# OPEN HOSTILITY
# DEATH OR GLORY

## MISSION BRIEFING

*An outnumbered army faces inevitable defeat, but if they sell their lives dearly to allow even a single warrior to survive them, they will have earned a heroic death.*

## Mission Rules

**No Retreat:** In this mission, the Defender automatically passes all Morale tests taken for their units (no dice are rolled).

## FIRST TURN

The Defender decides which player has the first turn.

## MISSION OBJECTIVES

**Death or Glory:** If, at the end of the battle, the Defender's army has been destroyed, the Attacker is the victor. Otherwise, the Defender is the victor.

Defender's Battlefield Edge

Defender's Deployment Zone

12"

12"

Centre of Battlefield

Attacker's Deployment Zone

Attacker's Battlefield Edge

## 4. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your battlefield depends on the battle size you have selected, as shown in the table below:

### BATTLEFIELDS

| BATTLE SIZE | BATTLEFIELD SIZE (Minimum) |
|---|---|
| Combat Patrol/Incursion | 44" x 30" |
| Strike Force | 44" x 60" |
| Onslaught | 44" x 90" |

## 5. DETERMINE ATTACKER AND DEFENDER

If the Power Rating of one player's army is greater than that of their opponent's, then that player is the Attacker and their opponent is the Defender. Otherwise, the players roll off and the winner decides who will be the Attacker and who will be the Defender.

## 6. DECLARE RESERVES AND TRANSPORTS

Both players now secretly note down which of their units will start the battle in a location other than the battlefield, and which of their units will start the battle embarked within TRANSPORT models (they must declare what units are embarked on what models). When both players have done so, they declare their selections to their opponent.

## 7. DEPLOY ARMIES

The deployment maps for each mission will tell you which deployment zone is the Attacker's and which is the Defender's.

The players alternate setting up their remaining units, one at a time, starting with the Attacker. These models must be set up wholly within their player's deployment zone. If one player has finished deploying all their units, their opponent then deploys the remainder of their units.

If both players have units that have abilities that allow them to be set up 'after both armies have deployed', the players must roll-off after all other units have been set-up and alternate setting up these units, starting with the winner.

## 8. DETERMINE FIRST TURN

Unless the mission briefing says otherwise, the players roll-off and the winner declares whether they will take the first or second turn.

## 9. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, starting with the player who will take the first turn.

## 10. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

## 11. ENDING THE BATTLE

The battle ends when all of the models in one player's army have been destroyed, or once the fifth battle round has ended (whichever comes first).

## 12. DETERMINE VICTOR

At the end of the battle, both players check their mission objectives to determine who is the victor.

