

One Page 40k Beginner's Guide v3.0.0

by OnePageAnon (<http://onpagerules.wordpress.com/>)

Introduction

Single-paged rulesets have one inherent flaw: they are written with the assumption that players already have experience with miniature wargames. Whilst this means that we get to pack all of this gaming goodness in a tiny package, it also means that anyone that is new to the hobby is going to have a hard time.

In order to not leave beginners behind we have written this guide, which goes over everything you need to know about the game in detail. This should serve as a great starting point into the hobby, as most of the concepts you will find in this guide are common across all miniature wargames.

For those of you that are already veterans of the hobby this guide will be pretty redundant, so you can easily skip it.

You can find the main rulebook this guide was written for and more free games at onpagerules.wordpress.com.

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Thank you for playing and happy wargaming!

One Page Anon (Rules)

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General Principles

The Most Important Rule

When playing a complex game there are going to be occasions where a situation is not covered by the rules, or a rule does not seem quite right. When that is the case use common sense and personal preference to resolve the situation.

If however you and your opponent cannot agree on how to solve a situation, use the following method in the interest of time. Roll one die, on a result of 1-3 player A decides, and on a result of 4-6 player B decides. This decision then applies for the rest of the match, and once the game is over you can continue to discuss the finer details of the rules.

Scale Conventions

This game was written to be played with 28mm heroic-scale miniatures in mind. These miniatures are mounted on round bases of various sizes, and we recommend always mounting your miniatures on whichever bases they come on.

That being said here is a list of general guidelines for base sizes:

- Infantry – 28mm Round to 40mm Round
- Cavalry & Bikes – 25mm x 70mm Round
- Monsters & Walkers – 60mm Round
- Vehicles – Not mounted on a base



Models & Units

In the rules individual miniatures are referred to as “models”, whilst groups of one or more models are referred to as “units”.

This means that when a rule applies to a “unit” it applies to all miniatures within that unit, whilst if a rule applies to a “model” it only applies to one individual miniature.

Unit Stats & Quality Tests

Units come with a variety of statistics that define who they are and what they can do. These are:

- **Name [Size]:** The name of the unit, and how many models are in it.
- **Quality:** How good the unit is in combat.
- **Equipment:** Any weapons and gear the unit has.
- **Special Rules:** Any special rules the unit has.
- **Upgrades:** What upgrades list the unit has access to.
- **Cost:** How much it costs to take this unit.

During the game you will be required to take Quality tests in order to see if a unit succeeds at doing various things, from hitting its target to blocking incoming damage.

Whenever a rule states that a unit must take a Quality test roll one die. If you score the units Quality value or higher, then it counts as successful, else it counts as failed.

Example: A Space Marine (Quality 3+) must take three Quality tests. The player rolls three dice trying to score its Quality value of 3+ and rolls a 2, a 3 and a 4. This means that the marine gets two successes (the 3 and the 4), and one fail (the 2).

Dice

To play the game you are going to need some six-sided dice, which we will refer to as **D6 (Die with Six Sides)**. Depending on how many models you are playing with we recommend having 10 to 20 dice to keep things fast and simple.

Sometimes the rules will refer to different types of dice, for example D3, 2D6 and D6+1. There are many types of dice, but the notation remains the same, so you can apply the following explanations to all type of weird dice you come across:

- **D3 (Die with Three Sides).** To use it simply roll a D6 and halve the result, rounding up.
- **2D6 (Two Dice with Six Sides).** To use it simply roll two D6 and sum the results of both dice.
- **D6+1 (Die with Six Sides plus One).** To use it simply roll a D6 and add 1 to the result.

