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Game: **WARHAMMER 40,000: HEROES OF BLACK REACH**

Publisher: **Devil Pig Games (2018)**

SETUP

Choose a scenario, or generate one using the **free battle mode**.

Each player draws **action cards** up to the indicated maximum hand size (usually 4). Spend **army points** to complete the indicated **recruitment tiles**.

Determine who has **initiative**, and place that player's marker on box 1 of the turn chart, and their opponent's on box 2. Place the **end marker** next to the number of turns set by the scenario.

Deploy troops (with the name printed in white faceup) in the areas identified by your faction symbol. The player with initiative deploys all their troops first, unless otherwise specified. If an army must deploy off the map, all the troops enter on the first turn during the activation or supply phase. Unit with the *scout* ability can use it to enter from the board side indicated. Orders provide by units deployed off the board are available on the first turn.

To control an objective, you must be the *only* player with at least 1 infantry unit (without a SM) in one of the 4 adjacent squares, or in the terrain element marked as an objective, at the end of a supply phase. When you capture an objective, mark it with your control marker.

ORDER PHASE

1. RESOLVE START OF ORDER PHASE EFFECTS
Resolve effects that occur now, in this order:
1. Special abilities
2. Action cards
3. Recruitment options
4. Scenario specific effects

2. TAKE ORDER TOKENS
Count up the number of **order stars** you have on your units, recruitment tiles, and recruitment options, and take that many **order tokens**. Take the tokens with the lowest numbers. You can never have more than 10 order tokens (of any type).

When an order star is pictured next to a unit on a **recruitment tile**, it is a reminder of that unit's special ability and does not count as an additional order star.

If you lose a unit that has an order star, you also lose their order token for the rest of the game (starting at the beginning of the next order phase).

If you don't have any numbered or special order tokens to assign to your units at this point, you immediately lose the game.

3. ASSIGN ORDER TOKENS
The player with initiative places all of their order tokens on units in their army (so they can read the numbers and their opponent cannot), then their opponent does the same. A unit can never have more than 1 order token at a time.

During the activation phase, only units with a numbered or special order token can take actions. Units that don't have an order token, or have a bluff order token, can take a movement action during the supply phase (if they don't have an activated marker).

Ultramarines get a **bluff order token** if they take the *bluff* recruitment option. It is placed like a normal order token, but does not activate a unit.

Ultramarines get a **special order token** if they take the *battle plan* recruitment option. It is placed like a normal order token, but can be activated before or after any other order token (it cannot interrupt another activation).

If both players want to activate a special order token at the same time, the player with initiative reveals and activates first.

4. RESOLVE END OF ORDER PHASE EFFECTS
Resolve effects that occur now, in this order:
1. Special abilities
2. Action cards
3. Recruitment options
4. Persistent psychic powers
5. Scenario specific effects

ACTIVATION PHASE

The player with initiative reveals their #1 order token, and the unit with that token may then take an action.

Players take turns revealing their next numbered order token and taking actions, until all units with numbered or special order tokens have been activated. Leave the tokens next to the activated units to remind you which have been activated.

If you have no more tokens to reveal, your opponent continues to activate their units in order. If you have to discard a token before it is revealed, you must still reveal it at the appropriate time, though nothing happens and the turn passes back to your opponent.

An activated unit may take a **movement** action or a **firing** action. The unit may also do nothing (but may not act later in the phase).

MOVEMENT ACTION
The unit may move a number of squares, orthogonally or diagonally, up to its **MOVEMENT**. Two units cannot occupy the same square at the end of a movement action.

Each **suppressed marker** (SM) on a unit inflicts a -2 to the unit's **MOVEMENT**. If it drops to 0 or less, the unit is *immobilised*. If a unit receives a SM during a move, it completes its move without the penalty.

A unit with a **MOVEMENT** of X cannot move, use any bonuses to movement actions, or use an action card to move. If if it must make a *forced move,* it is destroyed instead.

Infantry: An infantry unit may move through friendly infantry, but cannot move through enemy infantry, or though friendly or enemy vehicles. It may change its facing at the start or end of its move, even if it's an X or 0 move.

Vehicles that occupy 1 square: The vehicle moves and changes facing like an infantry unit. It may also end its movement action facing diagonally, with the counter at a 45º angle.

Vehicles that occupy 2 squares: Count the number of spaces moved from the front of the counter (or from the rear if moving backwards). Forward and backward movement may be combined. It may carry out or finish its movement diagonally, even if the 2 squares on either side are impassable. At a cost of 1 square of movement per 45º turn, the vehicle may also pivot in place, keeping its front or rear in the same square. If the vehicle stops in a diagonal position, it still only occupies 2 squares. Unit counters may overlap.

Vehicles that occupy 4 squares: All the squares the vehicle covers during and at the end of its movement, and the movement of every part of the counter, must be legal. It cannot move diagonally, but can move forward and backward. At a cost of 1 square of movement per 90º turn, it may also pivot in place.

FORCED MOVES
Forced moves do not trigger special actions related to movement (eg, *overwatch*). If unit with its active side up is forced to move, first flip it to its inactive side. A unit forced off the board or into an impassable terrain element is destroyed.

RUNNING OVER INFANTRY
If a vehicle ends its movement in a square occupied by an infantry unit, the infantry unit must make a *forced move* into an adjacent occupied square of its owner's choice, and it gains a SM.

If there is no such square available, or it would have to move through an enemy ZOC, or if it has **MOVEMENT** of X or 0, it is destroyed.

CRUSHING WRECKS
If a heavy vehicle enters a square that has a wreck counter, it immediately deals 1 **destruction point** (DP) to the wreck.

If it moves through multiple squares occupied by a wreck counter, it immediately deals 2 DPs.

Some wreck counters prohibit any unit (infantry or vehicle) from entering the squares they occupy.

SPECIAL MOVEMENT ABILITIES
The *assault* ability lets you attempt to move into a square occupied by an enemy unit to initiate hand-to-hand combat.

The *fire on the move* ability lets you take a firing action at the beginning of, during, or at the end of your movement action.

ZONE OF CONTROL (ZOC)
All units exercise a ZOC into the squares around them, as long as the unit has a clear or obscured LOS to those squares, and the square is not impassable to that unit.

An infantry unit may move into or out of an enemy infantry unit's ZOC, but cannot move through it.

A unit can try to move through an enemy ZOC to enter the square occupied by an opponent, but only if It has the *assault* ability.

Light and heavy vehicles also have a ZOC, but their ZOC has no effect on the movement of enemy units. Vehicles are not affected by the ZOC of enemy infantry units.

Enemy infantry units are not affected by a suppressed unit's ZOC.

FIRING ACTION
An activated unit that does not move may take a **firing action** to attack a unit if it has the correct attack type and the target is in the attacker's LOS, range, and fire arc.

A unit can only attack if it has a **COMBAT** that is the same colour as the target's **DEFENCE**. X means that the unit cannot fire at a unit with a defence value of that colour.

To resolve the firing action, **roll 1 die and add the result to the attacking unit's COMBAT** (with the same colour as the target's **DEFENCE**).

Then add any other bonuses that apply before subtracting any penalties.

Each SM on a unit inflicts a -2 penalty to *all* of the unit's die rolls, including firing actions.

If the final result is equal to or higher than the target's DEFENCE, the target takes a hit.

LINE OF SIGHT (LOS)
A **clear** or **obscured** LOS is required to attack a target.

To check LOS, trace an imaginary straight line from the center of the attacking unit's square to the center of the target's square.

LOS is **clear** if the line does not cross any obstacles, and LOS is **obscured** if it passes through one or more obstacles that do not block LOS but do provide cover.

Infantry units block LOS if the firing unit and the target are both infantry units. All vehicles always block LOS. **If a unit is in another unit's LOS, both units can see each other.**

A terrain element with this symbol completely blocks LOS.

