In the Emperor's Name

Foreword

I still remember with great fondness the original Rogue Trader rules for Warhammer 40K. I played endless games with my friends across tabletops populated with a wide range of figures and terrain made from shoeboxes. Even though the rules were clunky and often didn't work we found that we could have fun by operating with a cheerful disregard for anything that did not make sense.

The main game of Warhammer 40K remains one of the most popular in the world, despite rules that run into hundreds of pages and the continuous churning out of army codices. I believe that it is the 40K universe itself that keeps people playing rather than the rules and figures.

When Space Crusade and then Space Hulk came out I was overjoyed. Simple rules made the play fun again. Unfortunately when the deal with Milton Bradley ended so did most support for these games.

The next true skirmish game from GW was Necromunda. The rules were quite complex and restricted to playing the featured gangs in the box. Like Space Crusade support dwindled and it went into the back catalogue (Specialist Games).

By now I was reading Black Library books and wishing I could be the Inquisitors Eisenhorn and Ravenor, so imagine my joy when the Inquisitor game came out. I rushed down to my local GW and bought the rules. Thank the Emperor I didn't buy the figures too because the rules were probably the worst that GW had ever created. I couldn't believe that you needed a huge volume of rules to describe a game between two groups of five to ten figures.

Since then I have experimented with a number of commercial and home grown SF skirmish rules and this set is the result of all that work.

The Second Edition

With over 2,000 downloads at the time of writing, and plenty of feedback from players around the world we decided to re-edit the rules. This second edition has a number of small changes to tighten up the rules, and to improve their clarity and layout. It also has brand new rules for items like vehicles.

The most noticeable change is the splitting of the game into three documents. The Retinues of Appendix 2 had grown so large, especially with fan made additions, that this now forms a document in its own right.

The Campaign Section, written by Jason Maestros and formerly appearing in Appendix 1, has also been expanded into a separate document.

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Credits

It is the practice of the Forge of War Development Group to give credit to each person who contributes to one of our rulesets through their contributions and play testing.

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1.0 INTRODUCTION

These are a set of skirmish rules for games with roughly four to ten figures per side. The key design philosophy is KISS [keep it short & simple]. The idea being that the players can learn the rules in a few minutes and then get on with the fun of slaughtering one another.

For example, the main rules for play take up just three pages (section 7.0).

The game is based in the Warhammer 40K universe. Each player forms a Retinue led by a heroic Inquisitor, a devious Chaos agent or one of a selection of other protagonists. They pit their forces against one or more other Retinues for possession of a chosen objective, or just for the rush of bloody combat.

A note for Warhammer 40K Enthusiasts: Despite some similarities these rules are not a sub-genre of 40K. They try to represent very small actions in the 40K universe, but in no way relate directly to any specific rule in that rule set.

A note on figure scales: Regarding figures, our assumption is that these rules will be used with 28mm miniatures. If using 15mm you may wish to reduce the movement rates to 4" normal and 2" if running. 54mm players might wish to double their movement rates to 12" normal and 6" running.

2.0 BUILDING A RETINUE

Each player in this game has a Retinue, which is a group of troops who follow a Leader. There should be a minimum of four figures in a Retinue, including the Leader.

A player has a set number points to spend on his Retinue. We recommend that you begin with 200 points until you have played a couple of games. After that you can have as many as you agree with your fellow players.

The leader of the Retinue must be included in the points cost calculation.

2.1 Figure Costs

In this game we use a WYSIWYG process for looking at a figure. So if a figure has a laspistol and a sword then you count both.

Figure cost = Grit[See below] + FV + SV + Speed + Armour + Weapon(s).

Count the FV and SV of every weapon listed for the figure.

The minimum cost for any figure is three points.

If a figure throws a weapon and there is only one such weapon on the figure [WYSIWYG], then that weapon is gone. Guns of various types all come with enough ammunition to last the battle.

2.2 The cost of Grit

Grit is the most significant characteristic in combat as it determines the chance of surviving a hit. The table below show the cost of Grit:

Grit	Points Cost
6+	1
5+	2
4+	4
3+	9
2+	16

3.0 FIGURES

For simplicity's sake the rule is that if it is on the figure then that figure is equipped with it [WYSIWYG]. This applies especially to arms and armour. From that it follows that if the figure is wearing armour, and carrying certain weapons they are competent in those items.

3.1 Troop Type

This determines the Grit, Speed and Combat Value [FV & SV] of a figure:

Grit	is the roll required to save the figure from a hit that penetrates its armour, or to charge a terrifying enemy, or to use or resist against Psyker powers.
Fighting Value [FV]	is the bonus the figure gets when rolling combat dice in close combat.
Shooting Value [SV]	is the bonus the figure gets when rolling combat dice in ranged combat.
Speed	adds to the figure's base movement, modifies shooting attacks against the figure, and adds to the Leader's initiative rolls.

4.0 Retinues

In this section two types of Retinues are described: *The Servants of the Emperor*, led by a bold Inquisitor, and *The Enemies of Man*, led by a dastardly Agent of Chaos. These are the classic protagonists from the Black Library series of novels.

More types of Retinue are available to choose from in the Retinues booklet.

4.1 The Servants of the Emperor

This Retinue is led by an Inquisitor. A powerful individual with many skills and special abilities.

He gathers around him a company of specialists to assist him in his task of hunting down the enemies of man.

Because he can command anyone in the Imperium to assist him he has a very wide choice of personnel and equipment.

Type	Grit	FV	SV	Speed	Notes
The Inquisitor	2+	+4	+4	+1	Leader. May have Psyker powers @ 10pts each*. Terrifying.
‡ Stormtroopers	4+	+2	+2	+0	Are armed with Hellguns.
Space Marine	3+	+3	+3	+1	
Interrogator	3+	+2	+2	+1	
Approved Psyker*	5+	+0	+0	+0	Has Psyker powers @ 10 pts each*.
Adeptus Arbites	4+	+1	+2	+0	Special weapons.
Daemonhost*	4+	+0	+2	+0	Terrifying. Will have Psyker powers @ 5 pts each. No more than one per Retinue.
Death-cult Assassin	4+	+2	+0	+2	Do not have ranged weapons.

Only available to a Radical Inquisitor. A Puritan Inquisitor may reroll failed grit rolls against those Psyker powers that allow such rolls.

Armour	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket or Mesh [6+ to hit].	
Medium	Carapace Armour [7+ to hit], Refractor Shield [7+ to hit].	
Heavy	Power Armour [8+ to hit].	Inquisitor & Space Marines

Adeptus Arbites may deploy with Suppression Shields. This increases their armour by one level against <u>ranged</u> attacks. These shields cost 3 points.

Weapons	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Hand axe, Club, Autopistol	+0
Medium	Sword, Staff, Autogun, Lasgun, Laspistol, Shockmaul [Arbites only], Shotgun	+1
Heavy	Two-handed Sword, Chainsword, Bolt Pistol, Bolter, Heavy Stubber, Flamethrower (Stormtroopers only). Heavy Bolter, Hellgun, Plasma Pistol, Power Weapon	+2 +2 +3
Very Heavy	Plasmagun, Power Fist, Meltagun, Force Weapon (Inquisitor only)	+4

Example Inquisitor's Retinue – 199 pts

Inquisitor	Refractor Shield, Bolt Pistol, Power Sword, 2 Psyker Powers @ 59 pts
Interrogator	Carapace Armour, Laspistol & Sword @ 24 pts.
Space Marine	Power Armour, Bolter, Bolt Pistol, Chainsword @ 33 pts
3 ‡ Stormtroopers	Carapace Armour & Hellgun @ 21 pts.
Deathcult Assassin	No armour & Power Sword @ 20 pts.

