

Foreword

by Craig Cartmell

I still remember with great fondness the original *Rogue Trader* rules for *Warhammer 40,000*. 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 40,000* 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 Games Workshop 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 books published by the Black Library, wishing I could be Gregor Eisenhorn or Gideon Ravenor, so imagine my joy when the *Inquisitor* game came out. I rushed down to my local Games Workshop and bought the rules. Thank the Emperor I didn't buy the figures too, because the rules were probably the worst that Games Workshop 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 of the first edition and plenty of feedback from players around the world, we decided to re-edit the rules. This second edition had a number of small changes to tighten up the rules, and to improve their clarity and layout. It also had brand new rules for items like vehicles.

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

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

The Third Edition

The Third Edition was inspired by the discussion and feedback on the Forge of War forums. A number of dedicated *ItEN* players gave their suggestions for improvements to the rules, based on their experience of playing the game.

For the Third Edition, all of the Core Rules have been reviewed and edited to improve their clarity and consistency. The Third Edition is also the first version of *ItEN* to be published in two variants: the Gamer's Edition, which retains the existing "plain and simple" layout and formatting of previous editions, and the deluxe "Gold Edition", which will have full-colour layout, inline graphics and a style in keeping with the grim, dark universe of the 41st Millennium.

***ItEN* Online**

In the Emperor's Name was born and lives on the Internet. Here are a few links to websites where you can find our more information about *ItEN*, discuss rules, post battle reports and miniature pictures, and more.

- <http://iten-game.org> - the official *ItEN* website
- <http://rb.iten-game.org> - the online Retinue Builder where you can create and share your retinues
- <http://www.forgeofwar.uk.com> - the Forge of War website and discussion forum
- <http://thegamesshed.wordpress.com> - Gawd 'elp Us Games, Craig's website

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 Introduction

In the Emperor's Name is a skirmish game with roughly four to ten figures per side. The key design philosophy is Keep It Short And Simple (KISS), 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 a few pages.

The game is based in the *Warhammer 40,000* 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.

1.1 A note for Warhammer 40,000 Enthusiasts

Despite some similarities these rules, are not a subset of *Warhammer 40,000*. They try to represent very small actions in the 40K universe. ItEN is in no way compatible with 40K.

1.2 A note on figure scales

Our assumption is that these rules will be used with 28mm-scale *Warhammer 40,000* miniatures. If you're using 15mm figures, you may wish to halve all distances, or simply convert from inches to centimetres. Players using 54mm scale figures from Inquisitor might wish to double all distances.

1.3 Building a Retinue

Each player in this game has a Retinue, which is a group of figures that follow a Leader. Retinues should contain a minimum of four figures in a Retinue, and must include at least one figure designated as 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.

1.4 Online Retinue Builder

For ItEN 3, an online Retinue Builder can be used which does all the hard work of managing your figures and calculating points costs for your retinues. To use it, just go to this web site and register:

<http://rb.iten-game.org>

1.5 Figure Profiles

Every figure has a profile that includes the following:

Grit	Grit is the roll required to save the figure from a hit that penetrates its armour, to charge a terrifying enemy, or to use or resist against Psyker powers.
Fighting Value (FV)	FV is the bonus the figure gets when rolling dice in close combat.
Shooting Value (SV)	SV is the bonus the figure gets when rolling dice in ranged combat.
Speed (S)	S adds to the figure's base movement, modifies shooting attacks against the figure, and adds to the Leader's initiative rolls.
Notes	Special abilities, rules, and other details are listed here.

1.6 Figure Costs

In this game we use a WYSIWYG process for looking at a figure. For example, if a figure has a laspistol and a chainsword, then both weapons count towards that figure's points cost. The cost of the figure is calculated as follows:

$$\text{Figure cost} = \text{Grit} + \text{FV} + \text{SV} + \text{Speed} + \text{Armour} + \text{Weapons} + \text{Equipment} + \text{Special Abilities} + \text{Psyker Powers}$$

Guns of various types all come with enough ammunition to last the battle.