Every square marked with one of these symbols obscures LOS that passes even partially *through* it. For every square that does so, subtract the value shown from the attacker's result. These penalties are cumulative. Do not count the firing unit's square or the attacker's square.

When a vehicle occupies 2 or more squares, trace LOS from the center of any square occupied by the vehicle or any point between them. When a vehicle is the target, the attacker can aim at the center of any square occupied by the vehicle, or to any point between them.

If the LOS drawn to the center of a vehicle that occupies more than 1 square is in doubt, trace the shortest LOS possible.

RANGE
Most weapons have no range limit, **but any shot longer than 7 squares is at long range and suffers a -2 penalty** to the result. When counting the number of squares to the target, you can use diagonals, and you must always count the shortest route. Do not count the square the firing unit is in.

FIRING ARC
Unless otherwise noted, all units have a 360° firing arc. Some units (usually heavy weapons) have a **limited** firing arc.

VEHICLE WEAPONS
Vehicles that have more than 1 weapon may use all of them each time they take a firing action, firing at the same or different targets, as desired.

If vehicle fires more than 1 weapon, the attacks are not resolved simultaneously; you may see the results of each attack before you declare the next.

If your vehicle is using the *fire on the move* ability to make attacks during a movement action, you can only fire weapons that have the *fire on the move* ability.

FIRING ON A VEHICLE
Shots that target a heavy vehicle receive a +2 bonus to the attack roll if the LOS for the attack crosses the rear end of the vehicle counter.

ALTERNATE FIRE ACTIONS
Some abilities and cards can modify, or be played instead of, a firing action. This is called *'taking an alternate firing action'* and, unless otherwise stated, does not use the special abilities or combat value on the unit counter; it only uses the values from the ability that granted the alternate firing action.

EFFECT OF A HIT

If a target with this symbol is hit, that unit is destroyed and removed from the game.

If a target with this symbol is hit, that unit is flipped over. If the target is an infantry unit, it is not destroyed.

If a light vehicle is hit, it is destroyed. Flip the counter; it becomes a wreck terrain element.

If a heavy vehicle is hit, determine which part of the vehicle was damaged by making a **hit location roll**.

Double hits: If the result (including any bonuses) Is equal to or higher than *twice* the target's **DEFENCE** (including any bonuses), the target (including heavy vehicles) is immediately destroyed.

Destroyed infantry units are removed from the board. Place the destroyed unit on the matching recruitment tile.

Destroyed vehicles (light or heavy) are flipped over and become **wrecks**. A wreck counts as a terrain element, and can be removed from the battlefield if enough damage is inflicted upon it.

BROKEN COMBAT UNITS
If the total number of unit counters shown on the recruitment tile that have been destroyed is equal to or higher than its **breaking point**, the combat group is **broken**.

If there is no number in the symbol, the breaking point is 1 unit.

Flip the recruitment tile over to its **broken** side.

HITTING A HEAVY VEHICLE

When you hit a heavy vehicle, roll to see which location was damaged by the attack.

The attacker rolls 1 die and places the **damage marker** that matches the number rolled on the vehicle.

There are 4 sets of damage markers. The colour of the damage symbol on the heavy vehicle's recruitment option tile indicates which set you must use when you damage that vehicle.

The effect of the damage is indicated by the symbol on the marker:

Tracks: The vehicle cannot take any movement actions for the rest of the game. If it was moving, it stops immediately.

Hull: Put 2 SMs on the vehicle in addition to the damage marker. If the vehicle is moving, it stops immediately.

Secondary weapon destroyed: The vehicle may not fire its secondary weapon(s) for the rest of the game.

Primary weapon destroyed: The vehicle may not fire its primary weapon for the rest of the game.

Some heavy vehicles have more than 1 primary weapon; the number in the symbol corresponds to the primary weapon with the same number.

Explosion: The vehicle is destroyed. Flip the counter over; it becomes a wreck.

If a vehicle ever receives a second damage marker of the same kind, the vehicle is destroyed.

If a heavy vehicle receives a double hit, the vehicle is automatically destroyed.

SUPPLY PHASE

Units that did not receive an order token (not counting bluff order tokens) and do not have an activated marker may take a movement action.

No firing actions or assaults may happen in this phase.

1. RESOLVE START OF SUPPLY PHASE EFFECTS

Resolve effects that occur now, in this order:

1. Special abilities   3. Recruitment options
2. Action cards   4. Scenario specific effects

2. DISCARD BLUFF ORDER TOKENS

3. MOVEMENT ACTIONS

Starting with the player with the initiative, each player takes a movement action with any and all of their units that do not have an order token or an activated marker.

4. DISCARD SUPPRESSED MARKERS

Each player discards 1 SM from each of their units.

5. RESOLVE END OF SUPPLY PHASE EFFECTS

Resolve effects that occur now, in this order:

1. Special abilities   3. Recruitment options
2. Action cards   4. Scenario specific effects

6. DISCARD AND DRAW ACTION CARDS

Each player discards as many action cards as they wish, then draws up to their maximum hand size, as dictated by the scenario.

7. CHANGE INITIATIVE

The player with initiative moves their marker down to the first empty box below their opponent's marker, who will now have initiative during the next turn.

ASSAULT

Only units with the *assault* special ability can engage an enemy infantry unit or vehicle in close combat.

You must declare an assault before beginning your unit's movement action, and you must carry out the assault all the way through, if possible.

First, declare the assault target (it may be an invalid target when you make this declaration). The assault can only be launched from an unoccupied square, or a square occupied by an allied vehicle that has the *transport* special ability. The square must be adjacent to the defender. The attacker's movement must allow it to move *into* the target's square.

If the designated unit is destroyed before the assault is resolved, you can change targets or cancel the assault, and complete the unit's movement action freely. If the target cannot be reached, the player can complete the movement action but *cannot* assault a different unit. Enemy ZOCs do not prevent a unit from moving into an enemy-occupied square if this movement leads to an assault.

Put the attacking counter partly on the defending counter. Until the assault is resolved, the attacking unit is considered as being in the square from which it launched the assault.

Before rolling the dice, you may declare that allies of the attacking unit in the ZOC of the defending unit are providing a +1 **support bonus** to the assault. The unit(s) must have the *assault* ability, not yet be activated this turn, and have no SMs. Place an activated marker on the supporting unit(s), and if they have an order token, discard it.

If you assault a unit that has the *limited firing arc* special ability and you assaulted from a square that is outside of that unit's firing arc, the defender receives a SM before the assault is resolved.

Each SM on a unit inflicts a -2 penalty to *all* of the unit's die rolls, including assaults.

RESOLVING THE ASSAULT

The attacker rolls 2 dice and keeps the best result. Add your unit's **COMBAT** versus the target unit (vs. infantry, light vehicles, or heavy vehicles), as well as any other applicable bonuses and penalties, including the unit's *assault* ability bonus.

The defender rolls 1 die (2 dice if they also have the *assault* ability, keeping the best result) and adds its **COMBAT** against the attacker and any defence bonus from the terrain it occupies, as well as any other applicable bonuses and penalties.

A heavy vehicle with more than 1 weapon that is involved in an assault may use the weapon of its choice, but cannot use an *alternate firing action*. If the attacker is entering the heavy vehicle's square from the rear, it gets a +2 bonus to its assault roll.

A defending unit that has a **COMBAT** of **X** against the attacker (and no useful ability or gear) is immediately destroyed; however a heavy vehicle automatically loses the assault instead and suffers 1 hit (roll for location as normal).

The player with the highest result wins the assault.

IF THE ATTACKER IS VICTORIOUS:

If the defending unit is infantry, it takes 1 hit and must immediately fall back to 1 of the 3 squares away from the attacker. This retreat is a *forced move* and is not a movement action. If none of these squares can be entered, the unit is immediately destroyed. The unit can retreat from the ZOC of an enemy unit into the ZOC of another enemy unit, but is destroyed if the retreat would move it from 1 square in an enemy's ZOC to another in that same ZOC.