4.2 The Enemies of Man

Below are a variety of the pawns of the Chaos Gods. Chaos Retinues are usually led by a Chaos Agent.
He may have been a Chaos Space Marine or Leader of a Chaos Cult who has been blessed by his gods.

Type	Grit	FV	SV	Speed	Notes
The Chaos Agent	2+	+4	+4	+1	Leader. Terrifying. May have Psyker powers @ 10pts each.
Fallen Guardsman	4+	+1	+2	+1	
Chaos Space Marine	2+	+4	+4	+1	Leader.
Chaos Cultist	3+	+1	+1	+0	
Unapproved Psyker	5+	+0	+0	+0	Has Psyker powers @ 10 pts each.
Plague Zombie	4+	-1	+0	-1	Terrifying. Immune to Terror. Uses improvised weapons only.
Chaos-cult Assassin	4+	+2	+0	+2	Do not have ranged weapons.
Hive-Ganger	4+	+1	+2	+1	

If a Chaos Agent chooses to follow a single god this costs 5pts, but brings certain benefits:

Khorne	Chaos Agent and his Retinue get +1 to FV in Melee, but suffer a -1 to Shooting.
Nurgle	Chaos Agent, and all troops except Plague Zombies, get +1 to Grit Rolls. Retinue may include Plague Zombies.
Slaanesh	Ignore Terror. Chaos Agent and all troops get +1 to Speed.
Tzeentch	Chaos Agent can buy Psyker powers @ 5pts each.

Type	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket or Mesh [6+ to hit].	
Medium	Carapace Armour [7+ to hit], Refractor Shield [7+ to hit].	Fallen Guardsmen or Chaos Agent Chaos Agent
Heavy	Power Armour [8+ to hit].	Chaos Space Marine or Chaos Agent

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Hand axe, Club, Autopistol, Grenade	+0
Medium	Sword, Staff, Bolt Pistol, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Two-handed Sword, Chainsword, Bolter, Heavy Stubber, Flamethrower (Fallen Guardsmen only). Heavy Bolter, Hellgun, Plasma Pistol, Power Weapon	+2 +2 +3
Very Heavy	Plasmagun, Power Fist, Meltagun, Daemon Weapon (Chaos Agent only)	+4

Example Chaos Agent's Retinue – 195 pts

Chaos Agent: Refractor Shield, Autogun, Daemon Weapon, 1 Psyker Power @ 50 pts

Chaos Space Marine Power Armour, Bolter, Bolt Pistol & Power Sword @ 44 pts.

2 Guardsmen   Flak Armour, Lasgun @18 pts

3 Chaos Cultists   Flak Jacket, Laspistol & Dagger @ 16 pts.

Unapproved Psyker   No Armour & Dagger. 1 Psyker Power @ 17 pts.

5.0 ARMS & EQUIPMENT

In a small Retinue there is much more ability to vary arms and equipment beyond the norm allowed by a W40K army list. Some equipment is still restricted because it is just not possible for some troop types to use it. The perfect example is Power Armour. Only Space Marines, Chaos Space Marines and Sisters of Battle have the physical adaptations to use this usually. A few members of the Inquisition have had these adaptations made as well.

When costing arms and armour take the combat bonus as the cost for weapons and the to hit value for armour. Ranged weapons may also have an additional cost if they have more than close range abilities. See the listing below (5.2). Remember to apply WYSIWYG to this.

You will note that each listed Retinue has its own Armour and Weapons listing, so there is no need for repetition in this section. The reason for this is so a player can simply print out the page for his chosen retinue to assist him during play.

5.1 Armour

Armour affects combat by providing the target number for the attacker to exceed.

Armour	Type	To Hit	Cost
Carapace Armour	Medium	7+	7
Displacer Field	Heavy	8+	8
Fire Warrior Armour	Medium	7+	7
Flak Jacket	Light	6+	6
Genestealer Carapace	Light	6+	6
Gun Drone Armour	Medium	7+	7
Holo Field	Medium	7+	7
Just clothing	None	5+	5
Kroot	Light	6+	6
Mastiff Armour	Medium	7+	7
Mega Armour	V.Heavy	10+	10
Mesh	Light	6+	6
Necron Living Metal	Heavy	8+	8
Ork 'Eavy Armour	Medium	7+	7
Ork hide	Light	6+	6
Power Armour	Heavy	8+	8
Refractor Shield	Medium	7+	7
Scout Carapace Armour	Medium	7+	7
Servitor Combat Chassis	Medium	7+	7
Squat Exo-Armour	V.Heavy	10+	10
Synthskin	Light	6+	6
Tau Crisis Suit	Heavy	9+	9
Tau Stealth Suit	Heavy	8+	8
Terminator Armour	V.Heavy	10+	10
Zoat Hide	Medium	7+	7

5.2 Weapons

Ranged Weapons are counted as having enough ammo to last the skirmish.

Weapon	Type	Bonus	Range	Grit Penalty*	Cost
Autogun	Medium	+1	18"		2
Autopistol	Light	+0	12"		1
Barbed Strangler	Light	+0	24"		2
Battleaxe	Medium	+1	-		1
Bayonet	Light	+0	-		0
Big Choppa	Heavy	+2	-	-1	3
Big Shoota	Heavy	+2	36"	-1	6
Bolt Pistol	Heavy	+2	18"		3
Bolter	Heavy	+2	24"		4
Burna	Heavy	+2	-	-1	3
Burst Cannon	Heavy	+2	18"		3
Chainsword	Heavy	+2	-		2
Choppa	Medium	+1	-		1
Combat Knife/Dagger	Light	+0	-		0
Cult Mechanicus Power Axe	Heavy	+3	-	-2	5
Daemon Weapon	V.Heavy	+4	-	-2	6
Daemonic Talons	Medium	+1	-	-1	2
Death Spinner	Heavy	+2	12"	-1	3
Executioner Chainsword	Heavy	+3	-	-1	4
Flamethrower (line)	Heavy	+2	12"	-1	3
Flayed One Blades	Heavy	+2	-		2
Force Weapon	V.Heavy	+4	-	-2	6
Fusion Pistol	V.Heavy	+4	6"	-2	6
Gauss Flayer	Heavy	+2	24"	-1	5
Genestealer Talons	Heavy	+2	-	-1	3
Graviton Gun	Heavy	+2	18"		3
Grenade	Light	+0	12"		3
Grenade Launcher	Light	+0	24"		5
Grot Pistol	Light	+0	12"		1
Harlequin's Kiss*	Light	+0	-		5
Heavy Bolter	Heavy	+3	36"	-1	7
Heavy Gauss Blaster	V.Heavy	+4	24"	-2	8
Heavy Staff Of Light	Heavy	+3	-		3
Heavy Stubber	Heavy	+2	24"		4
Hellgun	Heavy	+3	24"	-1	6
Jokaero Digital Weapons	Medium	+1	12"		1
Kroot Hound Bite	Medium	+1	-		1
Kroot Rifle	Medium	+1	24"		3
Kroot Rifle Blades	Medium	+1	-		1
Kustom Mega Blasta	V.Heavy	+4	24"	-2	8