Re-Rolls & Roll-Offs

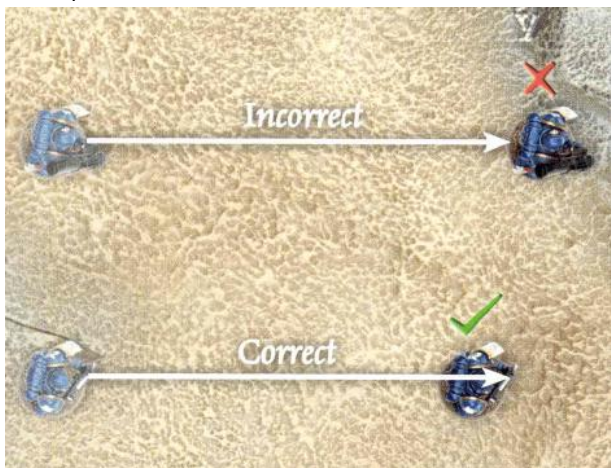
Whenever a rule tells you to re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The result of the second roll is the final result, even if it's worse than the first. A die roll may only be re-rolled once, regardless of how many special rules may apply to it.

Whenever a rule tells you to roll-off, all players involved in the roll-off must roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

Measuring Distances

To play the game you are going to need a ruler in inches which you may use to measure distances at any time. Distances are usually measured from a model's base, and if a model has no base simply use the closest part of its hull or torso.

When measuring how far a model can move always measure so that no part of its base moves further than the total distance.



The distance between two models is measured from/to the closest point of their bases. The distance between two units is measured from/to the closest models in the two units.



Line of Sight

Sometimes during the game you will need to determine whether one of your models can see another model. Unless stated otherwise a model can see in all directions, regardless of where the miniature is actually facing.

To determine line of sight simply draw a straight line from one model's base to the other, and if it does not pass through any solid obstacle then the model has line of sight. For the purpose of determining line of sight a model may ignore friendly models in its own unit.



Example: In the image above the Tactical Marines have line of sight of the blue and green Ork Boyz, however they don't have line of sight of the red boyz. Note that because the green boyz are in a crater they count as being in cover.

Before we begin...

Preparing your Army

Before the game begins you and your opponent are going to have to agree on what size of game you want to play. You can choose to play with armies worth up to 750pts.

What units you put in your army is entirely up to you, but you must follow two simple limits:

1. The total point cost of all units and their upgrades may not exceed the chosen game size.
2. You may not take more than one Hero unit.

Preparing the Battlefield

You are going to need a flat 6'x4' surface to play on, which is referred to as "the table". Whilst we recommend playing on a table you can of course play on the floor, on a bed, or wherever else you may find yourself.

Then you are going to need to place at least 10 pieces of terrain on the table. Whilst it's always nice to play with great looking miniature terrain models, you can simply use household items such as books or cups as terrain pieces.

There is no specific rule on how you should place the terrain, so we recommend trying to set up the table in such a way that it will provide a balanced playing field for everyone.

Deploying Armies

Once the table has been set up the players roll-off, and the winner gets to deploy first. He first chooses one table side to deploy on, and then places one unit within 12" of his table edge. Once he is done the opposing player places one unit within 12" of the opposite table edge. Then the players continue alternating until all units have been deployed.

Goal of the Game

The goal of the game is to kill as many enemy units as possible whilst keeping your own units alive.

After 4 rounds have been played the game ends. Both players then sum the point value of all enemy units they completely destroyed, or that are pinned. This is their score.

The player with the highest score wins.

Playing the Game

Rounds & Turns

The game is divided into rounds and turns. Each round is made of player turns. Each player turn is made of one activation.

Game Structure

After both players have deployed their armies the game starts, and the player that won the deployment roll-off goes first.

The player activates one of his units that is not activated, and takes an action. Then his turn ends and the opposing player does the same. This continues until all units have activated, at which point the round ends and a new one begins.

At the beginning of each new round the player that finished activating first in the previous round goes first. This continues until 4 full rounds have been played, and then the game ends.

Activation

Activating Units

The player whose turn it is may activate one unit that has not activated yet, and take one action. Here is a summary of all available actions and what they allow a unit to do:

- **Hold** – The unit may not move, and it may shoot.
- **Walk** – The unit may move up to 6", and it may shoot after having moved.
- **Run** – The unit may move up to 12", and it may not shoot at any point.
- **Assault** – The unit may move up to 12" to get into base contact with the enemy, and it may not shoot at any point.