# OPEN HOSTILITY
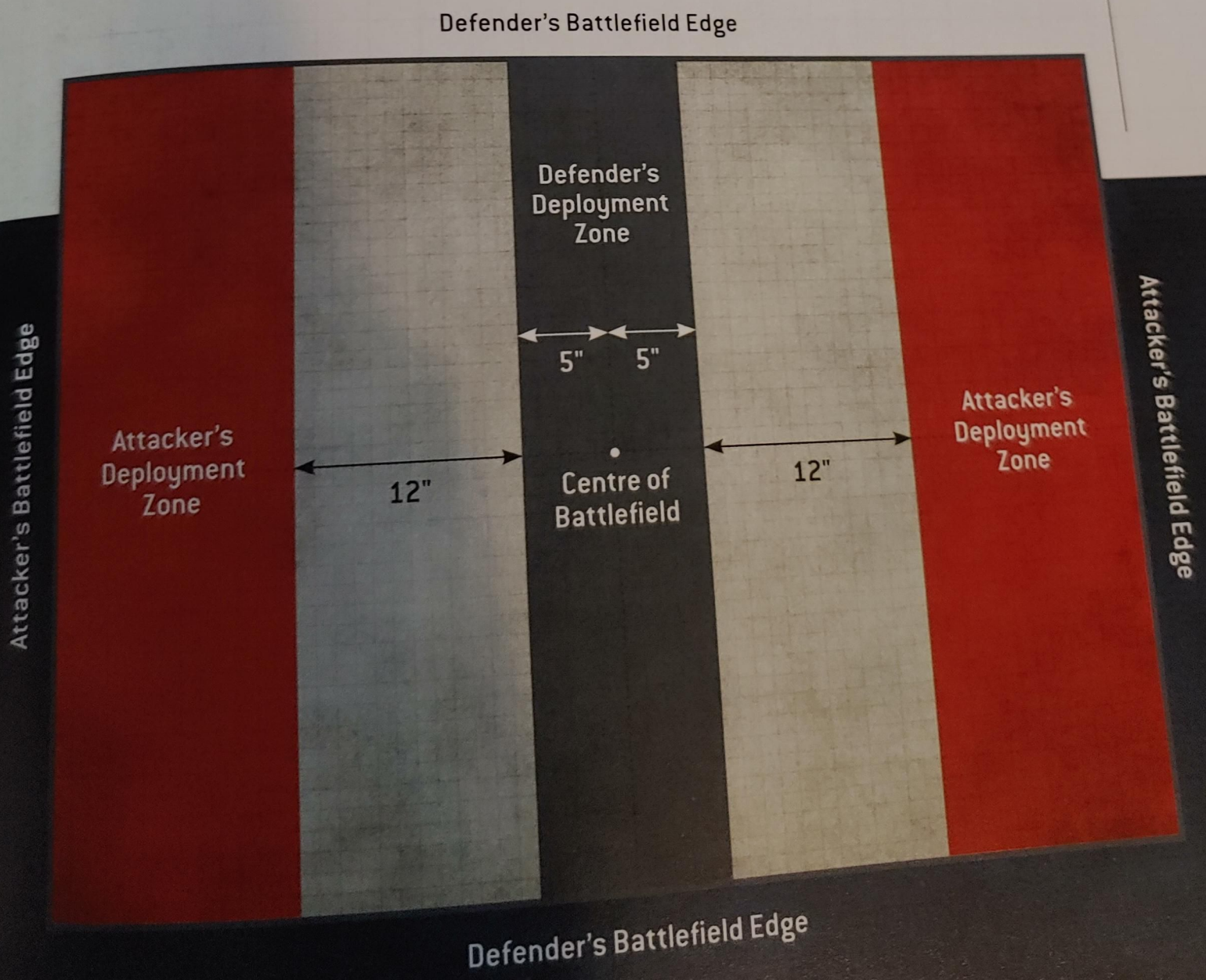# HOLD AT ALL COSTS

## MISSION BRIEFING

*The battlefield lies at a crossing of key strategic importance. A defending army that has dug in stands ready to hold it at all costs in the face of a superior foe that surrounds them.*

## Mission Rules

**Dug-in Positions:** In the first battle round, the Defender adds 1 to all saving throws taken for their models that are wholly within their own deployment zone (invulnerable saves are unaffected).

## MISSION OBJECTIVES

**No Matter the Cost:** If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player who has the closest model to the centre of the battlefield is the victor (if both players have models that are the closest to the centre of the battlefield, the battle is a draw).

Defender's Battlefield Edge

Attacker's Battlefield Edge

Defender's Deployment Zone

5"  5"

Attacker's Deployment Zone

Attacker's Deployment Zone

12"

Centre of Battlefield

12"

Attacker's Battlefield Edge

Defender's Battlefield Edge

# OPEN HOSTILITY
# ANNIHILATION

## MISSION BRIEFING

*Two warlords face each other, intent on destroying all who stand before them. Each must attempt to annihilate their opponent while minimising their own losses.*

## MISSION OBJECTIVES

**No Mercy:** If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player with the most victory points is the victor (in the case of a tie, the battle is a draw). Victory points are awarded as follows:

**Slay the Warlord:** A player scores 1 victory point if the enemy **WARLORD** is destroyed at the end of the battle.

**Purge the Enemy:** At the end of the battle, each player adds up the Power Rating of all enemy units that were destroyed during the battle and divides the total by 10 (rounding up) – this is the number of victory points that player scores. If a unit splits to form two or more individual units during the battle, then divide that unit's Power Rating equally between the individual 'split' units (rounding up) when calculating this. Any units that are not on the battlefield at the end of the battle (other than units that are currently embarked within **TRANSPORT** models that are on the battlefield) count as destroyed for this mission objective.