If the defending unit has this symbol, that unit is destroyed and removed from the game.

If the defending unit has this symbol, that unit is flipped over but is not destroyed.

After the defending unit has been destroyed or has retreated, the attacking unit must take its place in the square where the assault was fought, if that square can still be entered. If not, the attacking unit returns to the last square it was in before the assault.

If the defending unit is a light vehicle, it takes 1 hit. If it has a wrecked side, it is flipped and becomes a terrain element. Otherwise, apply the same rules as infantry units. A light vehicle losing an assault never retreats. If the attacker was an infantry unit or a light vehicle, it must return to the square the assault was launched from (*forced move*). If the attacker was a heavy vehicle, it occupies the target square and deals 1 DP to the defender's wreck (if there was one).

If the defending unit is a heavy vehicle, it takes 1 hit. Roll location as normal. A heavy vehicle never retreats. Attacking infantry or light vehicle must return to the square the assault was launched from (*forced move*). If the attacker was a heavy vehicle, and the defending vehicle has a wreck side which is not impassable to heavy vehicles, the attacking unit occupies the target unit's square and deals 1 DP to the wreck. Otherwise, it falls back as above.

IF THE DEFENDER IS VICTORIOUS:

The attacker takes a hit (roll for location if necessary) as explained when the attacker is victorious.

Attacker was an infantry unit: The attacking unit returns to the square from which it launched the assault (*forced move*). The defender does not move.

Attacker was a vehicle: Whether wrecked or not, the vehicle takes the place of the defender if the defender was an infantry unit. The defending infantry unit is pushed back (*forced move*) into an adjacent square chosen by its owner. If the defender was a vehicle, the attacker must return to the square the assault was launched from.

ON A TIE:

Neither unit suffers a hit.

If the attacker was an infantry unit or if the defender was a vehicle, the defender stays in the square. The attacking unit stays on the square it launched the assault from (*forced move*).

If the attacker was a vehicle and the defender was an infantry unit, the attacker takes the defender's place and the defender is pushed into an adjacent unoccupied square chosen by its owner (*forced move*).

TERRAIN

To receive any bonuses from a terrain element, a unit must be completely inside that terrain element.

BARRICADE

A unit that engages another unit in an assault by crossing a barricade suffers the listed penalty to its assault rolls.

DEFENSIVE BONUSES

Any unit in this terrain receives the indicated bonus to their **DEFENCE** if the symbol's colour is the same as the unit's **DEFENCE** colour.

DIFFICULT PASSAGE

As soon as a unit moves into or within this terrain element, it must immediately stop its move. To move through a difficult passage, a unit can only move 1 square at a time, ending its move after each square. A unit that occupies more than 1 square is no longer affected by the difficult passage as soon as its front (or rear if moving backwards) is no longer in the terrain.

ELEVATION

LOS that crosses the terrain elevation element line have their range reduced to 1 square past the line. A unit directly adjacent to this terrain element ignores its effects; all other units are affected normally.

A unit adjacent to this terrain element line ignores any restrictions imposed by a unit or a terrain element directly on the other side of the terrain elevation element.

IMPASSABLE

No unit may enter this terrain. Any unit partially or fully entering such a square is automatically destroyed. If the unit is a vehicle, put its wreck as close as possible to the impassable terrain without being in it.

IMPASSABLE TO SOME UNITS

This terrain prevents certain units from entering, as identified by the shield(s). Any restricted unit partially or fully entering a square impassable to it is automatically destroyed. If the unit is a vehicle, put its wreck as close as possible to the impassable terrain without being in it.

OBSTACLES

A terrain element with this symbol completely blocks LOS.

Every square marked with one of these symbols obscures LOS that passes even partially *through* it. For every square that does so, subtract the value shown from the attacker's result. These penalties are cumulative.

Do not count the square the firing unit is in, or the one occupied by the target, when checking for LOS and obscuring terrain.

When an obstacle between 2 squares obscures LOS (but does not block it), any unit directly adjacent to the terrain element ignores its effects, even if using a flamer template. All other units are affected normally.

If a template (not a flamethrower template) is placed on a terrain element that is between 2 squares, the penalty is applied to units and structures located on both sides of the terrain element.

STRUCTURES

Buildings and wrecked vehicles are **structures**. They can be destroyed by being dealt the number of **destruction points** (DPs) printed on them; then turn the structure over to its rubble side (if it is a wreck, remove it from the game).

INTERSPACE

If an interspace (the intersection of 4 squares) is part of a terrain element, the effects of that terrain element also apply to any diagonal moves through that interspace.

UNITS

INFANTRY

Infantry includes squads, or units with heavy weapons. Usually, the counter's front side shows the unit at full strength and the back side shows the unit when it has suffered a hit. A counter's 2 sides may also show the unit in **active** and **inactive** states.

A counter's battlefield role is shown by its colored outline: the faction's colour for regular soldiers; red for heavy weapons; and yellow for leaders.

VEHICLES

Vehicle counters are usually larger than infantry units and may occupy multiple spaces. Always center the counter on the square(s) it occupies.

One side of the vehicle counter shows a **wreck**. A counter's 2 sides may also show the unit in **active** and **inactive** states.

Light vehicles are transport, recon, and support vehicles with light armour (the value in the purple shield).

Heavy vehicles are tanks, combat walkers, and other armoured vehicles with thick armour (the value in the grey shield). All heavy vehicles have 1 or more **primary weapons** (**COMBAT** values and special abilities outlined In red). Most also have a **secondary weapon** (outlined in yellow). If a heavy vehicle has 1 weapon it Is both their primary and secondary weapon.

HEROES of Black Reach

SPECIAL ABILITIES

MOVEMENT

To activate or deactivate these abilities, turn the unit over at the beginning or the end of a movement action. You can do this during a 0 move even if the unit has a **MOVEMENT** of **X**.

A unit may voluntarily change state only once, at the start or at the end of its movement action.

Inactive face: 🔵| **Active** face: 🔄. A unit that has one of these abilities may deploy with either side faceup. A unit cannot use the abilities and values of the face that is not showing.

FLYING: This unit can fly over terrain elements or other units if its **MOVEMENT** allows (as if there were no obstacle or ZOC). It cannot stop on normally impassable terrain.

If it has the *assault* ability, it can end its movement action on an enemy unit; resolve an assault. If the flying unit loses, it is destroyed if it did not begin its assault in an unoccupied square or if it started the assault in a normally impassable square.

RAMMING: If the unit ends its movement with its front edge adjacent to an enemy vehicle, it may try to ram it.

Each player rolls 1 die and adds their unit's **DEFENCE** (heavy vehicle) or half of it (light vehicle, round up). If the ramming unit gets a higher total, the target vehicle suffers a hit (roll for location if it is a heavy vehicle).

FIRING

SIGNUM (ARTILLERY SPOTTER): If you have at least 1 signum unit with a clear LOS to the interspace targeted by a direct fire template, reduce the scattering distance by 1 interspace.

DESTRUCTION: If this unit or gear targets a structure or a unit inside a structure during a firing action or an assault, it may inflict destruction points (DPs) on the structure.

If the firing action is directed against the unit, resolve it as normal, then determine if the structure takes DPs. If the structure is targeted, just roll for DPs.

Roll the number of dice shown on the symbol. Each 4+ adds 1 DP to the structure (use the destruction markers). If the total DPs now exceeds the structure's value, it is destroyed. If it was a wreck, remove it from the game; otherwise flip over the terrain tile.

DOUBLE FIRE: When activated, this unit may take 2 firing actions against 2 different targets. Roll separately for each target.

FIRE ON THE MOVE: This unit may take a firing action during its movement action (only once per movement, before the unit leaves a square or immediately after entering a square). The attack suffers the **COMBAT** penalty shown on the symbol.

FLAMETHROWER: ALTERNATE FIRING ACTION. If this unit attacks with the flamer, use the combat values shown on the appropriate template. It also has **fire on the move** (-2) .