The minimum cost for any figure is three points.

1.6.1 The Cost of Grit

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

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

1.7 Figures

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

1.8 Allies

Retinues can contain figures from other retinue lists: for example, an Inquisitor may recruit soldiers from the Imperial Guard or a member of the Deathwatch chapter into their retinue; a Rogue Trader

might join forces with Eldar corsairs on a hunt for xenos archeotech, or marines from a Traitor Legion might conscript from the Blood Pact as cannon-fodder.

Allies taken from other lists cannot make up more than 35% of the cost of the retinue (in normal games this will restrict them to just one or two models). Leaders taken from other retinue lists cannot cost more than the leader of the "primary" retinue.

To determine what allies are available, consult the Alliance Matrix in Appendix 2. A green "Y" indicates that you may choose from that retinue list at no additional cost. A yellow "S" indicates that you must purchase the Strange Ally Special Ability (see Section 4.3.19) for that model. A red "N" indicates that allies may not be taken from that list.

2 Arms and Equipment

In a small Retinue there is much more ability to vary arms and equipment beyond the norm allowed by a *Warhammer 40,000* 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 Power Armour. A few members of the Inquisition have had these adaptations made as well.

2.1 Armour

Armour affects combat by providing the target number for the attacker to exceed. The different types of armour available to members of a Retinue can be found in the relevant Retinue List.

2.1.1 The Cost of armour

The points cost of armour is calculated using the following table:

Type	To Hit	Example	Cost
-	5+	No armour	0
Light	6+	Mesh Armour	3
Medium	7+	Carapace Armour	6
Heavy	8+	Power Armour	10
V.Heavy	9+	Crisis Armour	15
	10+	Terminator Armour	20

2.1.1.1 Weapons Suspensors

The heaviest forms armour used by all races in the 41st Millennium typically consists of servo-assisted power armour, which endows the wearer with physical strength far above his own unassisted strength. As a result, any figure equipped with armour with a To Hit score of 8+ or higher automatically gains a Suspensor unit at no extra cost.

2.2 Weapons

All ranged weapons are assumed to have enough ammo to last for the duration of the game. The different weapons available to members of a Retinue can be found in the relevant Retinue List.

Each weapon has the following profile:

Weapon	The name of the weapon
Attributes	Weapon Attributes (see below)
Bonus	The modifier to the 1D6 To-Hit Roll
Range	The weapon range in inches
Grit Penalty	The modifier to the target's Grit Roll
Cost	The points cost of the weapon

2.2.1 The Cost of weapons

The points cost of a weapon is calculated as follows:

1. Start with the weapon's Combat Bonus.
2. Add 1 point if the range is more than 12" but less than 18".
3. Add 2 points if the range is 18" or higher but less than 24".
4. Add 3 points if the range is 24" or higher.
5. Add three times the weapon's Grit Penalty.

2.2.2 Weapon Attributes

Weapon Attributes affect the way in which a weapon may be used. These are described here.

2.2.2.1 Heavy Weapon

Heavy 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 crewmember 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 Heavy or Very Heavy armour: they may carry and fire heavy weapons as easily as anything else in their arsenals. See Section 2.1.1.1 for further information.

2.2.2.2 Grenade

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.

Figures equipped with grenades start the battle with three grenades. Once the figure has performed three grenade attacks, their supply has been depleted for the remainder of the game.

Troops with a Grenade Launcher (see Imperial Guard, Adeptus Arbites and Blood Pact) will have a bandolier with six grenades. These grenades may only be used with the Grenade Launcher and cannot be thrown.

2.2.2.3 Flamethrower

Any form of flamethrower sends out a stream of flame that may hit one or more targets. The range of all flamethrower weapons 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. This armour penalty does not reduce the points cost of the figure.

2.3 Equipment

In addition to armour and weapons, figures can be given items of equipment. Each item has different uses and benefits, and its own points cost which adds to the figure's cost. The universe of *Warhammer 40,000* is very large, and it is not possible to describe all the different bits of kit that figures might use during a game. However, a few examples are described in Section 4.4. Players may wish to invent their own equipment, but should check with their opponents before using them in a game.