Defender's Battlefield Edge
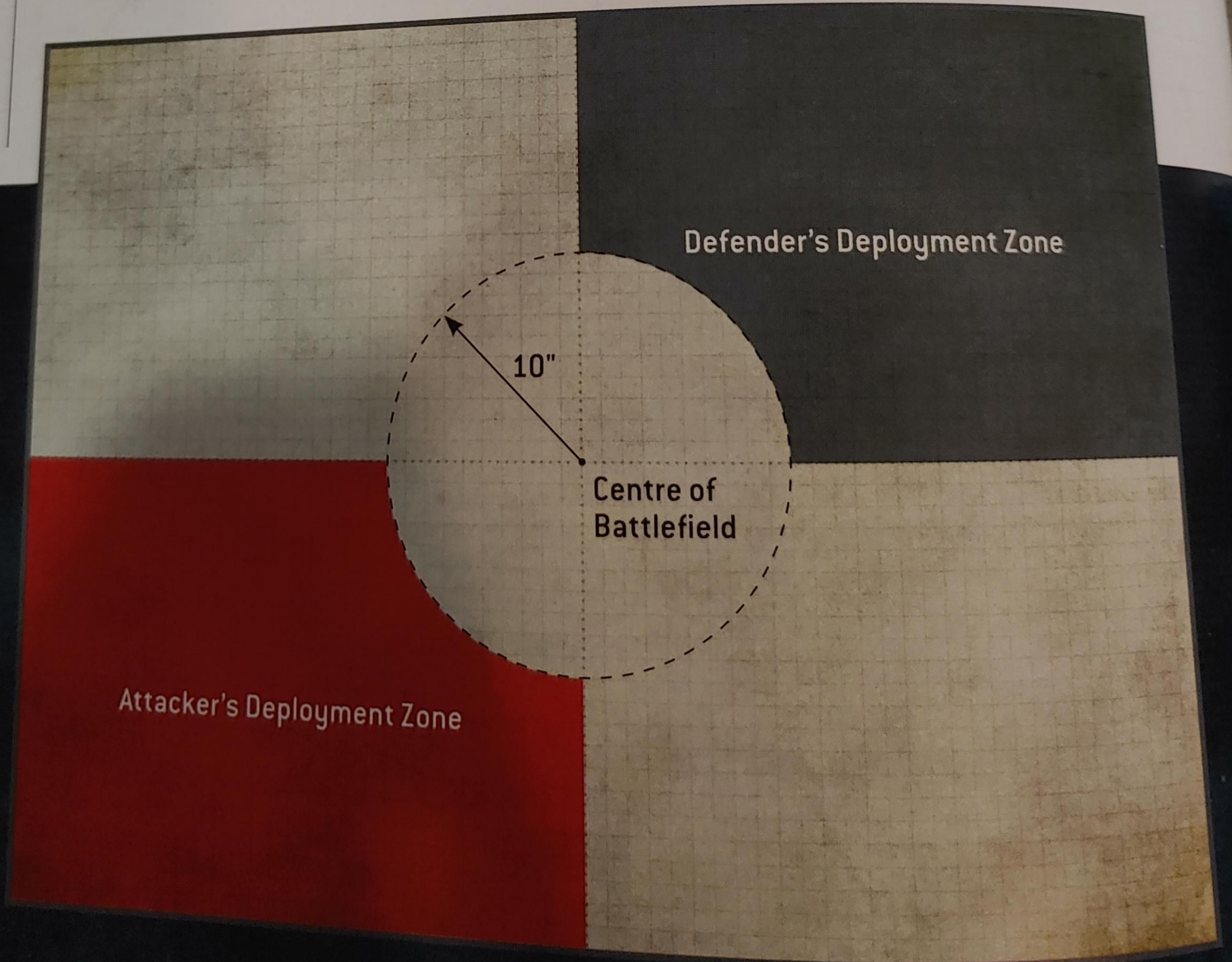
Defender's Deployment Zone

10"

Centre of Battlefield

Attacker's Deployment Zone

Attacker's Battlefield Edge

# ACTIONS

Occasionally defeating the enemy through skill at arms is not enough, and your warriors must accomplish some vital battlefield tasks to secure victory. From searching for missing archeotech or activating a series of power generators, to completing a blasphemous ritual to the Dark Gods, these tasks are many and varied.