A 1 or 2 square unit places the small end of the template at the center of the unit's square. Larger units place it at the center of one of the unit counter's sides. Orient it within the weapon's firing arc.

Any unit other than the firing unit even partially covered by the template is affected and gains a **SM**. The attacks are affected by obstacles as normal, blocked when they reach the center of any square occupied by a vehicle, and if they cross an elevation terrain element, have their range reduced to 1 square beyond it.

FRIGHTENING SHOT: If a firing action by this unit fails, you may place 1 SM on the target. This ability cannot be used in combination with the **machine gunner** ability.

HAWK-EYED: When this unit fires, it ignores penalties for long range.

HOWITZER: ALTERNATE FIRING ACTION. You must target an interspace; there is no range limit or long range penalty, but you need a clear or obscured LOS to the target Interspace. Place the template with the same letter as the symbol on the target interspace, and use the corresponding **COMBAT** values.

Units and structures even partially under the template are affected by the explosion. Resolve each attack individually. Penalties from obstacles that obscure LOS modify the attack as normal. Templates never affect concealed units. If the template affects a heavy vehicle, it never benefits from the bonus for shooting the rear of a vehicle and the vehicle never benefits from the front armour bonus.

INDIRECT FIRE: ALTERNATE FIRING ACTION. This ability is the same as **howitzer**, but is used when the unit does not have a clear LOS to the target interspace.

Indirect fire may scatter; place the template and use the scatter chart on it (template G does not scatter). On 1-4, the shot scatters in the direction indicated a distance equal to the number on the scatter symbol. On a 5-6, the shot hits the target interspace. SMs do not affect scatter rolls.

Any unit or structure even partially under the template is affected. Resolve each attack individually. Penalties from obstacles that obscure LOS do not modify the attack.

LIMITED FIRING ARC: Most weapons have a 360º firing arc, but some have a limited firing arc as illustrated on p16 of the rules.

LIMITED RANGE: This unit may not fire at a target that is further away than this number of squares/interspaces.

This symbol affects firing actions that target squares.

This symbol affects firing actions that affect interspaces.

MACHINE GUNNER: During a firing action, this unit can split its modified **COMBAT** between several targets as long as it grants at least a +1 bonus to each target (one roll must be made for each target). Announce targets before the split; they must be within 2 squares of each other and of the same type. Each shot requires a clear or obscured LOS and is separately affected by obstacles it crosses.

MUNITIONS CARRIER: This unit grants a +1 bonus to all firing actions taken by allied infantry units in its ZOC.

This does not apply to alternate firing actions, and it does not grant the bonus to itself. Units can't benefit from more than 1 munitions carrier bonus.

OVERWATCH: During the activation phase (only), this non-activated unit may take a firing action against an enemy unit after that unit completes a firing action or at any time during that enemy unit's movement action.

If the unit fires, it loses any order token it had and receives an activated marker. The target unit does not interrupt Its movement even if it takes a hit, and it keeps the **MOVEMENT** of its unharmed/intact side until the end of its activation.

PIERCING: Add 1 to the die roll when rolling for the damage location on a heavy vehicle hit by this attack. A unit hit by this attack cannot attempt an armour save.

SNIPER: ALTERNATE FIRING ACTION. A sniper can only target infantry units.

Roll a die, modified by SMs and obstacles: 1 = no effect; 2-3 = put a SM on the target; 4-5 = deal 1 hit to the target; 6 = deal 1 hit to the target and give it a SM if it isn't destroyed. If there is a firing table on the sniper's recruitment tile, use that table instead.

If this ability is on a sniper's concealed side, do not flip the counter even when using the sniper ability.

SUPPRESSIVE FIRE: All the normal rules for firing apply, except the attacker's **COMBAT** and all other bonuses are doubled, but the attack cannot cause any hits.

Instead, if the result is equal to or higher than the target's **DEFENCE** (and bonuses), the target receives 1 SM. If the result is equal to or higher than *twice* the target's **DEFENCE** (and bonuses), the target receives 2 SMs, and so on. There is no limit to the number of SMs a unit can have.

TWIN-LINKED: During a firing action, roll 2 dice and keep the best result.

ASSAULT

ASSAULT: Only units with this ability can engage an enemy infantry unit or vehicle in close combat.

Units without it can still defend themselves, but they roll only 1 die. If a unit has a **COMBAT** of **X**, it cannot assault a target of that type (unless you have another ability or gear that allows it).

See the main summary for assault rules.

CHARGE: When this unit launches an assault, it may make a free attack before resolving the assault.

Move the unit next to the target, then resolve the attack as you would a firing action (though it is not a firing action), ignoring any range restrictions. The target receives any defensive bonuses from the terrain element. If the target survives, resolve the assault.

If the target is destroyed, the unit must end its movement action in the square the target was !in before the attack.

Charge may be combined with the *Fire on the Move* ability.

DEMOLISHING: If this unit is adjacent to a structure at the end of its movement action, and it did not make an assault, it can try to damage the structure.

Roll the number of dice indicated on the symbol: each result of 4+ inflicts 1 DP to the structure.

LONG DISTANCE ASSAULT: This unit can initiate an assault without entering the target unit's square, up to the maximum distance (in squares) indicated on the symbol.

Follow the normal assault rules. You cannot launch a long distance assault through a terrain element that blocks LOS.

If the attacker wins, the defending unit must retreat as normal, but the attacker does not enter the square left unoccupied by the defender.

PURSUIT: After this unit wins an assault, if it still has enough **MOVEMENT** left to enter the target's square and nothing prevents it from moving further, it may make a second assault against the unit it just forced to retreat.

TEARING: This ability works in the same as *Piercing*, but only during an assault.

TERRIFYING: If this unit is in an assault and does not destroy its opponent, put 1 SM on its opponent.

DEFENCE

AMBUSH: This unit can conceal itself from observation by the enemy. When a unit is **concealed** (active side up), it cannot be the target of a firing action, it ignores templates, and it does not block LOS. It can be engaged in an assault or take a firing action, but its counter must be flipped over to its inactive side (forced move and a 0 move). Only the unit's controller may look at its facedown side.

The enemy can spot a concealed unit to reveal it if they have a clear LOS from one of their units. If the concealed unit is in a terrain element, you must also be within 2 squares of it. When spotted, flip it over to its inactive side (forced move and a 0 move).

When a concealed unit moves, check if it is spotted each time it enters a new square. Check if concealed units are spotted at the end of every enemy unit's movement action. Two concealed units can spot each other. Heavy vehicles cannot spot concealed units.

A concealed unit can only be spotted or flipped over once per movement action. A concealed unit that was spotted during its own movement action continues to use the **MOVEMENT** of its concealed side until the end of that movement action.

APOTHECARY: Any time a friendly infantry unit up to 3 squares away from the apothecary suffers a hit, it can roll for an armour save if the apothecary has not already been activated this turn and it does not have any suppressed markers on it Then place an activated marker on the apothecary unit and discard any order token on it.

ARMOUR SAVE: This ability on a unit's tile allows it to make an armour save against a hit from a firing action or an assault. It cannot prevent a unit from being destroyed as a result of a *forced move*.

If the symbol is yellow, the save can only be attempted if an action card is played for an armour save alternate bonus. If the symbol is green, the save can be attempted without an action card. To save, roll 1 die: if the result equals or exceeds the value, ignore the hit.

AUSPEX: When this unit is activated, it automatically spots all concealed enemy units within the number of squares shown on the symbol.

BODYGUARD: This unit can take all the hits in place of a character within 2 squares, provided it has a clear or obscured LOS to the character.

FRONT ARMOUR: This unit adds +2 to its **DEFENCE** if an attacker's LOS crosses the front edge of its counter.

GROT OILERS: If a unit uses the *mekaniak* ability while it is in the ZOC of an unactivated grot oiler, it may + or - the result of the damage location roll by 1 or 2. After using this ability, place an activated marker on the grot oiler unit and discard any order token on it.