3 The Field of Battle

3.1 Terrain

In *In the Emperor's Name*, the rule is that the more scenery, the better. The key thing 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 all right. 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' should be used.

3.2 Deployment

Unless you are playing a scenario that says otherwise, each player 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.

3.3 Scenarios

Players may choose to use a Scenario for their game, rather than simply fighting to the Last Man Standing. Players are encouraged to use their imagination to create scenarios to use in their games, but a number of example scenarios are including in Appendix 3.

4 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.

4.1 The Sequence of Play

4.1.1 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 each phase. This lasts until the next turn.

4.1.2 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 (see Running).

4.1.2.1 Cover

Players must take terrain into account when moving, 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 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 would also stop a bolter round. This includes concrete, metal and stone walls, buildings, ruins, dense woodland, etc.

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

4.1.2.2 Climbing

Figures can climb up physical terrain features as part of normal movement. Where the terrain piece has a visible feature that is clearly intended to allow this (eg stairs or a ladder), there is no additional movement penalty. However, if the figure has to climb to reach his destination, then there is a 3" movement penalty, in addition to the linear distance the figure has to move

Example: a Space Marine with a Speed of +1 is standing 1" from the wall of a building. He moves 1" to the wall, then climbs up to the first floor, which is 3" from the ground. He has moved a total of 4", plus the 3" penalty for the climb, so his movement ends there. An Imperial Guardsman has a Speed of 0, so cannot climb the wall unless he is standing in base contact with it at the start of his move.

4.1.2.3 Dropping or Jumping

A figure can jump or drop down to a lower level with no penalty. However, if the vertical drop is more than 3", the figure must make a Grit Roll. Every 3" dropped incurs a -1 penalty to the Grit Roll.

4.1.2.4 Figures in contact

Figures that are in base-to-base contact with an enemy cannot move, unless they attempt to disengage from Melee (see Disengaging from Melee). 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.

4.1.2.5 Movement and Terror

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 on the turn they fled.

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

4.1.2.6 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.

4.1.3 The Shooting Phase

Shooting is carried out in initiative order.

Each player may shoot or run with any or all of the figures that he has. Each figure may use each weapon once per turn. Play then passes to the next Player in the order.

4.1.3.1 Running

A figure that has no enemy in line of sight may choose to run, instead of firing its weapons. A run move is 1D6+Speed inches. It cannot end up in base-to-base contact with an enemy.

4.1.3.2 Shooting

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 there are more than two Retinuees in the game, 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. Which figure the shooter hits is determined randomly using a die roll. Once the target has been determined, the outcome of the shot is then determined.

Vehicles 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 have moved 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 before 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 (see the section on Cover for definitions of counts as hard or soft).

If figure moved in its last turn, its Speed is added to its Armour.

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 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+.

4.1.3.3 *Torrent of Fire*

A group of figures may choose to create a Torrent of Fire. In this scenario, one figure rolls to hit, but for each extra figure joining him, add +1 to the roll. This allows figures with relatively poor shooting to 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.

4.1.4 *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. When a figure makes a melee attack, his opponent gets a single attack in return, meaning that it is possible that both figures may die as a result of a melee attack. The basic roll to hit is:

$$1D6 + \text{Figure's FV} + \text{weapon's combat bonus (if any)}$$

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.

4.1.4.1 Multiple Melee Weapons

If a figure has multiple melee weapons, the player may choose to make separate attacks for each weapon, or a single attack with a cumulative combat bonus.

4.1.4.2 Outnumbering

Where there is more than one attacker against a single defender roll each combat separately. However, unless the single defender can split his attacks (see 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 FVs 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.

4.1.4.3 Exploding Sixes

The "Exploding Sixes" rule is an optional rule: it only applies if all the players agree to use it before the game begins.

When a group of figures is ganging up against a smaller number of stronger figures, the weaker player may choose to "explode" any unmodified six that they roll. The score of six is halved to become two threes, which are further modified by another D6 roll.