Moving

Unit Coherency

Units that are made of two or more models must maintain coherency at all times. All members of the unit must remain within 2" of at least one other member at all times, and must remain within 12" of all other members at all times.



If a model is not in coherency with its unit at the beginning of its activation, then you must take an action so that the model gets back into coherency.

Walking & Running

Units may move and turn in any direction regardless of their facing, and they may move by up to as many inches as the action they are taking allows. Units may not move within 1" of other units (friendly or enemy) when walking and running.

Assaulting

Units may move within 1" of enemy units when using assault actions, however this is a little more complex and will be explained in the melee section.

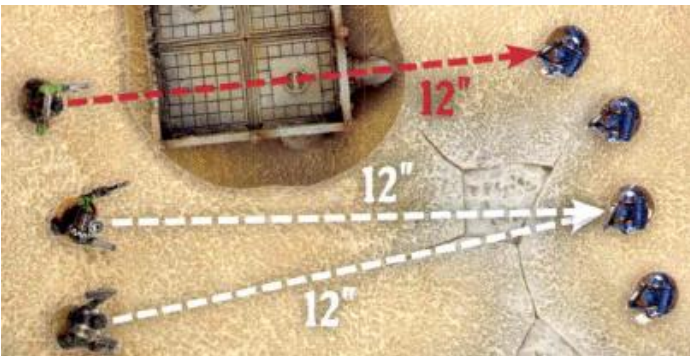
Shooting

Picking Targets

When shooting a unit must pick one valid target, and all models in the unit may shoot at it. If at least one model in the unit has line of sight to an enemy unit and has a weapon that is within range of that unit, then that enemy is a valid target.

Who can Shoot

All models in a unit that have line of sight to an enemy unit and that have a weapon that is within range of that unit may fire. Models may fire all their weapons when using Hold actions, and only one when using Walk actions. Remember that for the purpose of line of sight you may ignore friendly models from your unit.



Example: In the image above only the two Ork Boyz at the bottom can shoot at the Tactical Marines. The boy at the top is in range, but has no line of sight to any marine.

Determine Attacks

Each weapon that is being fired has an Attack value, which represents its firepower. Sum the attacks from the weapons of all models that can shoot at the target to determine how many attacks the unit has in total for this shooting.

Example: A unit of Tactical Marines is shooting at a unit of Ork Boyz. Three marines armed with Pistols (Attack 1) are within range and line of sight of the boyz, which means the unit has a total of 3 attacks for this shooting.

Roll to Hit

After having determined how many attacks the unit has, take as many Quality tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded.

Example: Three Tactical Marines (Quality 3+) are shooting at a unit of Ork Boyz. They take three Quality tests and roll a 2, a 3 and a 4. This means that the marines score 2 hits on the boyz.

Roll to Block

For every hit the target has to take a Quality test. Each success counts as a block, and all failed rolls count as wounds.

Example: A unit of Ork Boyz (Quality 5+) has taken two hits. They take two Quality tests and roll a 4 and a 5. This means that the boyz have blocked 1 hit and taken 1 wound.

Wounds & Casualties

For every wound the opposing player must remove one model from the target unit. The defender may remove the models in any order, keeping unit coherency in mind.



Example: In the image above the unit of Ork Boyz has blocked one hit and taken one wound. The defender removes the red boy, maintaining unit coherency.

Melee

Picking Targets

When assaulting a unit must pick one valid target, and all models in the unit must assault it. If at least one model in the unit is within 12" of an enemy unit, and has a clear path to it, then that enemy is a valid target.

Assault Moves

To assault simply move the assaulting by up to 12" to get into base contact with an enemy model from the target unit, or as close as possible to an enemy model from the target unit, keeping unit coherency in mind.

Once all assaulting models have moved, then all models from the target unit that are not in base contact with an assaulting model move by up to 3" to get into base contact with an assaulting model, or as close to an assaulting model as possible, keeping unit coherency in mind.



Who can Strike

All models in a unit that are in base contact with an enemy model from the target unit, or that are within 2" of a model from the target unit may attack with all their melee weapons.



