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A. PLAYING THE GAME:-

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A.1 Object of the Game

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Each Player's Army Size	Victory Points Needed to Win	Number of Objectives
1,000 Points	30	6
2,000 Points	35	6
3,000 Points	40	8
4,000 Points	45	8
5,000 Points	50	8
Etc.	Etc.	

A.1.1 Killing the Enemy

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Army cards have both *Break Point* and a *Victory Point* numbers on them. When you kill the Break Point number of models from that card, you earn the corresponding number of *Victory Points*. These points are awarded when the unit is broken and accumulate from turn to turn.

A.1.2 Capturing Objectives

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- Each worth 5 *Victory Points* (VP's). To control an objective, you need to have a non-fleeing model within 15cm of the *Objective Marker* and the model must be closer to the objective than any opposing model. If enemy models are equally distant, then neither get the VP's. Models that are pinned in Close Combat, fleeing or on other involuntary orders cannot hold the Objective.
- Victory Points* from *Objectives* are not accumulated from turn to turn. During every End Phase, determine who has control of each objective and award VP's accordingly. Once captured, an objective remains under control of the capturing player (even without models on site) until it is captured by the enemy.

A.1.3 Optional Rule: Controlling Objectives

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A.2 Putting an Army Together

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A.2.1 Army Cards

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A.2.2 Allies.

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A.3 Setting Up

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A.3.1 Choose your forces

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A.3.2 Set up battlefield.

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A.3.3 Place objectives.

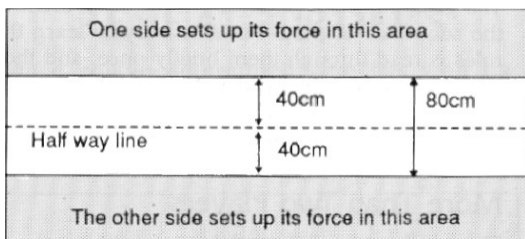
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Players alternate placing a total of 8 objectives if above 2000pts (or 6 for below 2000pts) on the board, no closer than 25cm from the edge of the board or another objective.

A.3.4 Roll to choose sides.

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All players roll a die, re-rolling ties. The higher roller chooses their starting side and places one Army Card's worth of models onto the table. Alternating placing units, with the initiative winner setting one card aside to be placed last. All fortifications are placed first. The deployment zone is anywhere more than 40cm from the table centreline, giving a minimum of 80cm between enemy troops.



A.3.5 Special abilities.

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Units with special abilities (such as Infiltrate) may use them. If more than one player has Infiltrating units, alternate moving detachments with initiative winner moving the last units.

A.3.5.1 Special Abilities: Infiltration

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Infantry and Walker-class units may move double their normal movement rate after setup is complete, while Cavalry & Vehicles may move normally. This move may not bring the unit closer than 5cm to an enemy model.

A.3.5.2 Optional Rule: Hidden Setup

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The Game Phases:-

Core Rules Condensed Ref.

1. THE ORDERS PHASE:-

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2. THE MOVEMENT PHASE:-

p11 p01

3. THE COMBAT PHASE:-

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4. THE END PHASE:-

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1. THE ORDERS PHASE:-

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1.1 Placing Orders



p09

Players choose and place an order counter face-down beside each detachment in the army. If you *forget* to place an order, the unit cannot move or initiate Close Combat, but may fire during the Advance Fire Segment. Unit's Orders are revealed when it is activated in the Movement Phase.

1.1.1 First Fire Orders



p09

May not move, turn in place or initiate Close Combat. May fire in *First Fire* Segment. Cannot get on or off a transport. Unless stated in the transport's description, units cannot fire from within the transport.

1.1.2 Advance Orders



p09

Move up to units normal movement allowance during the Movement Phase and fire in the Advance Fire Segment of the Combat Phase.

1.1.3 Charge Orders



p09

Unit may move up to double their normal movement allowance in the Movement Phase. No ranged attacks. Units that are pinned in Close Combat are automatically assumed to be on Charge Orders, but units that are in Close Combat but not pinned (such as a tank fighting infantry) must be given orders normally.

1.1.4 Fall Back Orders



p09

Involuntary order. In the Compulsory Movement Phase, unit must retreat at double normal movement towards their deployment area and away from enemy. If unit fails second morale test for any reason, it routs and detachment is removed from battlefield.

Order	Movement Rate	Close Combat	Shooting
First Fire	None	Defend only	Snap Fire, First Fire Segment or Advance Fire Segment
Advance	Normal	Defend Only	Advance Fire Segment
Charge	Double	May initiate	None
Fall Back	Double, away from enemy	Pass Morale or Rout, then Defend only at -2 CAF	None
No Orders	None	Defend only	Advance Fire Segment

1.1.5 Special Rule: Troops & Transports

p10

Units on board a transport and the model transporting them may be given different orders from each other. They still represent a single activation in movement and combat phases. Must remain within unit coherency.

1.1.6 Optional Rule: Transports are Separate Detachments

p10

Detachments that consist of both troops and transports (e.g. Space Marines and Rhinos) do not need to retain coherency between the different types of units.

1.1.7 Special Ability: Command

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Not given orders, may always move double and fire in the First Fire Segment. However, if Command unit is in or has initiated Close Combat may not shoot. If Snap Fired, cannot later move.

1.1.7.1 Optional Command Rule: Command units may either

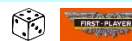
- move on Charge Orders and fire in the Advance Fire Segment, or
- move on Advance Orders and fire in the First Fire Segment.

1.1.8 Special Ability: Independent

p10

- Units are not bound by any army coherency restrictions (Command Radius, Hive Mind, Nob Command etc), but must keep coherency within the detachment itself.
- If unit is placed on Fall Back Orders, it routs immediately and is removed from the board.

1.2 Initiative



p10

After placing orders, both players roll a D6. Highest score (aka First Player) chooses to go first or second. For a tie, re-roll only for the first turn. For following turns, the player who lost previous initiative now gains initiative (becoming First Player). Initiative (First Player) alternates between players.

2. THE MOVEMENT PHASE:-

p11

Winner of initiative may choose to move a detachment first or second, alternating movement with the second player.

2.1 Movement Sequence

p11

The player may choose *any* of their units to activate, (so revealing their order counter). The order of movement is not dependant on the orders the unit has.

2.1.1 Compulsory Movement

p11



Before selecting units with standard orders, move all units that have no choice about where they go. Includes units such as those on Fall Back Orders, Eldar Avatar, Tyranid and Ork units acting on instinct, units that Teleport or Deep Strike (e.g. Drop Pods) etc

2.1.2 Activating Units


p11

- Pick a detachment and reveal its orders, then move if desired. Do not have to move unit because of its order, but once next detachment has activated you cannot go back to previous unit.

- b) May not “pass” on activating a unit until all of your units have been activated, or you choose to leave the rest of your units where they are. However, you may still activate units to Snap Fire.
- c) No model may end movement closer than 1cm away from enemy models unless engaged in Close Combat.

2.1.2.1 Units on First Fire Orders : Usually done to Snap Fire  (see: Special Rule: Snap Fire, 2.1.5) at a moving enemy, but it may be done to gain a tactical advantage (e.g. an obvious order such as, “This artillery battery is on First Fire Orders. It’s your turn to move a unit.”)

2.1.2.2 Units on Advance Orders : General movement.

2.1.2.3 Units on Charge Orders : To engage in Close Combat, or rapidly move across the board. May engage an enemy that can’t be seen at start of movement.

2.1.3 Enemy Response  p11

2.1.3.1 Firing at a moving unit: When an enemy unit is activated and moves, you may Snap Fire. Any number of your detachments may be activated to Snap Fire in response to a single enemy movement. This is an exception to the “players alternate activating detachments” procedure. May not Snap Fire at unit that activates but does not move.

2.1.3.2 Firing at a charging unit: If a unit is on First Fire Orders and is the target of a charge, it may be activated to Snap Fire at the charging unit, without the normal -1 To-Hit penalty.

Unit’s Orders	Movement it may take	Your opponent may...
First Fire	None	n/a
Advance	Move normal rate.	Snap Fire by available units
Charge	Move double rate and engage in Close Combat.	

2.1.4 Moving and Turning p12

Models may turn as often as desired during movement. At the end of movement the model must face the direction of travel but may make a 45° correction. Generally this is important to vehicles and weapons with a restricted arc of fire.

2.1.5 Special Rule: Snap Fire  p12

- a) May fire at targets of opportunity. May interrupt a visible enemy units movement at any point and activate one of your units that has First Fire Orders. Your unit fires at the activated enemy unit with a -1 To-Hit penalty. Casualties are removed and the enemy may continue movement. May interrupt any units that move, including Pop-Up or Fire-on-the-Fly manoeuvres.
- b) Titan weapons that Snap Fire do not cause the Titan to count as fired – may move and fire other weapons normally.
- c) Command units that Snap Fire are not allowed to move later in the turn, also cannot Snap Fire after they move.
- d) May not Snap Fire with template weapons or artillery.
- e) May not fire at any target other than the activated enemy unit, with entire detachment counts as having fired this turn.
- f) If you Snap Fire at unit moving to engage you in Close Combat, you do not suffer the -1 To-Hit penalty.

2.1.6 Special Ability: Quickdraw p12

Unit does not suffer the -1 To-Hit penalty when Snap Firing.

2.1.7 Special Ability: Fire on the Fly p12

- a) Unit that can Snap Fire their weapons in the middle of their own movement if on Advance Orders and Line of Sight of enemy unit.
- b) They may not call-in indirect fire, Pop-Up or use special abilities other than Fire on the Fly.
- c) Suffer the normal -1 To-Hit penalty for Snap Fire.
- d) No model in detachment may fire later in the turn.

