



CHAIN OF COMMAND

WARHAMMER 40,000

V1.0



OBJECTIVES OF COC40K

- Play 40k using CoC command, control, friction and force morale
- Allow existing and future 40k codexes to be used when they are released. This is achieved by using 40k stats and certain 40k mechanics for resolution.

CAVEATS

- CoC40k plays like a combination of both games, and as such feels different to both.
- Warhammer 40k has a lot of special rules and cases that break the core rules. We have tried to allow for most of those conditions without having to rewrite each codex but some things simply won't be covered. In those instances, try and use the guidelines here and work out a best fit.
- Warhammer 40k games have begun to be quite large. These larger forces do not really suit the base game of CoC40k.
- It is suggested to use either smaller numbers of units (between 7 and 10, see recommended points below) or to organise games as per the 'BIG Chain of Command' rules.

INTRODUCTION

BASIC PREMISE AND UNDERSTANDING

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:

- Variations in Force Morale based on armies
- Revised Random Events on Activation Table (Section 6.3)

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.
 - If the entire unit consists of 5 models or less that it will still be considered a Team.
- 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. See CoC errata for more information).
- Units are selected out of the 40k rulebook to an agreed upon point value. Force org is based on 40k rules/ codexes.
- **Force Selection can be any points but is recommended to be around 800 points,**
 - **For missions which require a roll for Support, roll the dice and assign as suggested in the CoC mission. Multiply this total by 50 to see how many additional points each force will have.**

PRE-GAME

PATROL PHASE

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

LEADER INITIATIVE

- A leader using a Rally action allows the unit to either;
 - Remove 1 shock marker from a team per action OR
 - Make a 40k Leadership test to attempt to rally a broken unit
- A psyker can activate one power per action:
 - Psychic Pool dice are rolled at the start of each turn. 1 pool for casting, 1 for dispelling. Pool may change as psykers are deployed or removed.
 - Chain of Command PIP can be used to add a dice to the psychic pool
- General Special Abilities that require activation. As a general rule to activate a special ability or item use the following guidelines:
 - If the activation will only affect the model or unit that owns it, it takes one action to activate. Example: Tau Riptide Nova Charge
 - If the activation will affect other units, or the army, it will take 2 activations. Example: Tau Ethereal stuff, Space Marine Doctrines, Imperial Guard Orders

PSYCHIC POOL

- Psychic powers are cast as per the 40k rules.
- Witchfire spells, or spells requiring a BS roll to hit are considered to have automatically hit.
- The Psychic Pool is generated at the start of each PHASE.
 - The pool lasts until the phase is over.
 - Each player generates a casting and dispel pool.
 - Each psyker uses their own casting level dice to cast powers and may add as many dice as wanted from the Psychic pool.

DEPLOYMENT

Deploying multiple units together

- All units wishing to be deployed together need to have the correct activation dice available.
- Example: Chosen Squad deploying with a Chaos Lord in a Land Raider. The Chosen Squad can deploy in the Land Raider (as per deploying with transport rule). If the command/ activation dice include a '4', the Chaos Lord (senior leader) can be selected to deploy with the Chosen, in the vehicle (as long as there is space available)

Deploying units in a transport

- A unit can deploy in a transport. Transports arrive with the unit, when it is deployed.

Reserves

- Units able to go into reserves (generally units arriving via Deep Strik, Outflank, Portal, Tunelling etc) can choose to use enter reserves or deploy from a JOP normally. This must be chosen in the pre-game stage
- Units arriving via Reserves do not benefit from the relative safety of prepared deployment positions (i.e. Jump Off Points) and only deploy on a 4+ when activating to deploy (unless deploying with a Senior Leader/HQ choice)

Outflank

- Units must enter Reserves to deploy via Outflank (i.e. after activation they only arrive on a 4+ as per Reserves above)
- Roll for deployment (1-3 unit does not deploy, 4-6 they have)
 - Roll of 1-2 deploy on their Left table edge,
 - Roll of 3-4 Right deploy on their Right table edge,
 - Roll of 5-6 choose either Left or Right table edge

Scout

- Unit may deploy 12" from a JOP (can't deploy past enemy troops as per normal CoC deployment)

Infiltrate

- Unit may either of the below. (In either case a unit can't deploy past enemy troops as per normal CoC deployment):
- Deploy 12" from a JOP OR
- Deploy 12" from a Patrol Marker in the patrol phase BEFORE anyone deploys a JOP



Deep Strike

- Units that can deep strike can choose to use that ability or deploy from a JOP normally. This must be chosen in the pre-game stage and units Deep Striking go into reserve.
- Units arriving via Deep Strike follow the below rules
 - When deep striking, place 1 model. Roll scatter dice and 2d6" to determine final location. Units always scatter 2d6.
 - Units Deep Striking to a locator beacon or teleport homer place a model within 6" of the model with the beacon. Roll scatter dice and d6". They always scatter d6".
 - Circle the remainder of the unit around the model as per 40k.
 - After arriving a unit is treated as if it just deployed.
 - Units may fire as normal after landing via DS.
 - Units landing within 2" of an enemy may engage in close combat but will be subject to the usual charge overwatch (i.e. 40k overwatch)
 - Unlike deploying from a JoP, units arriving by DS may be targeted by any units on Overwatch when they land. This will occur before any CC if applicable. Note: This means a unit may be susceptible to both the CoC and 40k versions of overwatch.
- Deep Striking off the table means that unit may attempt to redeploy using the 40k Outflank rule, coming on from the edge of the table the unit scattered off. This can happen on the next phase if activated and requires a 4+ to deploy (as per the deploying from Reserve rule above)
- Drop Pods can Deep Strike off the table. If that happens the pod is lost but the squad deploy as per the outflank rule above.