MEKANIAK: You can use this ability any time a friendly heavy vehicle up to 3 squares away (or the vehicle transporting the mekaniak) suffers a hit, if the mekaniak has not already been activated this turn and does not have any SMs on it. When your opponent rolls to determine which damage your vehicle receives, you can + or - the result by 1 after the die is rolled. After using this ability, place an activated marker on the mekaniak unit and discard any order token on it.

NO WEAK POINT: Attacks against this vehicle do not receive the bonus for attacking from the rear.

PAINBOY: Any time a friendly infantry unit up to 3 squares away from the painboy suffers a hit, it can add 2 points to its defense value if the painboy has not already been activated this turn and it does not have any SMs on it. Then place an activated marker on the painboy unit and discard any order token on it.

TECHMARINE: You can use this ability any time a friendly heavy vehicle up to 3 squares away (or the vehicle transporting the techmarine) suffers a hit, if the techmarine has not already been activated this turn and does not have any SMs on it. When your opponent rolls to determine the damage, force them to roll 1 additional die and choose one of the results. After using this ability, place an activated marker on the techmarine unit and discard any order token on it.

COMMAND

FRAGILE: The unit immediately deserts if it loses an assault or if it has a SM when it is engaged in an assault. The unit is destroyed before the assault resolution.

INSPIRATION: When this unit is activated during the activation or supply phase, in addition to its normal action, it may remove 1 SM from every friendly infantry unit within the number of squares shown. It must have a clear or obscured LOS to each such unit.

MOTIVATION: If a friendly unit in the ZOC of a unit with this ability has the same order token number as an opposing unit, you can activate it first even if your opponent has the initiative. If both units benefit from motivation, the player with initiative activates their unit first.

ORDER(S): Provides the number of additional order tokens shown. If this unit takes a hit or is destroyed, adjust your number of order tokens at the start of the next order phase.

PERSONAL ORDER: Provides 1 additional order token, as above, but give the unit an order token every turn (numbered, special, or bluff).

SCOUT: After you deploy your army, your scout units may take a free movement action using the number on this symbol as their **MOVEMENT** value.

This movement ignores *difficult passage* terrain. The unit cannot end its movement action in a square adjacent to an objective or in an objective building, and it may not take a firing action or make an assault during the move. If a scout unit also has *concealed*, you may move without revealing the unit's inactive side. If a vehicle with *transport* uses this ability, it may only embark units that also have *scout*. The embarked units cannot also use their own *scout* ability.

TAZ GROT: When this unit is activated, every gretchin unit within 2 squares or less can immediately move 2 spaces. If they have an order token, they can still be activated later.

OTHER

AIRCRAFT: These units are not on the battlefield; they fly over it. They can only take a firing action when a numbered or a special order token is on their recruitment tile.

When an aircraft has a bluff order token on its recruitment tile, reveal it at the beginning of the activation phase and the unit can *never* be targeted by a firing action.

DREADNOUGHT TRANSPORT: The unit can transport 1 dreadnought, but not any infantry unit.

LARGE: Only vehicles with a red *transport* ability can transport large units.

TRANSPORT: This vehicle can transport a number of infantry units equal to the number in the symbol.

If the symbol is red, the vehicle may transport units with the *large* ability.

Units that have a ⚫ symbol, and all characters, use 1 point of transport capacity; all other units use 2 points.

During the activation or supply phase, an infantry unit can move into or out of a vehicle at the beginning or end of its movement action from or into any unoccupied adjacent square.

Units cannot enter or leave a vehicle if the vehicle is on its flying side (ie, the wings framing the **MOVEMENT** value are visible).

You may launch an assault from a vehicle with *transport*, and any unit that loses an assault may retreat into a transport. A unit that is on a transport may be assigned an order token, allowing it to fire from the vehicle or move off it. If that unit takes a firing action, draw the LOS from any square the vehicle occupies. Heavy weapon units (outlined in red) cannot fire from inside a transport unless they have *fire on the move*, in which case that ability's penalty does not apply. Infantry units do not block the LOS of units that are embarked when taking a firing action.

A unit inside a transport cannot be targeted by a firing action or assault and it is not affected by any templates. A unit inside a transport does not exert a ZOC while it is embarked.

If a transport vehicle is destroyed, the units inside do not suffer hits, but must be redeployed into unoccupied squares adjacent to the wreck (chosen by the player who controls them). This is a *forced move*. If applicable, they must be deployed with the inactive side up when their transport is destroyed. Each unit redeployed in this way receives 1 SM. They cannot be redeployed in a square that is inside an enemy's ZOC, and if there is no square for them to redeploy to, they are destroyed.

UNSTABLE: When you activate a unit/use a marker with this ability during a firing action, roll 1 die: if the result is lower than the value, the unit's activation is canceled and it does nothing. If the result is 1, the unit suffers 1 hit.

RECRUITMENT OPTIONS

SUPPORT OPTIONS

Infantry or vehicles you can add to a combat group.

REPLACEMENTS: If you add a support option with this icon, you must replace the units on the recruitment tile with with the same icon and colour with the units provided by the replacement support option (and have the same coloured bands as the recruitment tile). You may choose if multiple units are available when you only need to choose one.

GEAR OPTIONS

Special gear carried by a combat group. Only units with the colour stripes that match the recruitment tile (on the tile itself and attached matching support tiles) can use that gear, but if the gear option is on a command tile, every unit in your army benefits from it.

When you take a gear option, take the number of associated **markers** indicated. Each marker can be used once per game to receive the gear's benefit. Declare you are using the marker before your action or before any die roll. Unless the gear option specifies it is an **alternate firing action**, you can use up to 3 identical markers in the same action.

CUSTOMIZATION OPTIONS

These options can only be added to characters. Only the character on the tile that holds the customization option can use it.

ORDER OPTIONS

Strategy from headquarters that gives bonuses to your entire army.

PSYCHIC POWER OPTIONS

A psyker can only manifest a psychic power when it is activated; this counts as an alternate firing action. **Give the unit a number of SMs equal to the psychic power's cost.**

Every time a psyker manifests a power, after paying the cost, check for **perils of the warp** and resolve any that occur.

Persistent psychic powers can be kept active from turn to turn. They always have an associated marker, placed on a unit or the battlefield. If the psyker does not maintain the power during the order phase, the marker is discarded. If the psyker uses the same power again before recovering the marker, move the marker to

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the new target. If the psyker is destroyed, remove the persistent psychic power marker; its effects end immediately.

At the beginning of the order phase, each psyker (starting with those controlled by the player with initiative) may decide to maintain a psychic power that it manifested in the previous round, even if it has SMs on it. Place a number of SMs equal to the cost of the psychic power on the psyker and leave the marker in place. Do not test for perils of the warp. If the psyker does not maintain the power, the marker is discarded and becomes available again.

BEAM POWERS: When this psychic power is manifested, target a square within limited range of the psychic power and draw a line from the center of the target's square to the center of the psyker's square, ignoring any obstacles. Units (friend or foe) along that line are affected by the psychic power.

LIBRARIANS

A librarian's level is indicated in the librarian symbol. At the start of the game, place the **peril of the warp markers** facedown next to the battlefield. When a librarian manifests a psychic power, place a number of SMs equal to the power's cost on the librarian. Then, before resolving effects, make a **perils of the warp test:** roll 1 die, add the librarian's ability level, and subtract 2 for each SM on the librarian:

1 or less: Draw a **peril of the warp** marker.

2 or more: Apply psychic power effects normally.

The power has no effect; discard the psychic power option you just used (the librarian cannot use that power again this game). Discard all SMs from the librarian.

Apply the effects of the psychic power, then the psyker suffers 1 hit. Discard all SMs from the librarian.

Apply the effects of the psychic power, then add 1 SM to the librarian.

Apply the effects of the psychic power, then add 2 SMs to the librarian.