Example: In the image above all models except for the red Eldar Guardians can fight in melee, because the red guardians are not within 2" of a model from the target unit.

Determine Attacks

Each weapon that is being used in melee has an Attack value, which represents its strength. Sum the attacks from the melee weapons of all models that can attack the target to determine how many attacks the unit has in total for this melee.

Example: A unit of Tactical Marines is assaulting at a unit of Eldar Guardians. Three marines armed with Medium CCWs (Attack 2) are within range of the guardians, which means the unit has a total of 6 attacks for this melee.

Roll to Hit

After having determined how many attacks the unit has, take as many Quality tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded.

Example: Three Tactical Marines (Quality 3+) are assaulting a unit of Eldar Guardians. They take six Quality tests and roll two 2's, two 3's and two 4's. This means that the marines score 4 hits on the guardians.

Roll to Block

For every hit the target has to take a Quality test. Each success counts as a block, and all failed rolls count as wounds.

Example: A unit of Eldar Guardians (Quality 4+) has taken four hits. They take four Quality tests and roll two 3's and two 4's. This means that the guardians have blocked 2 hits and have taken 2 wounds.

Wounds & Casualties

For every wound caused the opposing player must remove one model from the target unit. The opposing player may remove the models in any order, keeping unit coherency in mind.

Return Strikes

Once all assaulting models that were able to attack have done so, the defending unit gets to strike back. This works the same way as it did for the assaulting unit, so the defending unit sees who can strike, determines attacks, rolls to hit, the attacker rolls to block and then removes casualties.

Combat Resolution

Once the defender has struck back, we determine who won the melee. Each unit sums the total amount of wounds that it caused, and compares it with his opponent.

If a unit has caused more wounds than the other, then that unit counts as the winner. The opposing unit counts as the loser, and must then take a morale test. Note that in melee only the loser takes a morale test regardless of casualties.

If the units are tied in how many wounds they caused, or neither unit causes any wounds, then the combat is a tie, and neither unit must take a morale test.

Example: A unit of Tactical Marines is assaulting a unit of Eldar Guardians. The marines managed to inflict 2 wounds in that melee, whilst the guardians only managed to cause 1 wound. Because the marines caused more wounds than the guardians, the marines win the melee. The guardians are going to have to take a morale test because they lost the melee.

Consolidation Moves

After determining who won the combat, the assaulting unit makes consolidation moves.

If the defending unit was completely destroyed, either by removing all models as casualties or by routing due to a failed morale test, then the assaulting unit may move by up to 3".

If the defending unit was not completely destroyed, then the assaulting unit must move back by 1", separating itself from the defending unit.

Morale

When to Test

As units take casualties in battle their psychological well-being will deteriorate, and they will become pinned or flee the battlefield. There are two main times when a unit must take a morale test to see if it continues to fight effectively:

- Whenever a wound brings it down to half of its original starting size or toughness value.
- Whenever it loses melee.

Example: A unit of Tactical Marines shoots at a unit of 6 Ork Boyz and manages to kill 3 models. Since half of the boyz were killed the unit must take a morale test.

Taking Morale Tests

To take a morale test the affected unit simply takes one Quality test. If the roll is successful nothing happens, however if the roll is unsuccessful then there are different results based on the situation the unit is in:

- If the unit has taken the morale test because it lost half of its models, then it is Pinned.
- If the unit has taken the morale test because it lost in melee, and it still has more than half as many models as it started the game with, then it is Pinned.
- If the unit has taken the morale test because it lost in melee, and it has half as many models as it started the game with, then it Routs.

Pinned Units

Pinned units have the Unwieldy special rule in melee for as long as they are pinned. Pinned units must spend their next activation being idle, which recovers them from being pinned.

Routed Units

Units that rout have lost all hope and flee the battle. The unit is removed from play as a casualty.

Terrain

Terrain Rules

When setting up terrain on the table it is important that all players take a moment to agree on what type of terrain each piece of terrain is defined as. This will make sure that you do not have any misunderstandings during your game, and that things can proceed quickly and smoothly.