MOVEMENT

- Tactical Movement gives a unit either a 5+ cover save OR a +1 cover save
- Engagement range for entering Close Combat has been reduced from 4" to 2"

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.

DANGEROUS TERRAIN CHECKS

- When the correct unit needs to make a dangerous terrain check, follow 40k rules. i.e. Roll d6, take a wound on a 1.

Movement Conversion

Infantry

40K Movement Type	Extra Move	Notes
Normal/ Standard Move		As per CoC
Crusader		Roll 1 extra die when moving at Normal or 'At the Double' rate, discard the lowest
Fleet		Roll 1 extra die when moving and discard the lowest
Move Through Cover		Shift the obstacle or terrain type to one easier level (as per CoC rules)
ASSAULT RANGE		Assault begins when you get to within 2" of an enemy unit
Bikes	+3" per dice rolled	Turbo Boost doubles the result if you move 'At the Double'. May not shoot or end in assault range if you Turbo Boost
Jet Bikes	+3" per dice rolled	Turbo Boost doubles the result if you move 'At the Double'. May not shoot or end in assault range if you Turbo Boost Assault move may be taken after units action allowing them to move 1d6+3"
Jump Units	+3" per dice rolled	
Jet Packs		Assault move may be taken after units action allowing them to move 1d6+3"
Beasts/ Cavalry	+3" per dice rolled	Fleet, Ignore Difficult and Dangerous Terrain
Monstrous Creature		Move Through Cover
Flying Monstrous Creature		Move Through Cover, acts as Jump Unit. No swooping
Gargantuan/ Flying Gargantuan Creature		Move Through Cover. Flying Gargantuan also acts as Jump Unit. No swooping.

Vehicles

Terrain Type	Extra Move	Notes
ROAD	Slow+0/ Average+1/ Fast+2" per dice rolled	Wheeled vehicles double distance
BROKEN GROUND	Slow and Wheeled+0/ Average+1/ Fast+2" per dice rolled	Ground with slight impediment such as woodland, ploughed fields, fords or steep hills)
HEAVY GOING	Fully Tracked+0/ chance for immobilisation. Wheeled impassable	this would be heavy undergrowth, rocky hillsides, crossing hedges, rubble or marsh
GRAV/ HOVER/ SKIMMER	Slow+0/ Average+1/ Fast+3" per dice rolled	Ignore terrain features (can move over terrain)
WALKER		As per Infantry

SHOOTING

INFANTRY FIRE

- Uses the basic Warhammer 40k shooting mechanics.
- Use 40k weapon stats including range
- Use 40k shooting, wounding and save mechanics
- 1 point of Shock is taken when a unit successfully makes one or more armour saves during a shooting or close combat attack.
- Each point of shock reduces a units leadership by 1 point (please see the section on 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. When a unit takes hits during shooting:
 - Roll to hit a unit
 - Roll a d6 and compare it to the amount of hits taken. If the result is the number of hits the unit received or less, assign one wound to Leader. A '40k LOOK OUT SIR' can be rolled at this point
 - Roll to wound.
 - Saves are taken as normal.
- 9.1.4 – Ignore and use basic Warhammer 40k shooting mechanics for Vehicles.
- 9.5 – CoC Sniper rules are to be ignored for now

Warhammer Weapons and Movement				
Weapons have 'unlimited' range on the battlefield broken into close and effective range. <ul style="list-style-type: none"> • 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 have a MAX range of their 40k range and cannot shoot past that range				
Pistols have a MAX range of their 40k range and cannot shoot past that range				
Weapon, Rate of Fire and Movement				
General Rules <ul style="list-style-type: none"> • Tactical Move allows no Firing • At the Double allows no firing 				
40k Weapon Category	Movement Type			Notes
	Stationary	Normal (1d6 move + Fire)	Normal (2d6 Move)	
Assault	Full Shots	Full Shots	Full Shots	
Heavy	Full Shots	1 shot	No shooting	
Ordnance	Full Shots	No Shooting	No Shooting	
Rapid Fire	Full Shots	Full shots	Number of shots normally allowed over half range (usually 1)	
Salvo	Full Shots	Full shots	Number of shots normally allowed when moving	

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.

Disembarking, Assault Ramps and Open Topped Vehicles Affecting Section 11.6.2

- Units disembarking from a vehicle that end up engaged with the enemy in Close Combat count as conducting a Disordered Charge (no bonus attacks from charging)
- Vehicles which either have Assault Ramps, or are Open Topped, allow a normal charge when disembarking

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.
- 1 point of Shock is taken when a unit successfully makes one or more armour saves during a shooting or close combat attack.
- Each point of shock reduces a units leadership by 1 point (please see the section on Shock)
- 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 Leadership test is made each time a broken unit is charged.

