

One Page 40k – Apocalypse Rules v3.3.0

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General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference. Have fun!

Units: Each unit consists of one or more models acting as a single entity, and must have one clearly marked leader model. You can find unit profiles for each faction in their respective army page.

Quality Tests: Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, which counts as a success.

Line of Sight: If you can draw a straight line from the attacker's leader to any model from the target unit without passing through any solid obstacle, then he has line of sight.

Before we begin...

Army Composition: Each player may take up to 3000pts worth of units and upgrades in his army. Each army may have up to four Hero units.

Preparation: The game is played on a flat 6'x4' surface, with at least 5 pieces of terrain on it. The players roll-off, and the winner chooses on what table edge to deploy first, then players alternate in placing one unit each within 12" of their edge.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are pinned. The player with the most points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Assault	12"	Move into melee.

Moving

A unit's leader may move and turn in any direction regardless of the models facing, and once it has been moved you must arrange all other models from the unit within 12" of the leader, and within 2" of at least one other member. Models may only move within 1" of other units if assaulting.

Shooting

If a unit's leader has line of sight of an enemy, then all models that are in range (measured from the nearest attacking model to the nearest model from the target) may fire at it. Models may fire all their weapons when using Hold actions, and only one when using Walk actions. Shooting models take one Quality test per Attack, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound. For every wound remove one model from the target unit (defender may remove them in any order).

Melee

When using an Assault action move the leader into contact with the target and then move models from both units into base contact or as close as possible, starting with assaulting models. All assaulting models may attack with all melee weapons, which is resolved like shooting. Then any remaining defenders may strike back in the same way. Once both sides have attacked compare how many wounds each unit caused, and if one caused less then it must take a morale test. If either unit is destroyed the other may move by up to 3", if not then assaulting models must move back by 1".

Morale

Whenever a unit takes a wound which brings it down to half or less of its total size/tough, then it must take a morale test. The unit takes a Quality test and if failed it is Pinned (spends next activation idle and gets Unwieldy). If the failed test was from Melee and it is down to half or less of its total size/tough, then it Routs (remove from play).

Terrain

All terrain must consist of one piece with clearly defined edges which units can move into. Once a unit has entered the terrain its footprint is used for the purpose of range, line of sight and contact.

Cover (forests, ruins, sandbags, etc.): Units within this terrain may ignore hits from shooting on a 5+ (doesn't stack with Armored).

Difficult (woods, mud, rivers, etc.): Units may not move more than 6" to enter or exit this terrain.

Dangerous (quicksand, razorwire, mine fields, etc.): Units entering or exiting this terrain roll one die per model. For each 1 rolled the unit takes a wound.

Elevation (cliffs, roofs, ledges, etc.): Units assaulting against this terrain get Unwieldy and units within it count as being in cover terrain.

Units Types

Infantry: Any unit that is not a Vehicle unit counts as Infantry. You may deploy two copies of the same Infantry unit as one big unit, however upgrades that affect all models must be bought for both.

Heroes/Psykers: May be deployed as part of friendly Infantry units of same Quality.

Vehicles: Always have Armored and Impact(D6). Move by up to 12" when using Walk actions and 18" when using Run/Assault actions. When using Hold actions they may pivot by up to 180°, else they may pivot once by up to 90° at any point. When using Walk actions they may move sideways or backward by half their move. Any rules that would usually stop a Vehicle from being Immobile or Shaken restores 1 lost wound instead.

Weapons

Weapons with a range value provide attack dice to shooting, others to melee. Units without a melee weapon count as using Light CCWs/Claws.

CCW/Claws: No special rules.

Powersword: Counts as Piercing.

Powerfist: Counts as Piercing and Rending.

Name	Range	Attacks
Light	-	1
Medium	-	2
Heavy	-	3
Master	-	4
Force	-	5
Pistol	12"	1
Shotgun	12"	2
Flamer	12"	6
Heavy Flamer	12"	6p
Plasma Pistol	12"	3x
Meltagun	12"	6x
Carbine	18"	1
Assault Rifle	24"	1
Minigun	24"	3
Grenade Launcher	24"	D3p
Plasmagun	24"	3x
Multi-Melta	24"	6x
Rifle	30"	1
Machinegun	36"	3
Plasma Cannon	36"	3p
Autocannon	48"	2p
Missile Launcher	48"	D3p
Battle Cannon	48"	9p
Lascannon	48"	6x

p = Weapon counts as having the Piercing rule.
x = Weapon counts as having the Piercing rule and all wounds must be assigned to a single model.

Special Rules

Armored: Whenever this unit takes hits roll one die for each hit, on a 4+ it is ignored. This rule only applies if at least half of the models in a unit have it.

Deep Strike: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit anywhere over 6" away from enemy units. Then roll one die, on a 1-2 the opponent may move the unit by up to 12" (must be in a valid position). On the last round the unit arrives automatically.

Fast: This unit moves +3" when using Walk actions and +6" when using Run/Assault actions.

Fear: Enemy units without the Fear special rule must take a morale test before fighting melee with this unit. If failed they get Unwieldy for that melee.

Fearless: When taking morale tests roll one extra die and pick the highest result.

Flying: This unit may move through other units and obstacles, and it may ignore terrain effects.

Furious: This model has +1 Attack in melee when using Assault actions, and may use an Assault action at half its move to disembark from transports.

Impact(X): This unit deals X automatic hits for each model with this rule when assaulting.

Indirect: This weapon may be fired at enemies that are not within line of sight, however targets not within line of sight count as being in Cover.

Limited: This weapon may only be used once.

Linked: This weapon may re-roll failed hits.

Piercing: This weapon ignores the Armored special rule. If a unit without Armored is by hit then it must re-roll successful blocks instead.

Poison: Infantry must re-roll successful blocks.

Psyker(X): Every round all players get D6 power dice to use for that round. Psykers may manifest Powers at any point before attacking, and they require no line of sight. You may try to manifest any Power once per round by rolling any number of power dice and adding +X to the result. If you roll the same number or higher than the one in brackets you may resolve all effects. If a Psyker rolls two or more 6s it immediately takes D3 automatic wounds.

Regeneration: Whenever this unit takes wounds roll one die for each wound, on a 5+ it is ignored.

Rending: Whenever this weapon hits on a roll of 6 it causes one automatic wound. Note that these hits can't be ignored by the Armored special rule.

Scout: This unit is deployed after all other non-scout units have been deployed. You may place this unit anywhere on the table over 12" away from enemy units (if both players have Scout units roll-off to see who deploys first).

Sniper: Models firing this weapon always hit on 2+ and ignore cover. The attacker may pick which model from the target unit is hit.

Stealth: This unit always counts as being in Cover.

Strider: This unit treats difficult terrain as open terrain for the purpose of movement.

Tough(X): This model must accumulate X wounds before being removed as a casualty. If a unit with the special rule joins a unit without it you must either accumulate wounds until all models with this rule have been killed, or remove regular models as casualties before starting to accumulate wounds. Note that you must first accumulate wounds on a single model with this special rule until it is killed before you start accumulating them on another.

Transport(X): This unit may transport up to X Infantry models in its cargo. Infantry units may embark by moving into contact with a transport, and embarked units may use a Walk action to disembark. Units may also be deployed within a transport at the beginning of the game. If a unit is within a transport when it is destroyed it must take a Dangerous Terrain test, is Pinned, and surviving models must be placed within 6" of the transport.

Unwieldy: This weapon must re-roll hits.