Open Terrain

Example: Grass Fields, Dirt Roads, Streets

Any surface that is not specifically defined as a type of terrain (such as a forest, building, river, etc.) counts as open terrain. Units in open terrain are not affected by any special rules, and any rules that affect terrain do not apply to open terrain.

Impassable Terrain

Example: Mountains, Canyons, Deep Water

Any surface that is not specifically defined as a type of terrain, and that would generally stop models from moving through, counts as impassable terrain. Units may not move into or through impassable terrain.

Cover Terrain

Example: Forests, Ruins, Sandbags

Terrain features that models can hide behind or that would generally stop bullets count as cover terrain. If the majority of models in a unit are within or behind a piece of cover terrain, then the unit may roll one die for each hit it takes from shooting, and on a 5+ it is ignored. Note that this does not stack with the Armored special rule.

Example: A unit of Terminators is moving through a Forest, which counts as Cover terrain. Because the terminators already have the Armored special rule, the unit may either ignore hits from shooting on a 4+ from Armored or on a 5+ from Cover.

Difficult Terrain

Example: Woods, Mud, Rivers

Terrain features that would generally slow down a models movement count as difficult terrain. If any model of a unit moves through difficult terrain at any point of its move, the unit may not move more than 6" for that movement.

Dangerous Terrain

Example: Quicksand, Razor Wire, Mine Fields

Terrain features that would generally harm models count as dangerous terrain. If a unit moves through dangerous terrain you must roll one die for each model that moved into or across the dangerous terrain. For each 1 you roll the unit takes one automatic wound.

Elevation

Example: Cliffs, Roofs, Ledges

Whenever a unit is in a position that puts it above other units, it counts as being elevated in respect to that unit. If a unit assaults an enemy unit that is on higher elevation, then it gets the Unwieldy special rule for that melee. If a unit is the target of a ranged attack that is from lower elevation, then it counts as being in Cover.

Unit Types

Unit Rules

Whilst the majority of units on the battlefield are going to be simple Infantry, some particularly strong units will be of a different type, which grants them their own set of special rules.

Infantry

Any unit that is not a Vehicle counts as Infantry. When preparing your army you may merge units by deploying two copies of the same Infantry unit as a single big unit, as long as any upgrades that affect all models in the unit are bought for both units.

Example: A unit of 5 Tactical Marines with Pistols and Medium CCWs cannot be merged with a unit of 5 Tactical Marines with Assault Rifles, because they have two different upgrades that affect all models.

Heroes & Psykers

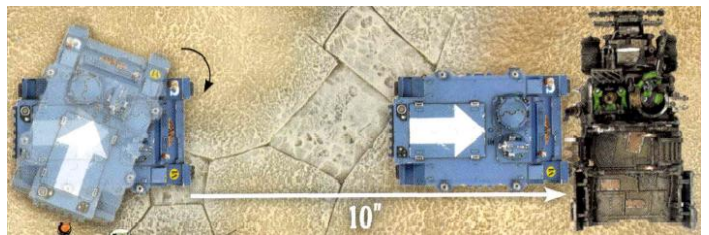
Heroes and Psykers are especially strong warriors that lead their fellow soldiers in battle. Heroes and Psykers may be deployed as part of friendly Infantry units of same Quality.

Vehicles

Vehicles are heavily armored and have some of the highest firepower in the game. They are the most complex of units and follow their very own movement and damage rules.

Vehicles always have the Armored and Impact(D6) special rules, even if it's not written in their Special Rules section.

Vehicles move up to 12" when using Walk actions and up to 18" when using Run and Assault Actions. Vehicles may pivot by up to 180° when using Hold actions and by up to 90° at any point during Walk, Run and Assault actions. Vehicles may not move sideways, and they move at half speed when reversing.