2.1.8 Special Ability: Point Defence (X) p12

- a) Point Defence systems (the X listed next to the ability) always act as though they were on First Fire Orders, no matter what the unit’s actual orders are and may be thought of as a separate unit.
- b) May be used in the Movement Phase in order to Snap Fire at the target of a charge (with the normal -1 To-Hit penalty) or to gun down a Charging enemy (without the -1 penalty), or they may fire in the Combat Phase when the model makes it’s normal ranged attacks.
- c) All Point Defence attacks have a 360° arc of fire, a range of 15cm, hit on a 6+ and a 0 TSM (Target Save Modifier).
- d) May only attack once per turn, but all the dice do not need to be used at the same time or against the same target.

2.1.9 Optional Rule: Moving Last p12

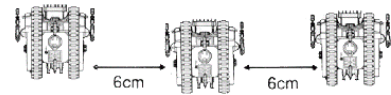
The winner of initiative may select one unit and have it activated last. After the players have alternated moving their units and their opponent has moved any remaining units, the winner of initiative may then make the last move.

2.1.10 Outnumbering p13

As long as half of either model’s base edge touches the other model’s base, they’re in contact. If unsure if there is room to make contact, roll a D6: 1-3 there is, 4+ there is not.

2.1.11 Unit Coherency p13

- a) All models belonging to a detachment must be within 6cm of at least one other model of the same detachment. Separate detachments from a Company Card do not need to be near each other.



- b) Models that go out of coherency must regain coherency in the next Movement Phase. The exception is units on First Fire Orders that suffer casualties. These models may remain out of coherency so long as they remain on First Fire Orders and do not move. If given different order they must move to restore unit coherency.
- c) Units that contain creatures that regenerate or are otherwise not immediately removed when they are hit and fail their save, do not need to continue to observe coherency with these models – they are considered eliminated until the End Phase. If a creature regenerates and is out of coherency then the entire detachment must move so as to be in coherency at the end of the next Movement Phase.

2.2 Modes of Movement p14

2.2.1 Jump Packs:  p14

Ignore terrain modifiers during movement, but may not end movement in prohibited terrain. May not escape Close Combat – they are pinned as normal.

2.2.2 Skimmers:  p14

Ignore terrain modifiers during movement, but may not end movement in prohibited terrain. (See:- 2.2.5 Special Rule: Pop-Up Attacks)

2.2.3 Tunnelers:  p14

- a) Start underground and may surface anywhere on the tabletop. In any Compulsory Movement, a player may declare a detachment of tunnelers as surfacing and roll a D6. On a roll of “1”, the tunneler has met some obstruction and may not surface. On a 2+, player may pick any spot on the board and scatter D6 x 10cm. If the surface point is in impassable terrain, the tunneler does not surface and may try again next turn. Otherwise, place all its detachment models within 6cm of the surfacing point.

- b) In Advance Fire segment, tunneler may fire its weapons, on turn it surfaces. Troops carried should have their own order, independent from their transport (either Charge or Advance, in order to get out of the tunneler) and may disembark the same turn of surfacing.

- c) Once on the board, tunnelers receive orders normally and may move either on or under the ground. In either case, they do not double their move on Charge Orders. Close Combat is impossible underground (even by other tunnelers) and ignore terrain.

2.2.3.1 Tunnelers vs Buildings: p14

- a) If tunnelling unit surfaces or moves into a building, the building must make a save at a penalty equal to the tunneler’s CAF (i.e. -1 for Termites, -3 for Moles, etc) or be destroyed. The tunneler must then make a normal armor save at -1 TSM (at -3 TSM if the building was not destroyed) from falling debris.
- b) Tunnelers with a hit location template are hit on the front arc. Troops may not enter or leave a tunneler on the turn it attacks a building. Moving onto smaller structures such as trenches, minefields, roads and barricades will destroy them with no save, but will automatically suffer minefields attacks.

2.2.3.2 Tunneler Launchers: p14

Some tunnelling detachments come with a transport vehicle and if this vehicle has line-of-sight to the chosen surfacing point, the deviation distance is only D6x5cm. After all tunnelers in a detachment have surfaced, each launcher may act as a Forward Observer for the rest of the game.

2.2.3.3 Tunneler Support Card Rule: p14

Company Cards composed of tunnelers may only buy other tunnelers as Support or Special cards, or infantry units that start the game mounted in the tunnelers.

2.2.3.4 Optional Tunneler Rule: p14

Tunnelers may fire all their weapons during the Movement Phase as soon as they appear.

Mode	Terrain Effects	Pop-Ups?	End movement at...	Pinned as...
Ground	Normal	No	Ground	Model size
Jump-Pack	Ignores during movement	No	Ground	Model size
Skimmer	Ignores during movement	Yes	Ground	Skimmer or Model size
Tunneler	Ignores during underground	In a way...	Ground or Underground	Model size

2.2.4 Movement Off-Table p14

Models that for whatever reason are moved off the table (due to involuntary movement, scatter die rolls, running away etc) are removed from play. Count towards Break Point determination.

2.2.5 Special Rule: Pop-Up Attacks p15

- Consists of a Skimmer on First Fire Orders that rises above some obstacle that impedes line of sight, acquiring a target and firing, then sinking down out of sight. Model may trace its line of sight from up to 30cm directly above its current ground position on the table. It may target models normally from the new vantage point, but models still behind cover remain out of sight. The new line of sight does not extend into forests or similar terrain feature.
- Can only be targeted by units on First Fire Orders that Snap Fire. Units that Snap Fire resolve their attacks before the Pop-Up attack is resolved. Models that Pop-Up may call in an Indirect barrage if they do not fire.

2.2.6 Special Ability: Teleport and Deep Strike p15

- For teleporting, tunnelling, flying in from orbit, summoned from another dimension. Are one-time effects and units will use their normal movement for the rest of the game. Abilities resolved in the Compulsory Movement phase. On the turn the units arrive they must be given Advance Orders and may be activated in the Movement and Combat Phases of the turn they arrive.
- Teleportation:** Player picks a spot on the tabletop. Roll scatter die and move 2D6cm in the indicated direction. This is the arrival point of the first model. Remaining models are then placed anywhere within unit coherency (6cm) of the first stand.
- Deep Strike:** Player picks a spot on the tabletop. Roll scatter die and move 2D6cm, twice. Once landing point determined, place all models anywhere within 20cm of that point. Then scatter each model 2D6cm once. If out of unit coherency, must regain coherency as normal at the end of their first Movement Phase. Anything that lands in impassable terrain is destroyed and effects of landing on another unit varies, see unit description for details.

2.3 Pinning Class p15

Pinning refers to the ability to physically restrict your enemy from leaving Close Combat, is a general indication of size and mobility. Only way to force Close Combat with larger class models is to engage the larger model after it has completed its move.

Pinning classes, in order from smallest to largest are:-

- Infantry & Light Artillery
- Cavalry & Walkers
- Vehicles, Heavy Artillery, Floaters/Fliers (while on ground)
- Superheavy Vehicles & Knights
- Titans & Praetorians

2.3.1 Special Rule: Skimmer Pinning Class p15

Skimmers can only be pinned by other skimmers and at least the same pinning class and may move out of Close Combat on their next move (even if their next move is in the same turn). However, if the skimmer decides to stay, it is considered pinned for that turn ONLY. That means opponents may not be able to fire at the skimmer since it is in Close Combat and considered pinned for that turn. If the skimmer survives combat, it may move normally next turn.

2.3.2 Special Ability: Hit & Run p16

If unit with Hit & Run initiates Close Combat this turn and survives, it does not count as pinned during the following movement phase no matter who its opponent is. This option is lost if it is not used – the Hit & Runner does not have the option to leave on the third or later turns. If the unit decides to leave combat, it will be pinned normally later in the turn.

2.3.3 Optional Rule: Overrun p16

- Large units (e.g. Titans) may move over smaller units (e.g. infantry) with chance to destroy them along way. Overrunning unit must be at least two pinning classes larger than opponent (e.g. Tanks to Infantry, Titans to tanks, etc).
- Move attacking model and roll a D6 while passing over enemy units. On a “6” the target takes a hit with 0 TSM. If target survives, it moves aside (a few centimetres at most). No penalty for this and the overrun detachment does not lose its action (as done with the Eldar Deathspinner or Eldrich Storm).

2.3.4 Optional Rule: Zone of Control (ZoC) p16

- ZoC refers to a unit's ability to threaten the nearby area. Units create a ZoC that extends for 3cm around the unit (i.e. size of a barrage template centred on the model). Pinned units do not create a ZoC.
- Units may not enter an enemy ZoC unless it meets one of the following:-
 - Moving unit cannot be pinned by the model creating the ZoC. Example, tanks may ignore infantry while moving.
 - Moving unit is on Charge Orders **and** moves directly into base-to-base contact with the model creating the ZoC.
- Units on Advance Orders must stop 3cm from model exerting ZoC, or go elsewhere. Models pinned in Close Combat during the Movement Phase, its ZoC immediately disappears, allowing other units to move around it and continue on.

2.4 Floaters & Fliers p17

2.4.1 Special Ability: Floater (& Fliers) p17

Are a relatively slow-moving unit that moves through the air, such as balloons or Zeppelins (Fliers having same rules). They follow special rules below but otherwise are given orders, move, shoot and activate as regular units.

- Altitude:** May end the Movement Phase in any of the three listed Altitudes (see 2.4.2 Altitude). These units ignore terrain while moving and may end movement above impassable terrain. Only units with the Transport ability may land.
- All-Around Firing:** All Floater weapons have a 360° arc of fire. Barrage weapons always fire independently, even from units in the same detachment.
- All-Around Armor:** Floater do not suffer from side or rear armor penalties.
- Shoot the Thin Part:** Floater attacks come from above and always get an additional 1 TSM (Target Save Modifier) ‘side armor’ bonus. However, they never get a ‘rear armor’ bonus and this only applies against things that suffer from a side or rear-armor penalty in the first place. Fliers on the ground ignore this rule.
- Drop Things:** Some Floaters can drop template weapons during movement, centering the template on the unit's line of movement. The attack is resolved immediately and the flier then keeps moving. Barrage weapons are never combined (like artillery barrages).
- Hard Targets:** Only Infantry-class units on First Fire Orders and AA units may fire at Floaters that are in the air (high or low altitude). Psykers on First Fire Orders may use their abilities as normal.
- Objectives:** Floaters cannot claim or contest objectives.
- Pinning:** While in air, Floaters cannot be pinned. If Flier is on the ground, it is considered a Vehicle for pinning other units, but like a skimmer it may break off combat at any time and move away.

