee weapons. Once a player's turn has ended, their opponent then starts their turn. Once both players have completed a turn, the battle ends. Some rules apply an effect that lasts until a certain duration has passed
(e.g. until the start of your next turn). Such effects are known as persisting effects are known as persisting effects are known as persisting effect applies to a unit when it embarks for any reason, any persisting effects continue to apply to that unit for their full duration. If a persisting effect applies to an
Attached unit and that unit ceases to be an Attached unit (because either all of its Bodyguard models or all of its Leader models are destroyed), any persisting effects continue to apply to the surviving unit(s) for their full duration. Some rules allow a model or unit to move, shoot, charge or fight outside of the normal turn sequence. For example, the
Fire Overwatch Stratagem enables a unit to shoot in your opponent's turn as if it were one of your phases, you use the Fire Overwatch Stratagem
to enable a WHIRLWIND from your army to shooting phase, after this model has shot'. Because Fire Overwatch is an out-of-phase rule, it only allows the Whirlwind to perform the specified action (in this case, shooting phase, after this model has shot'. Because Fire Overwatch is an out-of-phase rule, it only allows the Whirlwind to perform the specified action (in this case, shooting phase, after this model has shot'.
Shooting phase) and does not trigger any other rules that would normally be used in your Shooting phase to affect while resolving these attacks. Commanders gauge the flow of the
battle, consolidating their objectives before making alterations to their battle plans and devising new tactics and strategies with which to defeat the foe. In this step, you must take a Battle-shock test for each of your units on the battlefield that is Below Half-strength. To do so, roll 2D6: if the result is greater than or equal to the best Leadership
characteristic in that unit, the test is passed; otherwise, the test is failed and, until the start of your next Command phase, that unit is Battle-shocked. While a unit is Battle-shocked. W
use Stratagems to affect that unit. Once you have taken Battle-shock tests for all of your units that require them, your Command phase ends and you progress to your Movement phase. In this step, if for any reason a unit is forced to take a Battle-shock test for being below its Starting Strength, unless otherwise stated, that unit does not also have to
take a Battle-shock test for being Below Half-strength. While a unit is Battle-shocked, all models in that unit are also Battle-shock test for each unit from your army on the battlefield that is Below Half-strength. Roll 2D6: if the result is greater than or equal to the unit's Leadership, the test is passed. Otherwise, the unit is Battle-shocked. Take a Battle-shock test for each unit from your army on the battlefield that is Below Half-strength. Take a Battle-shock test for each unit from your army on the battlefield that is Below Half-strength.
shocked until the start of your next Command phase. Battle-shocked units have an OC of 0 and their controlling player cannot use Stratagems to affect them. Battle-shocked units must take Desperate Escape tests if they Fall Back. The ground shakes to the tread of marching feet and the growl of engines as armies advance across the battlefield and vie
for advantageous positions. To find the centre of a model without a base, draw an imaginary four-sided shape, as small as possible, that contains each part of that model as you look directly down at it. Then draw two imaginary four-sided shape, as small as possible, that contains each part of that model as you look directly down at it. Then draw two imaginary four-sided shape, as small as possible, that contains each part of that model as you look directly down at it.
Move characteristic of 5". It moves 3" in a straight line, then 6" in another straight line, then 6" in another straight line, then 6" in another straight line, measuring from and to the same point each time it moves. It does not pivot
as part of this move. The same VEHICLE moves 6" in a straight line, pivoting around its central axis at the end of this move. This pivot subtracts its pivot subtracts.
move is still only reduced by its pivot value of 2". It moves 5" in a straight line, pivoting around its central axis, then 5" in another straight line, pivoting around its central axis again. This BLOODTHIRSTER has declared a charge targeting the TERMINATOR SQUAD. Its Charge roll is 12". The gap in the ruins is wide enough for the model's base, so it
can move through that gap despite its wings. It moves 6" in a straight line, then pivots around its central axis, subtracting its pivot value of 2" from the Charge move. Some units have a rule that allows them to start the battle in Reserves, such as Deep Strike. Such units will arrive later in the
battle and are known as Reserves units. Any Reserves units that have not been set up on the battlefield when the b
your Reserves units that you wish to set up this turn have been set up, your Movement phase ends and you progress to your Shooting phase. Details of how to set up this turn have been set up, your Movement phase ends and you progress to your Shooting phase. These rules will typically specify a distance away from all enemy models; whenever such a
distance is specified, it always applies to the horizontal distance, even though normally you measure to and from the closest part of a model's base. Reserves units always count as having made a Normal move in the turn they are set up on the battlefield, and so cannot move further during this phase. Otherwise, units set up in this way can act normally
this turn (shoot, declare a charge, fight, etc.). Reserves Unit: A unit that starts the battlefield. Any specified distance from enemy models applies to horizontal distance. Any Reserves unit not set up on the battlefield by the end of
the battle counts as destroyed. Some units can carry others across the battlefield, providing their passengers with greater speed and protection as they are ferried to the front lines or towards vital objectives. Some models have the TRANSPORT keyword. The following rules describe how units can embark within and disembark from such models, and
how they are used to move these passengers across the battlefield. If a unit from your army starts your Movement phase embarked within a TRANSPORT model, set it up on the battlefield so that it is wholly within 3" of that TRANSPORT model and not within
Engagement Range of any enemy models. If, for any reason, a disembarking model cannot be set up, that model's unit cannot disembark from a TRANSPORT model that either Remained Stationary this phase or has not yet made a Normal, Advance or Fall Back move this phase can then act normally (make a Normal move,
Advance, shoot, declare a charge, fight, etc.) in the remainder of the turn. Such a disembarking unit cannot choose to Remain Stationary. Units that disembark from a TRANSPORT model that made a Normal move this phase count as having made a Normal move themselves; they cannot move further during this phase. Such a unit also cannot declare a
charge in the same turn, but can otherwise act normally in the remainder of the turn. Units cannot disembark from a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either Advanced or Fell Back this turn. Units that start your Movement phase embarked within a TRANSPORT model that either advanced or Fell Back this turn.
disembarks before its TRANSPORT moves, it can act normally. If a unit disembarks after its TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, it cannot move or charge this turn, but can otherwise act normally. Disembarking units must be set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of their TRANSPORT moves, and the set up wholly within 3" of the set up wholly within 3" of the set up wholly within 3" of the set up who
disembark this turn cannot Remain Stationary. If a TRANSPORT model is destroyed, any units embark from a destroyed TRANSPORT model are not affected by that model's Deadly Demise
ability. Instead, you must roll one D6 for each disembarking model. For each roll of 1, that disembarking model's unit suffers 1 mortal wound. In addition, if a unit disembarks from a destroyed TRANSPORT model: Until the end of the turn, that unit counts as
having made a Normal move this turn, and cannot declare a charge this turn. If a TRANSPORT is destroyed, any embarked units must disembark. Roll one D6 for each model that disembarks: for each 1, that model's unit suffers 1 mortal wound. Until the start of its controlling player's next Command phase, the disembarking unit is Battle-shocked. Until
the end of the turn, the disembarking unit counts as having made a Normal move, and cannot declare a charge. If a TRANSPORT model is destroyed and it is not possible to set up a disembarking unit wholly within 3" of that TRANSPORT model and not within Engagement Range of any enemy models, that unit must instead perform an Emergency
Disembarkation. This is performed as described for disembarking from a destroyed TRANSPORT model, except that a unit that does so must be set up wholly within 3") and not within Engagement Range of any enemy models, and when rolling for each disembarking model, that unit
suffers 1 mortal wound for each roll of 1-3 (instead of for each roll of 1). If, for any reason, a disembarking model still cannot be set up wholly within 3" of it must perform an Emergency Disembarkation: Must be set up wholly within 6" of it instead of wholly within 3" of it must perform an Emergency Disembarking a destroyed. Units disembarking a destroyed TRANSPORT that cannot be set up wholly within 6" of it instead of wholly within 5" of it must perform an Emergency Disembarking a destroyed. Units disembarking a destroyed that cannot be set up wholly within 5" of it must perform an Emergency Disembarking and Emergency Disembarkin
within 3". Suffer 1 mortal wound for each roll of 1-3, instead of each rol
move. The Land Raider Crusader is destroyed, forcing the Terminators to disembark wholly within 3". The controlling player then rolls one D6 for each disembarking model, resulting in a 1, 3, 3, 5 and 6. The Terminators unit suffers 1 mortal wound and is now Battle-shocked. Guns thunder and shrappel flies through the air. Bursts of muzzle flare and
beams of las-fire illuminate the fog of war, and spent ammunition cartridges litter the battlefield. In your Shooting phase, if you have one or more eligible units from your army on the battlefield, you can select those units, one at a time, and shoot with them. Each unit can only be selected to shoot once per phase. Once all of the units you selected have
shot, progress to your Charge phase. A unit is eligible to shoot unless any of the following apply: That unit Advanced this turn. Unless at least one model in a unit has an eligible target for one or more of its ranged weapons, that model's unit cannot be selected to shoot. Designer's Note: This doesn't change the unit's
eligibility to shoot, but it does mean that a unit can't be selected to shoot at nothing, and therefore won't qualify for other rules triggers (e.g. GARGOYLES' Winged Swarm ability and Dark Pacts) The shooting unit's models now make a number of attacks
equal to the Attacks (A) characteristic in that weapon's profile. You make one Hit roll for each attack being made (see Making Attacks). If you selected more than one target for your unit to shoot at, you must resolve all of the attacks against one target before moving on to the next target. If your unit is shooting more than one ranged weapon at a
target, and those weapons have different profiles, then after you have resolved attacks with one of those weapons you must, if any other attacks before resolving any other attacks against the target. Note that, provided at least one model in the target unit was visible to an
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attacking model and in range of that attacking model's weapon when that target unit was selected, that weapon's attacks can still be made, even if no models in the target unit have already been destroyed by attacks made with
other weapons in the attacking model's unit). When a model shoots a weapon, it makes a number of attacks equal to that weapon's Attacks made with the same weapon profile before resolving attacks with any other profile. If a weapon
was in range and its target was visible when selected, that weapon's attacks can always be made. Attacks are made using ranged or melee weapons. Attacks together (see Fast Dice Rolling). If an attack successfully wounds the target unit, the player controlling the target unit
allocates that attack to one model in the target unit, as follows. If a model in the target unit, as follows. If a model in the target unit, as follows. If a model in the target unit, as follows. If a model in the target unit, as follows. If a model in the target unit, as follows. If a model in the target unit has already had attack must be allocated to that model. Otherwise, that attack can be allocated to that model in the target unit.
or within range/Engagement Range of the attacking model. If a model in the target unit has already lost any wounds or had other attacks allocated to it this phase, the attack must be allocated to that model. Some weapons and are written out in full, but others are
common to many weapons, and may only be referenced by name on a weapon's profile. Some notable examples of these common abilities are defined here; further weapon abilities may be found in other locations such as Codexes. Assault weapons fire so indiscriminately that they can be shot from the hip as warriors dash forward. Weapons with
[ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with. Can be shot even if the bearer's
unit Advanced.Rapid fire weapons are capable of long-ranged precision shots or controlled bursts at nearby targets. Weapon is increased by the amount denoted by
'x'. Example: A model targets a unit that is within half range of a weapon with an Attacks characteristic of 1 and the [RAPID FIRE X]: Increase the Attacks by 'x' when targeting units within half range. Some weapons are designed to root enemy
formations out of entrenched positions. Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons, the target cannot have the Benefit of Cover against that attack. Torrent weapons shoot clouds of fire, gas or other lethal substances that few foes can hope to evade. Weapons
with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such
a weapon, a Critical Hit automatically wounds the target. Lance weapons are deadly on the charge move this turn, add 1 to that attack's Wound roll. Indirect fire weapons launch munitions over or around
intervening obstacles - nowhere is safe from their fury. Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking unit
when you selected that target. If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll, an unmodified Hit roll of 1-3 always fails, and the target has the Benefit of Cover
against that attack. Weapons with the [TORRENT] ability cannot be fired using the [INDIRECT FIRE] ability. Example: An enemy unit is targeted by an attacking model, so when resolving the attacks made with that weapon,
subtract 1 from that attack's Hit roll an unmodified Hit roll of 1-3 always fails, and each time an attack is allocated to a model in the target unit, it has the Benefit of Cover against that attack. Can target unit when it is selected, then when making
an attack against that target with an Indirect Fire weapon, subtract 1 from that attack. Precision attacks can pick high-value targets out in a crowd, whether through the unerring aim of a sniper or the pinpoint accuracy of a blade-master's
strike. Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attacking model, the attacking model in that unit is visible to the attacking model, the attacking model in that unit is visible to the attacking model.
model instead of following the normal attack sequence. When targeting an Attached unit, the attacking model's player can have the attack allocated to a CHARACTER model in that unit visible to the bearer. Melta weapons are powerful heat rays whose fury is magnified at close range. Weapons with [MELTA X] in their profile are known as Melta
weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'. Example: A model targets a unit that is within half range of a weapon with a Damage characteristic of D6 and the [MELTA 2] ability. If that attack inflicts damage on the
target, it inflicts D6+2 damage. [MELTA X]: Increase the Damage by 'x' when targeting units within half range. Heavy weapons are amongst the biggest guns on the battlefield, but require bracing to fire at full effect and are unwieldy to bring to bear at close guarters. Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an
attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.Add 1 to Hit rolls if the bearer's unit Remained Stationary this turn. Weapons powered by unstable and dangerous energy sources pose a substantial risk to the wielder every time they are used. Weapons with [HAZARDOUS] in
their profile are known as Hazardous weapons. Each time a unit is selected for when resolving those attacks, for each Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve
the following sequence (resolve each failed test one at a time): If possible, select one model in that unit that unit (excluding CHARACTER models) equipped with one or more Hazardous weapons. Otherwise, select one model in that unit that unit (excluding CHARACTER models) equipped with one or more Hazardous weapons. Otherwise, select one
CHARACTER model in that unit equipped with one or more Hazardous weapons. If a model was selected model. If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase,
any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move. Example: A unit of five models make five attacks with ranged weapons with the [HAZARDOUS] ability. After the unit has finished shooting, its controlling player rolls five D6. One of the results is a 1, and so one of those models suffers 3
mortal wounds. After a unit shoots or fights, roll one Hazardous test (one D6) for each Hazardous weapon used. For each 1, a model equipped with a hazardous weapon suffers 3 mortal wounds, that must be allocated to the selected model. Some warriors ride to battle atop trusty mounts that gore and trample nearby foes. Others wield combat weapons
that deliver a frenzy of additional blows. Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attacks weapons it is equipped with and it makes attacks weapons with one of the melee weapons it is equipped with
that does not have the [EXTRA ATTACKS] ability (if any). The number of attacks made with an Extra Attacks weapon cannot be modified by other rules, unless that weapon's name is explicitly specified in that rule. The bearer can attack with this weapon in addition to any other weapons it can make attacks with. Certain weapons are the bane of a
particular foe. Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound. Example: An attack made with an [ANTI-VEHICLE 4+] weapon will score a Critical Wound roll of 'x+' scores a Critical Wound.
