



WARHAMMER 40,000

HOUSE RULES EDITION V2.0



PREFACE

These house rules have undergone a lot of testing and many revisions since their initial inception. One thing that became very clear early on was not only did it change some of the nuances of the game dramatically, it also required any players to have fully read the house rules and understood them before using them. This led to problems where the 'ease' of playing a game of 40k became harder. As a result the house rules are now broken down into Basic House Rules, Advanced and Alternate House rules and Trial rules. This gives our players more of a toolbox to use while keeping a consistent core to the house rules.



BASIC RULES

DEPLOYMENT

Before deployment each player makes an *Initiative Roll*. An initiative roll is a Leadership Check made on your Warlords Leadership. The highest roll, which is still successful, wins initiative for that turn. Any roll which equals the Warlords Leadership is considered a critical success and beats all other results except another critical.

The player who wins initiative decides which player will deploy a unit first. Units are then deployed in an alternating fashion.

THE TURN

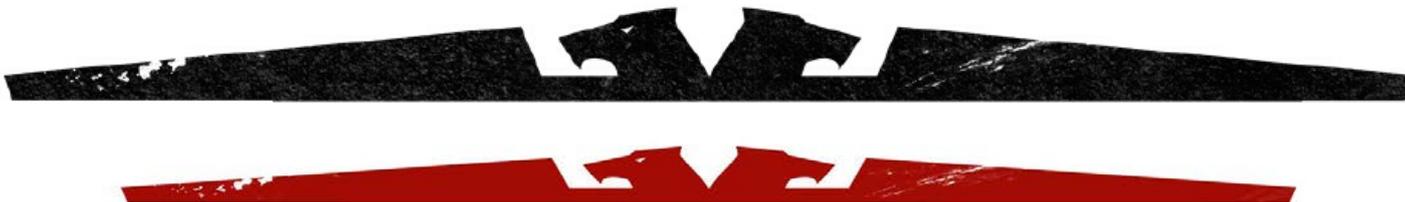
UNIT ACTIVATIONS

During the Start of Turn (recommended to be the last thing done during Start of Turn), each player makes an *Initiative Roll*. An initiative roll is a Leadership Check made on your Warlords Leadership. The highest roll, which is still successful, wins initiative for that turn. Any roll which equals the Warlords Leadership is considered a critical success and beats all other results except another critical.

The player who wins initiative decides which player will activate a unit first. Units are then activated in an alternating fashion. Once a unit is activated, place a token next to the unit to mark it as having activated (or use any other method you may have to remind you the unit has activated).

Independent Characters which are part of a squad that activates may remain part of the squad and be activated at the same time.

Units inside vehicles may activate the unit and vehicle together. This allows both the vehicle and unit to perform actions, such as moving and charging out of an open topped transport.



TURN SUMMARY

1. *The start of your turn.*
 - a. Resolve any rule described as happening at the start of your turn.
 - b. Roll Psychic Pool (d6 + 1 dice per Mastery Level of each Psyker on the table). See Psychic Phase for more details.
 - c. Roll initiative. See Unit activations above.
2. *Unit Activation.* Each player alternates activating a unit, and proceeds with the following steps in order:
 - a. *Movement phase.* Here, you move your activated unit, if it is capable of doing so. See the movement rules for more details of how to do this.
 - b. *Psychic phase.* In the Psychic phase, models known as Psykers can use strange mental powers, and other Warp-born effects may manifest. See the psychic rules for more details of how to do this.
 - c. *Shooting phase.* You now shoot with your activated unit if it is capable of doing so. See the shooting rules for more details on how to resolve this.
 - d. *Assault phase.* During the Assault phase, units may move into combat against enemy units in the Charge subphase, this locks the charged unit in combat. The close combat resolution does not take place until the end of turn. The exception is against vehicles which can't fight in close combat or buildings/ fortifications. One round of close combat is fought immediately. More information on fighting close combats can be found in the assault rules.
3. *The end of your turn.*
 - a. Fight any Assaults. Each assault will fight two rounds of combat, to be completed in sequence, one round before the other, with the first round being fully resolved before starting the second.
 - b. Resolve any rule described as happening at the end of your turn.
 - c. Score an Victory Points



PSYCHIC PHASE

During the 'Start of Turn' starting with the player with the highest total psychic Mastery Level in their army, then alternating, rolls d6. Each player then adds one dice per Mastery Level of each Psyker on the table. This total is then assigned to two Psychic pools – one for casting and the other for dispelling. Note, each pool is assigned the total dice generated, they are not split between pools.