2.4.2 Altitude: p17

- Grounded:** Unit is either on or very near the ground, while troops get on/off. Cannot land in woods, buildings or other impassable terrain, but can hover over them to unload troops. Transports while loading/unloading troops cannot fire weapons, other than Point Defence. Template weapons may affect the aerial unit/s on the ground, but not both.
- Low Altitude:** Unit is somewhere between treetop and skyscraper high and terrain may block line of sight to it. Floaters, Fliers, Skimmers and Jump-Pack troops can engage the unit in Close Combat. Jump-equipped troops can safely disembark, but not get on. Template weapons may affect the aerial unit/s on the ground, but not both.
- High Altitude:** Unit is high up, with excellent line of sight (except the inner areas of wooded terrain). Likewise, virtually everyone can see this unit, but must add 25cm to the range when firing at it. Only other Floaters or Fliers can engage the unit in Close Combat. Jump-equipped troops can safely disembark, but not get on. Template weapons may affect the aerial unit/s on the ground, but not both.

2.4.3 Special Ability: Flier p17

Are fast-moving aerial units such as attack helicopters and vectored-thrust craft. They follow all rules for Floaters (see above) as well as the following rules:-

- All Fliers are activated as normal in the Movement & Combat Phases.
- Fliers must move at least half their base move every turn.
- Fliers may rotate to face any direction at the start and end of its move.
- Fliers move in a straight line between its starting point and its destination.
 - First Fire:** Flier can land and load/unload troops. Moves its normal distance, with incoming fire receiving a -1 To-Hit penalty. Troops pay the normal 5cm to board/exit the flier, but the flier may move its full distance. The flier remains on the ground until the next turn. Fliers on First Fire Orders cannot fire weapons other than bolters (or equivalent)
 - Advance:** Flier can fire its weapons in the Advance Fire phase.
 - Charge:** Flyer may engage other flyers in Close Combat (dogfights). Flying unit's base move is not increased in Close Combat.
 - Fall Back:** Flyers that fail a morale check may attempt to rally in the same turn's End Phase, but if failed the flyers rout and count as destroyed.

2.5 Transports -5 → → -5 p18

- To enter or leave a transport costs a unit 5cm worth of movement. Costs a transport 5cm of movement to have any number of units get on or off and players can combine vehicle and troop movement in order to load or unload troops.
- First Fire Orders stops disembarking as units cannot move, and unless stated in the transporting unit description, units cannot fire from a transport.
- Units may enter or leave a transport that is engaged in Close Combat as long as there is room around the transport for the units to move into. If transport is completely surrounded, embarked units cannot fight or get out (with no Bail-Out roll)

2.5.1 Special Ability: Transport (X) p18

The unit may carry up to X number of infantry stands.

a) **Towing Light Artillery:** Light Artillery units may be towed as well as move on their own, trading their ability to fire in exchange for an increased movement rate. A transport unit may tow one Light Artillery piece in addition to any transport capability it has. When a unit is towed, it is considered to be transported by the towing vehicle and thus subject to the Bail-Out roll. It costs both the artillery piece and the towing unit the usual 5cm of movement to load/unload the artillery.

b) **Optional Transport Rule:** Walker-class units (i.e. Dreadnaughts, Tinbots, etc.) count as two infantry stands.

2.5.2 Special Ability: Open Top Vehicle (OTV) p18

Infantry transport with an open firing area (eg pick-up truck) and transported units may fire while loaded. However, any hit on the vehicle will also hit one transported stand (make separate armor saves) and any template weapon covering the vehicle will hit all transported units.

2.5.3 Special Rule: Only Standard Transports are Free p18

If you purchase a different type of transport (such as Thunderhawks for Marines) and start the game loaded up, you lose the normal transport vehicles. If the troops don't start loaded up they may board the transport on turn one, but must observe coherency between their normal transports. With Drop Pods, the normal transports are lost.

2.5.4 Optional Rule: Special Cards for Cavalry Companies p18

If player purchases an infantry or cavalry company and a Special Card consisting of a single or small group of people, the Special Card may gain the same movement rate as the company for no extra cost. However, all other characteristics (ie Armor Save, CAF, weapons) remain the same.

2.6 Terrain & Structures



p19

2.6.1 Terrain

p19

Harder to target models when they hide, reflected by a To-Hit penalty.

2.6.1.1 **Forest:** Includes thick heavy vegetation all over the place.

a) Model on the woods edge may shoot out and be shot at, but gains the -1 To-Hit protection.

b) Models more than 2cm into the woods are hidden, cannot be targeted by direct shooting. Can only use Close Combat or artillery.

c) Troops in woods and on First Fire Orders that get charged may still Snap Fire, but suffer the -1 "your opponent is in the woods" penalty.

2.6.1.2 **Marsh:** Includes Mud, sand dunes, mudflats, shallow water.

2.6.1.3 **Rivers & Lakes:** Very deep.

2.6.1.4 **Rough:** Includes ruined buildings, rockslides, junkyards.

2.6.2 Structures



p19

Set up before any other units are placed on the table, with at least 5cm between any two buildings. If building or bunker collapses, then all units inside are destroyed with no save.

2.6.2.1 **Roads:** No penalty to enter/exit a road. For every 5cm of ground movement, may move an extra 1cm (20% bonus). Exclusions include, jumpers, skimmers and fliers. Any unit using this road movement bonus are said to be in "Road Mode", which allows enemy units to gain a +1 bonus To-Hit. It is possible to move on a road without using the Road Mode bonus.

2.6.2.2 **Barricades:** Causes an obstruction to running straight at enemy, including spiked logs, razorwire, thornbushes etc. Provide no cover and do not block Line of Sight (LoS). Infantry, Cavalry, Walkers & Vehicles must be on Advance Orders to move through them, while larger units (including aerial) can ignore them.

2.6.2.3 **Minefields:** Any model (except fliers at high altitude) that moves over or through a minefield will be hit on a 4+ at -2 TSM (Target Save Modifier). Superheavies and units with a hit location template are attacked D6 times. A model is not attacked when stationary within field, but is attacked when moving.

2.6.2.4 **Trenches:** Includes small shelters, wire barricades, tank traps, holes in ground. Provides a -2 To-Hit bonus to units inside but do not block line-of-sight. Advance Orders allows through movement for Infantry, Cavalry, Walkers & Vehicles. Larger units, including aerial can ignore them. Unit on Charge Orders may enter, but may not leave in the same turn.

2.6.2.5 **Infantry Bunkers:** Protects up to two Infantry and Light Artillery from enemy fire. Units on Advance Orders may fire the turn they enter/leave the bunker. Both the protection provided and the arc of fire are 360°. Never blocks line of sight for units inside.

2.6.2.6 **Artillery Emplacements:** May hold one Vehicle or Heavy Artillery (or smaller model), which may fire in the 180° front arc. Protection is for front and side arcs, but not from rear. Vehicles may not turn and must be on Advance order to back out of the bunker.

2.6.2.7 **Composite Bunkers:** These are Artillery Emplacements with an attached Infantry Bunker on top. Never block line of sight for units inside.

2.6.2.8 **Strongholds:** Are heavily fortified complexes providing significant protection and firepower. Never block line of sight for units inside.

a) One non-plasma titan weapon (see Titan Legions Army Book) may be mounted on a turret for the regular cost of the weapon. The weapon has a 360° arc of fire, but does not benefit from buildings protection. There is no To-Hit penalty for targeting the weapon, but you do have to make your To-Hit roll as normal and it has a 1+ Armor Save. Victory Points are calculated as for titans (cost divided by 100, rounded up).

b) Plasma weapon may be mounted at double cost. If a Stronghold (with plasma generator) is destroyed, it will explode, forcing units within 3D6cm to make an unmodified save, or be destroyed.

2.6.2.9 **Buildings:** Light Artillery cannot fire the turn it entered the building, but may leave and fire normally on Advance Orders. When a unit is inside, the building itself may block line of sight (use common sense). Bunkers and Strongholds never block line of sight for units inside. p20

a) **Light Construction:** Delicate, poorly constructed.

b) **Standard Construction:** 40k-era plasteel and ceramicrete building

c) **Fortification:** Built to withstand combat-level damage. Bunkers and Strongholds never block line of sight for units inside.

2.6.3 Structure Characteristics



p20

2.6.3.1 **Entering & Leaving:** Costs 5cm to enter or leave a building, including the movement needed to get there.

a) Infantry and Light Artillery may enter and fight in structures normally.

b) Cavalry and Walkers may Close Combat occupants, but cannot enter.

c) Larger units may only shoot at occupants.

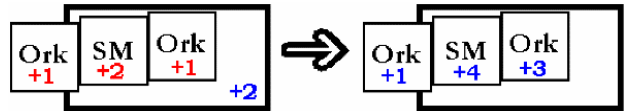
2.6.3.2 **Armor Save:** Buildings roll 2D6 and add them, trying to get their Armor Save number or more.

2.6.3.3 **Protection:** Building occupants gain a To-Hit modifier.

a) Also grant a CAF bonus to all units inside, both attackers and defenders.

b) Template weapons automatically hit buildings; you first roll to see if building collapses. If it doesn't, roll to hit all units underneath the template with appropriate To-Hit modifier.

Example below: Two Orks (CAF +1) are assaulting a Marine (CAF +2) in a Standard Building (+2 CAF modifier). Both units that are in the building receive the CAF modifier. Close Combat is then resolved as normal



2.6.3.4 **Resistant to Damage:** If you aim at a building (as opposed to units inside), you automatically hit. Only artillery and weapons listed as "Damages Buildings" or "Destroys Buildings" will force an Armor Save. Buildings cannot be engaged in Close Combat.