Lasgun	Medium	+1	24"		3
Laspistol	Medium	+1	18"		2
Lightning Claw	V.Heavy	+4	-	-2	6
Mace	Medium	+1	-		1
Mandiblaster	Medium	+1	-		1
Mechanical Claw	Medium	+1	-		1
Meltagun	V.Heavy	+4	12"	-2	6
Neuro-Disruptor	Heavy	+2	12"		2
Plasma Pistol	Heavy	+3	12"	-2	5
Plasmagun	V.Heavy	+4	24"	-2	8
Power Fist	V.Heavy	+4	-	-2	6
Power Klaw	V.Heavy	+4	-	-2	6
Power Weapon	Heavy	+3	-	-2	5
Pulse Carbine	Heavy	+2	18"		4
Pulse Pistol	Medium	+1	12"		1
Pulse Rifle	Medium	+1	30"		4
Rail Rifle	Heavy	+3	36"	-1	7
Rokkit Launcha	V.Heavy	+4	24"	-1	7
Servo-Arm	V.Heavy	+4	-	-2	6
Shockmaul	Medium	+1	-		1
Shoota	Medium	+1	24"		3
Shotgun	Medium	+1	12"		1
Shrieker Cannon	Heavy	+3	24"	-1	6
Shuriken Catapult	Heavy	+3	24"	-1	6
Shuriken Pistol	Medium	+1	12"		1
Slugga	Medium	+1	12"		1
Sniper Rifle	Heavy	+2	36"		5
Spear	Medium	+1	-		1
Squig Bite	Medium	+1	-		1
Staff	Medium	+1	-		1
Storm Bolter	Heavy	+3	24"		5
Sword	Medium	+1	-		1
Thunder Hammer	V.Heavy	+4	-	-2	6
Two-handed Sword	Heavy	+2	-		2
Warscythe*	Heavy	+3	-	-1	4
Wraith Blades	Heavy	+3	-		3
Wraithcannon	V.Heavy	+4	12"	-2	6

* For more on the grit penalty see 7.5 The Grit Roll.

5.2.1 Heavy Weapons

Heavy ranged weapons (heavy bolters, heavy stubbers, etc.) require a crew of two figures to move and shoot in the same turn. When shooting the heavy weapon, neither crew may fire any other weapons (they are too busy loading, spotting, assisting, etc.). If one crew member is taken out of the game, the survivor may only move or shoot the heavy weapon, not both, during a subsequent game turn.

Note that this rule does not apply to figures wearing Power or Terminator Armour (or Xenos equivalent) - they may carry and fire heavy weapons as easily as anything else in their respective arsenals.

5.3 Grenades

Grenades are thrown at a target point and explode attacking each person in a 3" radius. Once you have chosen your target point roll a scatter die and a six-sided die to determine the distance and direction the grenade scatters. If the scatter die comes up with a 'Hit' you are precisely on target.

As a general rule no figure carries more than one grenade. Tick it off the roster when it has been used.

Troops with a Grenade Launcher (see Imperial Guard, Adeptus Arbites & Blood Pact) will have a bandolier with six grenades. Note that Grenades for Launchers cannot be thrown only fired.

5.4 Flamethrowers

Any form of flamethrower sends out a line of flame that may hit one or more targets. The range of a Flamethrower is 12".

The shooter rolls to hit and if he does he can then roll to hit a second target that must be within 3" of the first. He can keep rerolling until he either misses or there are no more targets within 3" of the last figure that he hit. You cannot target the same figure twice.

Cover does not add to armour for resisting Flamethrower attacks, but the shooter must have a clear line of sight to each target. Unlike for normal shooting intervening friendly figures do block line of sight (or you risk immolating them too).

A Figure using a Flamethrower has their armour rating reduced by 1, to reflect the constant risk of the Promethium Tanks being ruptured and immolating them.

6.0 The Field of Battle

6.1 Terrain

For this game the rule is that the more scenery the better.

They key thing though is to agree which areas are soft cover and which are hard. Generally if everyone takes turns slapping down terrain until you run out or you all think it looks good, the game should go alright.

Players should agree what counts as soft and hard cover on the table before play begins.

A playing area 4'x4' is recommended for games between two Retinues. For three to four Retinues a 6'x4' could be used.

6.2 Deployment

Unless you are playing a scenario that says otherwise each Retinue rolls one die, rerolling ties. The winner chooses which edge to enter play on and deploys his troops within 6" of that edge. All the figures in a Retinue must initially deploy within 8" of their Leader.

His opponent must come on from the opposite side. If there is more than one opponent then they should come on evenly spaced around the table.

The other players follow in turn from highest to lowest.

6.3 Scenarios

The following are some example scenarios. It is suggested that you also build up a number of your own as variety is the spice of life. See the Campaigns booklet for more ideas.

6.3.1 Kelly's Heroes [This is suitable for 2-3 Retinues].

This classic objective is an ancient artefact, or perhaps a vital data slate, that you need to recover and return to base for analysis. Stash this in a suitable building or a hollow tree etc., and mark it with a counter. This should be in the dead centre of the table. The first figure to reach the location can take the counter.

The winner is the player who gets the counter off the table. A figure can carry the counter at normal speed, but while doing so cannot charge or use ranged weapons.

If a figure that is carrying the counter is killed or knocked down the next figure to come into contact with him can take the counter.

6.3.2 Fort Apache [This is suitable for 3-5 Retinues].

The defence of a strategic building..

Randomly determine the defender. That player gets to set up within and around the building. This should be close to the centre of the table.

The others must force him out and take control of it. In the first turn the defender gets the initiative.

The defender also gets an extra ten points of troops per opposing Retinue after the first.

The winner is the last player in *complete* possession of the building at a prearranged time, for example at the end of the 15th or 20th turns.

6.3.3 Assassination [This is suitable for 2-4 Retinues].

The objective is to slay the enemy's Leader at all costs, except the loss of your own. The last Leader alive is the winner at the end of a turn. Of course this game could end up with no leaders alive.

6.3.4 The Gauntlet [This is suitable for 3-5 Retinues].

One Retinue has the job of escorting a wagon of refugees/orphans/loot/rations/kittens from one short table edge to the other. The other Retinues must capture the wagon and take it off the table at their entry point.

The attackers must deploy on the long table edges. There is nothing to stop them cooperating with each other, although only one Retinue can win.

The Escort gets to act first on the first turn. It has also been reinforced with an extra twenty points of troops per opposing Retinue after the first.

6.3.5 The Ritual [This is suitable for 2-3 Retinues].

A Chaos Agent (or possibly a Radical Inquisitor) and his Retinue are performing a dangerous ritual in a building somewhere on the table. The other Retinues have a restricted number of turns to find him and disrupt the ritual (engaging the Chaos Agent in melee would be enough, or shooting him dead) .