This rule is particularly effective for weaker models when fighting stronger models in hand-to-hand combat.

4.1.4.4 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. The disengaging figure may defend but cannot cause a hit back.

4.1.4.5 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.

4.1.4.6 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.

4.1.5 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 may be modified depending on the weapon used. Consult the weapon's entry in the list and apply the Grit Modifier.

4.1.6 Knock Down

Should a figure that is hit roll its Grit exactly then it is "knocked down": the figure is not seriously wounded, but has been stunned by the force of the blow or shot. Lie the figure down on its side. The figure cannot act at all for the rest of this turn: it cannot even defend itself, and must rely on its armour and Grit to save it if attacked again.

At the beginning of its next turn, the model retakes its Grit roll. Modify this roll by the weight of armour the figure is carrying according to the table below:

Armour Type	Modifier
Light Armour	None
Medium Armour	-1
Heavy Armour	-2
Very Heavy Armour	-3

If the figure passes the Grit roll, it springs to its feet and continues to act as normal. However, if it rolls exactly its Grit again, or less, then it remains knocked down until the next turn, and so on.

If a knocked-down figure is in a melee when it stands up, then the melee continues as normal.

Any figure performing a melee attack against an enemy figure 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.

Figures that are knocked-down may make a 2 inch move during the Movement Phase, but may not fire any weapons, make melee attacks, or perform any other action.

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.

4.1.7 Morale

As a general rule, it is assumed that each player's retinue consists of a small group of tightly-knit, well motivated and briefed warriors, who are immune to the psychological effects of warfare that might occur in larger confrontations. As a result, there are no rules relating to morale.

The exception relates to when the leader of a retinue is killed. At the end of the turn in which this happens, each figure in the retinue must pass a Grit roll using the highest Grit value in the retinue. If the figure passes the Grit roll, then they continue to fight as normal.

However, if they fail the Grit roll, then during the next turn, that figure will attempt to quit the battlefield by moving its maximum distance (6" plus its Speed) towards the nearest table edge. It may fire at enemy figures as normal.

At the end of this and each subsequent turn, the figure may take another Grit roll, again using the highest Grit in the retinue. If the figure passes the roll, then they may re-enter the fray. If the roll is failed, then the figure will continue to move towards the edge of the table. When it reaches the edge of the table, it is removed from play and counts as a casualty.

4.1.8 Post-Game Survival Test

At the end of the game, make a Grit roll for every figure lost during the game. 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 fail the roll then they are dead.

This rule is useful when running campaigns or leagues.

4.2 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. 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	No

			contact.	
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

4.3 Special Abilities

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

4.3.1 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).

4.3.2 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 and Armour.

4.3.3 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.

4.3.4 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.

4.3.5 Daemon Lore

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

4.3.6 Defensive Master

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

4.3.7 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!

4.3.8 Ground Fighter

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

4.3.9 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.

4.3.10 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.

4.3.11 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!

4.3.12 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.

4.3.13 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).

4.3.14 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.

4.3.15 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!

4.3.16 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.

4.3.17 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.

4.3.18 Stalwart

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

4.3.19 Strange Ally

A player may purchase this ability in order to use a figure from another retinue list in order to bring that figure into his own retinue. 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. To represent their rarity, if the Strange Ally is killed during a campaign game, he may not be replaced with another Strange Ally.

4.3.20 Stealth

Figures with the Stealth ability have a natural gift for sneaking around. They cannot be targeted by ranged weapons if they are more than 12" away from the shooter, and a Stealthy figure which is in Soft Cover counts as being in Hard Cover.

4.3.21 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.

4.4 Equipment

The following section lists a few samples from the vast array of equipment and wargear used in the 41st Millennium. Players are encouraged to write rules for their own specialist equipment, but remember to check with your opponent before using them in a game.

4.4.1 Jump Pack

Cost: 5pts

A Figure using a Jump Pack ignores intervening terrain when moving. They also gain a +3 bonus to their Speed. The figure must begin and end its movement on the ground. If it attempts to take off or land in hard cover, then it must make a Grit Roll. Failure means that it is Knocked Down (see Section 4.1.6).