2.6.3.5 **Structural Integrity (SI):** Represents how many times you have to hit a building before it falls down. Every time a structure fails an Armor Save, give it a SI counter. In the End Phase, roll a D6 and if it's equal or less than the number of SI counters, the building falls down.

2.6.4 Special Ability: Damage or Destroys Buildings p20

a) Non-artillery weapons that are listed as "Damages Buildings" will force a building to make an Armor Save and inflicts one SI (Structural Integrity) point if failed.

b) Buildings hit by a "Destroys Buildings" weapon must make an Armor Save or be destroyed, no matter how many SI (Structural Integrity) points it has.

2.6.5 Special Rule: Destroying Barricades, Trenches & Minefields p21

a) Barricades & Trenches, cannot be destroyed by Artillery. Can be destroyed by Engineers, "Damages/Destroys Buildings" weapons, Deathrollers, Gorgon blades, passing Titans & Praetorians. These units do not need to have any special orders to remove obstacles.

b) Minefields are cleared as above, but suffer D6 automatic hits. Providing the unit survives, it will clear a path through the minefield as wide as the model.

Terrain	Infantry & Light Artillery	Knight, Cavalry & Walkers	Vehicles & Heavy Artillery	Titans & Praetorians	To-Hit Modifier
Forest	Normal	Half Speed	Half Speed	Normal	-1
Marshes	Half Speed	Impassable	Impassable	Impassable	-1
Rivers & Lakes	Impassable	Impassable	Impassable	Normal	None
Rough	Normal	Half Speed	Half Speed	Normal	-1
Roads	In Road Mode: +20% for ground units. Normal otherwise.				(+1)
Barricades	Must be on Advance Orders to pass.			Normal	None
Trench	May enter on Charge, Advance to enter & leave.			Normal	-2
Minefield	Normal movement, but hit on 4+ at -2 TSM.			D6 attacks (+Superheavies)	None
Light Building	Costs 5cm to enter or exit.	May engage units inside, but may not actually enter.	Impassable	Impassable	-1
Standard Building			Impassable	Impassable	-2
Fortification			Impassable	Impassable	-3

Structure Characteristics



p21

Structure	Construction	Save (2D6)	Protection	Structural Integrity
Road	Light	6+	None	1 per 5cm piece
Barricade	Light	6+	None	1 per 5cm piece
Trench	Standard	4+	-2 To-Hit / +2 CAF	1 per 5cm piece
Minefield	Light	6+	None	1 per 5cm piece
Light Building	Light	6+	-1 To-Hit / +1 CAF	1
Standard Building	Standard	4+	-2 To-Hit / +2 CAF	1-2
Infantry Bunker	Fortification	2+	-3 To-Hit / +3 CAF	1
Artillery Emplacement	Fortification	2+	-3 To-Hit / +3 CAF	1
Composite Bunker	Fortification	2+	-3 To-Hit / +3 CAF	2
Stronghold	Fortification	2+	-3 To-Hit / +3 CAF	3

3. THE COMBAT PHASE:-

p22

By this time, all movement should be resolved, including reactions such as Snap Fire. In each of the three combat segments, players alternate activating all units whose orders allow them to act. The initiative winner always activating first in each segment. The three segments are:

- a) **First Fire Segment** : Players resolve the ranged attacks for all detachments that are on First Fire Orders. These units have three options, Skimmers having four. You do not have to choose what the unit will do until it is activated.

Option	Description
Attack	Unit may make its normal ranged attacks.
Hold Fire	Unit is given an Advance Orders counter. It may not move and will wait until the Advance Fire Segment to make its ranged attacks.
Pop-Up	Skimmer that is on First Fire Orders may be activated and make a special attack. It will "pop-up" into the air (usually from behind cover) and fire at the enemy, then drop straight back down.
Snap Fire	Unit may fire at an enemy that has come into view due to the other player performing a Pop-Up attack. As in the Movement Phase, any number of units may Snap Fire at the same target. If the target survives it may continue moving.

- b) **Close Combat Segment** : Players alternate choosing and resolving a group of models that are involved in Close Combat. The combat is resolved for all units involved in that fight, then the other player picks which fight to resolve next.
- c) **Advance Fire Segment** : Players alternate activating the rest of their units. Can only make their normal ranged attacks. Units without orders may be activated to fire now. If a model was charged and fought in Close Combat, it cannot fire (however if other models in the same detachment were not engaged, they may fire).

3.1 Firing Ranged Weapons

p22

After selecting a detachment to fire, follow the steps below. Alternating with opponent.

- Assign Attack Dice:** Each die may be given a separate target, so you can spread your fire around or concentrate on one target. Cannot assign dice to models that are pinned in Close Combat.
- Check Range:** Cannot pre-measure. If target is out of range, you miss. All measurements are made from the centre of the firing model to the centre of the target model.
- Roll To-Hit:** Roll the dice, you hit on a modified score equal to or above the shooter's To-Hit value. Roll of one is always misses, regardless of modifiers.
- Resolve Damage:** See **The Effects of Damage** (3.4, p27) for details. In general, armor saves and special abilities that affect damage must be used immediately, since when a casualty is removed from the tabletop, it has no further effect in the game. Meaning, units can be killed before they are activated to fire.

3.1.1 Line of Sight (LoS)

p22

- Models can only fire at things they can see (artillery having special rules). Line of Sight is acquired by drawing a LoS from the centre of the attacking model to the centre of the target model. Large targets (with a hit location template) may be targeted even if less than half the model can be seen – if a hit location can be seen, it can be shot.
- Terrain may either block line of sight completely, or provide some cover to target (eg units in buildings). If players cannot agree on LoS, roll a D6 – on a 1-3 there is LoS, on 4-6 no LoS.
- Wooded terrain, target LoS blocked if more than 2cm in. Less than that (e.g. models on edge of wood) gain the -1 To-Hit cover advantage.
- Buildings & fortifications, units may see out through any edge they touch, but not through the building itself.
- Pinning Class, where units block LoS to any unit of same class or smaller (e.g. can see tanks behind infantry but not vice versa)

3.1.2 Firing Arc

p23

Models have the following firing arcs, exceptions noted in unit's description.

Unit or Weapon Type	Arc of Fire
Infantry Light Artillery Cavalry Walkers	 360° all around
Fliers, Floaters, things in the air Turret-mounted weapons Point Defense	
Vehicles Heavy Artillery Fliers on the ground	 180° to the front
Superheavies Praetorians Titans	

3.1.3 Special Ability: Anti-Aircraft (AA)



p23

AA units weapons may Snap Fire at no penalty, gain a 360° arc of fire, suffer a -2 To-Hit penalty for firing at small ground targets (i.e. infantry & tanks, not buildings and units with a hit location template). Skimmers and Jump troops that Deep Strike or leave a flying transport, are considered aerial targets.

3.1.4 Special Ability: Sniper



p24

Some units are good at eliminating commanders. To assign attack dice to a Headquarters unit, player must first roll a D6 for each Sniper that attempts to target an HQ unit. On 4+ the Sniper identifies the HQ stand and may shoot at it, otherwise, they have to shoot at another target.

3.1.5 Special Ability: Hard To Hit

p24

All ranged weapons firing at the unit suffers a -1 To-Hit penalty. Does not apply to template weapons.

3.1.6 Special Ability: Headquarters (HQ)



p24

HQ unit may not be fired at unless it is the closest valid target of their pinning class, or is more than 10cm from things in their pinning class. This protection applies to template weapons as well – the template may not cover the HQ unit unless it meets one of the two requirements. However, buildings and transports are not protected.

3.1.7 Special Ability: Ignores Cover

p24

Weapon ignores cover modifiers To-Hit, such as from woods or fortifications.

3.1.8 Special Ability: Stealth

p24

If Stealth unit are in terrain that grants any sort of To-Hit penalty, they cannot be seen at a range of over 25cm. Barrages that cover a valid target and "happen" to catch the stealth unit are acceptable. Stealth is negated until the End Phase if the unit makes a ranged attack or is engaged in Close Combat.

3.1.9 Special Rule: Cold Blooded

p24

Certain units may fire into Close Combat. If you fire into Close Combat and miss your target, make another To-Hit roll against one of your own troops. Template weapons are used normally, making separate To-Hit rolls against every single unit under the template, friend or foe.

3.1.10 Special Rule: To-Hit Roll Greater than 6

p24

Various modifiers such as Snap Fire and cover may require a To-Hit greater than 6. See below table:-

To-Hit Roll	You need to roll a:-
7	6 then a 4+
8	6 then a 5+
9	6 then a 6

3.2 Template Weapons



p25

Place the template and make a separate To-Hit roll against each unit that is more than half under the template. If unsure, roll another D6 and on a 4+ it's attacked. Flame throwing template must touch the firing model and the entire template must be within the model's arc of fire. If a template weapon is fired at a model with a hit location template, treat it as any other shot – roll To-Hit, deviation and armor save normally.

Template Name:	Use For:	Description:
Standard Barrage	Artillery, Vortex, Tzeentch Bolt of Change, Aura of Slaanesh, Firelord Bomb	 6 cm Diameter
Large Barrage	Gutbuster, Explosive, Large Pulsa Rokkit, Land Train Bomb, Large Airburst	As Standard Barrage but 12cm in diameter
Large Teardrop	Flamer, Firethrower, Hellhound, Bowelburner	 6 cm Diameter 25cm Long
Small Teardrop	Nurgle Vomit, Stream of Corruption, Scorcher, Warp Spider Death-spinner	As Large Teardrop but 5cm diameter and 10cm long.

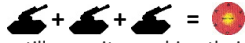
3.3 Artillery



p25

Artillery, a general term used to describe weapons that are capable of both direct and indirect fire. An artillery unit is normally referred to as a battery, consisting of three to five launchers. Artillery have several special Rules, such as combining and indirect fire. Weapons that lists a number of Barrage Points (BP) instead of a number of Attack Dice will use the 6cm barrage template.