SHOCK AND LEADERSHIP

- Modified Chain of Command Shock is used.
- Use 40k break and leadership mechanics

SHOCK

Shock is accrued in the following manner:

- Moving 'At the Double', +1 shock
- Making at least one successful armour save against a shooting attack or in close combat, +1 shock
- Shock is NOT applied to vehicles at this point.

Shock Effect

- -1" move per shock
- -1 shot per team, per shock. The firing unit can decide which shots are removed.
- -1 Ld per shock

PINNED

- A unit that receives shock equal to their leadership will become PINNED.
- A pinned unit receives a 5+ cover save if not in any cover OR +1 to their cover save if they are in cover
- A Pinned unit may still fire but at half attack dice after reduction from shock.
- A unit may be unpinned at any time by a RALLY action from the units Junior Leader or a Senior Leader.

BROKEN

- A unit fails a 40k Morale check is BROKEN
- A BROKEN unit immediately falls back 2d6+6 (unimpeded by terrain) and rolls on the 'Bad Things Happen' CoC table
 - Fallback distance is modified by any bonuses to movement a unit has (for example a Jump Unit would fall back 2d6+0")
- A unit is broken as per CoC and will remain broken until the END OF TURN check
 - If the unit has been rallied then the unit will act normally in the next turn
 - If the unit has not been rallied then it will be wiped out, or flee the battlefield, in the next turn
- Broken units cannot be activated to move or shoot
- 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.
- 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

- For now, use Chain of Command missions for starters, or make your own up

FLYERS

Zooming flyers do not loiter over the battlefield. They zoom over the battlefield, fire at their targets and then continue on their way. The only flyers that can loiter are those who go into hover mode.

Flying Vehicles will normally have a Junior Leader and will activate on a 3. Flying Monstrous Creatures may differ.

Zooming flyers work in the following way once activated:

- Flyers are never guaranteed to arrive on time. Once activated roll a d6, they arrive on a 4+
- Pick a table edge and an entry point on that edge,
- Pick an exit point on another table edge,
- A line drawn between both points will be the attack vector.
- Place the flyer at its entry point. Your opponent can then declare whether any units on Overwatch will shoot at the flyer, choosing a point anywhere on the plane's attack run. Overwatch shooting must be declared when the plane is activated, but before any movement is made.
- A zooming flyer can fire any weapons normally allowed at any point along that vector (multiple points can also be chosen in order to hit multiple targets)

Anti-Aircraft and Jink

- Only units on Overwatch may fire at a Zooming Flyer
- AA can be fired at Zooming Flyers at any point on the attack run.
- AA fired by a unit with skyfire rolls to hit as normal. Units without Skyfire only hit on a 6+ (snap shots)
- A flyer may opt to jink upon declaration of Overwatch shooting being used against it. If so the flyer receives a 4+ cover save and all shots it fires on that attack run only hit on a 6.

Hovering

- Flyers which have a hover mode may
 - elect to arrive via hover mode from their own board edge
 - arrive as a zooming flyer and drop to hover mode anywhere along the attack vector. A flyer doing this counts as moving 'At the Double' and is counted as a Fast Skimmer for the purposes of resolving Overwatch fire.
- If a Flyer is Hovering, it is treated exactly as a Fast Skimmer. This makes it more manoeuvrable, but often limits the number of weapons it can fire.
- A flyer may leave the table at any time. This is treated as returning to Zoom mode. The flyer moves in a straight line forward off the table and may not embark models or fire any weapons on the Phase it leaves.

Intercepting Attack Runs

Flyers can be placed on 'Overwatch'. This represents senior leaders requesting the flyer to be used for intercept duties. To do this the flyer is activated as normal then a roll for deployment is made (on a 4+). If successful a table edge is selected, this is where the intercept run is made from. The flyer is placed on Overwatch but kept off the table.

- When an enemy plane arrives for an attack run (not an intercept run, you cannot intercept an intercepting flyer), the flyer on Overwatch makes an intercept run from the edge previously selected.
- An intercept run is made with the enemy plane the target.
- The enemy plane can decide to either:
 - continue the attack run (fire at ground units and elect to jink if desired). In this case the intercepting flyer and any AA attack first, then the attack run is made.
 - opt to dogfight to intercepting flyer. This means the attack run is aborted and an attack is made at the intercepting flyer. In this case the intercepting flyer and any AA attack first, then the attack run is made.
 - Both flyers will be attacking frontal armour.

A plane placed on overwatch loses Overwatch if it does something that activate, the Turn ends, or something else happens to take the flyer off Overwatch



Special Skills

Vector Dancer - the zooming flyer may make one turn on its attack run, of no more than 90° . It must declare this turn (and the point where it will turn) when nominating the entry and exit point from the table. When dogfighting a flyer with vector dancer may always choose to attack the side armour of an enemy plane.