Place four to six buildings randomly on the table. The Chaos Agent secretly notes which one he is in before his opponents deploy.

He can deploy up to half his Retinue outside the building to lead the others a merry dance if he so wishes.

6.3.6 One of our Robots is missing [This is suitable for 2-5 Retinues].

A Dreadnought has gone rogue and is standing in the centre of the table fighting anyone who approaches. The Retinue that takes it down wins (Grit 3+, FV4, SV4, Move – none except turning, 12+ Armour, Heavy Bolter and Power Claw).

6.3.7 Life is Cheap [This is suitable for 2-3 Retinues].

An injured Imperial/Chaos Spy is holed up in a bunker in the centre of the table surrounded by Plague Zombies. He cannot get out and they cannot get in.

The objective is to reach the entrance of the bunker, pick up the injured man and get him back to your deployment point without getting eaten.

There should be at least fifty zombie figures evenly spread in 'pods' of five around the bunker. None will be more than 12" from the bunker at the beginning of the game. One pod will be beating on the bunker door.

A pod of Zombies will immediately move towards and attack the first Retinue that comes within 9" of them. On subsequent turns they will move last in the initiative order.

They are relentless and will pursue their targets until they catch them and eat them. Line of sight is not important once the Zombies are on their trail. They can track fear and blood.

Anyone killed by a Zombie will arise as one on the next turn.

Plague Zombies are Grit 2+, FV+1, SV+0, Speed -1, No armour or weapons. They are immune to Terror and Psyker Powers [Nurgle is such a generous god].

6.3.8 Fire Mission One-Five [This is suitable for 2-5 Retinues].

There is a bunker in the centre of the table. It is the only place on the table that will survive a planned orbital bombardment tha will be descending shortly to obliterate this area of the planet.

At the end of turn six roll 1D6. On a 6 the bombardment begins. If the games goes to turn seven, a roll of 5 or 6 will bring on the bombardment and so on.

The objective is to be in the bunker when the bombardment begins. The bunker is hard cover, but has no locks on its two doors, so you cannot seal yourself in. Which means you must hold it the hard way, by killing any other poor sucker who tries to get in.

7.0 Playing the Game

This game is played in turns, each of which is divided into three main phases - Movement, Shooting and Melee. Each player will get to act with his troops in each phase, the order in which they do so being determined by their initiative.

The Sequence of Play

7.1 Initiative

At the beginning of each turn each Player rolls 1D6 and adds his Leader's Speed, rerolling any ties. The Players then act in order from highest to lowest in <u>each</u> phase. This lasts until the next turn.

7.2 The Movement Phase

This is carried out in initiative order.

Each Player may move some or all of his men up to their max distance [Speed + 6"], then play passes to the next Player. During the shooting phase, if a model has no enemies in line of sight, that model may choose to run an additional 3" instead of shooting.

7.2.1 Cover

They must take into account terrain with Soft Cover deducting 1" from their maximum movement and Hard Cover deducting 3". Note that because of this deduction a figure cannot Run in Heavy Cover. The deduction applies if they spend any part of or all their movement in that cover.

Soft cover is that which reduces visibility but is unlikely to stop a bolter round. This includes fences, open woodland, swamps, wading through water, deep snow etc.

Hard cover is that which not only reduces visibility but may also stop a bolter round. This includes concrete, metal and stone walls, buildings, ruins, dense woodland etc.

A the beginning of a game the players should agree which terrain features count as soft and hard cover.

7.2.2 Figures in contact

Figures that are in base-to-base contact with an enemy cannot move, unless they attempt to disengage from Melee [see 7.4 below]. Figures that move into base-to-base contact with an enemy are assaulting them.

If a figure ends up in base-to-base contact with an enemy both that figure and the opponent cannot move again in this movement phase.

7.2.3 Movement and Terror

Note that figures that fail their Grit roll when a Terrifying enemy moves to assault them move before that enemy has completed its move. Thus if they roll badly and the enemy is close enough they could be caught anyway. This is an involuntary move and they can move later in the turn should their initiative come after that of the Terrifying enemy (and they are not caught). They cannot move closer to that Terrifying enemy though on the turn they fled.

If a figure fails its Grit roll to assault a Terrifying enemy it does not move at all (see3.2).

7.2.4 Psykers

Psykers may use a power in the movement phase, on their initiative. A Psyker must use this power at the beginning or at the end of his movement, not during it, because he has to stand still for a moment and concentrate.

7.2.5 Jump & Jet Packs

A Figure using a Jump or Jet Pack may move as above, but can ignore intervening terrain. They must begin and end their moves on the ground. If they attempt to take off or land in hard cover, then they must make a Grit Roll. Failure means that they are Knocked Down for the remainder of the turn.

7.3 The Shooting Phase

This is carried out in initiative order.

Each player may shoot with any or all the figures that he has, and may run any figures that are not shooting and have no enemy in line of sight when they begin their run. A run move is 1D6+Speed inches. It cannot end up in base-to-base contact with an enemy.

Play then passes to the next Player in the order.

Figures armed with ranged weapons may shoot at any enemy figure in line of sight that is not in Melee (i.e. in base-to-base contact with an opponent). If it is a game where there are more than two Retinues involved, and the target figure is engaged with another figure who is also not one of the shooter's Retinue then he can fire into Melee. Use a dice to see who he actually hits and then calculate the shot.

Vehicles do block line of sight, but other figures do not. Wherever possible use true line of sight to determine if a figure can be seen. If only half of a figure can be seen then it counts as being in soft cover, or if already in cover increase the Armour bonus by a further +1.

Figures that move into base-to-base contact with an enemy this turn cannot shoot unless they are armed with pistols. If they have a pistol they may take one shot at one figure with whom they are in base-to-base contact. In subsequent rounds of base-to-base contact they cannot use their pistol.

The Player must declare all his Retinue's targets <u>before</u> checking that they are in range. He can check line of sight before selecting his targets.

Range is measured from the base edge of the shooter to the base edge of the target.

A figure that is more than 3" inside an area of soft or hard cover can neither shoot out nor be shot at. Otherwise cover blocks line of sight to figures beyond it. Inside cover, line of sight is 3".

Targeted figures that are in soft cover gain +1 to their Armour and in hard cover gain +2 to their Armour (se 7.2.1 Cover, for definitions of counts as hard or soft).

Targeted figures that have a speed bonus add it to their Armour, if they moved in their last turn.

The basic roll to hit is: 1D6 + Figure's SV + weapon's combat bonus (if any).

If this equals or exceeds the opponent's Armour then they are hit and must make a Grit roll to stay in the game. An unmodified roll of 1 is always a miss.

Example 1

An Inquisitor with a Plasma Pistol is firing at a Chaos Space Marine who is standing in a ruined building.

The Inquisitor's SV is+4 and his Bolt Pistol gives him +2 for a total of +6.

The Chaos Space Marine has Power Armour giving him 8+ and is in Hard Cover increasing this to 10+.

If the Inquisitor rolls a 1 to 4 he misses, on a 5 or 6 he hits.

The Chaos Space Marine must then make his 2+ Grit roll to shrug off the hit. Marines are real tough so it doesn't look good for the Inquisitor.

Example 2

One of the Inquisitor's Guardsmen is firing at a Chaos Cult Ganger.