 against - and so successfully wound - a VEHICLE unit on an unmodified Wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon will score a Critical Wound - a VEHICLE unit on an unmodified Wound roll of 'x+' against a target with the
matching keyword scores a Critical Wound. Warriors hurl themselves into battle to slay with blade, hammer and claw. Strident war cries and frantic screams echo through the whirling smoke as the moment of cataclysmic violence draws near. In your Charge phase, if you have any eligible units from your army on the battlefield that you want to charge
into close combat, you can select those units, one at a time, to declare a charge if it is within 12" of one or more enemy units at the start of your Charge phase, unless any of the following apply: That
unit Advanced or Fell Back this turn. That unit is within Engagement Range of any enemy models. That unit is an AIRCRAFT unit. Once you have selected an eligible unit to declare a charge do not need to be visible to the charging unit. You
then make a Charge roll for the charging unit by rolling 2D6. The result is the maximum number of inches each model in that unit can be moved if a Charge move is possible. For a Charge move is possible, the Charge move is possible. For a Charge move is possible, the charge move is possible, the charge move is possible.
target of the charge. Without moving within Engagement Range of any enemy units that were not a target of the charge fails and no models in th
each model a distance in inches up to the result of the Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a charging model so that it ends its Charge move a ch
charging unit to end its move satisfying all of the conditions above, you must do so. The controlling player chooses the order in which to move their models. Charge Roll: 2D6". Targets of a charge must be within 12" but do not need to be visible. If the distance rolled is insufficient to move within Engagement Range of all targets while maintaining Unit
Coherency, the charge fails. Cannot move within Engagement Range of any unit that was not a target of the charge is successful, each model makes a Charge move less than or equal to the Charge move on a
terrain feature, instead of measuring the path it has moved across the battlefield, you instead measure its path 'through the air'. In addition, it can be moved over other models as if they were not there models when they make a Charge move.FLY
models that start or end a Charge move on a terrain feature measure distance moved through the air when they make a Charge move. The Tyranid Prime is selected to declare a charge, and targets the Sternguard Veterans on top of the ruin. The Tyranid Prime is selected to declare a charge move within Engagement
Range of its target. Note that as the Tyranid Prime can FLY, it can move over the Terminators, and the distance moved is the diagonal distance through bone. Blades ring like hammers on anvils. Blood spurts and flesh tears as hate-filled foes
tear one another apart. Once neither player has any eligible units to fight with during the current step, you progress to the next step. Once all eligible units have fought in every step, the Fight phase ends. The player's turn begins. Note that after an enemy unit has fought and finished its
Consolidation move, it might be that previously ineligible units are now eligible - these units can then be selected to fight during the Remaining Combats step. In this step, all eligible units with the Fights First ability fight. Remember that this will include units that made a Charge bonus. In this step, all remaining Combats step. In this step, all eligible units with the Fights First ability fight.
eligible units fight. This includes any units with the Fights First ability that were not eligible to fight, it first Piles In, you can move each model in that unit that is not eligible to fight. This includes any units with the Fights First ability that were not eligible to fight, it first Piles In, you can move each model in that unit that is not eligible to fight.
already in base-to-base contact with an enemy model up to 3" - this is a Pile-in move. For a Pile In to be possible, a unit must be able to end these moves within Engagement Range of one or more enemy units and in Unit Coherency. If these conditions cannot be met, no models in the unit can make Pile-in moves this phase and you progress to making
melee attacks with that unit. Otherwise, the unit can make Pile-in moves. Each time a model makes a Pile-in move, it must do so. The controlling player chooses
the order in which to move their models. Pile-in Move: Up to 3". Every model that moves must end in Unit Coherency and within Engagement Range of at least one enemy unit (or no models can Pile In). When a unit makes its melee
attacks, before resolving those attacks you must first determine which models can fight, then select which melee weapon each of those attacks. When a unit make attacks with, then select the targets for those attacks with, then select the targets for those attacks. When a unit make attacks with, then select the targets for those attacks with, then select the targets for those attacks.
contact with another model from their own unit that is itself in base-to-base contact with an enemy unit. A model can fight if it is in base-to-base contact with an enemy unit. When a model fights, it
must do so using a melee weapon it is equipped with. The weapons a model is equipped with are described on its datasheet. If a model has more than one melee weapon, it can only use one of them to make attacks with each time it fights, so you must now declare which it will use before resolving any of its attacks. If the selected weapon has more than
one profile to choose between, a model can only use one of them to make attacks with each time it fights, so you must also declare which profile it will use before resolving any of its attacks. When a model fights, it will make a number of melee attacks determined by the Attacks (A) characteristic of the melee weapon it is using. Each model that can
fight does so using one of its melee weapons. Each model makes a number of attacks, you must first select the enemy unit as the target of a melee attacks, the attacks model makes a number of attacks characteristic of its selected weapon. Before you resolve any melee attacks, you must first select the enemy unit as the target of a melee attacks, the attacking model makes a number of attacks.
must be either within Engagement Range of that enemy unit, or in base-to-base contact with another model in its own unit that is itself in base-to-base contact with that enemy unit. If the melee weapon a model is using to fight with can make more than one attack, those attacks can all be made against the same target, or they can be split between
different targets. Similarly, if a unit has more than one model, each model can make its attacks at the same, or different, targets (because there are no enemy units within Engagement Range, for example) then that unit cannot
make melee attacks this phase, but it can still Consolidate. Select targets for all attacks before any are resolved. Attacking model must either be within Engagement Range of an enemy unit to target it, or in base-to-base contact with another model in its unit that is itself in base-to-base contact with that enemy unit. Melee attacks follow the same attacks
sequence as ranged attacks (see Making Attacks), and you make one Hit roll for each attacks against one targeted by an attacks with more than one melee weapon against a unit, and those
weapons have different profiles, then after you have resolved an attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve those weapons with the same profile are also being used to make attacks against that unit, you must resolve the same profile are also being used to make attacks against that unit, you must resolve the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attacks against the same profile are also being used to make attac
resolved against the target units, even if, when you come to resolve an attack, no models in the target unit of that attacks made by the attacking model's unit, for example). Resolve all attacks against one unit before moving
onto the next. Resolve all attacks with the same weapon profile before resolving any made with a different weapon profile. All attacks declared against a target unit are resolved, even if no models in that unit remain within Engagement Range. After a unit has finished making all of its melee attacks, it Consolidates. Each time a unit Consolidates, you can
move each model in that unit that is not already in base-to-base contact with an enemy model up to 3" - this is a Consolidation move. For a Consolidation move enemy units and in Unit Coherency. If these conditions cannot be met, then each model in that unit
can instead make a Consolidation move towards the closest objective marker, but only if, after doing so, that unit is within range of that objective marker and in Unit Coherency. If these conditions also cannot be met, no models in the unit can make Consolidation moves this phase and that unit's fight ends. If a unit can end its Consolidation within
Engagement Range of one or more enemy units, then each time one of its models makes a Consolidation move, it must do so. The controlling player chooses the
order in which to move their models. Consolidation Move: Up to 3". Every model that moves must end closer to the closest enemy model, and in base-to-base contact with an enemy model if possible. The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit if possible. If the above is not possible, each model can
move towards the closest objective marker, but this must result in the unit being within range of it and in Unit Coherency. If the above is also not possible, no models can Consolidate. Each unit has a datasheet that lists the characteristics, wargear, abilities and keywords of its models. This section presents a summary of these elements and how they
relate to playing the game. Here you will find the name of the unit. These contain the following characteristics that tell you how mighty the models in the unit are: Move of '-' it is unable to move at all. After all modifiers are applied, this cannot be less than
1".Toughness (T): This reflects the model's resilience against physical harm. After all modifiers are applied, this cannot be 1+ or better. Wounds (W): Wounds represent how much damage a model can sustain before it
succumbs to its injuries. If a model's Wounds characteristic is reduced to 0, that model is destroyed. Leadership (Ld): This reveals how courageous, determined or self-controlled a model is. The lower this number, the better a model or self-controlled a model is. The lower this number, the better a model is destroyed. Leadership is. After all modifiers are applied, this cannot be 4+ (or better), or 9+ (or worse). Objective Control (OC)
This shows how effectively a model can exert control over an objective on the battlefield. After all modifiers are applied, this cannot be less than 0. Many units to be spoke Psychic abilities and invulnerable saves. These will be described here, along
with any rules that apply when larger models such as vehicles have suffered sufficient damage. Some abilities are bestowed by items of wargear that models in a unit can be equipped with, and are known as Wargear abilities. These only apply while a model in the unit is equipped with the relevant item of wargear. Weapons are described with the
following characteristics:Range: How far the weapons are ranged weapons. For ranged weapons are ranged weapons. For ranged weapons are ranged weapons are ranged weapons are ranged weapons.
weapon is used. After all modifiers are applied, this cannot be less than 1. Weapon Skill (WS): This reflects the bearer's skill in wielding the relevant melee weapon. After all modifiers
are applied, this cannot be 1+ or better. Strength (S): How likely the weapon is to wound a foe. After all modifiers are applied, this cannot be less than 1. Armour Penetration (AP): This represents the weapon's ability to cut through the target's defences. After all modifiers are applied, this cannot be worse than 0. Damage (D): The amount of damage
inflicted by a successful wound. After all modifiers are applied, this cannot be less than 1. The exception to this is where a rule specifies that you can change the Damage characteristic to 0.Datasheets have a list of keywords, separated into Faction keywords. The former are used when deciding which models to include in your
army, but otherwise both sets of keywords are functionally the same. This section details the number and types of models in the unit, and the default weapons and wargear those models in the unit, and the default weapons and wargear those models are equipped with. It may also describe other interactions, such as how units with the Leader ability can attach to other units, and passenger restrictions that may
apply to TRANSPORT models. Some abilities are used during deployment, or when setting a unit up - either on the battlefield or into Reserves. These are known as Deployment abilities, and some widespread examples of these are presented below. Mighty heroes fight at the forefront of battle. Some CHARACTER units have 'Leader' listed on their
datasheets. Such CHARACTER units are known as Leader's, and the units they can lead - known as their Bodyguard units - are listed on their datasheet. During the Declare Battle Formations step, for each Leader in your army, if your army also includes one or more of that Leader's Bodyguard units, you can select one of those Bodyguard units. That
Leader will then attach to that Bodyguard unit for the duration of the battle and is said to be leading that unit. Each Bodyguard unit for the duration of rules that are triggered when units are destroyed, it is treated as a single unit can only have one Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed, it is treated as a single unit can only have one Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed, it is treated as a single unit can only have one Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed, it is treated as a single unit can only have one Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed, it is treated as a single unit can only have one Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed, it is treated as a single unit can only have one Leader, it is treated as a single unit and a single unit a single unit and a single unit a single unit and a s
for all rules purposes. Each time an attack targets an Attached unit, until the attacks, you must use the Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot
be allocated to a CHARACTER model in that unit, even if that CHARACTER model in an Attacked unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to CHARACTER models
in that unit. Each time the last model in a Bodyquard unit is destroyed, each CHARACTER unit that is part of that Attached unit. It becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate unit after the attacking unit has resolved all of its
separate units after the attacking unit has resolved all of its attacks. Each time a unit that is part of an Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is
destroyed. Example: If you only destroy the Bodyguard unit that is part of an Attached unit, you have not destroyed a CHARACTER unit. If you destroy the Whole Attached unit, you have destroyed one CHARACTER unit. Before the battle, CHARACTER units with the Leader
ability can be attached to one of their Bodyquard units to form an Attached units. 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. When you use a Stratagem, reduce your CP total by the amount listed on that Stratagem multiple times during a battle, but you cannot use the same Stratagem more than once in the same phase. To use a
Stratagem you must pay the CP specified. The same Stratagem even if they have already targeted another unit with that Stratagem in the same phase can only be used if the name of the Stratagem is specified in that rule. Similarly, if a Stratagem is
limited to one use per player per turn (e.g. Fire Overwatch), per battle round or per battle round or per battle round or per battle round or per battle round, one unit from your army with this ability can be targeted with a Stratagem for
0CP, even if another unit from your army has already been targeted with that Stratagem, the part of this ability that modifies the CP cost of the Stratagem follows the 'Modifying a Stratagem's CP Cost' rules, and the part of this ability that would have let you use the same
Stratagem more than once in the same phase cannot be used at all. Together, these changes mean the effect of the Rites of Battle ability becomes: 'Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that Use of that Stratagem by 1CP. If a Stratagem has
an effect that says the target unit 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 12"' (e.g. Haloed in Soulfire).