## PERFORMING ACTIONS

Some rules let a unit perform an action; this represents the units doing all manner of things, ranging from raising a banner, arming or dismantling traps, searching an objective site, hacking into a data terminal and so on.

Each action will specify when a unit can start to perform it, when it is completed, and any other conditions that must be satisfied (for example, some actions can only be attempted by units that are at specific locations on the battlefield). You can declare a unit from your army will start to perform an action provided there are no enemy units within Engagement Range of it (excluding AIRCRAFT) and it did not Advance or Fall Back this turn. AIRCRAFT units and units with the Fortifications Battlefield Role cannot perform actions. A unit can only attempt to perform one action per battle round, and the same action cannot be started by more than one unit from your army in the same battle round.

If a unit is destroyed, makes a Normal Move, Advances, Falls Back, attempts to manifest a psychic power, declares a charge, performs a Heroic Intervention or makes any attacks with ranged weapons after it has started to perform an action but before that action is completed, that action is failed. Otherwise, that action is successfully completed. A CHARACTER unit cannot use any aura abilities while it is performing an action (if the action is failed, their aura abilities immediately take effect again).

## PERFORMING PSYCHIC ACTIONS

Some mission rules and objectives require a unit to perform a psychic action; this represents a psyker performing all manner of things, ranging from scrying the future, reading the minds of enemy leaders, calming the tides of the warp, enacting a daemonic rite and so on.

A PSYKER unit from your army can attempt to perform a psychic action in its Psychic phase instead of attempting to manifest any psychic powers. A PSYKER unit cannot attempt to perform a psychic action if it has Fallen Back this turn, or if it is also attempting to perform another action. A PSYKER unit can only attempt to perform one psychic action a battle round.

To perform a psychic action with a PSYKER unit, you must first pass a Psychic test in the same manner as if it were attempting to manifest a psychic power. If the result of the Psychic test is a double 1 or a double 6, the PSYKER unit attempting the psychic action immediately suffers Perils of the Warp (if the PSYKER unit is destroyed as a result, the psychic action automatically fails). The opposing player can then select one of their PSYKER units that is within 24" of the PSYKER unit attempting to perform the psychic action and attempt to deny that action in the same manner as if it were attempting to deny a psychic power, by passing a Deny the Witch test.

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- **Action:** A task a unit is attempting to perform. Started and completed as specified by the action itself.
- A unit cannot start to perform an Action while in Engagement Range with an enemy unit.
- A unit cannot start to perform an Action if it Advanced or Fell back this turn.
- AIRCRAFT and Fortifications cannot perform actions.
- CHARACTERS cannot use Aura abilities while performing actions.
- Action failed if unit is destroyed or if it makes a Normal Move, Advances, Falls Back, manifests psychic power, shoots, charges or performs a Heroic Intervention.

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- **Psychic action:** A psychic task a PSYKER unit can attempt to perform.
- A unit cannot perform a psychic action if it Fell Back this turn.
- PSYKER can attempt to perform one psychic action instead of attempting to manifest any psychic powers.
- To perform a psychic action, must pass a Psychic test (pg 215).
- If double 1 or double 6 rolled, PSYKER suffers Perils of the Warp.
- If opponent has a PSYKER within 24" of your PSYKER, they can attempt to deny the psychic action by taking a Deny the Witch test (pg 215).

# STRATEGIC RESERVES

A wise commander does not necessarily commit all their troops to the attack, making sure to keep additional forces held in reserve to reinforce wavering battle lines or exploit a weakness in the enemy's.

Strategic Reserves are forces that one or both sides have chosen not to deploy at the start of the battle. These rules explain how to place units into Strategic Reserves, as well as how and when they arrive on the battlefield.

Note that these rules do not apply to units that are using other rules that enable them to start the battle in a location other than the battlefield. Such units are not placed in Strategic Reserves and they are instead set up as described by their own rules.

## PLACING UNITS INTO STRATEGIC RESERVES

You can only place units into Strategic Reserves if your army is Battle-forged (pg 244).