The Guardsman's SV is +2 and he is using his trusty Lasgun for another +1 and a total of +3.

The Ganger is wearing a Flak Jacket for 6+ and has run into view on his last turn allowing him to add his Speed Bonus of +1 for total value of 7+.

The Guardsman must roll a 4 or better to hit the Ganger, who will then get a Grit roll of 4+.

7.3.1 Torrent of Fire

A group of figures may choose to create a Torrent of Fire. In this one figure rolls to hit, but for each extra figure joining him in targeting a single figure add +1 to the roll. This way figures with relatively poor shooting can join together to try to take down a very well armoured opponent. However, if they do they will cause only one hit on their joint target.

Example 3

Four Guardsmen are trying to take down a renegade Space Marine in Terminator Armour.

The Guardsmen's SV is +2 and with their trusty Lasgun for another +1 get a total of +3. Technically they don't stand a chance of penetrating the Space Marine's Terminator Armour.

However, the player declares he is going to try a Torrent of Fire. One Guardsman fires at +3 and the other three add +1 each to get a total of +6 to the roll.

The Guardsmen will get one hit if they can roll a 4 or better.

7.4 The Melee Phase

All melee is simultaneous, unless a specific list declares otherwise (i.e. some figures may be so fast that they get in first).

Figures can only hit an enemy figure that is in base-to-base contact with them.

The basic roll to hit is: 1D6 + Figure's FV + weapon's combat bonus (if any).

If this equals or exceeds the opponent's Armour then the target figure is hit and must make a Grit roll to stay in the game. An unmodified roll of 1 is always a miss.

Note that cover has no effect on melee as the combatants are toe to toe, nor does speed.

Example 4

Our Inquisitor has given up trying to shoot the Chaos Space Marine and has drawn his Power Sword and charged into melee.

The Inquisitor's FV is +4 and his Power Weapon gives him another +3, giving him +7 against the Chaos Space Marine's Power Armour of 8. He'll miss the traitor on a 1.

The Chaos Space Marine has a FV of +3, a Chainsword for another +2, giving him +5 against the Inquisitor's Refractor Field of 7. This means he misses on a 1 or 2.

The Inquisitor has the edge, but only just.

7.4.1 Outnumbering

Where there are more than one attacker against a single defender roll each combat separately. However, unless the single defender can split his attacks (see 7.4.3 below), he must choose one of the attackers to take his attack back.

Each Attacker gets a +1 bonus to his attack roll for outnumbering their victim.

Example 5

The Chaos Cult Ganger and one of his mates charge an unfortunate Guardsman.

The Gangers have FV's of +1 and Daggers for +0, giving them +1 against the Guardsman's carapace Armour of 7, resulting in a hit only on a 6. However, they outnumber the Guardsman so they get a further +1 meaning that they will hit on a 5 or more.

The Guardsman also has a FV of +1 and a Sword (given to him by his Master) for +1, giving him +2 against the Ganger's Flak Jackets of 6, resulting in a hit on a 4 or more.

7.4.2 Disengaging from Melee

If a figure should wish to disengage from melee his opponent gets a free attack on him, unless there are other figures also in combat with that opponent. He may defend but cannot cause a hit back.

7.4.3 Multiple Attacks

Some figures are allowed multiple attacks in melee. Generally any figure with a FV bonus greater than 1 can split that bonus against more than one opponent as long as he is base contact with each one he wishes to attack. For example: An Inquisitor in contact with two Cultists could split his FV of +4, so he attacks each one at +2, or choose to attack one at +1 and the other at +3.

Note that it is the FV that is split, the weapon bonus (if any) applies to each attack and the opponent's armour counts against each attack as normal.

Example 6

Our Inquisitor has seen the two gangers above take down his lone Guardsman and has drawn his Power Sword and charged into melee.

The Inquisitor's FV is +4. He chooses to split this equally between the two chaos scum. So he has two attacks, each at +2 plus his Power Sword for a total of +5, against the Gangers' flak jackets at 6, so he will hit each of them on anything but a 1.

The Gangers have FV's of +1, Daggers for +0 and outnumber the Inquisitor so giving them +2 against the Inquisitor's Refractor Field of 7, resulting in them hitting on a 5 or more.

7.4.4 Ganging Up

Where you outnumber an opponent, but doubt your figure's ability to hurt him because of his far superior armour, you can choose to Gang Up on him. Only one of your attacking figure's attack counts, but he gets a +1 bonus for each friend helping him take down that opponent.

Example 7

In Example 6 the two Gangers could only hit the Inquisitor on a 5. If they Ganged Up on the Inquisitor they would get just one attack between them. They now outnumber the Inquisitor and get another +1 for ganging up meaning they will hit him on 4 or more.

If they could get another Ganger to join in this could quickly become 3 or more. It is dangerous to be outnumbered.

7.5 The Grit roll

Roll 1D6 and equal or exceed the figure's Grit. If a figure fails a Grit roll then they are out of the game. Their final fate will be decided afterwards.

The Grit Roll can be modified if the victim has been hit by one of the following:

Weapon Type	Modifier
Big Choppa, Big Shoota, Burna, Burst Cannon, Daemonic Talons, Death Spinner, Executioner Chainsword, Flamethrower (line), Gauss Flayer, Genestealer Talons, Heavy Bolter, Hellgun, Rail Rifle, Rokkit Launcha, Shrieker Cannon, Shuriken Catapult, Warscythe.	-1
Cult Mechanicus Power Axe, Daemon Weapon, Force Weapon, Fusion Pistol, Heavy Gauss Blaster, Kustom Mega Blasta, Lightning Claw, Meltagun, Plasma Pistol, Plasmagun, Power Fist, Power Klaw, Power Weapon, Servo-Arm, Thunder Hammer, Wraithcannon.	-2
Lascannon, Multimelta	-3

7.5.1 Post-game Survival Test

For each figure lost during the game make a Grit roll. If they roll more than their Grit then they were just wounded and can return for the next game.

If they roll their Grit exactly they were seriously wounded and must miss the next game. If they failed the roll then they are dead.

This rule is useful when running campaigns or leagues.

7.6 Knock Down

Should a figure that is hit roll its Grit exactly then it is 'knocked down'. In effect the figure is winded and stunned by the force of the blow or shot. Lie the figure down. It cannot act at all this turn. It cannot even defend itself and must rely on its armour and grit to save it if attacked again.

Upon its next turn it can retake it's Grit roll and if it exceeds its Grit number it can spring to its feet and carry on as normal. Modify this roll by the weight of armour the figure is carrying: Medium armour -1, Heavy Armour -2, Very Heavy Armour -3. If it is in a Melee it continues in the Melee.

However, if it rolls exactly its Grit again, or less, then it remains knocked down until the next turn, and so on.

Any figure attacking one that is knocked down gets a +2 to their attacks. The Grit roll to resist a successful attack while knocked down is at the figure's normal, unmodified, Grit.

Example 8

A group of cultists have surrounded a lone Space Marine and ganged up on him. They succeed in hitting him and he makes a Grit Roll. He needs 3+ and gets a 3 exactly.

He is now knocked down and at the mercy of the mob. He survives the beating thanks to his armour and makes it to his next turn where he must roll a 5+ (Heavy Armour) on his Grit Roll to stand up.

