



CHAIN OF COMMAND WARHAMMER 40,000

V0.2



OBJECTIVES OF COC40K

- Play 40k using CoC command and control, force morale
- Allow existing and future 40k codexes and units to be used by using 40k stats and certain 40k mechanics

INTRODUCTION

BASIC PREMISE AND UNDERSTANDINGS

The Chain of Command rules (from TooFatLardies) is the base game rules that are used for CoC40k. You will need a copy of the rules to play.

Warhammer 40'000 mechanics are used to replace some CoC mechanics in CoC40k. You will need a copy of the Warhammer 40'000 rules to use these mechanics.

This is a work in progress; you may experience clashes between rulesets and resolution mechanisms. Various special rules may also clash. I expect these will become fewer as this document gets revised.

To help keep this document to a minimum size, only the changes to the CoC rules will be mentioned here.

NOT YET IMPLEMENTED:


- Warhammer 40k Flyers/ Zooming units
- Variations in Force Morale based on armies
- Revised Random Events on Activation Table (Section 6.3)
- Shock or penalties for moving 'At the Double'

FORCE ORG AND HOW IT RELATES TO 40K

- HQ selections are Leaders (Senior Leaders)
- Troops are considered as standard troop selection (with possible junior leaders attached)
- Elite, Fast, Heavy are considered Support Options
- The basic unit entry in a 40k codex is one team with either an existing leader/ or one able to be purchased.
 - Any additional models purchased for the unit are a second team. Combined they form a squad.
- Any unit which does not, and/or cannot purchase a leader, will be considered one squad regardless of additional model purchases (i.e. Russian squads in CoC).
- Units are selected out of the 40k rulebook to an agreed upon point value. Force org is based on 40k rules/ codexes.

PATROL PHASE

To represent technology in the 41st Millennium, Patrol Markers can be up to 18" away from another Patrol Marker. Each Patrol marker can still only move 12" though.





LEADER INITIATIVE

- A leader using the Rally action allows the unit to make a Leadership test to attempt to rally.

Leaders and Librarians

- Psykers can use one initiative point to cast psychic powers (as many as they want).
 - Individual psykers in squads can be ordered to use psychic powers by a leader for 1 command initiative
 - Squads/ Teams of psykers can spend their action (when activated on a 1 or 2) casting psychic powers
- Psychic powers are cast as per the 40k rules.
- The Psychic Pool is generated at the start of each TURN.
 - The pool lasts until the turn is over.
 - Generating a new Psychic Pool is part of the End Turn sequence
 - Each player generates a casting and dispel pool.
 - Dice may be added or removed from this based on whether new psykers arrive or are removed from the battlefield.

DEPLOYMENT

Deep Strike

- Units that can deep strike can choose to use that ability or deploy from a JOP normally
- Units arriving via Deep Strike follow the below rules
 - Arrive on their activation like a normal unit
 - If the unit chooses to Deep Strike near a Teleport Homer or Beacon (or similar device). Pick the drop location as per 40k and then scatter 1d6 (if a hit is rolled scatter in the direction of the small arrow)
 - If the unit does not use a beacon then pick a location as per 40k and scatter 2d6 (if a hit is rolled scatter in the direction of the small arrow).
 - If a unit cannot be deployed, they are not lost but removed from the table. They can then deploy in a future turn as normal via a JOP.


MOVEMENT

- Tactical Movement gives a unit either a 5+ cover save OR a +1 cover save

40K MOVEMENT TYPES

- Normal - no change to CoC rules
- Fleet - Roll 1 extra dice and discard the lowest
- Move Through Cover - Shift the obstacle or terrain type to one easier level (as per CoC rules)
- Crusader - Roll 1 extra dice and discard the lowest when moving normal or at the double
- **ASSAULT RANGE - Assault begins when you get to within 4" of an enemy unit**
- Bikes/ Jet Bikes - +3" per dice rolled. Turbo Boost doubles the result if you move At the Double. Assault Move is taken after the units action allowing them to move 1d6+3"
- Jump Units - +3" per dice rolled
- Jet Packs - Assault Move is taken after the units action allowing them to move 1d6+3"
- Beasts/ Cavalry - _3" per dice rolled. Also have Fleet and Ignore Difficult and Dangerous Terrain
- Monstrous Creature - Move through cover
- Flying MC - additionally acts as Jump Unit. Swooping not implemented yet
- Gargantuan/ Flying GC - As per MC but add Move Through Cover
- Vehicles - As per CoC Vehicle Movement
 - ROAD - Slow+0/ Average+1/Fast+2. Wheeled double
 - BROKEN GROUND (Ground with slight impediment such as woodland, ploughed fields, fords or steep hills) - Slow and Wheeled+0/ Average+1/ Fast +2
 - HEAVY GOING (This would be heavy undergrowth, rocky hillsides, crossing hedges, rubble or marsh) - Fully tracked+0+ chance immobilisation/ Wheeled Impassable

UNIT FACING



Units have a 360 degree facing, as per Warhammer 40k.