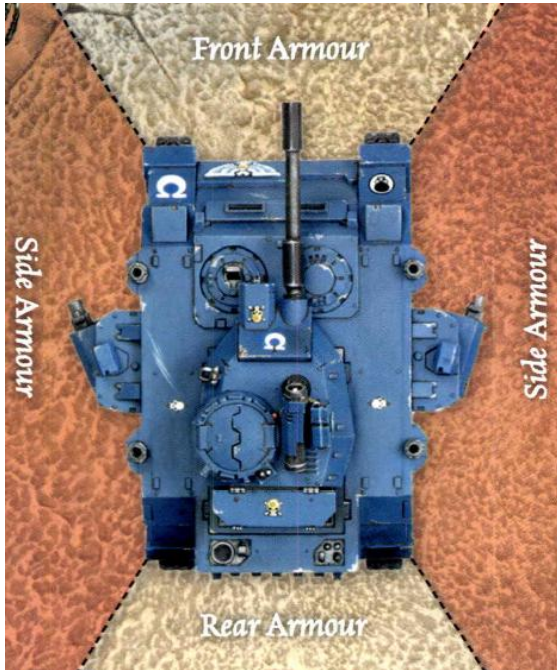
Whenever a Vehicle takes one or more wounds, roll one die and add the number of wounds taken to the roll:

- **Result of 2 to 5:** Glanced – The Vehicle doesn't suffer any further effects.
- **Result of 6 to 7:** Shaken – The Vehicle must re-roll successful hits until the end of its next activation.
- **Result of 8 or more:** Immobile – The Vehicle may not move or pivot until the end of the game.

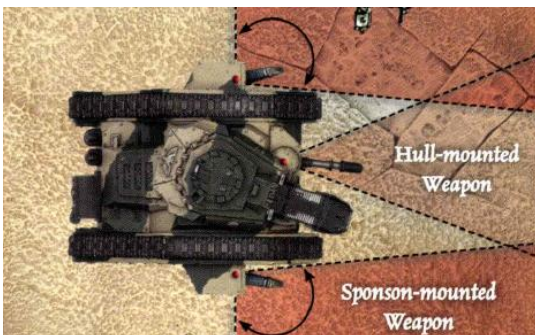
If a Vehicle that is Immobile suffers any additional Immobile result it immediately takes an additional wound. Note that you don't roll on the table again for this wound.

Vehicles have different facings which affect the damage roll:

- If the Vehicle is hit in the side or you are not sure, then add +1 to the damage roll.
- If the Vehicle is hit in the rear facing then add +2 to the damage roll.



When shooting Vehicles measure line of sight from the barrel of the weapon that they are firing, being restricted by the firing arc of the weapon. This means that turrets which are able to turn 360° can fire in all directions, whilst weapons which are mounted in the front of the vehicle can only fire straight.



Weapons

Ranged & Melee Weapons

Weapons are separated into two categories, ranged weapons and melee weapons. Ranged weapons have a ranged value and can be used for shooting. Melee weapons don't have a range value and can be used in melee.

Units without a melee weapon in their Equipment are always assumed to have Light CCWs/Claws.

Weapon Types

Melee weapons have a strength which defines their attack value, and a type which defines their special rules.

The weapon strengths are:

- Light = Attack 1
- Medium = Attack 2
- Heavy = Attack 3
- Master = Attack 4
- Force = Attack 5

The weapon types are:

- CCW/Claws = No special rules
- Powersword = Gets the Piercing special rule
- Powerfist = Gets the Piercing and Unwieldy rules

The "p" rule

Weapons with "p" next to their Attack value count as having the Piercing special rule.

The "x" Rule

Weapons with "x" next to their Attack value count as having the Piercing special rule and all their wounds must be assigned to a single model.

Example: A Tactical Marine shoots a Meltagun at a group of 5 Ork Boyz and causes 3 Wounds. Because the Meltagun has an "x" next to its Attack value only 1 boy is killed.

Weapon List

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

Other Weapons

Weapons that are not in the chart above are usually presented like this: Weapon Name (Range, Attacks, Special Rules).

Example: Sniper Rifle (36", A3x, Piercing)

Special Rules

Rule Priority

Units come with a variety of special rules that affect the way they behave during the game, and that sometimes modify the standard rules. Whenever a special rule is in effect it takes precedence to the standard rules.