18". Example: The effect of the Grey Knights Haloed in Soulfire Stratagem becomes: 'Until the start of your next Movement phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18". If a Stratagem has the effect of adding 'a new unit to your army that is identical to your destroyed unit' (e.g. Join the Hunt
Unending Waves, Reinforcements!, etc.), add the following Restriction to that Stratagem: 'RESTRICTIONS: You can only use this Stratagem once per battle. These rules explain how to place units into Stratagem explain how to place units into Stratagem once per battle.'
they arrive on the battlefield. These rules let you place units into Strategic Reserves you can use to keep units off the battlefield until you require them. Note that while all Strategic Reserves units are also technically Reserves units, the reverse is not true, and so these rules do not apply to units that are using other rules
that enable them to start the battle in Reserves (e.g. Deep Strike). Such units are instructed to Declare Battle Formations, you can select one or more units from your army to be placed into Strategic Reserves (excluding FORTIFICATIONS). The combined points value of
all the units you wish to place into Strategic Reserves before the battle (including those embarked within TRANSPORT models that are themselves placed into Strategic Reserves: Units that are not deployed at the start of the
battle.Combined points value cannot exceed 25% of your army's total.Cannot put FORTIFICATIONS into Strategic Reserves are called Strategic Reserves units, and can arrive later in the battle during the first battle round. Any
Strategic Reserves units that are not on the battlefield at the end of the battlefield at the en
up wholly within 6" of any battlefield edge. In any case, Strategic Reserves units also apply when setting up Reserves units also apply when setting up Strategic Reserves units also apply apply apply apply apply also apply a
deployment zone). From the third battle round onwards, set up wholly within 6" of any battlefield edge. Cannot be set up within 9" of any enemy models. This section provides rules for using a range of terrain features that can transform your
battlefield to life and introduce a new tactical dimension to your games. Battlefields are populated with terrain features that your models will need to move over or around, and which can partially or fully block line of sight between models. The rules below apply to the most common terrain features on the battlefields of the 41st Millennium. Unless
otherwise stated, models can move up, over and down terrain features following the normal rules for movement. Many terrain features following the normal rules for determining visibility between models, but some interact differently; in either case, this is stated below. Terrain features cannot be selected as the target of an attack. In the far future,
battles are fought across an infinite variety of strange and alien planets where no land is left untouched by the tempest of war. Crystal moons, derelict space hulks, carnivorous death worlds and war-ravaged cityscapes are just a few of the fantastical landscapes that can be recreated. Battlefields are typically created by placing Battlezones next to each
other. Battlezones are Citadel terrain sets that include two boards (each approximately 22" by 30" in size) and a range of terrain features designed to be set up evenly on those boards for the best Warhammer 40,000 gaming experience. Don't worry if your battlefield doesn't match these requirements, but keep in mind that playing on a battlefield that
is either a barren wasteland or filled to overflowing with terrain features may give an advantage to one side or the other. Below is an example of a battlefield set up for a Strike Force battle, with a good mixture of different terrain features fairly distributed across the battlefield. Their placement will create a dynamic gaming experience that doesn't
favour one player over the other. Importantly, some terrain features that block visibility have been placed near the middle of the battlefield to the other. Battlefield to the other is not the case can advantage armies that rely on shooting, or disadvantage armies that rely on melee. There is
also sufficient room for larger models such as vehicles to manoeuvre around the terrain features, especially near the edges, without getting trapped. Matched Play Focused: This is a Strike Force battlefield (44" x 60") set up with an aspirational number and mixture of terrain features. Their placement creates a battlefield that does not give an
advantage to one player or the other, making it well suited to an aspirational matched play game. While this battlefield uses lots of Battlezone: Fronteris terrain, bearing in mind the concepts discussed above. Matched play Focused: This Strike Force
battlefield has fewer terrain features set up on it than the one below. The terrain has still been set up on eside of the battlefield to the other. As a result, this battlefield would make for an ideal matched play game.
Battlefields with less terrain than this will start to advantage armies that rely on shooting over melee. Narrative Play Focused: This Strike Force battlefield has an ideal number and mixture of terrain features. The largest pieces of AREA TERRAIN have been set up along the two long battlefield edges, while the middle of the battlefield only has a
scattering of OBSTACLES to provide any kind of shelter from enemy fire. While this battlefield is not ideal for a matched play game, it would make for a very thematic set-up for a narrative play game. Matched play focused: This Strike Force battlefield is very similar to the one above in terms of number and types of terrain features, but they have
been set up more evenly across the battlefield, and the middle contains terrain features that block visibility from one side of the battlefield doesn't give an advantage to one player or the other, and is far more suited to a typical matched play game. Matched Play Focused: This Combat Patrol battlefield (44" x 30") has an
ideal number and mixture of terrain features. These are set up evenly across the battlefield, there is still space for units to manoeuvre around them, and lines of sight cannot easily be drawn from one edge to the other, giving neither player a clear advantage. Matched Play Focused: This Combat Patrol battlefield has been set up with fewer terrain
features than the battlefield above, but the positioning of these does not favour one player over the other. A battlefield with fewer terrain features than this will afford units no way to gain protection from ranged attacks, and so will give a strong advantage to armies that rely on shooting, while disadvantaging armies that rely on melee. Narrative Play
Focused: This Combat Patrol battlefield has an ideal number and mixture of terrain features, and has been set up to create a strong thematic battlefield that, while not ideally suited to all play styles, sets the scene for a thrilling narrative encounter. The airspace above a battle is often thronged with activity. Fighters and bomber craft hurtle through
the skies, duelling with one another and strafing enemy formations on the ground. Some models have the AIRCRAFT models must start the battle in Reserves instead of being set up on the battlefield.
Once the battle has started, AIRCRAFT models are then treated as Strategic Reserves units for all rules purposes. Only units that are in Reserves can start the battle embarked within AIRCRAFT models are themselves placed into Reserves can start the battle embarked within AIRCRAFT models are themselves placed into Reserves.
model is selected to move in the Movement phase, any enemy units are within Engagement Range of it, that AIRCRAFT model can still make a Normal move. Each time an AIRCRAFT model makes a Normal move at least this fai
from where they started. After it has moved, it can pivot on the spot up to 90° - this does not contribute to how far the model moves. If, when making a Normal move, any part of an AIRCRAFT model's base crosses the edge of the battlefield, or it cannot move a minimum of 20", that model's move ends and it is placed into Strategic Reserves. There is
no upper limit to how far AIRCRAFT models can move, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, an AIRCRAFT model will always arrive from Strategic Reserves, an AIRCRAFT model will always arrive from Strategic Reserves, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, and their Move characteristic is therefore 20+".If placed into Strategic Reserves, and their Move characteristic is the strategic Reserves, and the strategic Reserves in your next turn.
move straight forward at least 20", and can then make one pivot of up to 90°. AIRCRAFT that cross the edge of the battlefield, or that cannot make their minimum move, are placed into Strategic Reserves. When a unit is selected to move in the Movement phase, if the only enemy models that are within Engagement Range of that unit are AIRCRAFT
models, then that unit can still make a Normal or Advance move. Whenever a model makes any kind of move, it can be moved over enemy AIRCRAFT models as if they were not there, and can be moved within Engagement Range of any
enemy AIRCRAFT models. Units can still make a Normal or Advance move if they are only within Engagement Range of enemy AIRCRAFT. Models can move within Engagement Range of enemy AIRCRAFT when they make any kind of
move.AIRCRAFT units cannot declare a charge, and only units that can FLY can select an AIRCRAFT units cannot declare a charge of one or more enemy units that carry units that cannot declare a charge of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot declare a charge move within Engagement Range of one or more enemy units that cannot be a charge move within Engagement Range of one or more enemy units that cannot be a charge move within Engagement Range of one or more enemy units that cannot be a charge move within Engagement Range of one or more enemy units that cannot be a charge move within Engagement Range of one or more enemy units that cannot be a charge move within Engagement Range move within Eng
FLY, and it can only make melee attacks against units that can FLY. Only models that can FLY, AIRCRAFT models are ignored for the purposes of moving
closer to the closest enemy model. Only units that can FLY can charge at or make melee attacks against units that can FLY, when a model Piles In or Consolidates, unless it can FLY, ignore AIRCRAFT when determining the closest enemy model. In
order to play a game of Warhammer 40,000, you will need to muster an army. To do so, follow the sequence below. With your opponent, select one of the battle sizes below. This will determine the total number of points each player can spend to build their army and, as a result, how long the battle will last. Points are a measure of a unit's power on the
battlefield; the higher a unit's points value, the more powerful that unit is. The points values for units are presented in other publications, such as Codexes and the Munitorum Field Manual. You will need to refer to these when building your army. The details of your army must be recorded on an Army Roster. This can be written on a piece of paper or
recorded using the Warhammer 40,000 app. Players must show their finished Army Roster one Faction keyword to be your army faction. Note on your Army Roster one Faction keyword to be your army faction. When their finished Army Roster one Faction keyword to be your army faction. When their finished Army Roster one Faction keyword to be your army faction. When their finished Army Roster one Faction keyword to be your army faction. When their finished Army Roster one Faction keyword to be your army faction. When their finished Army Roster one Faction keyword to be your army faction. When their finished Army Roster one Faction keyword to be your army faction. When their finished Army Roster one Faction keyword to be your army faction.
rules list units that you either must include in your army, you must follow all such rules when building your army. Select all the units you want to include in your army must include at least one CHARACTER model that is eligible to be your WARLORD. Some rules grant the BATTLELINE keyword to additional units from
your army - typically if you select a particular Detachment or if your WARLORD is a specific model. When mustering your army, treat such units as BATTLELINE units for the purposes of this step, even though the Select Warlord step comes afterwards. Each time you include a unit in your army, it can take any upgrade, Enhancement or options it has
access to. Note on your Army Roster the number of models in the unit, any weapons, wargear, upgrades and any Enhancement it has, and its points value from the total permitted for your army in step 3. You have
enough points remaining. Your army does not already contain three units with the same datasheet name as that unit - or six units with the same datasheet name as that unit if it is a BATTLELINE or DEDICATED TRANSPORT* unit. Only CHARACTERS can be given Enhancements and your army cannot include more than three Enhancements in total
No unit can have more than one Enhancement and each Enhancement included in your army must be unique. EPIC HERO more than once.* Every DEDICATED TRANSPORT unit from your army must start the battle with at least one unit embarked within it, or it
cannot be deployed for that battle and will instead count as having been destroyed during the first battle round. Select one CHARACTER model from your army to be your Warlord gains the WARLORD keyword. Before you can wage war in a game of
Warhammer 40,000, you must first select a mission. The Core Rules include a single mission - Only War - that is ideal to get the action started quickly. Others can be found elsewhere in this or other books, or you could play a mission of your own creation. If you and your opponent can't agree which mission to play, you must roll off, and the winner
decides. Objective markers represent objects of tactical or strategic import that both sides are attempting to secure, such as valuable artefacts, vital supplies or communications nodes. If a mission uses objective markers, it will state where they are located on the battlefield. These can be represented using any suitable marker, but we recommend
using round markers that are 40mm in diameter. When setting objective markers up on the battlefield, place them so they are centred on the point specified by the mission. When measuring distances to and from objective markers, measure to and from the closest part of them. Models can move over objective markers as if they were not there, but
they cannot end a move on top of an objective marker. At the start of the battle, each objective marker on the battlefield is said to be contested, and so is not controlled by either player. To control an objective marker if it is within 3" horizontally
and 5" vertically of that objective marker. Every model has an Objective marker, add together the OC characteristics of all the models from that player's army that are within range of that objective marker. A player will control over an objective marker, add together the OC characteristics of all the models from that player's army that are within range of that objective marker. A player will control over an objective marker.
marker at the end of any phase or turn if their Level of Control over it is greater than their opponent's. If both players have the same Level of Control over an objective marker if within 3" horizontally and 5" vertically. Level of Control: Add together the OC
characteristics of all of a player's models within range of the objective marker. An objective marker is controlled by the player with the highest Level of Control over it (in a tie, it is contested). Models cannot end a move on top of an objective marker. The time has come to prove your worth as the greatest commander in the galaxy! All that stands
between you and ultimate glory is an opposing force bent upon your foe from doing likewise. First, players will need to muster armies based on the battle size they have selected, as described in Muster Your Army section. This mission is
designed for Incursion, Strike Force and Onslaught battle sizes. Starting from the second battle round, at the end of each player's Command phase, the player whose turn it is scores 1 Victory point (VP) for each objective marker they control (to a maximum of 3VP per turn). Players now create the battlefield and set up terrain features using the
guidelines in Example Battlefields section. The minimum size of your battlefield depends on the battlefield, starting with whichever player wins a roll-off, until a total of four have been placed. Objective markers cannot be placed
 within 6" of any battlefield edge, or within 9" of any other objective markers.DETERMINE ATTACKER AND DEFENDERPlayers roll off and the winner is the Attacker. Models must be set up wholly within their controlling player's
deployment zone. Continue setting up units until both players have set up all the units from their army, their opponent continues to set up the remaining units from their army. If both players have units with abilities that allow them to be set up after
both armies have deployed, the players must roll off after all other units have been set up and alternate setting up those units, starting with the winner takes the first turn.RESOLVE PRE-BATTLE RULESPlayers now resolve any pre-battle rules their armies have. The first battle round begins. Players
continue to resolve battle rounds until the battle ends. The battle ends when all of the models in one player's army have been destroyed, or once the fifth battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If, at the end of the battle round has ended (whichever comes first). If a substitute is the end of the battle round has ended (whichever comes first) and the end of the battle round has ended (whichever comes first).
Victory points is the victor (in the case of a tie, the battle is a draw). Some rules instruct players to roll off. To do so, both players roll one D6, and whoever scores highest roll, roll off again. Neither player is allowed to re-roll or modify any of the D6 when making a roll-off. When a unit makes a Normal
move, each model in that unit can move a distance in inches less than or equal to its Move (M) characteristic, but no model can be moved within Engagement Range of any enemy models. When a unit Advances, make an Advance roll for that unit by rolling one D6. Add the result in inches to the Move characteristic of each model in that unit until the
end of the phase. Each model in that unit can then make an Advance move by moving a distance in inches less than or equal to this total, but no model can be moved within Engagement Range of enemy models. A unit cannot shoot or declare a charge in the same turn that it Advanced. Each time you take a Desperate Escape test for a model, roll one
D6. For each roll of 1-2, one model from the unit that is Falling Back is destroyed (selected by you). The same model can only ever trigger one Desperate Escape test per phase. Throughout a battle, models will suffer damage and be destroyed. When a model is destroyed, it is removed from the battlefield. When every model in a unit has been
destroyed, that unit is destroyed. If a unit makes a Normal, Advance or Fall Back move, and every model in that unit ends that move within 3" of a friendly TRANSPORT model in the same phase. Remove the unit from the battlefield and place it
to one side - it is now embarked within that TRANSPORT model. Unless otherwise stated, units cannot do anything or be affected in any way while they are embarked within that phase. When a unit disembarks from a TRANSPORT model.
set it up on the battlefield so that it is wholly within 3" of that TRANSPORT model and not within Engagement Range of any enemy models. If, for any reason, a disembark from a TRANSPORT model that either Remained Stationary this phase or has not yet made a
Normal, Advance or Fall Back move this phase can then act normally (make a Normal move, Advance, shoot, declare a charge, fight, etc.) in the remainder of the turn. Such a disembarking unit cannot choose to Remain Stationary. Units that disembark from a TRANSPORT model that made a Normal move this phase count as having made a Normal
with other units (known as Bodyguard units) to form an Attached unit. The Starting Strength of an Attached unit is equal to the number of models in the Bodyguard unit). If either the Leader unit or the Bodyguard unit in an Attached unit is
destroyed, the Starting Strength of the remaining unit is changed to be equal to its original Strength 5). This Attached unit has a Starting Strength of 6. If all the Intercessors are destroyed, the remaining Primaris Captain would revert to
having a Starting Strength of 1. For the purposes of rules that are triggered when a unit is destroyed, such rules are still triggered when one of the individual units that made up an Attached unit is destroyed, and you target an Attached
unit, you would gain 1VP if the Bodyguard unit is destroyed and 1VP if the Leader unit is destroyed (for a total of 2VP). Once you have selected an eligible unit to declare a charge do not need to be visible to the charging unit. You then make
a Charge roll for the charging unit by rolling 2D6. The result is the maximum number of inches each model in that unit can be moved if a Charge move to be possible. For a Charge move to be possible, the charge roll must be sufficient to enable the charge move to be possible.
the charge. Without moving within Engagement Range of any enemy units that were not a target of the charge fails and no models in the charge fails and no models in the charge fails and no models in the charge move - move each
model a distance in inches up to the result of the Charge move in base-to-base contact with one or more enemy models while still enabling the
charging unit to end its move satisfying all of the conditions above, you must do so. The controlling player chooses the order in which to move their models. If one or more models in a unit is visible to the observing model, then that models in a unit is visible to the observing model. When a model makes an attack, make one Hit roll for that attack by rolling
one D6. If the result of the Hit roll is greater than or equal to the attack's Ballistic Skill (BS) characteristic (if the attack is being made with a melee weapon), then that Hit roll is successful and scores one hit against the target unit. Otherwise, the attack fails
and the attack sequence ends. An unmodified Hit roll of 6 is called a Critical Hit and is always successful. An unmodified Hit roll of 1 always fails. A Hit roll can never be modified by more than -1 or +1. In this step, you must take a Battle-shock test for each of your units on the battlefield that is Below Half-strength. To do so, roll 2D6: if the result is
greater than or equal to the best Leadership characteristic in that unit, the test is passed; otherwise, the test is failed and, until the start of your next Command phase, that unit is Battle-shocked. While a unit is Batt
your Movement phase. In this step, if for any reason a unit is forced to take a Battle-shock test for being Below Half-strength. While a unit is Battle-shocked, all models in that unit are also Battle-shock test for being below its Starting Strength, unless otherwise stated, that unit are also Battle-shocked. Some rules will refer to a unit
being Below Half-strength. If a unit has a Starting Strength of 1, then it is said to be Below Half-strength, while its remaining number of models in that unit is less than half of its Starting Strength, that unit is said to be Below Half-strength. The number of
models a unit contains when it is added to your army is known as its Starting Strength. Mighty heroes fight at the forefront of battle. Some CHARACTER units are known as their datasheets. Such CHARACTER units are known as their datasheets. Such CHARACTER units are known as their datasheets.