8.0 Psyker Powers

Some characters can purchase Psyker Powers for an additional cost (see the Retinue Lists for more information). Each purchase gives you a single Power from the list below.

During play the Psyker can choose to use one power [that he knows and has been paid for] each turn at the beginning or the end of his movement. Most powers are fairly short ranged and of short duration [see descriptions].

To use a power a Psyker must first make a Grit roll. This is very tiring and requires immense focus, so if he fails this he cannot do anything else until the next turn (though he can defend himself in Melee).

If he rolls a natural 1 he must make a further Grit roll and if he fails that he becomes possessed by a lesser daemon (use the Lesser Daemon stats from the Chaos Space Marine Retinue list, except for armour and weapons). Unless the Psyker is a member of a Chaos Retinue he will now attack the nearest figure and from then on act as an enemy of the Retinue he formerly belonged to. Control of the figure goes to one of the other players. After 1D6 turns the Daemon will disappear leaving its host for dead (see 7.5). A survival test can be made as usual after the game. Chaos figures pass automatically.

Note that Daemonhosts do not risk possession as they are already possessed.

If the Psyker is in base-to-base contact with an enemy he cannot activate a new power.

Some powers, especially those that directly affect enemy figures, allow the affected figures a Grit roll to resist their effects. This is shown in the last column in the table below (Grit roll?).

Power	Range	Duration	Effect	Grit roll?
Bless the Armour's Spirit	Touch	3 turns	The weapon adds +1 to Armour. It can belong to the Psyker or a friend that is in base contact.	No
Bless the Weapon's Spirit	Touch	3 turns	The weapon adds +1 to FV/SV. It can belong to the Psyker or a friend that is in base contact.	No
Dominatus	12"	1 turn	A chosen enemy figure is forced to make an immediate move towards and attack its nearest friendly figure.	Yes
Feet of Lead	12"	1 turn	All enemy in a 6" radius of the designated target point move as if in heavy cover (-3").	Yes
Levitate	Self	1 turn	The Psyker can rise up to 12" up a building, tree, cliff etc., in the Movement Phase in addition to their normal movement.	No
Mask of Death	Self	1 turn	All enemies consider the Psyker to be Terrifying.	No
The Path of Light	Self	1 turn	The Psyker creates a clear 6" path through an area of soft or hard cover directly adjacent to himself. He or others can move along the path in single file, until it fades.	No
The Path of Shadows	Self	1 turn	The Psyker moves 12", unhindered by cover, enemies or even mountains. He must begin and end this movement in an open space. This power is used instead of normal movement.	No
True Grit	Touch	3 turns	The figure touched gains a Grit attribute of 2+ for the duration of the power.	No
Venom	Touch	1 turn	Anyone hit by the touched weapon suffers a -2 to their Grit rolls against that attack.	No
Warpfire	Line of Sight	Instant	Counts as a ranged weapon shot at +2.	Yes
Warpsight	12"	1 turn	The Psyker can shoot at an enemy figure, even if they are concealed by cover or if line of sight is blocked. Cover gives them no protection.	No
Zone of Shadows	6" radius	1 turn	Shadows swirl in a 6" radius of Psyker, granting him and anyone else in the radius soft cover.	No

9.0 Special Abilities

A Retinue can buy and use various special abilities for its members. Unless otherwise noted, these special abilities cost 5 pts.

Analyze

This figure or a friendly figure in base contact with it gains +2 to objective rolls on Investigative and Survival missions (see Campaigns Booklet).

Bionics

Any figure can be given bionics. This endows the figure with +1 to Armour and to FV. The +1 to Armour does not count if the figure is wearing Power or Terminator Armour. This advantage costs 5 points per figure, as well as increasing the overall cost of the figure due to improvements in FV & Armour.

Bounty Hunter

Before the game begins, a figure possessing this ability may single out one enemy figure on one of the opposing retinues. That figure is his quarry. He gains +1 on SV and FV against his quarry. Additionally, as long as that figure is within his line of sight, he may run toward him in the shooting phase, even if other enemy figures are also within the hunter's line of sight.

Combat Master

If they knock down or take out a foe in melee, figures with this ability may move 2" toward another enemy figure, but only if they are not already in base contact with a second figure. Should they make base contact, they may have another combat against this new figure. A figure may never make more than one extra 2" advance and attack with this ability per turn.

Daemon Lore

Any friendly figure within 3" of a figure possessing this ability gains +1 FV and +1 SV against Daemonic targets.

Defensive Master

Figures possessing this ability do not suffer free attacks when breaking from close combat with active foes.

Desperate Shot

Figures with this ability are skilled with taking risks with their weapons. Once per game the figure may declare it is taking a desperate shot, firing its weapon hot or emptying its clip in a fury of fire. This declaration occurs before any dice are rolled. The figure adds +2 to its SV for the shot, but its weapon is useless for the remainder of the game. Additionally, if the player rolls a 1 on the figure's attack roll, it must make a Grit check as the weapon explodes!

Ground Fighter

Enemy figures do not gain an extra bonus in close combat against this figure when it is knocked down.

Gun Kata

A figure with this ability may take a second shot with a ranged weapon if they have knocked down or killed an enemy figure with their normal shot. They may only do this once per turn.

Hard to Kill

In campaign games, figures possessing this ability may re-roll a failed Grit check to determine survival after the game. This ability costs 5 pts. for figures with 4+ Grit or higher, and 10 pts. for figures with 3+ Grit or lower.

Inhuman Climber

Figures possessing this ability treat vertical surfaces as normal ground for purposes of movement. This does not make them immune to damage from falling off of high objects!

Invoke Faith

The power to Invoke Faith makes the followers of the Imperium immune to Terror. A Priest can invoke faith in all his servants within 6" that are in line of sight. A Bishop or Space Marine Chaplain can affect all of their comrades within 9" regardless of line of sight.

Iron Discipline

If an Imperial Guardsman should fail a Grit roll to attack a terrifying figure and a Commissar is in range and line of sight, the Commissar shall execute him (automatic kill). He can only do this once per turn. This allows other Imperial Guard figures to reroll failed Grit rolls against Terror for the remainder of that turn. Note that the Commissar only does this once per incident. He will not carry on executing people if his first attempt did not have the desired effect.

Similarly if a Primaris Psyker should become possessed and the Commissar is in range and line of sight, the Commissar shall execute him (automatic kill).

Medic

Figures with this ability can assist their injured fellows. Knocked down figures in base contact with a Medic gain +1 to their rolls to get up. A natural 1 is still a failure. Additionally, during the post-battle phase, one figure (player's choice) who was taken out of action gains +1 to its survival check.

Nose for Trouble

Non-leader figures only. The figure adds +1 to the Leader's initiative rolls each round. This bonus does not count if the figure gets removed from play. A Leader may only ever gain a +1 bonus from figures possessing this ability, so multiple figures with it do not stack. Too much advice can often be a bad thing!

Terror

Some figures are considered 'Terrifying'. A figure that wishes to move into base-to-base contact with a terrifying enemy must first pass a Grit roll. If he fails then he does not move at all.

A figure charged by a terrifying enemy must pass a grit roll or move 1D6" directly backwards in an attempt to avoid contact.