Figures with a Jump Pack may not wear Very Heavy armour (such as Terminator armour), or carry Heavy weapons.

4.4.2 Jet Pack

Cost: 5pts

Jet Packs differ primarily from Jump Packs in that they are designed more for providing a stable firing platform than for charging into close combat.

Like Jump Paks, figures with Jet ignore cover when moving. However, the figure does not get a bonus to its Speed.

A figure equipped with a Jet Pack may choose to make a single ranged attack at any point during its movement. For Line of Sight purposes, the figure counts as being 12" off the ground. If the figure chooses to shoot during its movement, it cannot fire again during the Shooting Phase.

Figures with a Jet Pack may not wear Heavy armour (such as Imperial Power Armour), Very Heavy armour such as (Terminator armour), or carry Heavy weapons.

4.4.3 Teleport Homer

Cost: 10pts

A figure carrying a Teleport Homer acts as a homing beacon for figures who start the game off the board. During the Movement Phase, the figure can activate the Teleport Homer instead of making its move. Any figure that started off the board can then perform a Teleport action.

To resolve a Teleport action, roll a scatter dice. If the result is a "hit", then you can place the teleporting figure anywhere you like within 6" of the figure carrying the Teleport Homer. Otherwise, place the teleporting figure 1D6 inches away from the figure with the Teleport Homer, in the location determined by the scatter dice. Repeat this procedure for each figure you want to teleport: any number of figures can teleport during a single turn.

If the teleporting figure teleports into another figure, then both that figure and the teleporting figure are killed. If the teleporting figure teleports into Hard Cover, it is also killed.

If all the figures in retinue carrying Teleport Homers are killed, then any figures that haven't yet teleported are lost and cannot take part in the game. They are still available in future games in a campaign.

4.4.4 Camo-cloak

Cost: 5pts

Camo-cloaks confer Hard Cover on figures if a shooter is more than 12" away from the target, and Soft Cover if the shooter is more than 6" away.

Figures with Camo-cloaks may not wear Heavy armour (such as Imperial Power Armour), Very Heavy armour such as (Terminator armour).

4.4.5 Displacement Field

Cost: 10pts

A Displacement Field is an arcane device from the Dark Age of Technology. It will detect incoming shots and activate a teleport beam to displace the wearer out of the way.

When a ranged weapon hits a figure equipped with a Displacement Field, roll a scatter dice. If the result is a "hit", then the figure is hit as normal.

For any other result, the figure is displaced 1D6 inches in the direction shown by the scatter dice, and the shot misses. If the figure would be displaced into another figure, then the Displacement Field has failed and the figure is hit as normal.

If the figure is displaced into hard cover, then it must make a Grit Roll, and if this roll is failed, they are Knocked Down (see Section 4.1.6).

4.4.6 Auspex

Cost: 10pts.

The auspex is a portable scanning unit. It allows the bearer to detect the presence of enemy figures. It negates the benefits of Camo-cloaks and the Stealth special ability (see Section 4.3.20), meaning that figures with auspex units can target these figures normally.

4.4.7 Vox-caster

Cost: 5pts.

A vox-caster is a short-range personal communicator. A figure that has a vox-caster and an auspex can communicate the location of enemy figures to other friendly units that also have vox-casters. This means that these figures can shoot at enemy figures with Camo-cloaks or the Stealth special ability as if they had their own Vox-caster.

4.4.8 Medi-pack

Cost: 5pts.

A medi-pack is a single-use item, although figures may purchase more than one. Once per game, a figure with a medi-pack can give itself, or another figure within 3", a +2 bonus to their Grit roll when being hit by a ranged or melee attack.

4.4.9 Grapnel

Cost: 5pts

A grapnel allows a figure to climb vertical terrain features without the usual 3" penalty (see Section 4.1.2.2).

4.4.10 Grave-chute

Cost: 5pts

A grav-chute allows a figure to jump or drop down to a lower level without having to make a Grit Roll if the distance is greater than 3".