Unless otherwise stated, before the battle, you can select one or more units from your army to be placed in Strategic Reserves. You must pay Command points (CPs) to place your units into Strategic Reserves; the number of CPs required depends on the combined Power Ratings of all the units you wish to place into Strategic Reserves (including those embarked within **TRANSPORT** models that are themselves placed into Strategic Reserves), as shown in the table below. If you do not have enough CPs for your current band, you must reduce the number of units you wish to place into Strategic Reserves until you do have sufficient CPs.

| STRATEGIC RESERVES | |
| --- | --- |
| COMBINED POWER RATING OF UNITS PLACED INTO STRATEGIC RESERVES | CPs TO PLACE INTO STRATEGIC RESERVES |
| 1-9 | 1 |
| 10-19 | 2 |
| 20-29 | 3 |
| 30-39 | 4 |
| 40-49 | 5 |
| etc. | etc. |

- **Strategic Reserves:** Units that are not deployed at the start of the battle.
- Only Battle-forged armies can use Strategic Reserves.
- Must pay CPs to place units into Strategic Reserves.

## ARRIVING FROM STRATEGIC RESERVES

Units that are placed in Strategic Reserves are 'Strategic Reserve units', and can arrive later in the battle during the Reinforcements step of any of your Movement phases (pg 206) except your first (i.e. Strategic Reserve units cannot arrive in the first battle round).

- Strategic Reserve units arrive in the Reinforcements step of Movement phase.
- Strategic Reserve units cannot arrive in the first battle round.

## SETTING UP STRATEGIC RESERVE UNITS

Where on the battlefield a Strategic Reserve unit is set up when it arrives depends on the battle round in which the unit arrives, as described below.

Starting from the second battle round, Strategic Reserve units that arrive can be set up wholly within 6" of any battlefield edge other than the enemy's battlefield edge, but no model can be set up within the enemy's deployment zone. Starting from the third battle round, Strategic Reserve units that arrive can be set up wholly within 6" of any battlefield edge other than the enemy's battlefield edge.

In any case, Strategic Reserve units cannot be set up within 9" of any enemy models. The only exception to this is if they are being set up within 1" of their own battlefield edge and wholly within their own deployment zone, in which case they can be set up within 9" (and even within Engagement Range) of enemy models. If a unit is set up within Engagement Range of any enemy models, it counts as having made a charge move this turn (Overwatch attacks cannot be made against this unit) and until the end of the turn it can target any unit it is within Engagement Range of with close combat attacks even though it hasn't declared a charge this turn.

If a model is so large that it cannot physically be set up wholly within 6" of a battlefield edge (i.e. the small dimension of that model is greater than 6"), it must up so that it is touching your battlefield edge. During turn in which such a model is set up on the battle that model's unit cannot do any of the following: Normal Move, Advance, Fall Back, Remain Static

# POINTS VALUES

Every model and weapon has a points value, which is found in a number of Warhammer 40,000 publications. Points values are similar to Power Ratings, in that they give you a guide as to how powerful certain warriors and weapons are, but they offer a greater degree of granularity. A unit's points value is calculated by adding together the points value of every individual model in that unit and the points value of every individual weapon equipped by a model in that unit. Certain items of wargear also have a points value, and must be included in a unit's points value if equipped by a model in that unit. While it takes a little longer to work out each unit's points value, doing so enables you to differentiate between two similar squads equipped with different weapon options, as the points values listed in our publications reflect the fact that some weapons are more powerful than others.

- **Points values:** Detailed measure of a unit's efficacy.

## UNIT CHAMPIONS

Many units are led by a champion of some kind, such as a Sergeant. Unit champions often have better characteristics and access to different wargear options. Unless noted otherwise, unit champion models have the same points value as other models in their unit.

- **Unit champion:** The leader of a unit.
- Has same points value as any other model in their unit.

## UNDERSTRENGTH UNITS

If your army includes any Understrength units, the unit's points value should still only reflect the models you actually have (and any weapons and wargear they have) even though the unit's Power Rating is that of a minimum-sized unit.

- **Understrength unit:** A unit that starts the battle with fewer models than a minimum-sized unit.
- Points value only calculated for models in the unit.

## POINTS LIMIT

An army's size and relative power can also be described with a points limit instead of a Power Level – the bigger this limit, the larger and more powerful an army is. To use a points limit, you will first need to agree with your opponent what the points limit for your battle will be. Both players can use the same limit, but this does not need to be the case. You will then need to add up the points values for every unit in your army, and make sure the total does not exceed the agreed points limit for the game.