Apply the effects of the psychic power, then discard all SMs from the librarian. They may immediately use the same psychic power again by paying the cost normally.

FOCUS

A librarian can **focus** to discard a SM. At the beginning of the supply phase, if the librarian was not activated this turn, you may remove 1 SM instead of taking a movement action.

PRIMARIS POWERS

If a librarian chooses all of their psychic powers from the same psychic domain, you can add the **primaris power** for that domain in an available space of the librarian's recruitment tile.

The Biomancy Domain

SMITE: *Cost 1 SM.* You must have a clear LOS to the target. Take a firing action (max. range 8 squares) using the combat values on the psychic power tile.

The Divination Domain

PRESCIENCE: *Cost 1 SM.* You must have a clear or obscured LOS to the target. Place a **prescience marker** on a unit within 3 squares. That unit may reroll all of its die rolls; new results must be kept.

The Telekinetic Domain

ASSAIL: *Cost 1 SM.* You must have a clear LOS to the target. Take a firing action (max. range 6 squares) using the combat values on the power tile. This attack has the *frightening shot* special ability.

WEIRDBOYZ

A weirdboy's level is indicated in the weirdboy symbol. When a weirdboy manifests a psychic power, they must place the first SM they gain as part of the cost on themself, but may then place 1 of the other SMs on any ork infantry unit within 2 squares.

Any remaining markers must be placed on the weirdboy.

Place SMs equal to the power's cost. Then, before resolving effects, make a **perils of the warp test:** roll 1 die, add the weirdboy's ability level, and subtract 2 for each SM on the weirdboy:

1 or less: *Do not* apply the effects of the psychic power. Instead, the weirdboy is destroyed. Place a B template on one of the interspaces next to the weirdboy's square, covering the most units possible. Every unit even partially covered by the template is attacked using the **COMBAT** values on the template.

2 or 3: Apply the effects of the psychic power, then the weirdboy suffers 1 hit. Discard all SMs from the weirdboy.

4 or more: Apply the effects of the psychic power normally.

THE PSYCHIC POWERS

Power of the Waargh!

DA JUMP: *Cost 2 SMs.* The weirdboy and an infantry unit in its ZOC are removed from the game. They return during the next turn's supply phase (step 3 or 4) through any edge of the battlefield, except the opposing side's deployment zone, with a movement action. They must enter through the same terrain edge.

WARPATH: *Cost 1 SM.* Place a **warpath marker** on the weirdboy that manifests this power. All orks within 3 squares gain +1 to their die rolls during assaults (attack and defence).

DA KRUNCH: *Cost 2 SMs.* You must have a clear LOS to the target. Place the G template on an interspace within a range of 6. Make an attack against every unit even partially under the template. Roll 2 dice and total them to determine the total of each attack. If you roll double 6, the unit is automatically destroyed.

KILLBOLT: *Cost 1 SM.* **BEAM.** Take a firing action (max range 6 squares) against all units along the path of the beam using the **COMBAT** values on the power tile.

The Biomancy Domain

ENFEEBLE: *Cost 2 SMs.* You must have a clear or obscured LOS to the target. Place an **enfeebled marker** on any unit within 6 squares of the librarian; that unit suffers -2 to all its die rolls.

ENDURANCE: *Cost 2 SMs.* You must have a clear LOS to the target. Heal 1 hit worth of damage to a unit within 6 squares of the librarian (flip the counter to its unharmed side).

The Divination Domain

PERFECT TIMING: *Cost 1 SM.* You must have a clear or obscured LOS to the target. Place a **perfect timing marker** on any unit within 3 squares. When that unit takes a firing action, it ignores obstacles that obscure LOS or any defence bonuses from terrain elements.

SCRIER'S GAZE: *Cost 2 SMs.* Keep the initiative for the next game turn: shift your opponent's initiative marker down 1 box on the track. At the end of this turn, move your marker to the now empty box.

The Telekinetic Domain

OBJURATION MECHANICUM: *Cost 1 SM.* You must have a clear or obscured LOS to the target. Place an **objuration marker** on any unit within 6 squares; that unit cannot take any firing actions. If it is a vehicle with more than 1 weapon, place the marker on the weapon of your choice (it may use the other weapon normally).

TELEKINETIC DOME: *Cost 2 SMs.* Place a **telekinetic dome marker** on the librarian. The librarian and all allied units in its ZOC gain an automatic armour save of 5+.

PRIMARIS POWERS

If a weirdboy takes at least 1 psychic power from the power of the WAAAGH!, you can add the *frazzle* primaris power in an available space of the weirdboy's recruitment tiles.

POWER OF THE WAAAGH!

FRAZZLE: *Cost 1 SM.* You must have a clear or obscured LOS to the target. Take a firing action (max. range 8 squares) using the the combat values of the weirdboy with a +1 bonus.

ORDER PHASE

1. RESOLVE START OF ORDER PHASE EFFECTS

2. TAKE ORDER TOKENS

Count the number of **order stars** you have on your units, recruitment tiles, and recruitment options, and take that many **order tokens** with the lowest numbers (max 10).

3. ASSIGN ORDER TOKENS

The player with initiative places all of their order tokens on units in their army, then their opponent does the same.

Ultramarines get a **bluff order token** if they take the *bluff* recruitment option. It is placed like a normal order token, but does not activate a unit.

Ultramarines get a **special order token** if they take the *battle plan* recruitment option. It is placed like a normal order token, but can be activated before or after any other order token.

4. RESOLVE END OF ORDER PHASE EFFECTS

ACTIVATION PHASE

Starting with the player with initiative, players take turns revealing their next order token and taking actions. An activated unit may take a **movement** action, a **firing** action, or do nothing.

MOVEMENT ACTION

The unit may move a number of squares, orthogonally or diagonally, up to its **MOVEMENT**.

Each SM on a unit inflicts a -2 to its **MOVEMENT**. If it drops to 0 or less, the unit is **immobilised**.

A unit with a **MOVEMENT** of **X** cannot move, use any bonuses to movement actions, or use an action card to move. If if it must make a *forced move,* it is destroyed instead.

Infantry: An infantry unit may move through friendly infantry, but cannot move through enemy infantry, or though friendly or enemy vehicles. It may change its facing at the start or end of its move, even if it's an X or 0 move.

Vehicles (1 square): The vehicle moves and changes facing like an infantry unit. It may also end its movement action facing diagonally, with the counter at a 45º angle.

Vehicles (2 squares): Count the spaces moved from the front of the counter (or the rear if moving backwards). Forward and backward movement may be combined. It may carry out or finish its movement diagonally, even if the 2 squares on either side are impassable. At a cost of 1 square of movement per 45º turn, it may also pivot, keeping its front or rear in the same square. If it stops in a diagonal position, it still only occupies 2 squares.

Vehicles (4 squares): All the squares the vehicle covers during and at the end of its movement, and the movement of every part of the counter, must be legal. It cannot move diagonally, but it can move forward and backward. At a cost of 1 square of movement per 90º turn, it may also pivot.

FORCED MOVES

Forced moves do not trigger special actions related to movement (eg, *overwatch*). If unit with its active side up is forced to move, first flip it to its inactive side. A unit forced off the board or into an impassable terrain element is destroyed.

RUNNING OVER INFANTRY

If a vehicle ends its movement in a square occupied by an infantry unit, that unit must make a *forced move* into an adjacent occupied square of its owner's choice, and it gains a SM. If there is no such square, or it would have to move through an enemy ZOC, or if it has **MOVEMENT** of X or 0, it is destroyed.

CRUSHING WRECKS

If a heavy vehicle enters a square that has a wreck counter, it immediately deals 1 DP to the wreck. If it moves through multiple squares occupied by a wreck counter, it deals 2 DPs.

SPECIAL MOVEMENT ABILITIES

The *assault* ability lets you attempt to move into a square occupied by an enemy unit to initiate hand-to-hand combat.