3.3.1 Combined Fire



p25

Instead of a fixed To-Hit value, artillery units combine their fire to become more effective. All Fire from an artillery detachment must be concentrated into one barrage template unless stated otherwise. As the detachment sustains casualties, the effectiveness of the fire will be reduced. The To-Hit roll is determined by the total number of barrage points making up the template:

Total Barage Points	To-Hit Roll
1 - 2	6+
3 - 4	5+
5 - 6	4+
7 - 8	3+
9 or more	2+

3.3.2 Types of Fire

p25

3.3.2.1 Direct Barrages:



p25

An artillery detachment may place its barrage template anywhere within range and line of sight. After template is placed, roll to hit every model at least half covered by the template. Any doubt as to coverage, roll a D6 and on a 1-3 the stand can be shot at, on a 4-6 it cannot. Template need not be centred on any model, needs to be placed to maximize number of troops targeted. May not cover an HQ unit unless the unit is a valid target.

3.3.2.2 Indirect Barrages:



p26

Artillery may fire at targets they do not directly see but are still within range. Two requirements must be met to fire indirectly.

- 1) First, the artillery detachment must be on First Fire Orders. Artillery units that voluntarily hold fire from First Fire to Advance may not fire indirect barrages.
- 2) Second, some other unit from the same army (a spotter) must be able to see the target point. The spotting model must give up its ability to fire in exchange for calling in an indirect barrage, so units on Charge Orders may not call in barrages. A single model may only call in one indirect barrage, but each model in a detachment may call in a separate barrage.

Check for deviation. After placing the template on the desired spot, roll the scatter die (D6) and move the template 2D6cm in that direction. If the scatter die result is the "Hit", the barrage has landed on target and does not deviate.

3.3.3 Off-Board Artillery

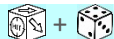


-VPs

p26

- a) Are abstract units and players do not need models for them, neither can they be attacked. Do not cost points. Instead, the firing player gives up Victory Points when they are used.
- b) When using, player must write down, before the battle, the number of Victory points they are willing to give up for Off-Board barrages. Each Victory Point of barrage requires one Support Card slot, so a maximum of five VPs per Company Card may be chosen. The firing player need only give up Victory Points for barrages actually used – unused Off-board barrages are ignored. Must buy a Forward Observer to call in the Barrages.

3.3.4 Special Ability: Forward Observer (FO)



p26

- a) Any barrage directed by a Forward Observer will scatter 1D6cm (instead of 2D6). All FO units are HQ units and have the Stealth ability (*If unit is in cover, it may not be seen from over 25cm away*).
- b) FOs are only units capable of calling in an Off-Board Barrage. A single FO stand may call in any number of indirect barrages against any number of targets, or a single Off-Board Barrage. FOs may not request fire if they are involved in Close Combat and may not both call in fire and shoot.
- c) To call in an off-board barrage, the FO must make a communications roll of 3+ on a D6. If the roll is successful, then the barrage arrives anywhere in the FOs line of sight. Multiple Off-Board Barrages do not combine fire – they are resolved separately (including separate scatter rolls), even if they are called in on the same target by different stands belonging to the same Forward Observer Team.

3.3.5 Minimum Range

p26

- a) Many artillery units have a minimum range and cannot fire at nearby targets. If one or more the models in a battery cannot fire because of minimum range, they are not allowed to pick another target – reduce the Barrage Point total appropriately.
- b) If some models of artillery detachment are engaged in Close Combat, those that are unengaged may fire barrages as normal, reducing the total points of the barrage for the models that are not firing.

3.3.6 Optional Special Ability: Static Artillery

p26

- a) Any mobile Heavy Artillery unit may become static, losing its movement. If morale test is failed, unit immediately routs and is removed from tabletop.
- b) Detachment cost is lowered by 25 points. Company cost is lowered by 50 points.

3.4 Effects of Damage

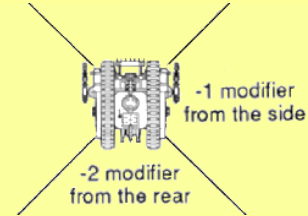
p27

Once a model is hit, it is allowed to make an Armor Save to avoid destruction. An Armor Save is successful if a D6 roll is equal to or greater than the model's Armor Save value, modified by the weapon's Target Save Modifier (TSM). If the save is failed, the model is destroyed and removed from the table. Models that do not possess an Armor Save are destroyed automatically.

3.4.1 Special Rule: Side and Rear Shots

p27

Shots to armored vehicles side or rear armor of a model gain a bonus to their normal Target Save Modifier (TSM). Shots to side, gain an additional -1 TSM, rear shots gain an additional -2 TSM. Shots are determined by drawing an "X" between the corners of the model.



3.4.2 Special Ability: All-Around Armor

p27

These units do not suffer from the Side and Rear Shot penalties to their armor save.

3.4.3 Special Ability: Fixed Armor Save

p27

Fixed armor saves are not modified by a weapon's Target Save Modifier (TSM). If a unit has both a regular and a fixed save, the unit only makes one save but may choose the best one.

3.4.4 Special Ability: Medic & Mechanic

p27

These abilities must be declared and used immediately after the Armor Save (if any) is failed. You can't wait and see who gets hit in order to pick and choose who to save. Medics grant save to Infantry and Cavalry-class units. Mechanics grant a save to Walker, Vehicle and Superheavy-class units. May only grant a save to their own armies.

- a) **Ignore TSM:** (Target Save Modifier) The 5+ roll is unmodified by the weapon that did the damage.
- b) **Healers are not gods.** Saves are limited to 5 attempts per turn. May use a die or counter to keep track. Maximum of two attempts to any unit.
- c) **"He's Dead, Jim"** Weapons that remove a model from existence (such as Warp Missiles & Vortex Cannons) do not allow a healing save.

3.4.5 Special Ability: Psychic Save

p27

- a) Ethereal psychic attacks are stopped by Psychic Saves.
- b) Physical Psychic attacks are stopped by a normal armor save.

3.4.6 Special Ability: Regeneration



p28

When a regenerating unit fails an Armor Save, turn the model on its side and treat it as dead. Keep track of how many wounds it's suffered. Shots against a downed creature hit automatically, but armor saves are made normally. During the End Phase, roll a D6 for each wound. On 4+ it's healed.

3.4.7 Special Ability: Multiple Wounds

p28

- a) Some tough creatures have multiple wounds. Place a wound marker next to the model each time it fails its armor save. When reached it's total of wounds, it is removed as a casualty. When firing at downed creature, the hits are automatic, but armor saves are made as normal.
- b) Creatures with multiple wounds suffer more damage from Close Combat than from shooting attacks. Will suffer 1 wound for each point it loses a Close Combat. These creatures may be close assaulted when down and as such the creature does not roll any dice for determining results and receives its base CAF score.
- c) Some weapons or abilities slay the target outright, inflicting as many wounds as the model has. These wounds may be regenerated unless the attack is an ethereal psychic attack. In that case they are irrevocably destroyed.

3.4.8 Special Ability: Penetrating +(X)

p28

These weapons severely damage what they hit, by adding X to any damage roll they cause on a damage table. This does not modify the Armor Save, but rather roll on the superheavy damage or a hit location tables.

3.4.9 Bail-Out Roll



4+ TSM

p28

Infantry-class units carried by a transport that gets destroyed by enemy fire are allowed a "bail out" save. Roll a D6 for each stand in the transport, on a 4+ it managed to make it out in time. The weapon's TSM (Target Save Modifier) applies to this roll. There must be room around the transport for the infantry to be placed. Units with natural armor saves better than 4+ may use them, as can units with fixed saves. Vehicles destroyed by a reactor meltdown do not allow a bail out roll.

3.4.10 Special Rule: Superheavy Vehicles p28

When a hit on superheavy vehicle is scored and the Armor Save fails, roll a D6:

D6 Result	Effect
1	No effect
2-3	The superheavy is damaged and for the rest of the game has a -1 To-Hit penalty when firing its weapons. A second damaged result on an already damaged superheavy will destroy it.
4-6	The superheavy is destroyed and removed from the battlefield.

Damage can be repaired by Mechanics, but a successful roll will only repair a single "level" of damage per turn, as follows:- result of 4-6 (destruction) that is repaired, is reduced to a result of 2-3 (damaged). This damage may be repaired by a second roll on a following turn, but not by a second Mechanic in the same turn.

3.5 Close Combat p29

Includes physical combat, short-ranged fire and grenades.

3.5.1 Special Ability: Combat Leader p29

All friendly detachments with a model within 10cm gain +1 CAF.

3.5.2 Resolution + CAF p29

- Close Combat is resolved between two models by each player rolling 2D6 and adding the unit's Close Assault Factor. High score wins, losing model is removed. No Armor Saves (fixed, psychic or otherwise) are allowed for models that lose Close Combat. The loser is automatically removed.
- Where Close Combat result is a tie, both models remain engaged (neither is eliminated) until the next turn where they will again fight another round of Close Combat.
- If a model has been immobilized or killed (in the case of Regenerating creatures such as Trolls and Bio-Titans) for any reason and is in Close Combat, it will only be able to use its base CAF (don't roll any dice)

3.5.3 Multiple Opponents p29

For every extra combat a unit fights beyond the first, the next opponent receives a cumulative D6. Additional attackers continue to receive extra dice as long as the target model survives.

3.5.4 Complex Combats p30

Resolve by identifying all the models in the combat and pair them off. The player with the most models, after all the opponents stands are engaged at least once, can begin to double up on opponents. Three or more against a single opponent is not allowed until all others have been engaged by at least two and so on. The player with more models in the Close Combat may decide in which order Close Combat is resolved.

4. THE END PHASE:- p31

Determine: repairs, building Structural Integrity (SI), regeneration, morale, rally rolls, Victory points counted, winning?