- **Points limit:** Sum of all points values in army cannot exceed this.

## REINFORCEMENT POINTS

Some rules allow you to add new units to your army during the battle, or else replace units that have been destroyed. If you are playing a game that uses a points limit, then you must set aside some of your points in order to use these rules; these are your Reinforcement points. Each time a unit is added to your army during the battle, subtract the points of that unit from your pool of Reinforcement points. If there are not enough points in your pool to pay for the unit, you must either decrease the size of that unit (but no smaller than its minimum unit size) or the number of weapon options the unit has until you do have enough points to pay for it, otherwise it cannot be added to your army.

Sometimes a rule will allow you to add extra models to an existing unit from your army during the battle. Unless otherwise stated, adding these models does not cost any Reinforcement points.

- **Reinforcement Points:** Difference between points limit and the total points value of all units in your army.
- When a unit is added to your army during a battle, reduce your Reinforcement points by the points value of the new unit.
- Adding models to existing units does not cost Reinforcement points.

# BUILDING AN ARMY
## POWER RATINGS AND POINTS

## POWER RATINGS

Every unit has a Power Rating listed on its datasheet, and it is a measure of its efficacy on the battlefield. They are designed to give players, at a glance, an idea of how mighty a unit is on the battlefield, irrespective of the weapons its models can be equipped with. They can therefore be used as a quick guide to establish the comparative strength of each army.

The Power Rating on a datasheet is for a minimum-sized unit. A unit's Power Rating can be increased if additional models are added to the unit, and occasionally if other options are taken for the unit (such as equipping a unit with jump packs) – in either case the unit's datasheet will make it clear if the Power Rating listed at the top of the datasheet is increased as a result.

■ **Power Rating:** Quick measure of a unit's efficacy.

## UNDERSTRENGTH UNITS

Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in your army with as many models as you have available. This is known as an Understrength unit. The Power Rating of an Understrength unit is the same as if you had a minimum-sized unit, even though it contains fewer models.

■ **Understrength unit:** A unit that starts the battle with fewer models than a minimum-sized unit.
■ Has same Power Rating as a minimum-sized unit.

## POWER LEVEL

An army's Power Level is a guide to how large and powerful an army is, so an army with a high Power Level is more powerful than one with a low Power Level. You can calculate the Power Level of an army by adding up the individual Power Ratings of every unit contained within it.

■ **Power Level:** Sum of all Power Ratings in army.

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### Hints and Tips
### Power Levels vs.
### Points Limits

*The mission you are using will tell you whether or not to muster your army using Power Levels or points limits. Typically, open play or narrative games are intended to be used primarily with Power Levels – as they are often the quickest method by which you can get an army together ready to play – while matched play games are intended to be used primarily with a points limit – to ensure both players can reflect the minutiae of the individual squad loadouts in a fair way.*

*There is, however, a relationship between Power Ratings and points values – a unit with a high Power Rating will also have a high points value. As a result, it is perfectly legitimate to play a matched play game using a pre-set Power Level instead of a points limit if that's what you want to do. Likewise, if you wish to use a points limit (or just points values) in a narrative game or open play game, then you can. We recommend both players use the same method as each other, but as long as you both agree, you can decide which method you prefer to use.*

## 4. DEPLOY FORCES

Once the battlefield has been created, the players must roll off again. The winner chooses one of the two deployment zones to be theirs. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up wholly within their own deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units. If one player has finished setting up their army, their opponent continues to set up the remaining units from their army.

If both players have units with abilities that allow them to be set up after both armies have deployed, the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

## 5. DETERMINE FIRST TURN

The players should roll off again, and the winner can choose to take the first or second turn.