The *fire on the move* ability lets you take a firing action at the beginning of, during, or at the end of your movement action.

ZONE OF CONTROL (ZOC)

An infantry unit may move into or out of an enemy infantry unit's ZOC, but cannot move through it. A unit can try to move through an enemy ZOC to enter the square occupied by an opponent, but only if it has the *assault* ability.

The ZOC of vehicles has no effect on the movement of enemy units. Vehicles are not affected by the ZOC of enemy infantry.

Enemy infantry units are not affected by a suppressed unit's ZOC.

FIRING ACTION

An activated unit that does not move may take a firing action. **Roll 1 die and add the result to the attacking unit's COMBAT** (with the same colour as the target's **DEFENCE**). Add any bonuses, then subtract any penalties.

Each SM on a unit inflicts a -2 penalty to *all* of the unit's die rolls, including firing actions.

If the final result is equal to or higher than the target's DEFENCE, the target takes a hit.

LINE OF SIGHT (LOS)

A **clear** or **obscured** LOS is required to attack a target.

LOS is **clear** if the line between the centers of the attacker's and target's squares does not cross any obstacles, and LOS is **obscured** if it passes through one or more obstacles that do not block LOS but do provide cover.

Infantry units block LOS if the firing unit and the target are both infantry units. All vehicles always block LOS. **If a unit is in another unit's LOS, both units can see each other.**

This terrain element completely blocks LOS.

This square obscures LOS that passes even partially *through* it. For every such square, subtract the value shown from the attacker's result. Do not count the firing unit's square or the attacker's square.

RANGE

Most weapons have no range limit, **but any shot longer than 7 squares is long range and suffers a -2 penalty** to the result.

FIRING ARC

Unless otherwise noted, all units have a 360° firing arc. Some units (usually heavy weapons) have a **limited** firing arc.

VEHICLES

Vehicles that have more than 1 weapon may use all of them each time they fire, firing at the same or different targets. If your vehicle is using the *fire on the move* ability to make attacks during a movement action, you can only fire weapons that have the *fire on the move* ability. Shots that target a heavy vehicle receive a +2 to the attack roll if the shot's LOS crosses the rear end of the vehicle counter.

EFFECT OF A HIT

If this target is hit, it is destroyed and removed from the game.

If this target is hit, it is flipped over. If the target is an infantry unit, it is not destroyed.

If a light vehicle Is hit, it is destroyed. **If a heavy vehicle is hit,** determine which part of the vehicle was damaged by making a **hit location roll**.

Double hits: If the result is equal to or higher than *twice* the target's DEFENCE (including any bonuses), the target (including heavy vehicles) is immediately destroyed.

Destroyed infantry units are removed from the board. Place the destroyed unit on the matching recruitment tile.

Destroyed vehicles are flipped over and become **wrecks**.

BROKEN COMBAT UNITS

If the total number of unit counters shown on the recruitment tile that have been destroyed is equal to or higher than its **breaking point**, the combat group is **broken**. If there is no number in the symbol, the breaking point is 1 unit. Flip the recruitment tile over to its **broken** side.

HITTING A HEAVY VEHICLE

Roll 1 die and place the **damage marker** matching the number rolled on the vehicle. The colour of the damage symbol on the vehicle's recruitment tile indicates which set you must use.

Tracks: The vehicle cannot take any movement actions for the rest of the game. If it was moving, it stops.

Hull: Put 2 SMs on the vehicle in addition to the damage marker. If the vehicle was moving, it stops.

Secondary weapon destroyed: The vehicle may not fire its secondary weapon(s) for the rest of the game.

Primary weapon destroyed: The vehicle may not fire its primary weapon for the rest of the game.

Explosion: The vehicle is destroyed. Flip the counter over; it becomes a wreck.

If a vehicle ever receives a second damage marker of the same kind, the vehicle is destroyed. If a heavy vehicle receives a double hit, the vehicle is automatically destroyed.

SUPPLY PHASE

Units that did not receive an order token (not counting bluffs) and do not have an activated marker may take a movement action. **No firing actions or assaults may happen in this phase.**

1. RESOLVE START OF SUPPLY PHASE EFFECTS

2. DISCARD BLUFF ORDER TOKENS

3. MOVEMENT ACTIONS

Starting with the player with initiative, each player takes a movement action with all their units that do not have a order token or an activated marker.

4. DISCARD SUPPRESSED MARKERS

Each player discards 1 SM from each of their units.

5. RESOLVE END OF SUPPLY PHASE EFFECTS

6. DISCARD AND DRAW ACTION CARDS

Each player discards as many action cards as they wish, then draws up to their maximum hand size.

7. CHANGE INITIATIVE

The player with initiative moves their marker down to the first empty box below their opponent's marker, who will now have initiative during the next turn.

ASSAULT

The unit must have the *assault* special ability. The attacker rolls 2 dice and keeps the best result. Add your unit's **COMBAT** vs. infantry, light vehicles, or heavy vehicles, plus the unit's *assault* ability bonus and any other modifiers.

The defender rolls 1 die (2 dice if they have the *assault* ability, keep the best result) and adds its **COMBAT** against the attacker plus any terrain defence bonus, and any other modifiers.

Each SM on a unit inflicts a -2 penalty to *all* of the unit's die rolls, including assaults.

If the attacker is entering a heavy vehicle's square from the rear, it gets a +2 bonus to its assault roll.

A defending unit that has a **COMBAT** of **X** against the attacker is immediately destroyed (a heavy vehicle automatically loses the assault instead and suffers 1 hit).

The player with the highest result wins the assault.

TERRAIN

BARRICADE

A unit assaulting a unit by crossing a barricade suffers this penalty to its assault rolls.

DEFENSIVE BONUSES

A unit in this terrain receives this **DEFENCE** bonus if the symbol's colour matches its **DEFENCE** colour.

DIFFICULT PASSAGE

A unit moving into/within this terrain must stop. To move through, it can only move 1 square at a time, ending its move after each. A unit occupying more than 1 square is not affected as soon as its front/rear isn't in the terrain.

ELEVATION

LOS that crosses this terrain has their range reduced to 1 square past the elevation terrain element. A unit directly adjacent to this terrain ignores this.

IMPASSABLE

No unit may enter. Any unit partially or fully entering it is automatically destroyed.

IMPASSABLE TO SOME UNITS

This terrain is impassable to the units identified. A restricted unit entering an impassable square is automatically destroyed.

OBSTACLES

This terrain element completely blocks LOS.

This square obscures LOS that passes even partially *through* it. For every square that does so, subtract the modifier from the attacker's result (cumulative).

Do not count the square the firing unit is in, or the one occupied by the target.

When an obstacle between 2 squares obscures LOS, but does not block it, any unit directly adjacent to the obstacle ignores its effects. If a template (not a flamethrower) is placed on a terrain element between 2 squares, the penalty is applied to units and structures located on both sides of the terrain element.

STRUCTURES

Structures (buildings and wrecked vehicles) can be destroyed by being dealt the DPs shown. Then flip the structure over (if a wreck, remove it from the game).

INTERSPACE

If an interspace is part of a terrain element, the effects of that terrain also apply to any diagonal moves through that interspace.

AIRCRAFT

Units with this special ability are not present on the battlefield: they fly over it.

Aircraft units can only take a firing action when a numbered or special order token is placed on their recruitment tile.

When they have a bluff order token on their recruitment tile, they are *in the clouds* during the activation phase and can never be targeted by a firing action (not even an anti-aircraft unit). Reveal the bluff order token at the beginning of the activation phase.

When an aircraft unit is involved in a firing action (attacker or target), never apply the long range penalty.

An aircraft taking a firing action can target ground units or other aircraft units, but does not get the +2 attacking from the rear bonus when targeting a heavy vehicle.

Aircraft always have clear LOS to every unit, except those inside buildings. Units using cover of any non-building terrain (woods, hedges, defensive positions) benefit from its defensive bonus. Aircraft cannot spot concealed units.