When a psyker or the unit they are attached to is activated, powers can be cast by that psyker during the Psychic Phase. This process (and dispelling) follows the normal Warhammer 40,000 rules.

If a psyker is removed from play, remove a number of dice from both the casting and dispelling pools equal to their Mastery Level.

PSYCHIC SHOOTING

Any psychic powers which require a 'to hit' roll (generally witchfire, focussed witchfire, beam powers, but there are others), will hit automatically if successfully cast. No roll to hit is required.



MOVEMENT PHASE

All movement is conducted as per the normal Warhammer 40,000 rules.

See the Shooting Phase rules in regards to Area Terrain and movement.



SHOOTING PHASE

Shooting (and running) is conducted as per the normal Warhammer 40,000 rules, except in the following instances.

AREA TERRAIN

At the start of the game, the players are to agree which terrain pieces are considered Area Terrain. This provides a cover save appropriate to the type of terrain used (a forest for example is 5+ cover). Direct line of sight is ignored if any part of the model is within the Area Terrain. Conversely if this terrain is Difficult or Dangerous then this will affect movement if any part of a model is within it.

BLAST MARKERS

Blast marker weapons (Blast/ Large Blast) now roll to hit as follows:

Blast Marker Weapon with Line of Site to the target

- Nominate a target model in the unit.
- Roll to hit like a normal shooting attack.
 - If the shot is a hit, centre the blast marker on the nominated model
 - If the shot is a miss, centre the blast marker on the nominated model and roll a scatter dice and 2d6.
 - If the Scatter Dice is a HIT: Move the centre of the blast marker in the direction of the arrow for a distance rolled on the 2d6, minus the BS of the firer. (Note, the marker will ALWAYS scatter, if a hit is shown, use the small arrow to indicate direction)
 - If the Scatter Dice shows an ARROW: Move the centre of the blast marker in the direction of the arrow for a distance rolled on the 2d6

Blast marker weapons fired with no line of site to the target (typically barrage weapons)

- Nominate a target model in the unit.
- Roll scatter dice and 2d6.
 - If a hit is rolled, centre the blast marker on the nominated model
 - If an arrow is shown, move the centre of the blast marker in the direction of the arrow for a distance rolled on the 2d6



ASSAULT PHASE

All assault moves are conducted as per the normal Warhammer 40,000 rules.

Close combats are resolved at the end of each Turn but before scoring VP's. At the End of Turn, two rounds of Close Combat are fought except against Vehicles unable to fight in close combat and Fortifications/Buildings, where only one round of combat is fought. Any units charging in that round receive their charge bonus for the first round of combat only.

These two Close Combat rounds are distinct and one round is fully completed before the second is started.

Any Hammer of Wrath attacks are completed only in the first round of Close Combat by any eligible units which charged.

ASSAULTS AND VEHICLES

A unit which disembarks from a vehicle that has not yet moved this Turn may initiate a charge.

A vehicle which has been assaulted uses the Armour Value of whichever facing it being attacked. This may require different dice pools (some models hitting the front and some hitting the side for instance).

- A unit assaulting a vehicle which has a WS and can fight in close combat resolves the assault as per the Assault Phase rules above.
- A unit assaulting a vehicle which does not have a WS or cannot fight in close combat resolves one round of close combat immediately and completely, in the assault phase of the charging unit. This unit is then no longer locked in combat with the vehicle.

When assaulting vehicles the Armour Value used for the Close Combat attack is as per the facing of the vehicle charged. Example: You only use the rear armour value of the Vehicle in CC IF you charge the rear of the vehicle



MORALE

Morale is conducted as per the normal Warhammer 40,000 rules (when to take Break tests etc), except in the following instances.

Any units required to make a morale check after being shot at during the turn are marked. Marked units then roll for morale during the End of Turn.