4.1.1 Special Abilities: p31

Abilities such as Regeneration, repair rolls, attempts to raise Void Shields and the like.

4.1.2 Rally Check: p31

Units that have spent the entire turn on Fall Back Orders during the turn may make a rally check. If the roll is successful, the Fall Back Orders counter is removed and the unit may be given order as normal next turn. If failed, the unit will continue to run away. Unit cannot get rid of Fall Back Orders gained this turn – must make at least one full move away before trying to turn around.

4.1.3 Break Points & Break Tests: p31

- Count up how many models have been killed from each Army Card. If the number is equal or greater than the Break Point, the unit has been broken. Your opponent is awarded Victory Points and the unit must make a Break Test (aka Morale Check) and if failed, immediately is given Fall Back Orders.
- When an Army Card consisting of multiple detachments reaches its Break Point (such as most Company Cards), each detachment must make a morale check (regardless of whether that individual detachment is still intact!). For Support and Special Cards, only the detachment it represents needs to make the morale check.

4.1.4 Optional Rule: Broken Units in Close Combat: p31

At the start of the Close Combat Segment, any broken unit that is engaged in Close Combat must make a morale check. If passed, unit fights normally, if failed, unit goes on Fall Back Orders and suffers -2 CAF penalty. If unit is already on Fall Back Orders, it will immediately rout, inflicting no casualties in combat.

4.1.5 Victory Points (VP's): p31

Count up how many VP's each player has. If one or both players reach the pre-set VP total, the game ends and either a victory or tie is declared. VP's gained from breaking enemy units accumulate from turn to turn, objectives are calculated every turn. An objective will count towards a player's total only if they have an effective unit within 15cm of the objective. Units engaged in Close Combat or on Fall Back Orders may not claim objectives.

4.2 Morale p31

Unit's Break Point and Morale values determine how long they will continue to fight.

4.2.1 Special Ability: Inspirational p31

All friendly detachments with a model within 10cm get +1 to all morale tests.

4.2.2 Morale Test (aka Break Test) p32

May occur several times during the turn (e.g. from heavy casualties, charging Greater Daemons etc). Resolve by rolling a D6 and if the roll is equal to or higher than the unit's Morale value, the check is passed. If not, the unit immediately receives Fall Back Orders and acts accordingly.

4.2.3 Special Ability: Fearless p32

Some units have no morale value, such as robots and fanatics etc. Never make morale checks, nor are they affected by powers that involve morale, such as Fear, Terror or Greater Daemons. This is important for certain psychic and Chaos powers.

4.2.4 Special Ability: Fear p32

On the first turn of Close Combat, your opponent must pass a morale check or suffer a -2 CAF penalty. This effect applies if you charged or were charged and only applies to the first turn of Close Combat. Subsequent rounds of combat against the same detachment are resolved as normal. This ability only has an effect if you are able to pin your opponent.

4.2.5 Special Ability: Terror p32

- Opponent wanting to engage in Close Combat must pass a morale check to enter into base-to-base contact. Failed morale check means the enemy stops 1cm away and cannot move any further. Passed morale check allow Close Combat as normal.
- Enemy units that are charged and engaged by Terror Units in Close Combat must make a morale check or immediately go on Fall Back Orders (-2 CAF penalty applies to this combat). Additionally, if you charge someone on First Fire Orders, they do not get to fire at you. Units on Fall Back Orders being charged must make two morale checks – one for Terror and one because it's a Fall Back unit in Close Combat. If either one is failed, then unit routs. This ability only has an effect if you are able to pin your opponent.

4.2.6 Special Ability: Daemon Hunter p32

- Unit is immune to any morale effects caused by Chaos or warp creatures, including Chaos Rewards, Greater Daemons. Fail morale tests on a "1".
- In Close Combat, they negate all "after death" effects: Greater Daemons cannot use Chaos Rewards to save themselves, Trolls cannot regenerate, Pink Horrors don't split into Pink Horrors etc. Also extends to non-Chaos beings, such as regenerating Tyranids.

4.2.7 Routing p32

A unit that is on Fall Back Orders that fails a second morale check, for whatever reason, will rout. A routed unit is destroyed and all stands in the detachment are immediately removed from the battle with no save or regeneration. They count towards the Army Card's Break Point and VP's awarded to your opponent. In campaign games these units will return after the battle.

5. PSYCHIC POWERS & SPECIAL ABILITIES:- p33

5.1.1 Special Ability: Psyker p33

A Psyker may use both a psychic power and a conventional weapon in the Combat Phase.

Physical: Function as normal firing weapons and possess To-Hit values, TSM modifiers (Target Save Modifier) and need line of sight (LoS). Will knock down shields, as a physical power. Regular *Armor Saves* will protect against them, not Psychic Saves

Ethereal: These powers bypass normal defences and directly attack the target's mind or spirit. These powers can only be avoided by *Psychic Saves*.

5.1.2 Special Ability: Combat Engineer p33

Engineers may perform one Engineering Mission per turn, indicated by giving the detachment First Fire Orders and specifying what the unit is doing. The mission takes the entire turn and fails if the Engineers move, shoot, engage in Close Combat or are closer than 6cm to an enemy model in the End Phase.

Engineering Missions:

- Lay Minefield:** Place a 5x10cm minefield model on the table, touching any 3 Engineer stands.
- Clear Obstacle:** 3 Engineers must be adjacent to it and they will remove one piece (about 5x10cm in size) at the end of the turn. Roll a D6 if they're clearing a minefield and on a 5+ one stand takes a hit at 0 TSM.
- Set Demolition Charge:** Two Engineers may place demolition charge on a building fortification, bridge, road segment or other structure. Use a marker or small bomb model to represent this. The charge may be detonated in the End Phase of this or later turn. When it is detonated, centre a 3cm (small Gutbuster) barrage template on it. Any model even partially under the barrage template is automatically hit at -6 TSM and the structure must make an armor save at -6 TSM or be destroyed.
- Defuse Demolition Charge:** Any Engineer stand may attempt to defuse a demolition charge if they are in base-to-base contact. Roll a D6 for each attempting stand and on a 4+ the charge is defused, but if any dice show a one it goes off. Otherwise, your opponent may choose to set it off or wait.

5.1.3 Special Ability: Elite

p33

- a) In Close Combat, Elite units are assigned against enemy troops last and may engage in selective pinning. Meaning they do not have to engage all models in a unit before it can gang up on one or more models. May pick and choose which stands to engage while ignoring others.
- b) Allows one re-roll counter, used once per game on any die roll that any Elite unit makes.

6. TITANS & PRAETORIANS:-

p34



6.1 Purchasing Titans & Praetorians

p34

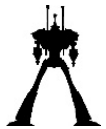
6.1.1 Optional Rule: Titan Battle Groups

p34

6.2 Shields

p34

- a) **Void Shields:** Used by Imperial and Chaos Titans and Praetorians. These absorb all incoming hits until knocked down. Weapons must have a Target Save Modifier (TSM) of at least 1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a 4+ Psychic Save. p34
- b) **Power Shields:** Used by Orks and may flicker out when needed. Roll a D6 for each shot that hits, on a 6 the Gargant is hit instead of the shield. Check to see if the shield flickers before ignoring shots without a -1 Target Save Modifier (TSM). May not be repaired during battle. Provide a 4+ Psychic Save. p35
- c) **Holo-fields:** Eldar shield effectiveness depends on the speed the titan is moving. The shields provide a Fixed Save according to the table below. This save does not apply to template, but the barrage template will always test for scatter regardless of whether it is direct or not. Provides a 4+ Psychic Save against powers that require a line of sight. p35



Titan is on....	Fixed Save:
First Fire Orders	4+
Advance Orders	3+
Charge Orders	2+

6.3 Hit Location Templates



p35

Titans and Praetorians possess location templates. Locations and their saves depend on the shot hitting the front, side or rear. The models can be targeted regardless of whether the whole model can be seen. After you roll and hit a model with a hit location template, follow the steps below:

- 1) **Scatter the shot:** Pick a location, then roll the scatter dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.
- 2) **Make an Armor Save:** Modify the location's Armor Save by the weapon's Target Save Modifier (TSM) as normal. If the save fails, the shot has penetrated the armor. If a location has been destroyed/blown off, the shot will hit the hull (if that wouldn't make sense, choose another logical location) with an additional -1 Target Save Modifier (TSM).
- 3) **Consult the Damage Table:** For each failed save, roll once on the appropriate damage table and apply the damage described. Weapons that have the special ability "Penetrating" add their bonus to this roll. If a location is hit more than once, roll for damage normally but the second and following hits add a cumulative +1 to the roll. Any results above 6 should be treated as a 6.

6.3.1 Damage Results

p35

- a) **Reactor Damaged:** The Titan is immobilized, cannot fire, all shields down. Roll to repair the reactor in the End Phase (see: 6.4 Repair Rolls).
- b) **Reactor Crippled:** As above, but if the reactor is not repaired this turn, it will explode (as below).
- c) **Reactor Explodes:** Titan is destroyed and all units within 3D6cm are hit at 0 TSM.
- d) **Titan Falls:** Titan is destroyed. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.
- e) **Weapon Blown Off:** Weapon will scatter 2D6cm and hit units underneath at 0 TSM.

6.4 Repair Rolls

p35

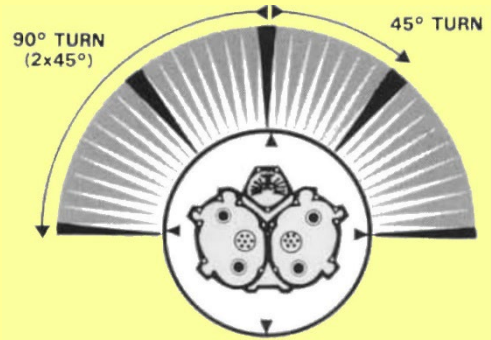
- 6.4.1 In the End Phase, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+, it's fixed. Locations described as crippled or destroyed cannot be repaired.
- 6.4.2 If a Titan's reactor, generator or main power supply has been damaged, only roll to repair the reactor. Other locations cannot be repaired until the titan has power again. If by some circumstance the reactor is damaged and the Titan still has shields, the shields are not-functional until the reactor is back online.