Declare Battle Formations step, for each Leader in your army, if your army also includes one or more of that Leader's Bodyguard units, you can select one of those Bodyguard units. That Leader will then attach to that Bodyguard units, you can select one of those Bodyguard units.
attached to it. While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed, it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness
characteristic of the Bodyguard models in that unit, even if a Leader in that unit, even if a Leader in that unit, even if that CHARACTER model has lost one or more wounds or has already had attacks allocated to it
this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit have yet to be allocated to CHARACTER models in that that is part of that Attached unit is no longer part of an
Attached unit. It becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed and there is not another CHARACTER unit attached, they become separate unit is destroyed attached.
that Attached unit's Bodyguard unit is no longer part of an Attached unit. It becomes a separate unit, with its original Starting Strength. If this happens as the result of an Attached unit is destroyed, it does not have the keywords
of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed. Example: If you only destroy the Bodyguard unit that is part of an Attached unit, you have not destroyed a CHARACTER unit. If you only destroy the CHARACTER unit
that is part of an Attached unit, or if you destroy the whole Attached unit, you have destroy th
other. Models cannot be set up or end a Normal, Advance or Fall Back move within Engagement Range of any enemy models. If for any reason a model cannot meet this condition, that model is destroyed. If a unit Remains Stationary, none of its models cannot meet this condition, that model is destroyed. If a unit Remains Stationary, none of its models cannot meet this condition, that model is destroyed.
distance from the same point on its base at the start and end of that line. For example, you can measure from the 'back' of the model's base, and measure the distance to the back of the model's base at the end of that line. Each time you pivot
a model, rotate it any amount around its central axis (perpendicular to the battlefield through the centre of its base, or through the centre of the model's move, subtract that model's move, subtract that model's move, subtract that model's move during that move. If there is not
enough distance left to do this, it cannot pivot. Note that the distance it can move is only reduced once for that move, regardless of how many additional times it pivots during that move separate rules for pivoting. If a model can FLY, then when it
makes a Normal, Advance or Fall Back move, it can be moved over enemy models as if they were not there, and VEHICLE models when making such a move within Engagement Range of enemy models when making such a move. Note this also means that MONSTER and VEHICLE models when making such a move.
move. However, models that can FLY cannot end their move on top of any other models or within Engagement Range of any enemy models. When a moved across the battlefield, you instead measure its path 'through the air', as shown in the diagram
below. Weapons powered by unstable and dangerous energy sources pose a substantial risk to the wielder every time they are used. Weapons with [HAZARDOUS] in their profile are known as Hazardous weapon that targets were
selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed test one at a time): If possible, select one model in that unit that has lost one or more wounds and is equipped with one or more Hazardous
weapons. Otherwise, if possible, select one model in that unit (excluding CHARACTER models) equipped with one or more Hazardous weapons. If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds,
they must be allocated to the selected model. If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge move. Example: A unit of five models make five attacks with ranged weapons
with the [HAZARDOUS] ability. After the unit has finished shooting, its controlling player rolls five D6. One of the results is a 1, and so one of those models suffers 3 mortal wounds. Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack
scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal
wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally. Example: An attack made with a Devastating Wounds weapon with a Damage characteristic of 2 scores a Critical Wound. Instead of allocating the attack and making saving throws normally, the target suffers 2 mortal wounds. Some attacks
are so powerful that no armour or force field can withstand their fury. Some rules inflict mortal wounds on unit, each of those mortal wounds are inflicted on a unit, and they are always applied one at a time. Each mortal wound is allocated to a model in the same manner as allocating
an attack. Excess damage from mortal wounds is not lost if the damage can be allocated to another model. Instead, keep allocated or the target unit is destroyed. If an attack inflicts mortal wounds in addition to any normal damage, do not make a Wound roll or
saving throw (including invulnerable saving throws) against those mortal wounds are being inflicted by an attack that has the [PRECISION] ability, the attacking model's controlling player can allocate those mortal wounds to a CHARACTER model in that unit. If mortal wounds are being inflicted as a result of the [HAZARDOUS]
ability or by an attack with the [DEVASTATING WOUNDS] ability that scored a Critical Wound, each time those mortal wounds from that attack are lost, just as with a normal attack. If, when a unit is selected to shoot or fight, one or
more of its attacks can inflict mortal wounds on the target, resolve any normal damage inflicted by the attacking unit's attacks on that target before inflicting any mortal wounds on that target unit still suffers those mortal
wounds, as described above. Beseeching the Chaos Gods with fanatical fervour, the profane champions of the Heretic Astartes pray for diabolic boons, promising the vilest of offerings in return for their power. If your Army Faction is HERETIC ASTARTES, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does,
it must first take a Leadership test before any effects of that Dark Pact are resolved; if that test is failed, that unit's weapons to gain until the end of the phase: [LETHAL HITS][SUSTAINED HITS 1] Monsters and war engines can dispense death from afar even as they
trample the masses before them. MONSTER and VEHICLE units are eligible to shoot in their controlling player's Shooting phase even while they are within Engagement Range of one or more of the enemy units they are within Engagement Range of
even if other friendly units are also within Engagement Range of the same enemy unit. Each time a MONSTER or VEHICLE unit makes a ranged attack, if that unit was within Engagement Range of one or more enemy units when it selected its targets, unless that attack is made with a Pistol, subtract 1 from that attack's Hit roll. You can select an
enemy MONSTER or VEHICLE unit within Engagement Range of one or more units from your army as a target of ranged weapons. Each time a model from your army makes a ranged attack against such a target, unless that attack is made with a Pistol, subtract 1 from that attack? Hit roll. Designer's Note: A unit that is within Engagement Range of
an enemy MONSTER or VEHICLE unit is still not eligible to shoot, and so cannot make ranged attacks against that MONSTER or VEHICLE unit, or its models are equipped with Pistols). Other units from your army
that are eligible to shoot can, however, target and shoot that enemy MONSTER or VEHICLE unit. Pistols can be wielded even at point-blank range. Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within
Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of the same enemy unit. If a
model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or with all of its other ranged weapons.
that attack by rolling one D6 to see if that attack successfully wounds the target unit. The result required is determined by comparing the attack's Strength (S) characteristic with the target unit. The result required number shown in the table above, then that
Wound roll is successful and scores one wound against the target unit. Otherwise, the attack fails and the attack successful. An unmodified Wound roll of 6 is called a Critical Wound roll of 6 is called a Critical Wound and is always successful. An unmodified Wound roll of 1 always fails. A Wound roll of 6 is called a Critical Wound and is always successful.
target unit, the player controlling the target unit allocates that attack to one model in the target unit, as follows. If a model in the target unit has already lost one or more wounds, or has already had attack to one model in the target unit.
Note that it does not matter if that model is visible to or within range/Engagement Range of the attacking model. The player controlling the target unit then makes one saving throw. By default, this will be an armour saving throw using their model's Save (Sv) characteristic, but some models have invulnerable saves that can be used instead (see
below). To make an armour saving throw, roll one D6, then modify the result by the Armour Penetration (AP) characteristic of the attack has an AP of -1, then 1 is subtracted from the saving throw is
successful and the attack sequence ends. Otherwise, that saving throw fails and that model suffers damage (D) characteristic of the attack. A model loses one wound for each point of damage it suffers. If
a model's wounds are reduced to 0 or less, it is destroyed and removed from play. If a model loses several wounds from an attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect. Whether shielded by force fields, enveloped in mystical energies or simply possessed of preternatural senses and lightning-fast reflexes,
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some warriors are protected by more than mere physical armour. Some models have an invulnerable save, the controlling player must choose to use either that model's Save characteristic or its invulnerable save, but not both. If a model has more than one
invulnerable save, it can only use one of them - choose which it will use. Unlike armour saving throws (which use a model's Save characteristic, but otherwise follow the normal rules for saving throws. Precision attacks can pick high-value targets out in a
crowd, whether through the unerring aim of a sniper or the pinpoint accuracy of a blade-master's strike. Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attacked unit (see Leader ability), if a CHARACTER model in that unit is visible to the attacking
model, the attacking model's player can choose to have that attack allocated to that CHARACTER model instead of following the normal attack sequence. Shattered ruins and twisted wreckage afford much-needed shelter from enemy salvoes. Even heavily armoured warriors unfazed by small arms fire are thankful for such cover when foes bring their
biggest guns to bear. Models can sometimes gain a measure of protection from terrain features. The rules below detail the conditions under which a terrain feature confers the Benefit of Cover, add 1 to the saving throw made for that attack (excluding
invulnerable saving throws). Models with a Save characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 3+ or better cannot have the Benefit of Cover against attacks with an Armour Penetration characteristic of 3+ or better characteristic of 3+ or be
must be set up and end any kind of move as a single group, with all of its models within 2" horizontally and 5" vertically of at least two other models from that unit. While a unit has seven or more models, all of its models must instead be set up and end any kind of move within 2" horizontally and 5" vertically of at least two other models from that unit.
This is called Unit Coherency. If for any reason a model cannot be set up in Unit Coherency, or cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions stated by other rules (e.g. while setting up using the Deep Strike ability), that unit cannot be set up following any restrictions are rules (e.g. while setting up using the Deep Strike ability).
previous positions. At the end of every turn, each player must remove models, one at a time, from any of the units from their armies that are no longer in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of those units remains in play and in Unit Coherency, until only a single group of models from each of the units remains and the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group of models from each of the units remains a single group
trigger any rules that apply when a model in that unit that is not already in base-to-base contact with an enemy model up to 3" - this is a Consolidation move. For a Consolidation to be possible, a unit must be
able to end these moves within Engagement Range of one or more enemy units and in Unit Coherency. If these conditions cannot be met, then each model in that unit is within range of that objective marker and in Unit Coherency. If these
conditions also cannot be met, no models in the unit can make Consolidation moves this phase and that unit's fight ends. If a unit can end its Consolidation move, it must end that move closer to the closest enemy model. If it can also end that
move in base-to-base contact with one or more enemy models while still satisfying all of the conditions above, it must do so. The controlling player chooses the order in which to move their models. Many warriors thunder headlong into combat, using the impetus of their charge to bring swift death to their foes. Each time a unit makes a Charge move,
until the end of the turn, that unit has the Fights First ability. When a unit Piles In, you can move each model in that unit that is not already in base-to-base contact with an enemy model up to 3" - this is a Pile-in move. For a Pile In to be possible, a unit must be able to end these moves within Engagement Range of one or more enemy units and in Unit
Coherency. If these conditions cannot be met, no models in the unit can make Pile-in moves this phase and you progress to making melee attacks with that unit. Otherwise, the unit can make Pile-in moves this phase and you progress to making melee attacks with that unit.
contact with one or more enemy models while still satisfying all of the conditions above, it must do so. The controlling player chooses the order in which to move their models. Objective markers represent objects of tactical or strategic import that both sides are attempting to secure, such as valuable artefacts, vital supplies or communications nodes
If a mission uses objective markers, it will state where they are located on the battlefield. These can be represented using any suitable markers up on the battlefield, place them so they are centred on the point specified by the mission. When
measuring distances to and from objective markers, measure to and from the closest part of them. Models can move over objective marker as if they were not there, but they cannot end a move on top of an objective marker as if they were not there, but they cannot end a move on top of an objective marker as if they were not there, but they cannot end a move on top of an objective marker as if they were not there, but they cannot end a move on top of an objective marker as if they were not there, but they cannot end a move on top of an objective marker as if they were not there, but they cannot end a move on top of an objective marker as if they were not there, but they cannot end a move on top of an objective marker as if they were not the battle field is said to be contested, and so is not controlled by either
player. To control an objective marker, a player will first need to move models within range of an objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within range of an objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within an objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within an objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically of that objective marker if it is within 3" horizontally and 5" vertically and 5" vertica
objective marker, add together the OC characteristics of all the models from that player's army that are within range of that objective marker. A player will control over an objective marker at the end of any phase or turn if their Level of Control over an objective marker.
that objective marker is contested. Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack. Hypercrypt Legion
DetachmentEmploying fractal corridors, dolmen gates and ancient translocation science, the Necrons are able to phase in and out of existence. Nowhere is safe for the terrified foe as mechanoid hunters appear from unfolding planar lattices to slaughter or escape retribution into gulfs of darkness, only to materialise elsewhere to kill anew. At the end
of your opponent's turn, you can select a number of NECRONS units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units from the battlefield and place them into
Strategic Reserves. The soul of the Grey Knights is sacrosanct, and their purity is incorruptible. The silvered armour of this Chapter's warriors is bound with incantations, engraved with sigils of warding. Their blades shine with the inner light of their sanctity, for each of these Space Marines is a psychic warrior, in empyric communion with his battle
brothers. Empowered by minds constantly on guard, they can cut steel with bare hands, their eyes blaze with fire and even the power of their words flays the otherworldly skin of daemons. They are the Imperium's foremost sword and shield against the daemonic. Guided by the foresight and prophecies of the Chapter's Prognosticars, a Grey Knight
can adapt to the most irrational of foes and, in a flare of teleportation energies, emerge at exactly the right location to unleash their devastating power. If your Army Faction is GREY KNIGHTS, at the end of your opponent's turn, you can select a number of GREY KNIGHTS units from your army with this ability (excluding units that are within
Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battlefield. In the Reinforcements step of your next Movement phase, set each of those units up anywhere on the battlefield that is more than 9'
horizontally away from all enemy models. Any units that are not on the battlefield at the end of the battle count as destroyed. The KROOT and INFANTRY keyword is used in the following Tyranids datasheets: Some rules allow you to re-roll a dice roll, which means
you get to roll some or all of the dice again. If a rule allows you to re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied. Rules that refer to the value
of an 'unmodified' dice roll are referring to the dice result after any re-rolls, but before any modifiers are applied. Warhammer 40,000 battlefields are strewn with a wide variety of obstacles, structures and detritus collectively known as terrain features. When a model makes any kind of move, it can be moved over a terrain feature but not through it
(so models can't move through a wall, for example, but can climb up or over it). A model can be moved over terrain features that are 2" or less in height as if they were not there. A model can be moved vertically in order to climb up or down as part of its move.
