



WARHAMMER 40,000

HOUSE RULES EDITION V1.3



THE TURN

UNIT ACTIVATIONS


Before the game begins the players must each place an appropriate number of tokens (with markings or colours specific to that player) in a bag or cup. This is one token for every unit in their force (units, Independent Characters and Vehicles), including for units that begin the game in reserve. During each turn, a token is drawn from the bag and handed to the appropriate player. That player now takes a turn activating a unit and playing through a turn sequence with it. Place the token next to the activated unit. At the end of each turn, return all tokens to the bag. Units that are destroyed during the turn lose their token. If a destroyed unit has already taken its turn remove the token placed next to it. If a destroyed unit has not already taken its turn remove a token bag. Tokens lost as a result of units being destroyed are removed from play and placed aside where both players can see them. When units are lost this therefore reduces the number of tokens available for the following turn.

Independent Characters which are part of a squad that activates may be activated at the same time. Remove an additional token from the bag for each Independent Character in that unit, to indicate they have activated. If an Independent Character chooses to separate from the unit then the Independent Character will either need to activate first and move out of coherency or choose not to activate with the unit they are with.

Units inside vehicles may activate the unit and vehicle together. This allows both the vehicle and unit to perform actions, such as moving and charging out of an open topped transport. Similar to the Independent Character rule above, remove an additional token from the bag to indicate both units have activated.



TURN SUMMARY

1. *The start of your turn.*
 - a. Resolve any rule described as happening at the start of your turn.
 - b. Roll Psychic Pool (d6 + 1 dice per Mastery Level of each Psyker on the table). See Psychic Phase for more details.
 2. *Unit Activation.* Draw a token randomly from the bag, that player activates a unit and proceeds with the following steps in order:
 - a. *Movement phase.* Here, you move your activated unit, if it is capable of doing so. See the movement rules for more details of how to do this.
 - b. *Psychic phase.* In the Psychic phase, models known as Psykers can use strange mental powers, and other Warp-born effects may manifest. See the psychic rules for more details of how to do this.
 - c. *Shooting phase.* You now shoot with your activated unit if it is capable of doing so. See the shooting rules for more details on how to resolve this.
 - d. *Assault phase.* During the Assault phase, units may move into combat against enemy units in the Charge subphase, this locks the charged unit in combat. The close combat resolution does not take place until the end of turn. The exception is against vehicles which can't fight in close combat or buildings/ fortifications. One round of close combat is fought immediately. More information on fighting close combats can be found in the assault rules.
 3. *The end of your turn.*
 - a. Fight any Assaults. Each assault will fight two rounds of combat, to be completed in sequence, one round before the other, with the first round being fully resolved before starting the second.
 - b. Resolve any rule described as happening at the end of your turn.
 - c. Score an Victory Points
 - d. Return tokens to the bag.
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PSYCHIC PHASE

During the 'Start of Turn' starting with the player with the highest total psychic Mastery Level in their army, then alternating, rolls d6. Each player then adds one dice per Mastery Level of each Psyker on the table. This total is then assigned to two Psychic pools – one for casting and the other for dispelling. Note, each pool is assigned the total dice generated, they are not split between pools.

When a psyker or the unit they are attached to is activated, powers can be cast by that psyker during the Psychic Phase. This process (and dispelling) follows the normal Warhammer 40,000 rules.

If a psyker is removed from play, remove a number of dice from both the casting and dispelling pools equal to their Mastery Level.



MOVEMENT PHASE

All movement is conducted as per the normal Warhammer 40,000 rules.

See the Shooting Phase rules in regards to Area Terrain and movement.



SHOOTING PHASE

Shooting (and running) is conducted as per the normal Warhammer 40,000 rules, except in the following instances.

Units with Dedicated Anti-Tank weapons (S6 or higher and AP3 or better) may select to fire them at an enemy vehicle instead the unit's current target. A unit wishing to do this must pass a Leadership test, otherwise they must fire at a single target. If this test is passed, any AT weapons may declare a single enemy vehicle as a target while the remaining weapons may fire at another valid target. Units with Split Fire or other special rules, use them as written in the rulebook or Codex.

Vehicles may choose to shoot each weapon group at a different target.

SHOOTING OVERVIEW

- Super Heavy Vehicles and Walkers: As per 40k rules
- Non Super Heavy Vehicles:
 - As per 40k except: different weapon groups can shoot at different targets. This still means a vehicle can only charge something it shoots at (to clarify: This means a vehicle cannot charge into an existing combat as you cannot shoot into combat).
- Monstrous Creatures: As per 40k rules, with the additional shooting phase rules above. This allows AT weapons to shoot a different target and any unit shot at can be charged.
- Troops: As per 40k rules, with the additional shooting phase rules above.

AREA TERRAIN

At the start of the game, the players are to agree which terrain pieces are considered Area Terrain. This provides a cover save appropriate to the type of terrain used (a forest for example is 5+ cover). Direct line of sight is ignored if any part of the model is within the Area Terrain. Conversely if this terrain is Difficult or Dangerous then this will affect movement if any part of a model is within it.