Sniper

A figure with this ability who does not move in a turn may then take a single shot at an enemy figure and ignore any cover modifiers.

Stalwart

Figures possessing this ability may re-roll Grit checks against Terrifying figures.

Strange Ally

A player may assign this ability to any figure from any other retinue list in order to bring that figure into his own retinue. All other players must agree on this addition. The Strange Ally may not be a Leader from another retinue roster, and allies with 2+ Grit cost 10 pts instead of the normal 5 pts. A player may never have more than one Strange Ally in his retinue. To represent their rarity, if the Strange Ally is killed during a campaign game, he may not be replaced with another Strange Ally.

Use common sense when doing this. For example, An Imperial retinue is not going to accept a member of a Chaos one. However, a Rogue Trader may well employ Tau or even Orks.

Untouchable

Untouchables act as psychic nullifiers, completely immune to the effects of Psyker powers (both harmful and helpful), while also conferring this immunity to any figure in base contact with them. For +10 pts., the Untouchable's nullifying aura extends to a 3" radius from its base. The Untouchable may also re-roll any failed Grit checks from the Terrifying influence of Daemons.

The Untouchable's psychic blankness makes him an uneasy ally. Untouchables may never take part in Gang Ups in close combat.

10. 0 Vehicles

Although these rules are about skirmishes between small, often Elite forces there may be occasions when a vehicle of two would make play more interesting.

The Vehicles listed below are mostly a lot less powerful that the battle taxis and tanks common to the W40K battle space.

Crew

All vehicles must have a driver, and some will also require a gunner. These personnel must come from the player's Retinue and be paid for as usual.

Many vehicles can also carry passengers. The number will be listed in the vehicle description. Passengers or Crew in Power Armour count as two people for determining how many can be carried (except for Rhinos which are purpose built to carry Power Armoured troops). Passengers in heavier armour than that cannot be carried in the vehicles used in these rules.

Movement

Most vehicles can move up to 6" normally, or up to 12" when flat out. Lighter and speedier vehicles can move 9" and 18". This speed is important when considering who can fire from it when moving.

Ground vehicles can move through soft cover at half speed, but not through hard cover at all. Skimmers fly over any terrain, but must begin and end their move in the open.

Embarking and Disembarking

Getting into or off a stationary vehicle is easy. Just exit through the doors or jump over the side.

If it is moving you can disembark but stand a chance of pancaking. Each figure bailing out of a moving vehicle at up to 9" movement must make a Grit roll or count as knocked down for the rest of that turn.

Bailing out of a vehicle moving faster than that is very dangerous and failure to make the Grit roll means you are out of the game. Make post-match survival tests as usual.

Bailing out of a moving skimmer counts as bailing out of a vehicle moving faster than 9" even if you aren't going that fast.

Attacking a Vehicle

Attacking a vehicle is pretty much the same as attacking a figure. Roll to hit and see if you can equal or exceed the armour rating of the vehicle. However, there are a range of things that can be harmed when you hit a vehicle.

If you roll exactly the armour rating of the vehicle roll 1D6 and consult the Vehicle Damage Table. If you exceed the armour rating also add by how much you exceeded it by to the 1D6 roll and then consult the table below.

Score	Area	Effect
1-2	Armour	Blow off an armour plate, reduce armour rating by 1.
3-4	Crew	Roll again to hit a member of the crew or passengers. Randomly determine which one.
5-6	Weapon	Disable one of the vehicles weapons. Randomly determine which one.
7	Steering	Vehicle cannot turn either left or right. Randomly determine which direction.
8	Gearbox	Vehicle cannot move either forwards or backwards. Randomly determine which direction.
9	Brakes	The vehicle cannot slow down or stop unless it rams something.
10	Engine	Vehicle is immobilized.
11	Fuel Tank*	Vehicle goes on fire. All crew and passengers must disembark immediately or be cooked.
12	Fuel Tank*	Explodes. All crew and passengers must make individual Grit rolls or be blown to smithereens. Those that make it disembark the blazing wreck.

* Fuel tank fires last for the rest of the game, making the wreck impassable terrain.

Weapons and Firing

Vehicles listed below may have a number of hard points. These are where heavy weapons can be mounted, if paid for.

Generally if a vehicle moves six inches or less anyone in the vehicle can engage their enemies with their own ranged weapons, and/or crew the vehicle's weapons. People in vehicles travelling at over six inches can only use the vehicle's own weapons, not their personal ones.

All weapons on a vehicle or fired by its passengers should have a 360 degree field of fire. Use common sense when determining this.

Ramming

A vehicle driver can choose to try and run over an enemy figure. A Vehicle generally counts as a +3 weapon for purposes of combat. Anyone he doesn't hit can have one attack back as the vehicle sweeps by.

Ramming another vehicle is a product of speed. The ramming vehicle gets +1 per 2" moved before the collision. The rammed vehicle gets just +2 with no movement bonus. Roll attacks against each vehicle and apply damage. The ram brings both vehicles to a halt.

Some vehicles have purpose built rams or dozer blades for 5pts and they get +2 per 3" moved.

Note that if a vehicle is deliberately rammed into an immovable object, or accidentally due to damage, it makes an attack on itself at the bonuses described above.

Points Cost

The cost for a vehicle is based on the type, armour, speed, passenger capacity and weapons. The base cost is:

Ground vehicle – normal	10pts	Skimmer	20pts
Ground vehicle – fast	15pts	Bike	5pts

Add 1pt for each person, crew and passengers, that can be carried. Add another 1pt for each hard point.

Example Vehicles

Vehicle	Speed	Armour	Hard Points	Crew	Passengers	Cost*	Notes
Street Car	Normal	7+	0	1	3	20	A standard civilian car.
Grav-Car	Fast	7+	0	1	3	30	Skimmer
Armoured Limousine	Normal	9+	1	1	5	25	An executive vehicle.
Pick-up Truck	Normal	7+	1	1	6	24	Also called a 'Technical' when armed with a heavy weapon.
Armoured Technical	Normal	9+	1	1	4	24	
Cargo Lifter	Normal	5+	0	1	6	31	Flat bed skimmer with no sides.
Truck	Normal	8+	0	1	12	30	Trucks are used for moving cargo and personnel.
Armoured Truck	Normal	10+	1	1	12	33	
Motorbike	Fast	7+	0	1	0	12	
Attack-bike	Fast	8+	1	2	0	15	
Hoverboard	Fast	8+	0	1	0	27	Skimmer
Aquila	Fast	9+	2	2	8	40	Standard Imperial orbital shuttle.
Rhino	Normal	11+	1	2	10	34	Only 2 figures can fire out of the top hatch.
Chimera	Normal	12+	2	2	12	38	One of the hard points is the turret. Six figures can fire personal weapons from the sides.

* This is the basic cost for the vehicle. Weapons are extra.

Typical heavy weapons for hard points include any in the Retinue's listing and are costed accordingly. They can be detached and carried off by the crew.

Appendix One – Aboard The Hulk

1.0 Introduction

For many players of Warhammer 40K their first experience of the universe that would come to dominate their lives was through the board games Space Hulk and Space Crusade. This appendix draws upon that 'forbidden love'.