6.5 Special Rules: Titans

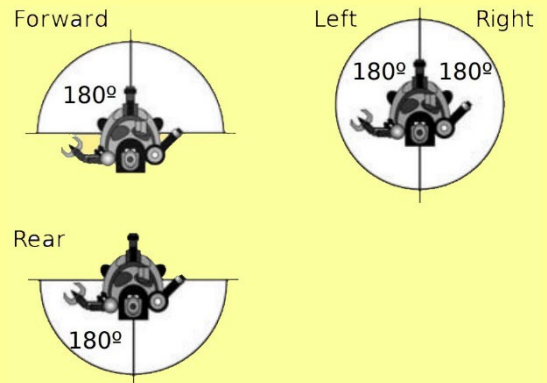


p36

- a) **Orders:** Titans use and follow the normal order rules as other ground units.
- b) **Movement:** Titans can only turn a total of 90° during their movement, though this may be divided between any number of turns. Move backwards at half speed.



- c) **Firing:** Titans fire normally as per their given orders. The multiple Titan weapons can fire separately (each considered independent) at different targets, if Line of Sight permits. Anti-Aircraft (AA) Titan weapons may Snap-Fire even if Titan is on Advance Orders. If Titan's weapons do Snap Fire, it does not prevent the Titan from later moving and firing the rest of its weapons normally. Eldar, Imperial/Chaos Titans possess a 180° arc to the models front. Ork Gargants possess a 180° arc, all around the model. Some Gargant weapons can fire behind them, some only to the side arcs, others have special arcs as detailed in their descriptions. p36



- d) **Close Combat:** Titans cannot be outnumbered by anything smaller than a Knight-class opponent. p36
 - d.1) **Titans vs. Titans, Praetorians, Superheavies & Knights:** Each player rolling 2D6 + CAF and the highest total wins. If the losing model has a hit template, the winning player chooses a location on the template and rolls on the damage table. No scatter or Armor Save – the location just takes damage. Superheavies and Knights that lose a round of Close Combat are destroyed without any rolls on their damage tables (if any). See related sections in the Titan Legions and Ork Army books for special rules about Emperor Titans and Mega-Gargants. p36
 - d.2) **Titans vs. Everything Else:** First level of defence is the Titan's anti-personnel weapon. Roll a D6 for each stand/model engaging the Titan. On a 3+ the unit takes a hit with 0 Target Save Modifier (TSM). Surviving models may then fight a round of Close Combat with the Titan. Resolved as individual combats, with no additional dice gained for multiple attackers. p36
 - d.3) **Elite Units vs. Titans:** Elite models are hit by a Titan's anti-personnel weapons on a roll of 4+ (instead of 3+). p36

6.6 Special Ability: Agile

p36

A Titan with this ability may make as many turns as desired during movement.

6.7 Special Rules: Praetorians

p36

- a) **Orders:** Have the "Command" special ability, where unit always moves double normal and fire in First Fire segment.
- b) **Movement:** Movement rate is not doubled for Charge Orders. Can only turn a total of 90° during their movement, though this may be divided between any number of turns (See:- 6.5 Special Rules: Titans; Movement Diagram). Move backwards at half speed.
- c) **Firing:** Fire in the First Fire segment. Weapons firing arcs are detailed in the unit's description.
- d) **Shields:** May possess shield, see description/templates in relevant Army Books
- e) **Close Combat:** Resolved as normal.

7. APPENDIX A: NORMAL ABILITIES:- p37

7.1 Unit Characteristics p37

Characteristic	Examples
Movement: How far the unit can move. Related Special Abilities: Deep Strike, Flier, Floater, Independent, Infiltration, Jump Pack, Skimmer, Teleport, Tunneler	10 cm: infantry 20 cm: medium tanks 25 cm: cavalry 75 cm: fliers
Armor Save: A unit must roll this number or more on a D6 to survive after being hit. This roll is modified by the weapon's Target Save Modifier (TSM). Related Special Abilities: Fixed Armor Save, Psychic Save	None: flak vest 5+: power armor 4+: light tanks, APCs 3+: medium tanks
Close Assault Factor (CAF): This represents how good the unit is in Close Combat, including melee weapons and grenades. For vehicles it also represents antipersonnel systems, reactive armor and short-range weaponry. Related Special Abilities: Combat Leader, Fortifications, Morale	-1: untrained militia +0: army basic training +2: Space Marines +4: Ork Nobz +6: Marine Terminators
Morale: This represents how well trained and disciplined the unit is, and how likely it is to remain on the battlefield after taking significant casualties. Roll this number or more on a D6 to pass a Morale Test. Related Special Abilities: Fear, Fearless, Inspirational, Terror	4+: Orks & PDF militia 3+: Imperial Guard 2+: Space Marines 1+: Veteran Marines None: Robots
Pinning Class: A measure of how large and manoeuvrable a model is and whether it can move away from unwanted melee combat or not. See the Movement and Close Combat sections for details. Related Special Abilities: Flier, Floater, Hit & Run, Skimmer	1) infantry & light artillery 2) cavalry & walkers 3) vehicles & heavy artillery 4) superheavies & knights 5) titans & praetorians
Hit Points: One. That's it – most units are either on the board and fully functional, or removed from play when hit. Superheavy and larger units have special rules and may take multiple hits to destroy, but anything smaller is destroyed by a single shot. Related Special Abilities: Mechanic, Medic, Multiple Wounds, Regeneration, Superheavy	

7.2 Ranged Weapon Characteristics p37

Characteristic
Attack Dice: The number of D6's rolled when attacking with a ranged weapon. Compare to the weapon's To-Hit Roll to see if you hit or not. Related Topics: Barrage weapons, Template weapons
Range: How far the weapon reaches. There is no effect due to movement or range. Related Topics: Line of Sight, Indirect Barrage
To-Hit Roll: How good the model is at shooting its weapons. Roll this number or more on each Attack Die to lay the smack down on your target. There are no penalties for moving or range. Related Topics: Combining Barrages, Cover, Fortifications
Target Save Modifier (TSM): How well a weapon punches through armor. This number is applied as a penalty to any Armor Save that the target makes, i.e. making it harder to survive. Negative is good, zero is standard. Related Topics: Fixed Armor Save, Penetrating

7.3 Unit Class Characteristics p38

Unit Class	Description	Models
Infantry	Core of most armies	Bases are 20 mm square (old GW bases) or 12 x 40 mm (new GW), holding 3-5 infantry or 2-3 cavalry models.
Cavalry	Fast moving, with little armor and short ranged weaponry	
Walker	Armored battlesuits larger than power armor but smaller and slower than tanks.	Represented by a single model that is 15-30 mm tall, using a 20 or 25 mm base.
Knight	The walkers bigger and more heavily-armed brother, a.k.a. battlemech.	
Vehicles	Range from dune buggies to large tanks.	
Light Artillery	Medium-range guns with no armor and a small crew (e.g. mortar team).	Represented by a single model and bases are optional. Vehicles and artillery pieces range from 20-40 mm long with fliers being only slightly larger.
Heavy Artillery	Long-range guns mounted on a vehicle.	
Flier	While some units can move above the ground, only fliers can reach high altitudes.	
Superheavy	The largest tanks on the battlefield that don't have special rules.	Single models between 40-60 mm long and 20-30 mm wide, with no base.
Praetorian	Larger than Superheavies, but with special rules.	
Titan	Walking behemoths that generally swat lesser units aside.	Are 40-60 mm tall and use a 50 mm round base.

7.4 Biology p38



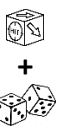

Organic	Default for all units, that are not Inorganic or Daemonic
Inorganic	Unit is a technological, crystalline or energy-based being, non-organic. Powers and effects based on poison, disease, pheromones and smells are ineffective, though mental, emotional and soul/life-force based powers still work. Does not give immunity to fear or morale effects.
Daemonic	Morale checks caused by Daemonic units are failed on a "1". Only applies to units that possess a morale score and not to Fearless or other units that are immune to morale (e.g. robots). Daemonic units are immune to morale checks from other Daemonic units.

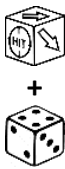



7.5 Intelligence p38









Stupid	If unit has no one to give them orders, roll a D6: 1-2 has Advance Order, 3+ Charge Orders.
Instinct	This unit, without external guidance will revert to instinctual behaviour beyond player's control (e.g. Ork Boyz, Tyranids).
Artificial Intelligence	Powers and effects based on fear or emotions are ineffective and the unit is immune to morale. While it is common to be both AI and Inorganic, it is not required (e.g. undead). Examples: OGRE tanks, mindless zombie slaves, Necrons.
Robot	Powers based on fear, life-force, souls or emotions are ineffective and the unit is immune to morale. Robots must usually be programmed before a battle, and are almost always Inorganic.