Models cannot end any kind of move mid-climb - if it is not possible to end the move as a result, that move cannot be made. The PRIMARCH and IMPERIUM keywords are used in the following Factions: Chaos Space Marines, Death
Guard, Emperor's Children, Thousand Sons, World Eaters. Imperium: Adeptus Mechanicus, Astra Militarum, Grey Knights, Imperial Agents, Space Marines. Yearn Mechanicus, Astra Militarum, Grey Knights, Imperial Agents, Space Marines. Yearn Mechanicus, Astra Militarum, Grey Knights, Imperial Agents, Imperial Agents, Space Marines. Yearn Mechanicus, Astra Militarum, Grey Knights, Imperial Agents, Space Marines. Yearn Mechanicus, Astra Militarum, Grey Knights, Imperial Agents, Imperial Agents, Space Marines. Yearn Mechanicus, Astra Militarum, Grey Knights, Imperial Agents, Imperial Ag
observing model can be seen from any part of the observing model, i.e. the observing model, i.e. the observing model has line of sight to all parts of the observing model, i.e. the observing model, i.e. the observing model has line of sight to all parts of the observing model, i.e. the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of sight to all parts of the observing model has line of the
here. For the number, see 40,000. For the isotope 40K, see Potassium-40. Warhammer 40,000ManufacturersGames Workshop, Citadel Miniatures, Forge WorldYears active1987-presentPlayers2+Setup time5-20+ minutesPlaying time60-180+ minutesChanceMedium (dice rolling)SkillsStrategic thinking, arithmetic, miniature
painting Websitewarhammer 40,000.com www.warhammer 40,000 is a miniature wargame produced by Games Workshop. It is the most popular in the United Kingdom. [4] The first edition of the rulebook was published in September 1987, and the tenth and current
edition was released in June 2023. As in other miniature wargames, players enact battles using miniature models of buildings, hills, trees, and other terrain features. Each player takes turns moving their model warriors around the battlefield and
fighting their opponent's warriors. These fights are resolved using dice and simple arithmetic. Warhammer 40,000 is set in the distant future, where a stagnant human civilisation is beset by hostile aliens and supernatural monsters wielding futuristic weaponry and
 supernatural powers. The fictional setting of the game has been developed through a large body of novels published by Black Library (Games Workshop's publishing division). Warhammer 40,000 was initially conceived as a scifi counterpart to Warhammer Fantasy Battle, a medieval fantasy wargame also produced by Games Workshop. Warhammer
Fantasy shares some themes and characters with Warhammer 40,000 but the two settings are independent of each other. The game has received widespread praise for the tone and depth of its setting, and is considered the foundational work of the grimdark genre of speculative fiction, the word grimdark itself derived from the series' tagline: "In the
grim darkness of the far future, there is only war". Warhammer 40,000 has spawned many spin-off media. Games Workshop has produced a number of other tabletop or board games connected to the brand, including both extrapolations of the mechanics and scale of the base game to simulate unique situations, as with Space Hulk or Kill Team, and
wargames simulating vastly different scales and aspects of warfare within the same fictional setting, as with Battlefleet Gothic, Adeptus Titanicus or Warhammer Epic. Video game spin-offs, such as Dawn of War and the Space Marine series, have also been released. Note: The overview here refers to the 10th edition of the rules. The rulebooks and
miniature models required to play Warhammer 40,000 are subject to copyright and sold exclusively by Games Workshop and its subsidiaries. These miniatures, in combination with other materials (dice, measuring tools, glue, paints, etc.), are generally more expensive than other tabletop games. A new player can expect to spend at least £200 to
assemble enough materials for a regular game, [5][6] and the armies that appear in tournaments can be many times more. [7] The assembly and painting of models for Warhammer 40,000, but no ready-to-play models. Rather, it sells boxes
of model parts, which players are expected to assemble and paint themselves. Each miniature models, which are made of lead-free pewter or epoxy resin. Games Workshop also sells
glue, tools, and acrylic paints for finishing models. The assembly and painting of the models is a major aspect of the hobby, and many customers of Games Workshop buy models simply to paint and display them.[8] A player might spend weeks assembling and painting models before they have a playable army.[9] The current official rulebook
recommends a table width of 44 inches (1.1 m), and table length varies based on the size of the armies being used (discussed below).[10] In contrast to board games, Warhammer 40,000 does not have a fixed playing field. Players construct their own custom-made battlefield using modular terrain models. Games Workshop sells a variety of proprietary
terrain models, but players often use generic or homemade ones. Unlike certain other miniature wargames such as BattleTech, Warhammer 40,000 does not use a grid system, so players must use a measuring tape to measure distances, which are measured in inches. All the models that a player has selected to use in a match are collectively termed
an "army." In Warhammer 40,000, players are not restricted to playing with a fixed and symmetrical combination of game pieces, such as in chess. They get to choose which models they will fight with from a catalogue of "datasheets" presented in the rulebooks. Each datasheet corresponds to a particular model and contains any relevant gameplay
statistics and permissible attachments. For instance, a model of a Tactical Space Marine has a "Move" range of 6 inches and a "Toughness" rating of 4 and is armed with a range of 24 inches. Both players must declare which models they will play with before the match starts, and once the match is underway, they cannot add any new
models to their armies. In official tournaments, it is mandatory for players to only use Games Workshop's models are forbidden. For example, if a player wants to use an Ork Weirdboy in their army, they must use an Ork Weirdboy model from Games
Workshop.[11] Games Workshop has also banned the use of 3D-printed miniatures in official tournaments organised by independent groups might permit third-party models so long as the models are clearly identifiable as to which Warhammer 40,000 model they are meant to represent. Tournaments might also have rules
regarding whether armies are permitted to be used unpainted or must be painted to a certain standard. The composition of the players' armies must fit the rivalries and alliances depicted in the rulebooks have keywords that divide them into factions. In a matched game, a player may only use models in their army that
are all loyal to a common faction.[13] Thus, a player cannot, for example, use a mixture of Aeldari and Necron models in the game's fictional setting, Aeldari and Necrons are mortal enemies and would never fight alongside each other. The game uses a point system to ensure that the match will be "balanced", i.e., the armies will
be of comparable overall strength. The players must agree as to what "points limit" they will play at, which roughly determines how big and powerful the model is; for example, a Tactical Space Marine is valued at 13 points, whereas
a Land Raider tank is valued at 240 points.[14] The sum of the point values of a player's models must not exceed the agreed limit. If the point values of the players' respective armies both add up to the limit, they are assumed to be balanced. 500 to 2,000 points are common point limits. Although the rules place no limit on how big an army can be,
players tend to use armies comprising between a few dozen to a hundred models, depending on its faction. A large army will slow down the pace of the match as the players must physically handle many more models and consider each strategically. Larger armies also cost more money and take more work to paint and assemble. Distances must be
measured with measuring tape as there is no grid. At the start of a game, each player places their models in the initial deployment zones at opposite ends of the playing field. The players roll dice to determine who takes the first turn. At the start of their turn, a player moves each model in their army by hand across the field. A model can be moved no
farther than its listed "Move characteristic". For instance, a Space Marine model can be moved no farther than six inches per turn. If a model cannot fly or use a jump pack, it must go around obstacles such as walls and trees. Models are grouped into "units", commonly called squads, that move as a whole. All models in a unit must stay close to each
other. Each model in a unit must finish a turn within two inches of another models in a unit, each model sin a unit within range and line-of-fire of whatever weapons and psychic powers its models have. For
instance, a model of a Space Marine armed with a "boltgun" weapon can shoot any enemy unit within 24 inches. Most of the races in the game, psyker units had the ability to cause unusual effects that function similarly to magic in a fantasy
universe, such as rendering allied units invulnerable or teleporting units across the battlefield. The 10th Edition rules no longer use this feature. After ranged weapons are used, each unit can charge into melee range against enemy units. Units engaged in melee combat then take turns attacking each other until they all have fought. Units cannot shoot
at an enemy unit that is engaged in melee combat with a friendly unit. When it is their turn to attack, the player declares to their opponent whichever of the models inflict upon their targets. The attacking player cannot target individual models within an
enemy unit. If an enemy unit receives damage, the enemy player chooses which model in the unit suffers injury. Damage is measured in points, and if a model suffers more points of damage than its "Wound characteristic" permits, it dies. Dead models are removed from the playing field. Most models have only one Wound point, but certain models
such as "hero characters", vehicles and elite troops have multiple Wound points, so the damage they accumulate must be recorded. At the end of each turn, dice are rolled to determine if units who have lost models "lose morale" and become Battleshocked. Then play passes to the opponent's turn. A game of Warhammer 40,000 lasts until each player
has taken five turns. A player wins the game when the turn limit ends and they have the most victory points. How players to score victory points is by controlling objective markers. Objective markers are 40mm markers placed on the
playing field, positioned in accordance with the mission rules. Players score victory points on their turns when their allied models outnumber the enemy models of the enemy models outnumber the enemy models of the enem
placed somewhere on the playing field prior to the start of match for a certain number of turns. Most Warhammer 40,000 is mostly a scifi setting, it adapts a number of tropes from fantasy faction, such as orcs and
elves; "psykers" fill the role of wizards in the setting. The setting of this game inherits many fantasy tropes from Warhammer Fantasy (a similar wargame from Games Workshop), and by extension from Dungeons & Dragons. Games Workshop), and by extension from Dungeons & Dragons. Games Workshop used to make miniature models for use in Dungeons & Dragons, and Warhammer Fantasy was originally
meant to encourage customers to buy more miniature models. Warhammer 40,000 was originally conceived as a science-fiction spin-off of Warhammer Fantasy. Though the games share some characters and tropes, their settings are separate. The setting of Warhammer Fantasy. Though the games share some characters and tropes, their settings are separate.
ceased; humanity is in a state of total war with hostile alien races and occult forces; and the supernatural exists, is powerful and is usually untrustworthy if not outright malevolent. There are effectively no benevolent gods or spirits in the cosmos, only daemons and evil gods, and the cults dedicated to them are proliferating. In the long run, the
Imperium of Man cannot hope to defeat its enemies, so the heroes of the Imperium are not fighting for a brighter future but "raging against the dying of the light".[15] Through constant sacrifice and toil, the Imperium delays its inevitable doom. The tone of the game's setting, exemplified by its slogan "In the grim darkness of the far future, there is
only war", shaped the "grimdark" subgenre of scifi, which is particularly amoral, dystopian or violent.[16] As the setting is based on a wargame, the spin-off novels and comic books are often war dramas with protagonists being warriors of some sort, the most popular being the Space Marines. Otherwise, they tend to be aristocrats of some sort such as
Inquisitors, Rogue Traders, or Eldar princes, because only such people have the resources and liberty to have a meaningful impact on a galaxy-spanning setting whose civilisations are mostly autocratic. The source of magic is a parallel universe of supernatural energy, "the Warp". All living things with souls are tied to the Warp, but certain individuals
called "psykers" have an especially strong link and can manipulate the Warp's energy to work magic. Psykers are generally feared and mistrusted by humans. Psykers may have many dangerous abilities such as mind control, clairvoyance, and pyrokinesis. Moreover, the Warp is full of predatory creatures that may use a psyker's link to the Warp as a
conduit by which to invade realspace. But for all the dangers that psykers pose, human civilisation cannot do without them: their telepathic powers provide faster-than-light communication and they are the best counter to supernatural foes on the battlefield, the latter being The Grey Knights. For this reason, the Imperium rounds up any psykers it
finds and trains them to control their abilities and resist Warp predators. Those who fail or reject this training are executed for the safety of all. Those who pass their training are pressed into life-long servitude to the state and are closely monitored for misconduct and spiritual corruption. [17] Rick Priestley cites J. R. R. Tolkien, H. P. Lovecraft, Dune
Paradise Lost, and 2000 AD as major influences on the setting. The Chaos Gods were added to the setting by Bryan Ansell in the supplement Realms of Chaos, was too simplistic and too similar to the works of Michael Moorcock, so he developed
it further, taking inspiration from Paradise Lost. [18] The story of the Emperor's favoured sons succumbing to the temptations of Chaos deliberately parallels the fall of Satan in Paradise Lost. The religious themes are primarily inspired by the early history of Christianity. Daemons in WH40K are the embodiment of human nightmares and dark emotion
given physical form and sentience by the Warp—this idea comes from the 1956 movie Forbidden Planet.[citation needed] Chaos carries a lot of influences from H. P. Lovecraft, such as mystical artefacts that drive people insane and secretive cults dedicated to evil gods. The Emperor of Man was inspired by various fictional god-kings, such as Leto
Atreides II from the novel God Emperor of Dune by Frank Herbert, and King Huon from the Runestaff novels by Michael Moorcock. Humans fear artificial intelligence (or 'abominable intelligence (or 'abominable intelligence) is a capital offence (though most 'crimes' such as petty theft or adjusting machinery are also capital
always amused me, because they're brutal, but they're also completely self-deceiving. The whole idea of the Emperor is that you don't know whether he's alive or dead. The whole imperium might be running on superstition. There's no guarantee that the Emperor is anything other than a corpse with a residual mental ability to direct spacecraft. It's got
some parallels with religious beliefs and principles, and I think a lot of that got missed and overwritten.—Rick Priestley, in a December 2015 interview with Unplugged Games[19] Models available for play in Warhammer 40,000 are divided into "factions". Under normal circumstances, a player can only use units from the same faction in their army.