## 6. RESOLVE PRE-BATTLE RULES

Players should now resolve any pre-battle rules their army has (if any).
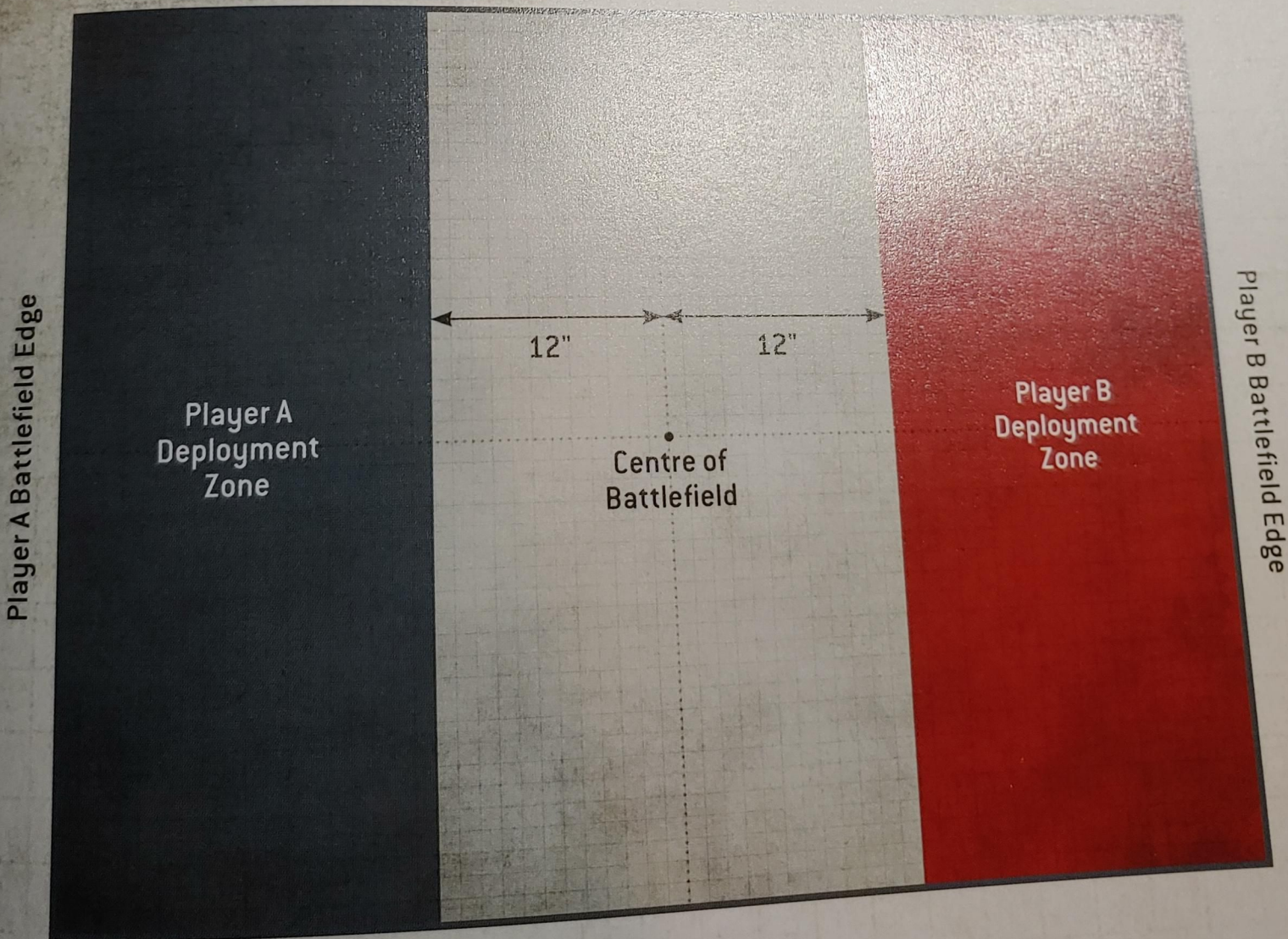
## 7. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

## 8. ENDING THE BATTLE

The battle ends when all of the models in one player's army have been destroyed, or once the fifth battle round has ended (whichever comes first).

## 9. DETERMINE VICTOR

If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player with the most victory points is the victor (in the case of a tie, the battle is a draw).