Additionally, unless specified otherwise, multiple instances of the same special rule are not cumulative. Different special rules that have the same effect however are cumulative.

Example: A unit of Terminators is targeted by the Prescience psychic power, which gives it Linked weapons. Because the terminators already have Linked Assault Rifles, the Linked special rule that they get from Prescience does not have any additional effect when shooting.

Armored

Whenever a unit with this special rule takes hits, roll one die for each hit. On a 4+ the hit is ignored. If a unit with this special rule joins a unit without this special rule, you may only apply this special rule if at least half of the models in the unit have it.

Deep Strike

You may choose not to deploy a unit with this special rule with your army, and instead keep it off the table 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 on the table, over 12" away from enemy units. Then roll one die, and on a 1-2 the opponent may move the unit by up to 12" (must be a valid position). On the last round the unit arrives automatically.

Fast

Units with this special rule move +3" when using Walk actions and +6" when using Run or Assault actions.

Fear

Enemy units without this special rule must take a morale test before fighting melee with a unit with this special rule. If the morale test is failed the unit gets Unwieldy for that melee.

Fearless

Whenever a unit with this special rule takes a morale test roll one extra die and pick the highest result.

Flying

Units with this special rule may move through other units and impassable terrain, and they may ignore terrain effects.

Furious

Units with this special rule get +1 Attack in melee when using Assault actions, and they may use an Assault action at half its move distance to disembark from transports.

Impact(X)

Units with this special rule that use Assault actions deal X automatic hits per model with this special rule.

Indirect

Weapons with this special rule may be fired at enemies that are not within line of sight, however when fired at targets not within line of sight they count as being in Cover.

Limited

Weapons with this special rule may only be fired once per game.

Linked

Units firing weapons with this special rule may re-roll failed hits with it.

Piercing

Weapons with this special rule either ignore the Armored special rule, or their targets must re-roll successful blocks for hits from this weapon (pick one).

Poison

Infantry units hit by weapons with this special rule must re-roll successful blocks.

Precise

Units firing weapons with this special rule count as being of Quality 2+ when shooting it.

Psyker(X)

Every round players with one or more units with this special rule in their army receive D6 power dice, which they can use for that round. Units with this special rule may manifest Psychic Powers at any point before shooting or attacking in melee, and they require no line of sight to their target. The player may try to manifest any Psychic Power once per round by rolling any number of power dice and adding +X to the result. If the player rolls a total number equal or higher as the number in brackets he may resolve all effects. If the player rolls two or more 6s then the manifesting Psyker takes D3 automatic wounds.

Regeneration

Whenever a unit with this special rule takes wounds, roll one die for each wound. On a 5+ the wound is ignored.

Rending

Whenever a unit firing a weapon with this special rule hits on a roll of 6 it causes one automatic wound. These hits cannot be ignored by the Armored special rule.

Scout

Units with this special rule are deployed after all other units without this special rule have been deployed. This unit may be deployed anywhere on the table over 12" away from enemy units. If both players have units with this special rule they must roll-off to see who starts deploying their units with this special rule first.

Stealth

Units with this special rule always count as being in Cover.

Strider

Units with this special rule treat difficult terrain as open terrain when moving.

Tough(X)

Models with this special rule must accumulate X wounds before being removed as a casualty. If a unit with this special rule joins a unit without it, then you must either accumulate wounds on the unit with this special rule first until it is killed, or remove regular models as casualties before starting to accumulate wounds on the unit with this special rule. When a unit with multiple models with this special rule takes wounds you must first accumulate them on a single model unit it is killed before you start accumulating them on another model.

Transport(X)

Units with this special rule may transport up to X Infantry models in their cargo. Infantry units may embark by moving into contact with the unit, and embarked units may use a Walk action to disembark. Infantry units may also be deployed within a unit with this rule at the beginning of the game. If an Infantry unit is within a transport when it is destroyed, then the unit takes D6 automatic hits, and any surviving models must be placed within 6" of the transport.

Unwieldy

Units firing weapons with this special rule must re-roll successful hits with it.