See also: Space Marine (Warhammer 40,000) An imperial guardsman The Imperium of Man is described as an authoritarian techno-feudal theocractic human empire that comprises approximately 1 million worlds and has existed for over 10,000 years. The faction abhors aliens to the point that associating with aliens is a capital offence. The state
religion of the Imperium is centred around its founder, the Emperor of Mankind, who united humanity millennia earlier. Although the Emperor is its nominal ruler, he was mortally wounded in battle and lives on life support in a vegetative state. Despite his condition, his mind still generates a psychic beacon called "the Astronomican" by which
starships navigate the Warp. [20] Although the Imperium has highly advanced technology, most of its technology, most of its technology, most of its technologies have not improved for thousands of years due to religious taboos against science and innovation. Most Warhammer 40,000 universe, the
Imperium has the most sub-factions and largest catalogue of models. The most common are the Space Marines (Adeptus Astartes) and Imperial Guard (Astra Militarum Regimentos), respectively. Other playable Imperium sub-factions in the tenth edition of
Warhammer 40,000 tabletop include the Sisters of Battle (Adepta Sororitas, often described as the female equivalent of Space Marines), Adeptus Custodes (bodyguards of the Emperor at the Imperial Raights (battle mechs which tower above all troops/tanks
while being smaller than Titan Legions). [21] Each player builds their army around a specific sub-faction and its focused play style. For instance, an army will have weak but plentiful infantry combined with strong artillery. [22][23] In theory, while
the Imperium of Man's variety of sub-factions gives Imperial players the choices and flexibility to design their army for any style of play, most in-game army lists do not permit an Imperial Guard tanks). However in Epic an Imperial
player may supplement their Space Marine or Imperial Suard forces with towering mecha from the Imperial Sub-faction armies (each led by a separate player) can form an alliance in large multiplayer games.
[24] "Chaos Space Marine" redirects here. For the song by Black Country, New Road, see Ants from Up There. A Chaos Space Marine Chaos represents the myriad servants of the Chaos Gods, malevolent and depraved entities and daemons who formed from the base thoughts and emotions of all mortal sentients. [25] Those exposed to the influence of
Chaos are twisted in both mind and body and perform sordid acts of devotion to their dark gods, who in turn reward them with "gifts" such as physical mutations, psychic power, and mystical artefacts. [26] Like their gods, the servants of Chaos are malevolent and insane, adopting the aesthetics of body horror and cosmic horror in the design of their
models and story details. The struggle against Chaos is central to the setting of Warhammer 40,000.[25] As with the Imperium, Chaos players have access to a large variety of models, allowing them to design their army for any style of play. Certain models of Chaos Daemons can be used for Warhammer 40,000 and Warhammer Age of Sigmar (or its
predecessor, Warhammer Fantasy Battle).[27][28] Several Chaos factions and their model range are derived from their Imperium counterparts but have a corrupted/warped aesthetic due to the influence of Chaos Knight Houses, and
Traitor Titan Legions. Army lists require players to theme around Nurgle will consist of slow-moving but tough troops. [29] Likewise, a Chaos army themed around Khorne will lean towards melee combat and eschew psykers. [30] A Necron warrior
The Necrons are an ancient race of skeleton-like androids. Millions of years ago, they were flesh-and-blood beings, but then they transferred their minds into android bodies, thereby achieving immortality. [31] However, the transferred their minds into android bodies, thereby achieving immortality.
are waking up from millions of years of hibernation in underground vaults on planets across the galaxy and seek to rebuild their old empire. Besides the cyborgs from the Tomb Kings of Warhammer Fantasy. Necron infantry have strong
ranged firepower, tough armour, and slow movement. Necron units can rapidly regenerate wounds or "reanimate" killed models at the start of the player's turn.[32] All Necron models have a Leadership score of 10 (the maximum possible), so Necrons rarely suffer from morale failure. Necrons do not have any psykers, but they possess units called
 "C'tan shards" which are psyker-like. A Craftworld Aeldari warrior. The Aeldari (formerly called the Eldar) are based on Elves of fantasy fiction. Aeldari travel the galaxy via a network of magical tunnels called "the Webway", to which they have exclusive access. In the
distant past, the Aeldari ruled an empire that dominated much of the galaxy, but it was destroyed in a magical cataclysm along with most of the population. The surviving Aeldari are divided into two major subfactions: the ascetic Asuryani, inhabitants of massive starships called Craftworlds (also known as "Craftworld Eldar" or simply "Eldar"); and the
sadistic Drukhari (also known as "Dark Eldar"), who inhabit a city hidden within the Webway and must inflict pain on others to survive. There are a number of minor subfactions too: the Harlequins, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, followers of the Laughing God Cegorach; and the Ynnari, f
the Aeldari have never recovered, due to their low fertility and aggression by other races. Craftworld Aeldari infantry tend to be highly specialised and relatively frail, often described as "glass cannons" because of their lack of staying power and flexibility, Aeldari armies can suffer severe losses after a bad tactical decision or even unlucky dice rolls,
while successful gameplay can involve outnumbered Aeldari units that outmanoeuvre the opponent and kill entire units/squads before they have a chance to retaliate.[33] Aeldari vehicles, unlike their infantry counterparts, are very tough and hard to kill because of many evasive and shielding benefits. With the exception of walkers, all Aeldari vehicles
are skimmers which allow them to move freely across difficult terrain, and with upgrades, at speeds only matched by the Drukhari are similar to Craftworld Aeldari, with the major differences being that they have no psykers and their vehicles tend to be open-topped, allowing infantry to shoot from them. An Ork Boy The
Orks are green-skinned aliens based on the traditional orcs of high fantasy. Orks are a comical species, with crude personalities, ramshackle weaponry, and Cockney accents. Their culture revolves around war for the sake of it. Unlike other races who generally only go to war when it is in their interest, Orks recklessly start unnecessary conflicts for
the pleasure of a good fight. Orks do not fear death, and combat is the only thing that gives them emotional fulfillment. Ork technology consists of dashed-together scrap that by all logic should be unreliable if even functional, but Orks generate a psychic field that makes their ramshackle technology work properly or more effectively (for example,
vehicles painted red are faster, simply because the Orks believe it to be so). If a non-Ork tries to use a piece of Ork technology, it would likely malfunction. Ork infantry models are cheap (by point cost), so a favourite strategy of Ork players is "the Green tide"
they field a large horde of Ork infantry and march them across the playing field to swarm the opponent. Orks do have a number of specialist units with abilities such as psychic powers or vehicle repair, but typically Ork warfare is about brute force and attrition. Ork gameplay is seen as fairly forgiving of tactical errors and bad die rolls. "Tyrannids"
redirects here. For the bird family Tyranidae, see Tyrant flycatcher. A Tyranidae, see Tyrant flycatcher. A Tyranidae, see Tyranid warrior The Tyranidae, see Tyranid warrior The Tyranidae, see Tyranid "technology" is
entirely biological, all ships and weapons being purpose-bred living creatures. Tyranids have a preference for melee combat. Their infantry models tend to be numerous and fast but frail. They have low point costs, meaning Tyranid armies in the game are relatively large (many cheap weak models, as opposed to armies with few expensive powerful
models such as the Space Marines). Tyranids also have the most powerful countermeasure against Battleshock called Synapse. The Synaptic network is an aura around powerful leader beasts that compels Tyranids to fight on.[34] There is a sub-species of the Tyranid race called "genestealers".[35] When a human is infected by a genestealer, they are
psychically enslaved and will sire children who are human-genestealer hybrids. These hybrids will form a secret society known as a genestealer cult within their host human society, steadily expanding their numbers and political influence. When a Tyranid fleet approaches their planet, they will launch an uprising to weaken the planet's defences so
that the Tyranids may more easily conquer it and consume its biomass. In earlier edition, they can be played as a separate army, but since 8th edition, they can be played as a separate army, but since 8th edition, they can be played as a separate army. Although there is a dedicated line of Genestealer Cult models, a player can also use models from the Imperial
Guard (a sub-faction of the Imperium) in their Genestealer Cult army. This is an exception to the common-faction rule and is based on the logic that these "human" models are actually genestealer Cult infantry and bikers have a
trait called "Cult Ambush" that allows them to start the match off table and later be set up on the table, instead of being set up in the designated starting zones at the start of the game (similar to the Space Marines' "Deep Strike" ability). The visual design of the Tyranids was inspired by the art of H. R. Giger, with the genestealer sub-race being
further inspired by the Xenomorphs from the Alien franchise. [36] A T'au warrior The T'au are a young race of blue-skinned humanoid aliens inhabiting a relatively small but growing empire located on the fringe of the Imperium of Man. The T'au Empire is the only playable faction in the setting that integrates different alien species into their society
They seek to unite all other races under an ideology they call "the Greater Good". Some human worlds have willingly defected from the Imperian to five into five
endogamous castes: the Ethereals, who are the spiritual leaders; the Fire Caste, who form the T'au military; the Air Caste, who are scientists, engineers, and labourers. The T'au are oriented towards ranged combat and generally shun melee. They have
some of the most powerful firearms in the game in terms of both range and stopping power. For instance, their pulse rifle surpasses the firepower of the Space Marine boltgun, [37] and the railgun on their main battle tank (the Hammerhead) is more powerful than its Imperium counterparts. The T'au currently do not have any psykers. Most T'au
vehicles are classified as flyers or skimmers, meaning they can move swiftly over difficult terrain. The T'au also incorporate alien auxiliaries into their army: examples include the Kroot who provide melee support and the insectoid Vespids who serve as fast-attack infantry. The T'au are strongly influenced by Japanese culture, including Japanese
feudalism and samurai society, while their tactics are similar to samurai warfare. Aesthetically, T'au infantry are based upon samurai armour, while their tactics are similar to Mecha anime and manga, being very distinct from the organic-looking Eldar skimmers and the crude-looking Imperium tanks.[38] A Hearthkyn warrior of the Leagues of
Votann The Leagues of Votann are a confederation of abhumans known interchangeably as Squats and Kin, which are based on the dwarves of fantasy fiction. They are a spiritual successor to an earlier Squat faction that was removed from the setting for not fitting in thematically. Though Squats are a subspecies of humanity, the Leagues of Votann are based on the dwarves of fantasy fiction.
stand independent of the Imperium of Man. Unlike the Imperium, the Leagues of Votann have no qualms about using artificial intelligence, treating their androids as fellow Kin. Kin culture is centred around the Votann, extremely powerful supercomputers responsible for managing the majority of Kin society and keeping records. The Kin are
extremely competitive and capitalistic, with powerful corporations (referred to as Guilds) regularly strip-mining entire planets for resources. While the Kin have no natural psychic abilities, they do have a preference for ranged combat
and siege tactics. Their infantry is slow but sturdy. In 1982, Rick Priestley joined Citadel Miniatures, a company started with support from Games Workshop that produced miniature figurines for use in Dungeons & Dragons. Bryan Ansell (the manager of Citadel) asked Priestley to develop a medieval-fantasy miniature wargame that would be given
away for free to customers so as to encourage them to buy more miniatures. Dungeons & Dragons did not require players to use miniature figurines, and even when players used them, they rarely needed more than a handful.[39] The result was Warhammer Fantasy was
principally a medieval fantasy game in the vein of Dungeons & Dragons, but Priestley and his fellow designers added a smattering of optional science fiction elements, namely in the form of advanced technological artefacts (e.g., laser weapons) left behind by a long-gone race of spacefarers. Warhammer 40,000 was an evolution of this taken to the
opposite extreme (i.e., mostly science-fiction but with some fantasy elements). Since before working for Games Workshop, Priestley had been developing a spaceship combat tabletop wargame called "Rogue Trader", which mixed science fiction with classic fantasy elements. Priestley integrated many elements of the lore of "Rogue Trader" into
Warhammer 40,000, chiefly those concerning space travel, but he discarded the ship combat rules for lack of space in the book.[40][a] Games Workshop planned to sell conversion kits by which players could modify their Warhammer Fantasy models to wield futuristic weaponry such as laser weapons, but eventually Games Workshop decided to create
a dedicated line of models for Warhammer 40,000.[41] However, certain models of Chaos Daemons can be used for both Warhammer 40,000 and Warhammer 40,000 and
contract with 2000 AD to develop a board game based on their comic book Rogue Trader game Workshop renamed Priestley's game Warhammer 40,000: Rogue Trader and marketed it as a spin-off of Warhammer Fantasy
Battle (which in many ways, it was). Warhammer 40,000: Rogue Trader was released in October 1987. It was a success and became Games Workshop's most important product. In the January 1988 edition of Dragon (issue 129), Ken
Rolston raved about this game, calling it "colossal, stupendous, and spectacular... This is the first science-fiction/fantasy to make my blood boil."[44] Main article: Warhammer 40,000: Rogue Trader The first science-fiction/fantasy to make my blood boil."[45] "Rogue Trader" had
been the game's working title during development. The "Rogue Trader" subtitle was dropped in subsequent editions. It was published in 1987.[46] Game designer Rick Priestley created the original rules set (based on the contemporary second edition of Warhammer Fantasy Battle) alongside the Warhammer 40,000 gameworld. The gameplay of Rogue
Trader was more oriented toward role-playing rather than strict wargaming with instructions for a third person to act as gamesmaster to umpire the game. [47] This original version came as a very detailed, though rather jumbled, rulebook, which made it most suitable for fighting small skirmishes.
determined randomly, by rolling dice. A few elements of the setting (bolters, lasguns, frag grenades, Terminator armour) can be seen in a set of earlier wargaming rules called Laserburn (produced by the now defunct company Tabletop Games) written by Bryan Ansell. These rules were later expanded by both Ansell and Richard Halliwell (both of
whom ended up working for Games Workshop), although the rules were not a precursor to Rogue Trader. [49] Supplemental material was continually published in White Dwarf magazine, which provided rules for new units and models. Eventually, White Dwarf provided proper "army lists" that could be used to create larger and more coherent forces
than were given in the main rulebook. These articles were from time to time released in expansion books along with new rules, background materials and illustrations. Ten books were released for the original edition of Warhammer 40,000: "Chapter Approved—Book of the Astronomican", "Warhammer 40,000 Compilation", "Waaaagh—
Orks", two "Realm of Chaos" ("Slaves to Darkness" and "The Lost and the Damned" - the books covering both WFB and WH40K), "Ere we Go" and "Freebooterz" (for Ork players), "Battle Manual". The "Battle Manual" changed and codified the combat rules and provided updated stats for most of the weapons in the game. The
"Vehicle Manual" contained a new system for vehicle management on the tabletop which was intended to supersede the clunky rules given in the base hardback manual and in the red softback compendium; it had an inventive target location system which used acetate crosshairs to simulate weapon hits on the vehicle silhouettes with different armounts.