Note that although this appendix is aimed at recreating the games above, it could also be used for any ship-to-ship boarding action.

It all begins with an ancient Hulk emerging from the warp on the edge of an Imperial system…

2.0 Boarders and Defenders

One player will become the Defender. He is the one that lays out the Hulk and decides upon its Defenders. Typically these are drawn from the Chaos and Xenos section of the Retinues book.

The others are Boarders and each chooses a force up to the agreed points limit. Typically these are drawn from the Forces of the Imperium section of the Retinues book.

3.0 Rules

This game uses the Core Rules as its basis, with the following changes:

3.1 Movement

In the core rules this is measured in inches. In this variant we play on tiled maps of the Hulk, laid out in regular squares of 1" or 1.5". Translate all movement and ranges from inches to squares.

A figure can move straight or diagonally along the squares. If he comes to a hatch or door that is closed it takes two squares of movement to open it.

3.2 Weapon Ranges

Like Movement, these are now calculated in squares.

3.3 The Flamer

A deadly weapon in the restricted confines of a hulk. Instead of the usual +4 use the following.

In a passageway the flamer does one hit on every figure within 4 squares of, and to the front of the operator.

In a compartment, from the muzzle of the flamer, count 4 squares in every direction forwards of the Flamer operator, including diagonally. Flamers ignore cover. This represents the operator sweeping the fire from side to side.

3.4 Grenades

These affect every figure within three squares of the point of impact, giving each one hit. If thrown into a very small chamber or passageway, where one dimension is two squares or less, each figure takes two hits.

Explosives and tight spaces are not a good mix.

3.5 Cover

Obviously there are very few trees on a Hulk so the examples have changed.

Cover	Mod	Examples
Soft	+1	Your own men getting in the way, furniture.
Moderate	+2	Consoles, Cargo, Enemy is holding a doorway
Hard	+3	Defensive architecture.

4.0 Building a Hulk

A Hulk is a huge amalgam of ships, asteroids and other debris that has been welded together by numerous impacts over many millennia and/or deliberately by its Defenders.

The Defender player is the one who lays out the Hulk. He can do this fairly randomly or with a pattern in mind.

Remember that the Hulk may be collection of Imperial, Chaos, Eldar, Tyranid, Necron and many other types of vessels, so logic is not required.

As a general rule every compartment must have at least one entrance and all parts of the Hulk layout must be accessible from every other, though the route may be circuitous. A thing to remember is that not all ships share the claustrophobic passageways of the Space Hulk game. Many have vast chambers across which you could march armies.

The internet is a great source of free SF Ship layouts already laid out in squares. Try RPG Map Share for a good selection. Kris of Crooked Staff Productions is also working on some. Guncrawl by Mel Ebbles is a good professional version.

If you have them you can use original components from the Space Hulk and Space Crusade games. A number of companies are now doing plastic or resin ship components as well.

4.1 Compartments & Passageways

The key to a good Hulk is variety.

Generally speaking a passageway should be one or two squares wide. Wider ones are possible on larger sections of a Hulk.

Try not to have too many long straight passageways, they become free-fire zones, make them twist and turn and include plenty of T-junctions and crossroads. Some passageways may be partly or completely blocked by barricades. These could offer soft or hard cover and will need to be broken through just like a Light Bulkhead (see below).

Compartments can vary from small storage units roughly three squares in any dimension, through all the usual working spaces which will be between three and eight squares in any dimension, up to larger spaces such as holds, vehicle bays, mess halls, drive chambers etc.

With the larger compartments break them up with consoles, furniture and equipment. This gives opportunities for cover for both the boarders and Defenders.

4.2 Bulkheads and Hatches

Bulkheads are the walls and floors in a ship. They can be very thick and strong and require special tools to penetrate.

Hatchways are the doors in the bulkheads. Each is capable of withstanding both vacuum and explosive decompression.

To breach a bulkhead or hatch takes specialist equipment. This includes Breaching Charge, Thermal Lance, Meltagun, Krak Grenades, Plasma Pistol, Powerfist, Force Weapon or Chainfist.

Against this equipment the bulkhead or hatch gets a saving throw as shown below:

Type	Save	Examples
Light	6+	Partition wall inside a compartment, or a light weight hatch
Medium	5+	Standard bulkhead or hatch
Heavy	4+	Reinforced bulkheads and hatches. Shuttle-bay doors and Radiation chamber walls.
Hull	3+	The actual hull of the Hulk.

Light bulkheads and hatches get no save against Chainfists and Meltaguns.

If penetrated a hole appears one square wide.

4.4 Explosive Decompression

If the hull is penetrated or someone cuts through into an area of the Hulk that has no air then explosive decompression occurs.

Everyone in the compartment or passageway is hit and must make a grit roll or be hurled out into space.

In subsequent activations they must make another roll. If the make it then they can move away from the breach at half speed. If they can get to the other side of an open hatchway they can close it and cease taking saves.

4.5 The Third Dimension

If you are feeling bold you can place hatches in the floor or ceiling that lead to upper or lower levels. Assume that there is a ladder on an adjacent bulkhead. Moving up or down costs 3 squares of movement.

You could also have compartments that span more than one level.

5.0 Playing the Game

As with all In the Emperor's Name games the key is to have fun. If any rule does not work in the situation you find yourselves in make a new one, or just roll a die.

5.1 Hulk Layout & Blips

At the beginning of the game all players can see the entire layout. In game terms they have performed active scans of the hulk and equipped their boarding teams with maps.

The Boarding players choose at which point around the outside of the Hulk layout they will breach.

Then the Defender player places the Objectives and puts down his Blips. A Blip is a numbered counter that can represent any unit in his command or a sensor ghost. He must have a numbered list of his units to match the blips. He will have 50% more blips than units. He cannot place more than one blip per passageway or compartment.

Until they are revealed he cannot move those units. As soon as a Boarding player opens a compartment all blips are turned over and the ghosts removed. The Defender can then place the listed unit(s) in that compartment before the boarder enters.

5.2 Forces

For your first game give each Boarder 200 points to buy their troops from the Retinues Supplement. The Hulk Player should have 50% more points than the total given to the Boarders.

In future games vary this to suit yourselves.

Objectives & Victory

The Defender Player must place four objectives tokens in the Hulk marked with a Heart, Diamond, Club & Spade symbol and provide 2 playing cards of the same suit for each objective. No objective can be in the same compartment or passageway as another.

The cards are then shuffled and the boarding players take one card each. The remaining cards are put away where neither the boarding nor Hulk player has access to them.

A Boarding player gets 10 points if he reaches his objective and a further 2 points for each figure that reached the objective who gets back to their boarding craft alive. To be counted as reaching the objective the figure must enter the room containing the objective and there be no living Hulk Defenders remaining in that compartment. One figure must actually touch the objective (possibly to take something from it or place an explosive charge or a computer virus into it).

The Defender player gets 5 points for each objective still in his hands/talons at the end of the game.

One should also give the Defender and Boarding players 1 victory point for each enemy they eliminate. Note that the other Boarders are not necessarily your friends, especially if you find yourselves going for the same objective.

Suitable objectives could include a Comm's or Command Panel, a Hostage, an Artefact, a Weapons' cache, a life support system, a Shield Generator, a Data Crystal.