Units in Assault will make any Morale checks during the End of Turn after combats are fought, according to the normal Warhammer 40,000 rules.

CHANGED PINNING RULES FOR DESTROYED VEHICLES

- Wrecked Vehicles:
 - Normal Vehicles: Troops roll Pin Check
 - Assault Vehicles: Troops are unaffected
- Exploded Vehicles (remember exploded vehicles leave a crater which gives cover and counts as difficult terrain):
 - Normal Vehicles: Troops are automatically pinned
 - Assault Vehicles: Troops roll pin check




SCORING

Scoring is conducted as per the normal Warhammer 40,000 rules, and occurs at the end of each turn.

FIRST BLOOD

First Blood is available to both sides in the first game turn. This is awarded to either player if they can kill one entire unit in the first turn (or other applicable conditions for the VP)



RESERVES

Units in reserve make their reserve roll once they are activated. This is as per the normal 40k rules.



SPECIAL RULES

The following special rules are modified as such:

ASTRA MILITARUM ORDERS

An Astra Militarum HQ who can use orders may issue them when activated as per the codex rules. When an order is given to a unit which causes them to move, shoot or assault, that unit will be given an activation token and then that unit will have its complete Turn. Once finished, the HQ issuing the order will complete their Turn (if this is another order, repeat the process).

CHAOS DAEMON WARP STORM TABLE

Chaos Daemons will roll for their Warp Storm table at the start of the turn, prior to drawing the first activation token for that turn.

SUMMONING

Any summoning that occurs (primarily via Daemonology Psychic Powers) will activate any units summoned. The summoned unit is able to make any actions it would normally make in the Shooting and Assault phases.

ORK WAAAARRGGHH!!

Orks must declare their Waarrgghh, at the Start of Turn phase, prior to drawing the first activation token for that turn.



ADVANCED AND ALTERNATE RULES

'BOLT ACTION' STYLE UNIT ACTIVATIONS

While alternate unit activation is quick and easy, the 'Bolt Action' style of activation is popular and easily implemented into 40k. The rules to do so are as follows:

Before the game begins the players must each place an appropriate number of tokens (with markings or colours specific to that player) in a bag or cup. This is one token for every unit in their force (units, Independent Characters and Vehicles), including for units that begin the game in reserve. During each turn, a token is drawn from the bag and handed to the appropriate player. That player now takes a turn activating a unit and playing through a turn sequence with it. Place the token next to the activated unit. At the end of each turn, return all tokens to the bag. Units that are destroyed during the turn lose their token. If a destroyed unit has already taken its turn remove the token placed next to it. If a destroyed unit has not already taken its turn remove a token bag. Tokens lost as a result of units being destroyed are removed from play and placed aside where both players can see them. When units are lost this therefore reduces the number of tokens available for the following turn.

Independent Characters which are part of a squad that activates may be activated at the same time. Remove an additional token from the bag for each Independent Character in that unit, to indicate they have activated. If an Independent Character chooses to separate from the unit then the Independent Character will either need to activate first and move out of coherency or choose not to activate with the unit they are with.

Units inside vehicles may activate the unit and vehicle together. This allows both the vehicle and unit to perform actions, such as moving and charging out of an open topped transport. Similar to the Independent Character rule above, remove an additional token from the bag to indicate both units have activated.

SPLIT TARGET SHOOTING

Units with Dedicated Anti-Tank weapons (S6 or higher and AP2 or better) may select to fire them at an enemy vehicle instead the unit's current target. A unit wishing to do this must pass a Leadership test, otherwise they must fire at a single target. If this test is passed, any AT weapons may declare a single enemy vehicle as a target while the remaining weapons may fire at another valid target. Units with Split Fire or other special rules, use them as written in the rulebook or Codex.

Vehicles may choose to shoot each weapon group at a different target.

SHOOTING OVERVIEW

- Super Heavy Vehicles and Walkers: As per 40k rules
- Non Super Heavy Vehicles:
 - As per 40k except: different weapon groups can shoot at different targets. This still means a vehicle can only charge something it shoots at (to clarify: This means a vehicle cannot charge into an existing combat as you cannot shoot into combat).
- Monstrous Creatures: As per 40k rules, with the additional shooting phase rules above. This allows AT weapons to shoot a different target and any unit shot at can be charged.
- Troops: As per 40k rules, with the additional shooting phase rules above.