values for different locations (such as tracks, engine compartment, ammo store, and so on). "Waaagh—Orks" was an introductory manual to Orkish culture and physiology. It contained no rules, but background material. The other Ork-themed books had army lists for major Ork clans and also for pirate and mercenary outfits. Games Workshop released
two important supplementary rulebooks for this edition: Realm of Chaos: Slaves to Darkness and Realm of Chaos: The Lost and the Damned. These two books added the Chaos Gods and their daemons to the setting along with the Horus Heresy origin story. The artwork of the 1st edition books was a mishmash of styles from a variety of science-fiction
works, such as H. R. Giger, Star Wars, and 2000AD comics. In subsequent editions, the artwork of Warhammer 40,000 moved towards a more coherent aesthetic based around gothic architecture and Orks. The box artwork (by John
Blanche) and studio army depicted the Blood Angels Space Marine Chapter. This new course for the game was forged under the direction which Rick Priestley lamented). [citation needed] The new theme of the setting is that
humanity's situation is not merely dire but hopeless, as the Imperium does not have the strength to defeat its myriad enemies and will collapse in time. This was not the case in the first edition; the first edition rulebook suggested that humanity could eventually triumph and prosper if it can survive long enough to complete its evolution into a fully
psychic race, and this was the Emperor's goal. The second edition of the game introduced army lists, putting constraints on the composition of a player's would play would fit the factional rivalries described in the
setting. An expansion box set titled Dark Millennium was later released, which included rules for psychic powers. Another trait of the game was the attention given to "special characters" representing specific individuals from the setting, who had access to equipment and abilities beyond those of regular units; the earlier edition only had three generic
"heroic" profiles for each army: "champion", "minor hero" and "major hero". A player could spend up to 50% of their army points on a special character. Such heroic characters were so powerful that the second edition introduced major revisions to the lore and would go on to define the general
character of the lore up until the 8th edition. The Adeptus Mechanicus' prohibition on artificial intelligence was added, stemming from an ancient cataclysmic war between humans and sentient machines; this was inspired by the Dune novels. The third edition of the game was released in 1998 and, like the second edition, concentrated on streamlining
the rules for larger battles.[51] Third-edition rules were notably simpler.[52] The rulebook was available alone, or as a starter boxed set with miniatures of Space Marine Chapter
Towards the end of the third edition, four new army codexes were introduced: the xeno (that is, alien) races of the Necron and the Ordo Malleus (called Daemonhunters), and the Ordo Malleus (called Daemonhunters), and the Ordo Malleus (called Daemonhunters) and the Ordo Malleus (called Daemonhunters).
Realm of Chaos and Codex: Sisters of Battle). At the end of the third edition, these armies were re-released with all-new artwork and army lists. The release of the T'au coincided with a rise in popularity for the game in the United States. [53] The fourth edition of Warhammer 40,000 was released in 2004. [54] This edition did not feature as many major
changes as prior editions and was "backwards compatible" with each army's third-edition codex. The fourth edition was released in three forms: the first was a standalone hardcover version, with additional information on painting, scenery building, and background information about the Warhammer 40,000 universe. The second was a boxed set,
homeworld, Macragge. An expansion to this was released called The Battle Rages On!, which featured new scenarios and units, like the Tyranid Warrior. The fifth editions, the general rule set shares many similarities. Codex
books designed prior to the fifth edition are still compatible with only some changes to how those armies function. [55] The starter set was called Assault on Black Reach, which featured a pocket-sized rulebook (containing the full ruleset but omitting the background and hobby sections of the full-sized rulebook), and starter armies for the Space
Also introduced was the ability to run, whereby units may forgo shooting to cover more ground. In addition, cover was changed so that it is now easier for a unit to get a cover save. Damage to vehicles was simplified and significantly reduced, and tanks could ram other vehicles.[55] Some of these rules were modelled after rules that existed in the
Second Edition but were removed in the Third. Likewise, 5th edition codexes saw a return of many units that had been cut out in the previous edition. Fifth edition releases focused largely on Space Marine forces, including the
abolishment of the Daemonhunters in favour of an army composed of Grey Knights, a special chapter of Space Marines, which, in previous editions, had provided the elite choices of the Daemonhunters' army list. Another major change to this
edition included the adoption of an optional Psychic Power card system similar to that of the game's sister product Warhammer Fantasy Battle as well as the inclusion of full rules for flying vehicles and monsters and a major reworking of the manner in which damage is resolved against vehicles. It also included expanded rules for greater interaction
 with scenery and more dynamic close-combat. [56] In addition to updating existing rules and adding new ones, 6th Edition introduced several other large changes: the Alliance system, in which players can bring units from other armies to work with their own, with varying levels of trust; the choice to take one fortification as part of your force; and
Warlord traits, which will allow a player's Commander to gain a categorically randomised trait that can aid their forces in different situations. The starter box set was titled "Dark Vengeance" which included the Dark Vengeance Marines and a Crimson Slaughter Chaos Space Marine Warband. Some of the early release box sets of Dark Vengeance Warlands and a Crimson Slaughter Chaos Space Marine Warband. Some of the early release box sets of Dark Vengeance Warlands and a Crimson Slaughter Chaos Space Marine Warband. Some of the early release box sets of Dark Vengeance Warlands and a Crimson Slaughter Chaos Space Marine Warband.
contained a limited-edition Interrogator-Chaplain for the Dark Angels. The Imperial Knights (Codex: Imperial Knights) were a new addition to the Imperial Knights are walkers that are smaller than proper Imperial Titans
but nonetheless tower over all other Warhammer 40,000 vehicles and troops.[57] The seventh edition of the game was announced in White Dwarf issue 15, pre-orders for 17 May and release date of 24 May 2014.[58] The seventh edition saw several major changes to the game, including a dedicated Psychic Phase, as well as the way psychic powers worked
overall,[59] and changeable mid-game Tactical Objectives could change at different points during the game. [60][61] As well as these additions, the 7th edition provided a new way to organise army lists. Players could play as either
Battle-Forged, making a list in the same way as 6th edition, or Unbound, which allowed the player to use any models they desired, disregarding the Force Organisation Chart. [62] Bonuses are given to Battle-Forged armies. Additionally, Lord of War units, which are powerful units previously only allowed in large-scale ("Apocalypse") games, are now
included in the standard rulebook, and are a normal part of the Force Organisation Chart. The eighth edition of the game was announced on 22 April 2017,[63] pre-orders for 3 June [64] and release date of 17 June 2017.[65] The 8th edition was the most radical revision to Warhammer 40,000's rules since the third edition. The game introduced the
Three Ways to Play concept: Open, Matched, and Narrative of the setting has also been updated: an enlarged Eye of Terror has
split the galaxy in half, [68] while the Primarch Roboute Guilliman returns to lead the Imperium as its Lord Commander, beginning with reclaiming devastated worlds through the Indomitus Crusade. [69] The 8th Edition introduced a new box set called "Dark Imperium", which featured the next-generation Primaris Space Marines which are available as
reinforcements to existing Space Marines (now known as Firstborn), as well as introducing new characters and rules to the Death Guard Chaos Space Marines in earlier types of Power Armour. In-game, Primaris Marines are distinct units with
different attributes compared to Firstborn Marines (all Firstborn Marines are considered equivalent units regardless of the edition of their Power Armour design); also Primaris Marines have their own accompanying vehicles as they are not compatible with those of the Firstborn. The ninth edition was released in July 2020. With it came a redesigned
logo, the first redesign since 3rd edition. The 9th edition was only a minor modification of the 8th edition are compatible with 9th. Ninth edition also introduced four new box sets: "Indomitus", a limited release set that came out at the start of 9th
edition, and the Recruit, Elite and Command editions. The four boxes feature revised designs and new units for the Primaris Space Marines. Warhammer 40,000 10th Edition was released by Games Workshop in June 2023. Significant alterations were made to the game. Tenth edition revolves around the 4th Tyrannic
War, introducing fresh regulations and units for both Space Marines and Tyranids, along with significant modifications to the 41st Millennium's setting. The game has a more straightforward structure, featuring more concise Indexes are
accessible. The Psychic Phase has been eliminated, with "Battleshock" tests taking the place of the Morale Phase. Much like Ninth edition. [70] Also, three "starter sets" were introduced: the Introduced: the Introduced four new box sets: first with "Leviathan", a limited release set that came out at the start of 10th edition. [70] Also, three "starter sets" were introduced: the Introduced: the Introduced four new box sets: first with "Leviathan", a limited release set that came out at the start of 10th edition. [70] Also, three "starter sets" were introduced: the Introduced: the Introduced four new box sets: first with "Leviathan", a limited release set that came out at the start of 10th edition. [70] Also, three "starter sets" were introduced: the Introduced: the Introduced four new box sets: first with "Leviathan", a limited release set that came out at the start of 10th edition. [70] Also, three "starter sets" were introduced: the Introduced: the Introduced four new box sets: first with "Leviathan", a limited release set that came out at the start of 10th edition. [70] Also, three "starter sets" were introduced: the Introduced four new box sets: first with "Leviathan", a limited release set that came out at the start of 10th edition. [70] Also, three "starter sets" were introduced: the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Introduced four new box sets: first with "Leviathan" and the Intr
Ultimate Starter set. While Firstborn Marines and Primaris Marines miniatures were sold alongside each other between 2017 and 2023 for the eighth and ninth edition. This decision by Games Workshop to retire Firstborn miniatures via planned
obsolescence is controversial, as Primaris Marine units have better in-game abilities than their Firstborn counterparts for a given points cost, and longtime players who have collected large Firstborn armies have complained that they are being forced to purchase Primaris miniatures in order to remain competitive at official Games Workshop
tournaments.[71][72] There are many variations to the rules and army lists that are available for use, typically with an opponent's consent.[73] These rules are found in the Games Workshop website, or in the Forge World Imperial Armour publications. The rules of Warhammer 40,000 are designed for
games between 500 and 3000 points, with the limits of a compositional framework called the Force Organisation Chart making games with larger point values difficult to play. In response to player comments, the Apocalypse rules expansion was introduced to allow 3000+ point games to be played. Players might field an entire 1000-man Chapter of
Space Marines rather than the smaller detachment of around 30-40 typically employed in a standard game. Apocalypse based on the Warhammer 40,000 rules are found in '"Chapter Approved 2017, while a boxed set also entitled Apocalypse with an
entirely different rules base was released in 2019. Cities of Death (the revamp of Codex Battlezone: Cityfight) introduces rules for urban warfare and guerrilla warfare, and so-called "stratagems", including traps and fortifications. It also has sections on modelling city terrain and provides examples of armies and army lists modeled around the theme of
urban combat. This work was updated to 7th Edition with the release of Shield of Baal: Leviathan[74] and to 8th edition in Chapter Approved 2018. Planetstrike, released in 2009, sets rules allowing players to represent the early stages of a planetary invasion. It introduces new game dynamics, such as dividing the players into an attacker and a
defender, each having various tactical benefits tailored to their role; for example, the attacker may deep strike all infantry, jump infantry and monstrous creatures onto the battlefield, while the defender may set up all the terrain on the battlefield. Planetstrike was updated to the 8th edition of the game in Chapter Approved 2017. Planetary Empires
released in August 2009, allows players to coordinate full-scale campaigns containing multiple battles, each using standard rules or approved supplements such as Planetstrike, Cities of Death or Apocalypse. Progress through the campaign. The
structure is similar to Warhammer Fantasy's Mighty Empires. The set has been out of production for many years. Battle Missions, released in March 2010, contained a series of 'missions are determined by a dice roll and are usually chosen from
the missions meant for the two armies being used. They still used the standard rules from the Warhammer 40,000 rule book. The Battle Missions format was never updated for 8th or 9th editions and is no longer compatible with the current iteration of the game. Spearhead, released in May 2010, allowed players to play games with a greater emphasis
on armoured and mechanised forces. The most notable change to the game is the inclusion of special "Spearhead Formations" and greater flexibility in force organisation system standard to Warhammer 40,000. Players now have the ability to use all,
part or none of the standard force organisation. Spearhead also includes new deployment options and game scenarios. This expansion was released jointly through the Games Workshop website, as a free download, and through the company's monthly hobby magazine White Dwarf. The Spearhead rules were never updated for 8th or 9th editions and
are no longer compatible with the current iteration of the game, though the loosened force organization introduced in 8th edition makes them somewhat superfluous. Death from the Skies, released February 2013, contains rules for playing games with an emphasis on aircraft. There are specific rules for each race's aircraft, as well as playable
missions. A notable inclusion in this release is "warlord traits" for each race that deal specifically with aircraft. This supplement still uses the same rules as the Warhammer 40,000 rulebook. It was updated to 7th Edition with Shield of Baal: Leviathan. Death From the Skies was not updated after 7th edition, but 8th edition and onward permit using
aircraft in the core rules. Stronghold Assault, released in December 2013, was a 48-page expansion that contains more rules for fortifications in the game, as well as rules for more fortifications than listed in the main 6th Edition rulebook. Stronghold Assault was updated for the 8th edition of the game in Chapter Approved 2017. Escalation, released
in December 2013, contained rules for playing games with super heavy vehicles, normally restricted to Apocalypse events, in normal events, Escalation was not updated, and in the current iteration of the game super heavy vehicles can be used in the current iteration of the game super heavy vehicles, normally restricted to Apocalypse events, in normal events, Escalation was not updated, and in the current iteration of the game super heavy vehicles can be used in the current iteration of the game super heavy vehicles can be used in the current iteration of the game super heavy vehicles.
aboard spaceships. It generally follows the rules of Warhammer 40,000 with modifications such as distance being measured around terrain features rather than through, combat no longer working through walls, and models blocking line of sight. Vehicle and Monster units are not able to be played in Boarding Actions, making the game heavily focused
on infantry units. Rules for Boarding Actions were released in the Arks of Omen: Abaddon book. New boxset released to give players a starting force for use in Boarding Actions were released to give players a starting force for use in Boarding Actions. In July 2024, a new supplement for Boarding Actions were also released to give players a starting force for use in Boarding Actions. In July 2024, a new supplement for Boarding Actions were also released to give players a starting force for use in Boarding Actions.