8. APPENDIX B: SPECIAL ABILITIES:-

p39

		Rules	CR
Agile	A Titan with this ability may make as many turns as desired during movement.	p36	6.6
All-Around Armor	Unit does not suffer an armor save penalty from side or rear shots.	p27	3.4.2
Anti-Aircraft (AA) 	AA units weapons may Snap Fire at no penalty, gain a 360° arc of fire, suffer a -2 To-Hit penalty for firing at small ground targets (i.e. infantry & tanks, not buildings and units with a hit location template). Skimmers and Jump troops that Deep Strike or leave a flying transport, are considered aerial targets.	p23	3.1.3
Artificial Intelligence	Unit is immune to morale and powers based on fear or emotions. (See Intelligence)	p38	7.5
Combat Leader	All friendly detachments with a model within 10 cm get +1 CAF.	p29	3.5.1
Combat Engineer	Engineers may perform one Engineering Mission per turn, indicated by giving the detachment First Fire Orders and specifying what the unit is doing. The mission takes the entire turn and fails if the Engineers move, shoot, engage in Close Combat or are closer than 6cm to an enemy model in the End Phase. Engineering Missions: See section	p33	5.1.2
Command	Not given orders, may always move double and fire in the First Fire Segment. However, if Command unit is in or has initiated Close Combat may not shoot. If Snap Fired, cannot later move.	p10	1.1.7
Daemonic 	Morale checks caused by Daemonic units are failed on a "1". Only applies to units that possess a morale score and not to Fearless or other units that are immune to morale (e.g. robots). Daemonic units are immune to morale checks from other Daemonic units. (See Biology)	p38	7.4
Daemon Hunter	a) Unit is immune to any morale effects caused by Chaos or warp creatures, including Chaos Rewards, Greater Daemons. Fail morale tests on a "1". b) In Close Combat, they negate all "after death" effects: Greater Daemons cannot use Chaos Rewards to save themselves, Trolls cannot regenerate, Pink Horrors don't split into Pink Horrors etc. Also extends to non-Chaos beings, such as regenerating Tyranids.	p32	4.2.6
Damages Buildings	Non-artillery weapons that are listed as "Damages Buildings" will force a building to make an Armor Save and inflicts one SI (Structural Integrity) point if failed.	p20	2.6.4
Destroys Buildings	Buildings hit by a "Destroys Buildings" weapon must make an Armor Save or be destroyed, no matter how many SI (Structural Integrity) points it has.	p20	2.6.4
Deep Strike 	Player picks a spot on the tabletop. Roll scatter die and move 2D6cm, twice. Once landing point determined, place all models anywhere within 20cm of that point. Then scatter each model 2D6cm once. If out of unit coherency, must regain coherency as normal at the end of their first Movement Phase. Anything that lands in impassable terrain is destroyed and effects of landing on another unit varies, see unit description for details.	p15	2.2.6
Elite 	a) In Close Combat, Elite units are assigned against enemy troops last and may engage in selective pinning. Meaning they do not have to engage all models in a unit before it can gang up on one or more models. May pick and choose which stands to engage while ignoring others. b) Allows one re-roll counter, used once per game on any die roll that any Elite unit makes.	p33	5.1.3
Fear	On the first turn of Close Combat, your opponent must pass a morale check or suffer a -2 CAF penalty. This effect applies if you charged or were charged and only applies to the first turn of Close Combat. Subsequent rounds of combat against the same detachment are resolved as normal. This ability only has an effect if you are able to pin your opponent.	p32	4.2.4
Fearless	Unit has no morale value and will never need to make a morale check.	p32	4.2.3

Fire on the Fly	a) Unit that can Snap Fire their weapons in the middle of their own movement if on Advance Orders and Line of Sight of enemy unit. b) They may not call-in indirect fire, Pop-Up or use special abilities other than Fire on the Fly. c) Suffer the normal -1 To-Hit penalty for Snap Fire. d) No model in detachment may fire later in the turn.	p12	2.1.7
Fixed Armor Save	Fixed armor saves are not modified by a weapon's Target Save Modifier (TSM). If a unit has both a regular and a fixed save, the unit only makes one save but may choose the best one.	p27	3.4.3
Flier & Floaters	The unit moves through the air. (See Modes of Movement for details)	p17	2.4
Forward Observer (FO) 	a) Any barrage directed by a Forward Observer will scatter 1D6cm (instead of 2D6). All FO units are HQ units and have the Stealth ability (If unit is in cover, it may not be seen from over 25cm away). b) FOs are only units capable of calling in an Off-Board Barrage. A single FO stand may call in any number of indirect barrages against any number of targets, or a single Off-Board Barrage. FOs may not request fire if they are involved in Close Combat and may not both call in fire and shoot. c) To call in an off-board barrage, the FO must make a communications roll of 3+ on a D6. If the roll is successful, then the barrage arrives anywhere in the FOs line of sight. Multiple Off-Board Barrages do not combine fire – they are resolved separately (including separate scatter rolls), even if they are called in on the same target by different stands belonging to the same Forward Observer Team.	p26	3.3.4
Hard to Hit	If the unit Charges, it is not pinned in the second round of CC.	p24	3.1.5
Headquarters (HQ) 	HQ unit may not be fired at unless it is the closest valid target of their pinning class, or is more than 10cm from things in their pinning class. This protection applies to template weapons as well – the template may not cover the HQ unit unless it meets one of the two requirements. However, buildings and transports are not protected.	p24	3.1.6
Hit & Run	If unit with Hit & Run initiates Close Combat this turn and survives, it does not count as pinned during the following movement phase no matter who its opponent is. This option is lost if it is not used – the Hit & Runner does not have the option to leave on the third or later turns. If the unit decides to leave combat, it will be pinned normally later in the turn.	p16	2.3.2
Ignores Cover	Weapon ignores cover modifiers To-Hit, such as from woods or fortifications.	p24	3.1.7
Independent	Unit ignores command distances, but routs instead of Fall Back and is removed from board.	p10	1.1.8
Infiltration	After setup, Infantry & Walkers may move on Charge, others move normal distance. This move may not bring the unit closer than 5cm to an enemy model.	p08	A. 3.5.1
Inorganic	Unit is immune to powers based on poison, disease, pheromones and smells. (See Biology)	p38	7.4
Inspirational	All friendly detachments with a model within 10 cm get +1 to morale checks.	p31	4.2.1
Instinct	If the unit is too far from a command unit, it will revert to instinctual behaviour. (See Biology)	p38	7.5
Jump Packs 	Ignore terrain modifiers during movement, but may not end movement in prohibited terrain. May not escape Close Combat – they are pinned as normal.	p14	2.2.1
Medic 	Infantry and Cavalry-class units within 10 cm get a 5+ Fixed Save.	p27	3.4.4
Mechanic	Vehicle, Superheavy and Walker-class units within 10 cm get a 5+ Fixed Save.	p27	3.4.4
Multiple Wounds	unit takes more than one hit to kill, but suffers 1 per point it loses in CC.	p28	3.4.7
Open-Top Vehicle (OTV)	Transported models may fire. Hits on the vehicle also hit things inside.	p18	2.5.2
Penetrating +(X)	Weapon adds X to rolls on a superheavy or hit location template damage table.	p28	3.4.8

Point Defence (X)  	<p>a) Point Defence systems (the X listed next to the ability) always act as though they were on First Fire Orders, no matter what the unit's actual orders are and may be thought of as a separate unit.</p> <p>b) May be used in the Movement Phase in order to Snap Fire at the target of a charge (with the normal -1 To-Hit penalty) or to gun down a Charging enemy (without the -1 penalty), or they may fire in the Combat Phase when the model makes it's normal ranged attacks.</p> <p>c) All Point Defence attacks have a 360° arc of fire, a range of 15cm, hit on a 6+ and a 0 TSM (Target Save Modifier).</p> <p>d) May only attack once per turn, but all the dice do not need to be used at the same time or against the same target.</p>	p12	2.1.8
Psychic Save	Unit has a save against Ethereal psychic attacks.	p27	3.4.5
Psyker	Psyker may use both a psychic power and a conventional weapon in the Combat Phase.	p33	5.1.1
Quickdraw	Unit does not suffer the -1 To-Hit penalty when Snap Firing.	p12	2.1.6
Regeneration 	When a regenerating unit fails an Armor Save, turn the model on its side and treat it as dead. Keep track of how many wounds it's suffered. Shots against a downed creature hit automatically, but armor saves are made normally. During the End Phase, roll a D6 for each wound. On 4+ it's healed.	p28	3.4.6
Robot 	Unit is immune to morale and powers based on fear, life-force, souls or emotions. Robots must be programmed before a battle, and are almost always Inorganic.	p38	7.5
Skimmer 	Ignore terrain modifiers during movement, but may not end movement in prohibited terrain. (See:- Special Rule: Pop-Up Attacks, & Skimmer Pinning Class, p15)	p14	2.2.2
Sniper	Unit may recognize and target HQ models on a 4+.	p24	3.1.4
Static Artillery	heavy artillery unit that may not move, and routs on any failed Morale test.	p26	3.3.6
Stealth	If Stealth unit are in terrain that grants any sort of To-Hit penalty, they cannot be seen at a range of over 25cm. Barrages that cover a valid target and "happen" to catch the stealth unit are acceptable. Stealth is negated until the End Phase if the unit makes a ranged attack or is engaged in Close Combat.	p24	3.1.8
Stupid	If unit has no one to give them orders, roll a D6: 1-2 has Advance Order, 3+ Charge Orders. (See:- Intelligence)	p38	7.5
Teleport 	Player picks a spot on the tabletop. Roll scatter die and move 2D6cm in the indicated direction. This is the arrival point of the first model. Remaining models are then placed anywhere within unit coherency (6cm) of the first stand.	p15	2.2.6
Terror	<p>a) Opponent wanting to engage in Close Combat must pass a morale check to enter into base-to-base contact. Failed morale check means the enemy stops 1cm away and cannot move any further. Passed morale check allow Close Combat as normal.</p> <p>b) Enemy units that are charged and engaged by Terror Units in Close Combat must make a morale check or immediately go on Fall Back Orders (-2 CAF penalty applies to this combat). Additionally, if you charge someone on First Fire Orders, they do not get to fire at you. Units on Fall Back Orders being charged must make two morale checks – one for Terror and one because it's a Fall Back unit in Close Combat. If either one is failed, then unit routs. This ability only has an effect if you are able to pin your opponent.</p>	p32	4.2.5
Transport (X) 	Unit may carry up to X number of infantry stands, and tow one light artillery.	p18	2.5.1
Tunneler 	The unit moves underground. (See Modes of Movement – Tunnelers)	p14	2.2.3

9. GLOSSARY:-

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SEE:- NETEPIC 5.0 RULE BOOK - CORE RULES

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