RESERVES

- Reserves can be allocated activation tokens as per any other unit. When given an activation token, that player determines if the unit is coming out of Reserves that Turn or holding position and staying off the table. Units coming out of Reserve can do so from Turn 2 onwards, and arrive on a roll of 3+ when activated. They deploy as per the normal Warhammer 40,000 rules.
- On Turn 1, unless special rules indicate otherwise, units in reserve are given an activation token, but are not able to deploy.



REACTIONS

Again, Bolt Action can provide a good set of reactions for 40k:

Each unit only gets one activation per turn, whether that is an action or reaction. Any reaction can only be made by a unit that has not had their action in the current turn. A unit that reacts counts as using their action for the turn.

- **SHOOTING:**
 - Firefight: If the target unit is 20" or less away from the firing unit it may return fire simultaneously. This is treated as a normal round of shooting.
 - Evade: If the target unit is 20" or over it may make a run move (6" + d6") to try and gain range or cover. This move may not move closer to an enemy and must be an attempt to get into cover. Cover applies immediately, and may be used to get out of LoS completely
- **CC:**
 - Stand and Shoot: The target unit may fire a normal round of fire at the charging unit, at the most effective distance for the target unit.
 - Escape!: may make a move of d6" to try and avoid the enemy. The unit may not move closer to an enemy and must try put as much distance as possible between the enemy and your unit. If the enemy still catch you, you enter assault. If you get out of range you are free. If you move through a friendly unit, the assaulting unit can redirect the charge to the friendly unit if they are in range
- **GENERIC:**
 - Go to ground: as per 40k

CHANGES TO RUN AND ASSAULT MOVES

It has always struck me as weird that a unit can move but then only shoot or run, however it is free to move, shoot then move 2d6" in assault...

This is a simple attempt to even that out

- **ASSAULT and RUN:**
 - A unit that fails their assault moves the lowest of d6 rolled.
 - A unit that runs can still fire assault weapons.

OTHER ACTIONS FOR HQ CHOICES (COMMAND ACTIONS)

In order to obtain more combined actions, the force Warlord can order additional units to activate. The warlord can order <x> additional units to activate, where <x> = Ld -7 (yes that means not all HQ choices are cut out to be Warlords or leaders). Of course units activated in this manner would count as being activated for the turn. A Warlord would be considered able to activate the unit they are part of for 'free'. The units to be activated can be anywhere on the battlefield.

For example, a Ld 9 HQ once activated, before movement, can activate up to 2 other units within 12" of them.

Once another unit is activated, they then step through each phase as per normal 40k rules.

Enemy units may declare a reaction as per normal. The reaction can only be against one of the activated units not all of them.

The idea is to allow for some co-ordinated manoeuvres, a little better.



TRIAL RULES

The rules below are currently one we are testing and will either be accepted, rejected or retested after being modified. Please feel free to test these but make sure your opponent agrees first.

ACTIVATING OTHER UNITS WITH ANY HQ/ COMMAND ELEMENT

As an addition to the **OTHER ACTIONS FOR HQ CHOICES** above, it is possible to let any non-Warlord HQ/ Command element activate any units within 12". HQ activation can activate other HQ elements but there may be no chaining HQ activations. As an example, an HQ could activate a squad with another HQ element in it, but that newly activated HQ can not activate other elements withing 12".

This allows even more control over the army.

ACTIVATING FORMATIONS

Something we are talking about is allowing formations to activate. This is at a bare bones stage yet and comes with many issues (for example if you take a decurion formation you could simply activate your entire army...). Be careful if you try to use this. This house rule can break certain army unit special abilities, or render them void.

AMBUSH ACTION:

A unit may use its action to move and then set Ambush. From that point, they may then fire at any unit that moves within its LoS.

A unit on Ambush may attempt one reaction if it hasn't already acted, at which time it loses its overwatch action. A unit loses its Ambush status if it activates via an action or reaction.