

Ψ WARHAMMER 40(S)K(IRMISH) Ψ

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*The order in which these iconic nomenclatures appear is currently the matter of a court case pending.

Whatcha gonna do?

- Choose an army of individuals, up to 250pnts from your troops selections.
- No vehicles.
- Every fifth man of a particular type may carry a heavy or special weapon (Imperial Guard and Eldar heavies are individuals too). Unit types that are all, or can all be armed with heavy or special weapons (Eldar Rangers or Space Marine Scouts equipped with sniper rifles) are not subject to this limitation.
- Every eighth man of a particular type may be a squad leader appropriate to that troop type and be equipped with war gear.
- No 2+ armour saves for troops.
- Up to 1 elites model may be included as a force (or farce) commander. An additional 5pnts must be paid for each wound it has and if its armour save is 2+. You could choose a Howling Banshee, perhaps or a Tau battle suit.
- A model with two wounds or less that can be attached to a squad (a Commissar or an Eldar Warlock) may be taken as the elite choice, regardless from which force organisation chart selection they are from.

The rules that must be obeyed ohh yes.

Individuals.

Each model may function as it wishes, there are few coherency restrictions.

Morale.

An individual will take a pinning test if it is –

- Hit but not wounded, pinning weapons inflict a -1 to LD.
- More than four inches from a friendly model. Heavy weapons are immune to this.

An individual will take a break test if –

- More wounds are taken in close combat (every friendly model involved) than are inflicted. +1LD (max 10) for models involved if you outnumber your enemy.
- It cannot draw line of sight to a friendly model.

If this test is failed, only Space Marines can recover (know no fear), other types will flee. Entire force break test is taken if –

- It is reduced below 50% starting strength in models, after the second turn. This is taken on the highest LD available. Note this is a LD test so fearlessness and re-rolls do not apply. You may add +1 to LD (max 10) if you outnumber the enemy **OR** if you have more objectives under control than the despicable foe. If you fail, your force disengages and you automatically lose the game. This test is taken at

the start of every move after the force goes below 50%. A force controlling ALL of the objectives does not have to take this test.

Shooting.

You must always shoot at the nearest enemy if they are twelve inches or less from you (approx, guess, try not to measure unless necessary). You may always choose to take a LD test and if you succeed, you may target any individual model even if there are enemy within twelve. If you fail, shoot at the nearest target.

If no enemy is within twelve, you may choose to target heavy weapons models.

Multiple hits.

Choose an initial target (subject to the rules above). Multiple hits may be allocated, by the defender to any models within four inches. The initial target is always hit first; each model within four inches must be hit before any can be hit twice.

Blast weapons inflict a total of 1d3 wounds upon the target group, or individual if there are no others within four inches; template weapons inflict 1d3+1.

The initial target may never be the elite choice.

Any abilities, such as psychic powers, that affect a squad or unit, will affect any group of models entirely within four inches of the initial target. This applies when a group is targeted and when it uses an ability, the source of which is considered the initial target.

Set up.

Play the game on a four by four table.

1d3 objective markers are placed 3d6 inches in a random direction from the centre of the table.

Roll to choose table edges, the loser deploys one model first, alternate deploying single models thereafter.

Deployment zones are between 6" and 12" onto the board.

After this, roll to see who deploys their elite leader first.

Any infiltrators may move 1d6" before the game begins.

Roll for who goes first.

Fight!

The game lasts 6 turns, unless a force disengages beforehand.

Winning and losing.

Each individual killed or pinned at the end is worth its point's value in victory points.

Each objective taken by having the closest model to it at the end is worth 50 victory points.

If a force disengages, it automatically loses.

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**Any similarities to anything living, dead,
Godlike or daemonic is purely coincidental.**