Player A Battlefield Edge

Player A Deployment Zone

12"     12"

Centre of Battlefield

Player B Deployment Zone

Player B Battlefield Edge

# MISSION
# ONLY WAR

## 1. MUSTER ARMIES

In order to play this mission, you and your opponent must first each muster an army from the miniatures in your collection. Your armies can use any models from your collections that you wish. It is up to the players to agree how big their armies will be – there is no reason why the two armies need to be the same size, though if that is what the players want they should agree to this now. If this is your first game of Warhammer 40,000, we recommend each player grabs a small handful of units. The table below gives a rough guide of how long the battle should take based on the size of the armies used; note that this is the combined Power Level (pg 240) of both your and your opponent's army.

| BATTLES | | |
|---|---|---|
| BATTLE SIZE | SIZE OF ARMIES (Combined Power Levels) | BATTLE DURATION |
| Combat Patrol | 50 | Up to 1 hour |
| Incursion | 100 | Up to 2 hours |
| Strike Force | 200 | Up to 3 hours |
| Onslaught | 300 | Up to 4 hours |

Once you have mustered your army, select one of your models to be your Warlord. That model gains the WARLORD keyword. If your WARLORD has the CHARACTER keyword, they will have a Warlord Trait, which you choose now. Any Warlord can have the Inspiring Leader Warlord Trait (see below). Alternative Warlord Traits can be found in other publications.

## Inspiring Leader (Warlord Trait, Aura)

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this WARLORD.

## 2. MISSION BRIEFING

The time has come to prove your worth as the greatest commander in the galaxy! All that stands between you and ultimate glory is an opposing force bent upon your destruction. Destroy the enemy army and secure strategic sites littered across the battlefield while stopping your foe from doing likewise.

### Mission Objectives:

**Slay the Warlord:** A player scores 1 victory point if the enemy WARLORD is destroyed at the end of the battle.

**Capture and Control:** At the end of each player's Command phase, the player whose turn it is scores 1 victory point for each objective marker they currently control (see below for details of how to set up Objective Markers). Players control objective markers as described on page 237. In addition, if one player controls more objective markers than their opponent does at the end of the battle, they score 1 bonus victory point.

## 3. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features using the guidelines on pages 198-199. The minimum size of your battlefield depends on the battle size you have selected, as shown in the table below:

| BATTLEFIELDS | |
|---|---|
| BATTLE SIZE | BATTLEFIELD SIZE (Minimum) |
| Combat Patrol/Incursion | 44" x 30" |
| Strike Force | 44" x 60" |
| Onslaught | 44" x 90" |

The players must then alternate setting up objective markers on the battlefield, starting with whichever player wins a roll-off (pg 201), until a total of four have been placed. Objective markers cannot be placed within 6" of any battlefield edge, or within 9" of any other objective markers.

# MISSIONS

Before you can wage war in a game of Warhammer 40,000, you must first select a mission. The basic rules include a single mission – Only War – that is ideal to get the action started quickly. Others can be found elsewhere in this or other books, or you could play a mission of your own creation. If you and your opponent can't agree which mission to play, the players must roll off, and the winner decides.

## MISSION INSTRUCTIONS

All missions include a set of instructions that describe how a battle is fought. These should be followed in order, and will typically include the following steps:

### 1. Muster Armies

Each mission will guide players on what size armies they should muster, and may include further rules that could affect how you pick your armies.

### 2. Read Mission Briefing

Each mission has a description of the circumstances of the battle, and what the mission's Primary Objectives are (this will tell you how to secure victory). Some missions may also include one or more special rules. These cover unique situations, or abilities that can be used in the battle.

### 3. Create the Battlefield

Each mission will include details of the size of battlefield that you will need. Each mission will also instruct you if any terrain features or objective markers must be set up, and will provide details of where to set them up. Otherwise, it is assumed you are using the guidelines on pages 198-199 to create your battlefield. If you are using a battlefield that is a different size or shape, you will need to adjust distances, and the location of deployment zones, objective markers and terrain features, in an appropriate way.

### 4. Deploy Forces

Each mission includes a deployment map that shows where each player can set up the models in their army (called the army's deployment zone), and will list any restrictions that apply to setting up.

### 5. Determine First Turn

Each mission will tell you how to determine which player has the first turn.

### 6. Resolve Pre-battle Rules

Players should now resolve any pre-battle rules their army has (if any).

### 7. Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

### 8. Ending the Battle

Each mission will tell you when the battle ends. This will typically be after a set number of battle rounds have been completed, or when one player has achieved a certain victory condition.

### 9. Determine Victor

Each mission will tell you what you need to do in order to win the game. If neither player manages to achieve a victory then the game is considered to be a draw.