DICELESS 40k RULES

You need the original rule book for Warhammer 40,000 to use the Diceless 40k ruleset.
In this document the paragraph titles always begin with the page number of the original rules.
Sometimes the rules refer to tables : they are at the end of this document.

Remember the most important rule : Have fun !
-- Dav0r

6 - Characteristics

Diceless 40k (D40k) introduces several extra characteristics to profiles :
- Hit Points characteristic (HP). It's calculated from the formula: $HP = W*T*10$.
  HP are used instead of Wounds in Diceless 40k to keep track of the damage taken.
  A model is removed from play when he lost all of his HP.
- Orders points value. This is used to replace the leadership tests in D40k. They always start at 0 at the beginning of the game.

Here are the sample profiles from p.7 :

	WS	BS	S	T	W	I	A	LD	Sv	HP	OP
Ork Boy	4	2	3	4	1	2	2	7	6+	40	0
Space Marine	4	4	4	4	1	4	1	8	3+	40	0

8 – Leadership tests

In D40k, to take a leadership test, add 25 to the Order Points of the unit. Then compare the OP total to the value listed by the leadership value of the model taking the test (with any modifiers) in the table 2 (or table 3 if the model can re-roll). If your OP total exceeds the OP value in the table, the model failed the test.
Note that if the leader is an independent character, the 25 points are added to the leader AND the unit itself.

14 - Moving through difficult terrain

Movement is halved.

Example: a model with 6" of movement allowance is 3 inches from a difficult terrain. If a model wants to enter it, it may travel the 3 first inches as normal, then halve the 3 inches remaining - thus moving 1.5 inches in the difficult terrain.

14 - Dangerous terrain

Every model entering, leaving or moving in dangerous terrain takes 10 DMG points. Armour or cover save has no effect. Invulnerable saves can be used, if any.

Suggestion for expert players: you may decide of dangerous terrain inflicting more or less damage, or an amount of damage for each inch walked in the terrain.

16 - RUN!

In their Shooting phase, units may choose to run instead of firing, immediately moving up to 4".

17 - Roll to hit

See below.

19 - Roll to wound

The "Roll to hit, then to wound" procedure is replaced by the following :
- Each model firing deals an amount of damage (DMG) equal to its BS times the strength of the weapon used, times the number of shoots. For example a Space Marine (BS4) rapid firing (2 shots) with a bolter (S4) does 4x4x2 = 32 DMG.
- Sum up the damage done by each type of weapon. For example, a Space Marine combat squad firing at 18" on a target with 4 bolters and a lascannon will do 64 DMG of bolter damage (AP5) and 36 DMG of lascannon damage (AP2).

Re-Rolls: - If the model firing can re-roll to hit, add +1 to the Ballistic Skill.
                  - If the model firing can re-roll to wound, add +1 to the Strength.

20 – Take saving throws

In Diceless 40k the saving throws are replaced by the following table, which gives the amount of damage taken by models after applying armour, cover or invulnerable saves.

Sv / DMG	2+	3+	4+	5+	6+
1	0	0	1	1	1
2	0	1	1	1	2
3	0	1	2	2	3
4	1	1	2	3	3
5	1	2	3	3	4
6	1	2	3	4	5
7	1	2	4	5	6
8	1	3	4	5	7
9	2	3	5	6	8
10	2	3	5	7	8

The first column is the DMG given by the firers. Just read in the column below the save used to know the actual HPs lost.

For example, a model doing 9 DMG (i.e, a S3 shot by a BS3 model) will actually do 3 HP on a model with a 3+ save.

Of course the amount of HP lost is equal to DMG if the model has no save.
The full table is given in the Tables section (Table 1).

The table can still be used for more than 100 DMG.
For example, if you want to know the result of a 3+ save on 128 DMG, just add the results for the 100 DMG and the 28 DMG lines, which are 33 and 9 : 42 HP.

Re-rolls: When a model can re-roll failed saves, use instead a +1 bonus on the Svg. (for the 2+ column, half the damage is done, rounded up). When a model must re-roll successful saves, use instead a -1 malus on the Svg. (for the 6+ column, the save is negated).