edition of the game. Games Workshop has expanded the Warhammer 40,000 universe over the years to include several spin-off games and fictional works. This expansion began in 1987, when Games Workshop asked Scott Rohan to write the first series of "literary tie-ins". This eventually led to the creation of Black Library, the publishing arm of
Games Workshop, in 1997. The books published relate centrally to the backstory in the Warhammer universe. Black Library also publishes Warhammer 40,000 graphic novels. [75] Several popular miniature game spin-offs were created, including Space Crusade, Space Hulk, Horus Heresy, Kill Team, Battlefleet Gothic, Epic 40,000, Inquisitor,
Gorkamorka, Necromunda and Assassinorum: Execution Force. A collectible card game, Dark Millennium, was launched in October 2005 by Games Workshop subsidiary, Sabertooth Games. The story behind the card game begins at the end of the Horus Heresy arc in the game storyline and contains four factions: the Imperium, Orks, Aeldari and
Chaos, [76] Main article: List of Warhammer 40,000 novels Following the 1987 initial release of Games Workshop's Warhammer 40,000 wargame the company began publishing background literature that expands previous material, and describes the universe, its characters, and its events in detail. Since 1997 the bulk of
background literature has been published by the affiliated imprint Black Library. The increasing number of fiction works by an expanding list of authors is published in several formats and media, including audio, digital and print. Most of the works, which include full-length novels, novellas, short stories, graphic novels, and audio dramas, are parts of
named book series. In 2018, a line of novels for readers aged 8 to 12 was announced, which led to some confusion among fans given the ultra-violent and grimdark nature of the setting.[77] Main article: The Horus Heresy One of the most successful storylines to be produced by Black Library is the Horus Heresy, a prequel series set ten thousand
years prior to the main setting of the wargame and depicting the downfall of the Emperor of Mankind, setting the conflict between Chaos and the Imperium in motion. The storyline is divided across multiple series of novels and comic books. Main article: List of Games Workshop video games Games Workshop first licensed Electronic Arts to produce
Warhammer 40,000 video games, and EA published two games based on Space Hulk in 1993 and 1995. Games Workshop then passed the license to Strategic Simulations, which published two games based on Space Hulk in 1993 and 2011, THQ
published 13 games, which include the Dawn of War series. After 2011, Games Workshop changed its licenses a variety of publishers, it broadly licenses a variety of publishers, it broadly licenses a variety of publishers, it broadly licenses a variety of publishers. [78] Games Workshop changed its licensing strategy: instead of an exclusive license to a single publisher, it broadly licenses a variety of publishers.
licensed the intellectual property to other game companies such as Fantasy Flight Games. The Games Workshop-produced boxed games tend to be sold under the aegis of the "Specialist Games" division. Titles include: Battle for Armageddon Chaos Attack (expansion for Battle for Armageddon) Doom of the Eldar Space Hulk (four editions were
published; expansions are listed below) Deathwing (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybrids and psychic powers) Space Hulk Campaigns (an expansion boxed set adding rules for Genestealer hybri
previously printed in White Dwarf) Advanced Space Crusade Assassinorum: Execution Force Bommerz over da Sulphur River (board game using Epic miniatures) Gorkamorka, adding rebel gretchin and feral human
factions) Lost Patrol Space Fleet (a simple spaceship combat game, later greatly expanded via White Dwarf magazine with material introductory game reusing the boards from Advanced Space Crusade) Ultra Marines (an introductory game
reusing the boards from Space Hulk) Blackstone Fortress, using the Warhammer Fantasy-based Warhammer Fantasy-based Warhammer Guest system) The success of the Horus Heresy line of novels lead to a launch in 2012 of a standalone Horus Heresy tabletop wargame and
rulebook, [79] with basic models representing the eighteen Space Marine legions that precede the chapters and warbands of the 40,000 setting and named characters representing the superhuman primarchs. The game is marketed on the Games Workshop website as a separate line from the main editions of Warhammer 40,000, though some factions
like the Titans and Knights, include models or colour schemes designed to be playable in either setting. Although there were plans to create a full-fledged Warhammer 40,000 "pen and paper" role-playing game from the beginning, [80] these did not come to fruition for many years, until an official Warhammer 40,000 role-playing game was published
only in 2008, with the release of Dark Heresy by Black Industries, a Games Workshop subsidiary. This system was later licensed to Fantasy Flight Games for continued support and expansion. Formerly Games Workshop licensed to Fantasy Flight Games for continued support and expansion.
games. Included in the licensed product were: Horus Heresy: a board game focusing on the final battle of the Emperor's Palace; this game is a re-imagining of a game by the same name created by Jervis Johnson in the 1990s. Space Hulk: Death Angel, The Card Game: the card game version of Space Hulk. Players
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cooperate as Space Marines in order to clear out the infestation of Genestealers on a derelict spaceship. Warhammer 40,000: Conquest: a Living Card Game where players control various factions of the Warhammer 40,000 factions against one
another to control objectives and secure the sector for themselves. Relic: an adaptation of the board game Talisman to the Warhammer: 40,000 setting. The Warhammer 40,000 setting. The Warhammer 40,000 setting. The Warhammer 40,000 setting the sector for themselves and secure the sector for themselves. Relic: an adaptation of the board game Talisman to the Warhammer: 40,000 setting. The Warhammer 40,000 setting the sector for themselves and secure the sector for themselves. Relic: an adaptation of the board game Talisman to the Warhammer: 40,000 setting.
acolytes, or assume a different and equally small-scale scenario following the game's rules. The recommended scenarios and ruleset present a balance between investigation and combat encounters. Rogue Trader: players assume the roles of Explorers, whose rank and escalated privileges allow for travelling outside the Imperium's borders. Due to
extensive expansions for Roque Trader, campaigns can be largely different and altered by game masters. Its most significant difference from any of the other Warhammer 40,000 Roleplay titles is that it contains rules for capital spaceship design and space combat. Deathwatch: the game allows players to role-play the Space Marines of the Adeptus
Astartes, who are the gene-enhanced superhuman elite combat units of the Imperium of Man. In light of this, its ruleset heavily emphasises combat against difficult or numerically superior enemies, rather than negotiation and investigation, compared to Dark Heresy or Rogue Trader. Black Crusade: Black Crusade allows players to role-play Chaos-
corrupted characters. This instalment will be concluded with supplements. It is notably different in that it allows much more free-form character development, with experience costs being determined by affiliation with a Chaos God. Only War: Only War puts players in the boots of the Imperial Guard, the foot soldiers of the Imperial Guard.
the human-level capabilities of the characters, it also emphasises combat over interaction, much like Deathwatch. Games from other publishers include: Risk: Warhammer 40,000: A Warhammer 40,000-themed version of the
board game Monopoly, published by The OP.[82] Munchkin Warhammer 40,000: a Warhammer 40,000 collaboration: A series of Warhammer 40,000-themed pre-constructed decks and limited edition collections of
Magic: The Gathering.[84] On July 17, 2019, Games Workshop and Big Light Productions announced the development of a live-action TV series based on the character Gregor Eisenhorn, who is an Imperial Inquisitor.[85] Frank Spotnitz was to be the showrunner for the series was expected to be based on the novels written by Dan Abnett.
 [86] In March 2022, Games Workshop released the micro series The Exodite on the Warhammer+ streaming service. The Exodite follows the struggle of a T'au Empire expeditionary force to bring the Greater Good to a new planet. In September 2022, Games Workshop released the animated series Hammer and Bolter on the Warhammer+ streaming
service. Each of the 15 half-hour episodes focused on a specific faction from the 40k universe, including the Imperium of Man, Chaos Space Marines, Orks, Tyranids, and Necrons. In December 2022, Amazon MGM Studios acquired the TV and film rights to the game after months of negotiations and fending off rival companies that also sought the
rights. Vertigo Entertainment's Roy Lee and Natalie Viscuso worked with Henry Cavill to obtain the IP before taking it to Amazon Studios. Vertigo will executive produce with Games Workshop's Andy Smillie and Max Bottrill alongside Amazon Studios. Vertigo will executive produce with Games Workshop's Andy Smillie and Max Bottrill alongside Amazon Studios.
planned franchise.[87] In December 2024, the franchise was featured in Secret Level, a video game anthology series created by Tim Miller for Amazon Prime Video.[88] The episode is titled "And they shall know no fear", a reference to the iconic line from the series. It takes place after the events of Space Marine 2, and follows Ultramarine lieutenants.
 Demetrian Titus, the protagonist of the Space Marine games, on a mission to destroy a chaos sorcerer. On December 13, 2010,[89] Ultramarines: A Warhammer 40,000 Movie was released directly to DVD. It is a CGI science fiction film, based around the Ultramarines: A Warhammer 40,000 Movie was released directly to DVD. It is a CGI science fiction film, based around the Ultramarines: A Warhammer 40,000 Movie was released directly to DVD. It is a CGI science fiction film, based around the Ultramarines: A Warhammer 40,000 Movie was released directly to DVD. It is a CGI science fiction film, based around the Ultramarines: A Warhammer 40,000 Movie was released directly to DVD. It is a CGI science fiction film, based around the Ultramarines: A Warhammer 40,000 Movie was released directly to DVD. It is a CGI science fiction film, based around the Ultramarines: A Warhammer 40,000 Movie was released directly to DVD. It is a CGI science fiction film, based around the Ultramarines are the Ultrama
Workshop Black Library author. The film was produced by Codex Pictures, a UK-based company, under license from Games Workshop. It utilised animated facial capture technology from Image Metrics. It was received poorly. [90] The album Realms of Chaos: Slaves to Darkness by British death metal band Bolt Thrower features lyrics as well as
 artwork based on the Warhammer and Warhammer 40,000 brands, with the album's title design being identical to that of the eponymous Games Workshop books. In the early 1990s Games Workshop being identical to that of the eponymous Games Workshop books. In the early 1990s Games Workshop being identical to that of the eponymous Games Workshop books. In the early 1990s Games Workshop books was a supplied to the early 1990s Games Workshop books. In the early 1990s Games Workshop books was a supplied to the early 1990s Games Workshop books was a supplied to the early 1990
40,000. The song "Chaos Space Marine" by British experimental rock band Black Country, New Road is named after the Chaos Space Marine in Warhammer 40,000. In Issue 35 of Challenge (1988), John A. Theisen said "If this were intended as a serious science-fiction game, my criticisms would be enormous. However, it is not; it is undeniably action.
oriented science-fantasy. As a result, by openly acknowledging that it is a fantasy game set in the far future, any comments on internal consistency, suspension of disbelief, and game rationale can be thrown out the nearest window. This is basically cosmic hack-and-slash, not an extrapolation of future-history-yet-to-come. And if that's the way you like
to play, this game is fun, fun, fun, "[91] In Issue 12 of the French magazine Backstab (1998), Croc noted that the rules in the 3rd edition had been immensely simplified, saying, "It's clear, Games Workshop is trying to lower the age of its players even further. The rules of WH40K are much simpler than previous ones, really bringing this edition closer
to Space Marine. Units fire together, not figure by figure. No more alerting, no more hiding." His only complaint with the game was the sculptor who did this but he should buy some glasses." Croc concluded by only giving the Dark Eldar
figurines a rating of 5 out of 10, but giving the overall game 7 out of 10, but giving the overall game 7 out of 10, but giving the overall game 7 out of 5 and stated that "WH40K is [...] a perfect game for beginners to miniatures gaming because of its low
initial investment [...] WH40K is a colorful, visual way to represent battles in a dark future."[93] Warhammer 40,000 and Edition won the 2017 Origins Awards for Best Miniatures Rules.[94] In 2004, Warhammer 40,000 and Edition won the 2017 Origins Awards for Best Miniatures
Game and Fan Favorite Miniatures Game, [96] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [96] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [96] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [96] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [97] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - written a set of science fiction table top miniatures Cames. [98] Grimdark Future ^ Priestley had - written a set of science fiction table top miniatures Cames. [98] Griman Future ^ Priestley h
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gradually change it from a description of daemons into a kind of force out of which came realities, a kind of literal primal chaos.'"'Unless you've read Paradise Lost you don't get it. The whole Horus Heresy is just a parody of the fall of Lucifer as described by Milton.' ^ Duffy, Owen (11 December 2015). "Blood, dice and darkness: how Warhammer
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40,000 at Wikipedia's sister projects Media from Wikidata Official website "Rick Priestley on the history of Warhammer 40,000. For the isotope 40K, see Potassium-40. Natural number \leftarrow 39999 \ 40000 \ 40001 \ \rightarrow List of
numbersIntegers← 0 10k 20k 30k 40k 50k 60k 70k 80k 90k →Cardinalforty thousandOrdinal40000th(forty thousandth)Factorization26 × 54Divisors35 totalGreek numeral M δ {\displaystyle {\stackrel {\delta }{\mathrm {M} }}}} Roman numeralXL,
xlBinary10011100010000002Ternary20002121113Senary5051046Octal1161008Duodecimal1B19412Hexadecimal9C4016 40,000 (forty thousand) is the natural number that comes after 39,999 and before 40,001. It is the square of 200. 40320 = smallest factorial (8!) that is not a highly composite number 40425 = square pyramidal number 40585 =
largest factorion[1] 40678 = \text{pentagonal number}, 4077 = 1 to be a Triangular number, 4077 = 1 to be
reduced trees with 24 nodes[7] 41586 = \text{Large Schr\"{o}der number} 41616 = triangular square number[8] 41835 = \text{Motzkin number} 111 42875 = 35342925 = \text{square pyramidal number} 4261 = Markov number[11] 43380 = \text{number of nets of a}
dodecahedron 43390 = number of primes \leq 2.19 {\displaystyle \leq 2^{19}} 43560 = pentagonal pyramidal number 43691 = Wagstaff prime[13] 43777 = smallest member of a prime sextuplet 44044 = palindrome of 79 after 6 iterations of the "reverse and add" iterative process[14] 44100 = sum of the cubes of the first 20 positive integers
44,100 Hz is a common sampling frequency in digital audio (and is the standard for compact discs). 44444 = \text{repdigit} \ 44583 = \text{number} \ \text{of days} in which a human being has been verified to live (Jeanne Calment).[16]
44944 = palindromic square 45360 = 26th highly composite number; [17] smallest number with exactly 100 factors (including one and itself) 46080 = double factorial of 12 46233 = sum of the first eight factorials 46249 = 2nd number that can be written as a 2 + b! {\displaystyle a^{2}+b!} in 3 ways[18] 46368 = Fibonacci number[19] 46656 = 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 
2162 = 363 = 66, 3-smooth number 46657 = 10-th derivative of 20 and 20 are 20 and 20 are 20 ar
complements are equivalent[23] 49151 = Woodall number (24] 49152 = 3-smooth number 49726 = pentagonal pyramidal number 49740 = number of 21-bead binary necklaces with beads of 2 colors where the colors may be swapped but turning over is not allowed [25] There are 930 prime numbers between 40000 and 50000. ^ "Sloane's A014080 :
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