FIRING AT AIRCRAFT

Units without *anti-aircraft* special abilities can only target aircraft units that have a numbered, special order, or bluff token on their recruitment tile.

Only units with the *machine gunner* and/or *anti-aircraft* special abilities can take a firing action against aircraft units. A heavy vehicle cannot use its primary weapon (red outline) against aircraft units, unless it has the *anti-aircraft* special ability.

All units without the *limited range* special ability have a clear LOS to aircraft. Units with *limited range*, and units with a special ability that uses any template, cannot fire at aircraft units.

Units with a limited firing arc cannot fire at aircraft units, unless these units have the *anti-aircraft* special ability (in this case, the limited firing arc is ignored).

All units, not in buildings, have clear LOS to any aircraft units except those *in the clouds*.

ANTI-AIRCRAFT

Units with the *anti-aircraft* special ability can fire at an aircraft unit, even if that aircraft unit does not have a numbered or special order token on its recruitment tile. However, a unit with this special ability cannot fire at any aircraft unit that is *in the clouds*.

Add any bonus given with the *anti-aircraft* special ability to the die roll.

If the target is an aircraft with an order token, calculate the **speed penalty** normally. If the target is an aircraft without an order token, apply a standard -2 speed penalty instead.

SPEED PENALTY

Any unit (land and air) that takes a firing action against an aircraft unit must always apply the **speed penalty**.

This is the numerical difference between the order token of the firing unit and that of the aircraft unit. Always subtract the lowest value from the highest.

The player whose aircraft unit was targeted must reveal the order token if its value had not been disclosed yet. Then place it facedown again on the aviation tile until the aircraft is activated.

If any unit with a special order token targets an aircraft unit with a numbered order token, then the speed penalty is the difference between the value of the aircraft unit's order token and that of the last revealed numbered order token (of either player) before this firing action.

However, if the target is an aircraft with a special order token apply a standard -2 speed penalty instead.

A unit using *overwatch* fire in response to an aircraft that has fired must use the value of the last revealed numbered order token to resolve the speed penalty. Since this is the targeted aircraft's own order token, the speed penalty for opportunity fire is always 0.

DROP PODS

Place the **drop pod counter** next to the battlefield. Place the units transported with a drop pod on that counter. These units may be given an order token in the order phase.

Optionally, place any drop pod's corresponding cross-shaped **landing marker** (red crosshairs side faceup) on any interspace of the battlefield except those adjacent to objective markers.

If the landing marker was not placed during deployment, the drop pod cannot land until its marker is placed (during the activation or the supply phase).

Order phase: To land a drop pod in the activation phase, place a numbered or special order token on its landing marker on the battlefield. Once landed, it is considered a normal unit and may receive any order token (bluff, special or numbered).

Activation phase: When activated, a drop pod can either:
- Make a landing test (if it has not yet landed), *or*
- Take a firing action (if it has already landed). The drop pod **deathstorm** can take 2 firing actions.

Supply phase:
- Make a landing test for any drop pod if its corresponding landing marker is already on the battlefield, *or*
- Place any drop pod's corresponding landing marker that is not currently on the board (red crosshairs faceup) on any interspace of the battlefield except those adjacent to objective markers.

LANDING TEST Roll a die:

1: Delayed landing

If the test was made in the activation phase, retry during the supply phase of the same turn. If the test was made in the supply phase, retry next turn, either during the activation phase if the drop pod was given an order token, or during the supply phase.

2: Botched landing

The drop pod, as well as all transported units, receive a SM. Then resolve *proper landing* below.

3-6: Proper landing

Place the drop pod counter so it covers the 4 squares adjacent to this drop pod's landing marker and place its order token on the drop pod. Deploy the transported units (if any) on the drop pod counter. Transported units can be activated normally.

If the landing happened during the activation phase, the drop pod can now take a firing action. The drop pod **deathstorm** can take 2 firing actions.

LANDING ON OCCUPIED SQUARES

Destroy any units or structures (including vehicle wrecks) which are completely or only partially covered by a drop pod counter. In this case, all transported units receive a SM (in addition to the SM from a botched landing). Remove any order token from the drop pod and place an activated marker on the counter.

TELEPORT STRIKES

DEPLOYMENT

During deployment, set aside any units you wish to teleport onto the battlefield. Only infantry units can be teleported.

Either place the **teleport strike marker** on the board during deployment or in any supply phase. Units cannot be teleported in the turn when the marker was brought into play.

PLACEMENT

Once placed, the teleport strike marker cannot be moved for the duration of the game.

Place the marker (arrows faceup) on any interspace (including corners or sides) on the battlefield.

Each of the arrows must point toward one of the adjacent squares, which may not in turn be adjacent to an interspace with an objective marker.

The teleport strike marker may point at impassable terrain elements or a wall, as long as at least one of its arrows points at a passable square. It may also point at the inside of a building, as well as the outside.

TELEPORTATION

During any phase, several units can be teleported to the same teleport strike marker.

A unit set aside during deployment must be teleported in the activation phase after receiving a numbered or special order token. A unit set aside during deployment may or may not be teleported in the supply phase after receiving a bluff order token, or no token at all.

TELEPORTATION TEST

Every teleported unit must make a **teleportation test**. Declare any assaults before making this test. Roll a die:

1-2: Warp accident

Reroll the die:

1 : The unit disintegrates and is destroyed in the warp.

2-3 : The unit got lost in the warp. Set it aside; it may be teleported again in a subsequent turn.

4-6 : The unit arrives but loses its order token if it had one and is given an activated marker. Cancel any declared assaults. The unit makes a *forced move* and ends its movement onto one of the free squares adjacent to the teleport strike marker. If none of these squares are empty, the unit is destroyed.

3-6: All is well

The unit arrives safe & sound. After taking the test, the acting unit must then make a movement action off the teleportation strike marker.

If there is an enemy unit on any square next to the teleport strike marker, a teleported unit with the *assault* ability may make an assault move towards them.

The teleported unit is destroyed if this assault fails. If a teleported unit with this result has no place to go other than a square with an enemy, then the player may choose to refrain from teleporting this unit. Set it aside and try to teleport it again in a subsequent turn.

ACTION CARDS

If 2 players want to play an action card at the same time, the player with initiative resolves their card first.

Each action card can be played as a **battle event** or for an **alternate bonus**. You cannot use both when you play a card.

You can only play a battle event during the phases indicated, but you may play as many as you want in a turn (even more than 1 for a single action).

The alternate bonus is a modifier you can apply to an action, or to give a unit a chance to make an armour save. You must play the card and declare it before rolling any dice or beginning a movement action. You may combine multiple alternate bonuses during the same action.

Grants a +X bonus during an assault (attacking or defending).

Grants a +X bonus to 1 firing action or to the use of 1 recruitment option or action card that allows an alternate firing action.

Grants a +X square bonus to a units **MOVEMENT** during a movement action.

Allows the unit to attempt an armour save. Only units with the *armour save* special ability can use this alternate bonus.

Grants a +X bonus to *any* die roll.

EFFECT MARKERS

SUPPRESSED MARKERS (SMS)

Each **suppressed marker** inflicts a -2 penalty to all of a unit's die rolls, and a -2 penalty to its **MOVEMENT**. If a unit's **MOVEMENT** value drops to O or less, the unit is immobilized.

Enemy units ignore the ZOC of any unit with a SM. Units with a SM cannot provide any support bonus during an assault.

A unit that receives a SM during its movement action completes the action without taking into account the marker's penalty.

ACTIVATED MARKERS

A unit that receives an **activated marker** loses any order token it may have (without revealing it), and the unit can no longer be activated or take any action for the rest of the turn (except to defend itself during an assault).

In addition, the unit cannot take a movement action during the supply phase.

LIFE POINTS

Discard 1 life point marker to cancel 1 hit just suffered.

LIFE POINTS

If a unit uses **life point markers**, discard one to cancel 1 hit it suffers.