4.4.11 Smoke Grenade

Cost: 5pts

This is a one-use item. During the Movement Phase, a figure can use a Smoke Grenade to create a cloud of smoke which blocks line of sight.

To use the Smoke Grenade, place a circular template 5" across (eg an Ordnance Template from *Warhammer 40,000*) within 12" of the figure. This template then scatters 1D6". The smokescreen lasts until the player's next turn, and completely blocks line of sight. Figures can still move through the screen.

4.4.12 Telescopic Sight

Cost: 5pts.

This item is assigned to one weapon that the figure carries, which must be declared (or written down) prior to the game. It increases the range of the weapon by 6".

4.4.13 Targeter

Cost: 10pts

This item is assigned to one weapon that the figure carries, which must be declared (or written down) prior to the game. It allows the figure to re-roll any missed shots fired using the weapon.

4.4.14 Limiter

Cost: 10pts

When activated, a limiter negates the Pariah gene carried by Untouchables. A figure carrying a limiter may activate it during the Movement Phase, and the effect lasts until the start of the next game turn. While activated, any figures with the Untouchable special ability (see Section 4.3.21) within 6" of the bearer of the Limiter lose this ability, and therefore become vulnerable to Psychic attacks.

4.4.15 Suspensor

Cost: 5pts

A suspensor consists of a compact anti-gravity generator which can be attached to a bulky item such as a heavy weapon. A figure equipped with a Suspensor can carry and use a single weapon with the "Heavy" attribute as if it was a standard weapon.

Certain types of armour automatically get a Suspensor. See the entry on Weapons Suspenders in Section 2.1.1.1 for further information.

5 Vehicles

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

The Vehicles listed below are mostly a lot less powerful than the tanks common to games of *Warhammer 40,000*.

5.1 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. Passengers in heavier armour than that cannot be carried in the vehicles used in these rules.

5.2 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.

5.3 Embarking and Disembarking

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

If the vehicle is moving, you can still 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.

5.4 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 number of different possible outcomes from hitting a vehicle.

If you roll exactly the armour rating of the vehicle, roll 2D6 and consult the Vehicle Damage Table. If you exceed the armour rating, also add by how much you exceeded it by to the 2D6 roll and, then consult the table.

Score	Area	Effect
1-2	Armour	You blew 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.

5.5 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 enemies with their own ranged weapons, 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.

5.6 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 for each two inches the vehicle 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 for every 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.

5.7 Points Cost

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

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

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

5.8 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 Introduction

For many players of *Warhammer 40,000*, 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 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 retinues.

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.

3 Rules

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

3.1 Movement

In the core rules, distances are 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

Flamer weapons are incredibly deadly in the restricted confines of a hulk. Instead of the usual rules for flamethrowers, use the following rules:

- 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.

3.4.1 Cover

Obviously there are very few trees on a Hulk, but there are still terrain features such as discarded equipment and furniture. Some examples are described below:

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 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 a 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, as 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.

4.3 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 they 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.

4.4 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 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.

5.3 Objectives & Victory

The Defender Player must place four objectives tokens in the Hulk marked with a Heart, Diamond, Club & Spade symbol, and provide two 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 Comms or Command Panel, a Hostage, an Artefact, a Weapons' cache, a life support system, a Shield Generator, or a Data Crystal.

Appendix Three – Scenarios

1 Kelly's Heroes

This scenario 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, 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 run 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.

2 Fort Apache

This scenario is suitable for 3-5 Retinues and is 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.

3 Assassination

This scenario 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.

4 The Gauntlet

This scenario 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.

5 The Ritual

This scenario 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 One of our Robots is missing

This scenario 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.

The dreadnought's stats are as follows: Grit 3+, FV4, SV4, Move – none except turning. 12+ Armour, Heavy Bolter and Power Claw.

7 Life is Cheap

This scenario 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).

8 Fire Mission One-Five

This scenario 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 that 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 game 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. This means that you must hold it the hard way, by killing any other poor sucker who tries to get in.

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