SHOOTING AND VEHICLES

Vehicles count their Rear Armour as the same value as their Side Armour.



BLAST MARKERS

Blast marker weapons (Blast/ Large Blast) now roll to hit as follows:

Blast Marker Weapon with Line of Site to the target

- Nominate a target model in the unit.
- Roll to hit like a normal shooting attack.
 - If the shot is a hit, centre the blast marker on the nominated model
 - If the shot is a miss, centre the blast marker on the nominated model and roll a scatter dice and 2d6. Move the centre of the blast marker in the direction of the arrow for a distance rolled on the 2d6, minus the BS of the firer. (Note, the marker will ALWAYS scatter, if a hit is shown, use the small arrow to indicate direction)

Blast marker weapons fired with no line of site to the target (typically barrage weapons)

- Nominate a target model in the unit.
- Roll scatter dice and 2d6.
 - If a hit is rolled, centre the blast marker on the nominated model
 - If an arrow is shown, move the centre of the blast marker in the direction of the arrow for a distance rolled on the 2d6



ASSAULT PHASE

All assault moves are conducted as per the normal Warhammer 40,000 rules.

Close combats are resolved at the end of each Turn but before scoring VP's. At the End of Turn, two rounds of Close Combat are fought except against Vehicles unable to fight in close combat and Fortifications/Buildings, where only one round of combat is fought. Any units charging in that round receive their charge bonus for the first round of combat only.

These two Close Combat rounds are distinct and one round is fully completed before the second is started.

Any Hammer of Wrath attacks are completed only in the first round of Close Combat by any eligible units which charged.

ASSAULTS AND VEHICLES

A unit which disembarks from a vehicle that has not yet moved this Turn may initiate a charge.

A vehicle which has been assaulted uses the Armour Value of whichever facing it being attacked. This may require several different dice pools (some models hitting the front and some hitting the side for instance).

- A unit assaulting a vehicle which has a WS and can fight in close combat resolves the assault as per the Assault Phase rules above.
- A unit assaulting a vehicle which does not has a WS or cannot fight in close combat resolves one round of close combat immediately and completely, in the assault phase of the charging unit. This unit is then no longer locked in combat with the vehicle.

As per the Shooting Phase rules, vehicles count their Rear Armour as the same value as their Side Armour.



MORALE

Morale is conducted as per the normal Warhammer 40,000 rules (when to take Break tests etc), except in the following instances.

If a unit is required to take a Morale check during the Shooting Phase, it does so after the unit firing at it has completed its shooting action.

Units in Assault will make any Morale checks during the End of Turn after combats are fought, according to the normal Warhammer 40,000 rules.

CHANGED PINNING RULES FOR DESTROYED VEHICLES

- Wrecked Vehicles:
 - Normal Vehicles: Troops roll Pin Check
 - Assault Vehicles: Troops are unaffected
- Exploded Vehicles (remember exploded vehicles leave a crater which gives cover and counts as difficult terrain):
 - Normal Vehicles: Troops are automatically pinned
 - Assault Vehicles: Troops roll pin check



SCORING

Scoring is conducted as per the normal Warhammer 40,000 rules, and occurs at the end of each turn.

FIRST BLOOD

First Blood is available to both sides in the first game turn. This is awarded to either player if they can kill one entire unit in the first turn (or other applicable conditions for the VP)



RESERVES

Reserves can be allocated activation tokens as per any other unit. When given an activation token, that player determines if the unit is coming out of Reserves that Turn or holding position and staying off the table. Units coming out of Reserve can do so from Turn 2 onwards, and arrive on a roll of 3+ when activated. They deploy as per the normal Warhammer 40,000 rules.

On Turn 1, unless special rules indicate otherwise, units in reserve are given an activation token, but are not able to deploy.



SPECIAL RULES

The following special rules are modified as such:

ASTRA MILITARUM ORDERS

An Astra Militarum HQ who can use orders may issue them when activated as per the codex rules. When an order is given to a unit which causes them to move, shoot or assault, that unit will be given an activation token and then that unit will have its complete Turn. Once finished, the HQ issuing the order will complete their Turn (if this is another order, repeat the process).

CHAOS DAEMON WARP STORM TABLE

Chaos Daemons will roll for their Warp Storm table at the start of the turn, prior to drawing the first activation token for that turn.

SUMMONING

Any summoning that occurs (primarily via Daemonology Psychic Powers) will activate any units summoned. The summoned unit is able to make any actions it would normally make in the Shooting and Assault phases.



TRIAL RULES

The rules below are currently one we are testing and will either be accepted, rejected or retested after being modified. Please feel free to test these but make sure your opponent agrees first.

PSYCHIC PHASE

PSYCHIC SHOOTING

Any psychic powers which require a 'to hit' roll (generally witchfire, focussed witchfire, beam powers, but there are others), will hit automatically if successfully cast. No roll to hit is required.