TERRAIN AND VISIBILITY

In Chain of Command, there are three types of cover: light, hard and bunkers.

- **Light cover** confers a 5+ cover save and is considered to be minimal cover, which often makes the target harder to see but does not offer much physical protection. This could be hedges, standing crops, low garden walls, small shell holes, wooden buildings or similar.
- **Hard cover** confers a 4+ cover save and offers some worthwhile physical protection to the Unit, such as a heavy stone wall, buildings, entrenchments or similar.
- **Bunkers or improved defences** confer a 3+ cover save. These are particularly hard cover and offer all round protection. Generally they will be of solid construction with small firing apertures.

INFANTRY FIRE

- Uses the basic Warhammer 40k shooting mechanics.
- Use 40k weapon stats including range
- Use 40k shooting, wounding and save mechanics

- No Shock. Normal LD tests made as per 40k, if 25% of team is destroyed (the CoC mutual support rule means 25% casualty numbers will apply against the squad as a whole instead of just one team)
- Hits on Leaders – Roll to hit a unit, then roll to wound. Roll a d6 and compare it to the amount of wounds. If the result is the number of wounds the unit received or less, assign one wound to Leader. Saves are taken as normal.
- 9.I.4 – ignore and use basic Warhammer 40k shooting mechanics for Vehicles.
- 9.5 – Sniper rules are to be ignored for now

WARHAMMER 40K WEAPONS AND MOVEMENT

Rapid Fire, Salvo and Heavy Weapons

- Weapons have ‘unlimited’ range on the battlefield broken into close and effective range.
- Firing at a target up to the weapons Range in Warhammer 40k is Close Range and is a normal roll to hit.
- Firing at a target over weapons 40k range is firing at Effective Range and incurs a -1 to hit
- Assault Weapons and Pistols have a MAX range of their 40k range and cannot shoot past that range (made up for by better movement)

Weapon, Rate of Fire and Movement

General

- Tactical Move - no firing
- At the Double - no firing

Rapid Fire Weapons:

- Stationary - Full Shots
- Normal Move 1d6 - Full Shots (so a Bolter is 2 shots)
- Normal Move 2d6 - Number of shots after slash (usually 1, Bolter is 1)

Salvo Weapons

- Work as per Rapid Fire Weapons

Heavy Weapons

- Stationary - fire full effect.
- Normal Move 1d6 - 1 shot
- Normal Move 2d6 - no shots

Assault Weapons

- Stationary - Full shots
- Normal Move 1d6 - Full shot
- Normal Move 2d6 - Full Shots



VEHICLES

- Uses the basic Warhammer 40k shooting mechanics for vehicles.
- Use 40k vehicle and weapon stats including range, vehicle armour and hull points.
- Use 40k shooting, armour penetration and vehicle damage mechanics and rules.

Buildings

If you want building to be destructible assign them an Armour Value and Hull Points as per Warhammer 40k.

Assault Ramps and Open Topped Vehicles

Affecting Section 11.6.2

- Vehicles which either have Assault Ramps, or are Open Topped, allow
- troops to move 'At the Double' when disembarking, if the vehicle was stationary
- troops to move Normal Movement when disembarking from a vehicle that has moved this phase.

CLOSE COMBAT

- Uses the basic Warhammer 40k close combat mechanics.
- Use 40k unit and weapon stats including attacks, and weapon types
- Use 40k close combat, wounding and save mechanics
- After a close combat has been resolved, use the CoC combat resolution table to see what happens. Fight any further rounds of combat as needed.
- If your unit falls back and gains shock, a Break check needs to be taken using the Shock assigned via the combat result as a negative modifier to the break check. This is in addition to any normal Warhammer 40k modifiers.
- A broken unit that is charged makes a Leadership test. If it passes it fights normally (but remains Broken), if it fails it is destroyed. This Ld test is made each time a broken unit is charged.

SHOCK AND LEADERSHIP

- Chain of Command Shock isn't used.
- Use 40k break and leadership mechanics
- A unit that breaks falls back 2d6+6 and is BROKEN. Fallback distance is modified by any bonuses to movement a unit has (for example a Jump Unit would fall back 2d6+9")
 - Broken units cannot be activated to move or shoot and last until the end of a turn where they will either be rallied or will be removed from the table
 - A broken unit can be issued orders to rally. If a unit rallies, they remain in a broken state but are noted as having rallied.
 - If a broken unit has not rallied by the end of a turn it is removed as a casualty
 - A broken unit that is charged makes a Leadership test. If it passes it fights normally (but remains Broken), if it fails it is destroyed. This Ld test is made each time a broken unit is charged.

COC RULES CHAPTERS 16 AND 17


- Ignore these chapters on specialists and Advanced rules for now.

MISSIONS

- Use Chain of Command missions for starters, or make your own up

FORCES

- Forces should be chosen from relevant Codexes as per 40k, to a specified point total.

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- Where a CoC Mission says to roll for support, roll the dice indicated and assign the values to each side, or attacker and defender, and then multiply the result by 100. This is how many additional points each force can spend.