24 – Remove casualties

In a group of models of the same type, the casualties are removed as soon as possible. For example if a group of three models with 20HP each suffers 45HP of damage after the saves, two models are removed and the 5 remaining HPs are recorded on the damage sheet of the unit.

25 – Complex units

Let's take an example for a Space Marine Devastator combat squad as shown on p.25 of the Warhammer 40,000 rulebook.
- Each model starts with 40HP.

- There are 3 types of models in the squad : the sergeant (40HP), the two missile launchers (80HP), and the two bolters (80HP as well).
- Let's say they are hit by 320 DMG of bolter fire (ten BS4 bolters rapid-firing): this means 64 DMG per model.
- The sergeant is hit after the save by 21HP – it has 19HP remaining;
- Each group of two marines is hit by 128 DMG before saving, which is 42HP after the save : there is a casualty in each of the groups. One Space Marine with bolter and one Space Marine with missile launcher are removed from play. The two marines remaining have each 38HP left.

26 – Instant death

Any model losing 10HP or more from an attack that has a strength value of double its Toughness value or greater is removed as a casualty.

29 – Heavy weapons

Optional, but recommended : every 12" under the maximum range of the weapon, add 1 to the BS used. For example, a lascannon shooting at 30" (so under 36") adds 1 to the BS. Under 24" it adds 2, etc. Works on any type of target : infantry, vehicles, etc.

29 – Template

To know the damage done by a template weapon, just multiply the number of hits by the strength of the weapon, then multiply by 4. The example shows 3 orks hit with a S4 flamer, so it's 3x4x4 = 48 DMG.

30 – Blast

In Diceless 40k the blast weapons work as follow:
- At the beginning of the game, each player receives a number of "scatter tokens" depending on the number of weapons using a blast (or large blast) template in the army he's facing.
- Each blast weapon gives 2 scatter tokens, each large blast weapon gives 3 scatter tokens. If the weapon can switch ammo with different template sizes, use the largest size available to determine the number of scatter tokens.
- Each time a blast weapon is used, the player controlling the target unit can use one or more scatter tokens to move the blast two inches in a direction he chooses. He can use a maximum of six tokens to scatter the same blast. Each token can be used only once in a game.
- Once the defender has used his tokens, the firer can use his BS to reduce the scatter distance (i.e., a BS4 can reduce the scatter distance of four inches).
- The damage done is the number of hits, multiplied by the strength and multiplied by 3.

31 – Gets Hot!

- At the beginning of the game, player receives a number of "gets hot! tokens" equal to the number of weapons having the gets hot! rule in the army he's facing.
- When such a weapon is used the player controlling the target unit can use one (and only one) gets hot! token to inflict 40 DMG (saves apply) to the model holding the weapon.
- If the model dies because of the "gets hot!" token, one and only one of his shots does no damage.

31 – Gets Hot! and re-rolls

If a model has the ability to re-roll its rolls to hit (including because of BS 6+), the gets hot! token inflicts him 10 DMG instead of 40 DMG (saves still apply).

31 – Twin-linked

The damage done by twin-linked weapons is calculated the same way as normal weapons, but to represent the amount of fire, add 1 to the BS.

31 – Twin-linked template weapons

To know the damage done by a twin-linked template weapon, multiply the number of hits by the strength of the weapon, then multiply by 5.

31 – Rending

A weapon with the rending rule does damage as normal, but the saves need one more step than normal:
- once you know the amount of damage done (ex. 90 DMG), read the 2+ and 6+ columns for it (for 90 it's 15 and 75). The first number (15) is the amount of DMG not saved (which counts as AP2), and the second number (75) the amount of DMG which can be saved as normal.
- apply then the normal saves on the two separate damages (remember : the first needs an invulnerable save, or a cover save if shooting).

The effects of rending weapons on vehicles are included in the table 4 about vehicle damage.

31 – Sniper

Damage done by sniper weapons is calculated using the victim's toughness instead of its strength value. Against vehicles, sniper weapons count as Strength 3 and rending.

32 – Barrage

Barrage weapons can fire at a target they cannot see, but if they do this, the player cannot use the BS of the firer to reduce the scatter distance if needed.

32 – Multiple barrages

The opponent can use scatter tokens to place the second and subsequent blast markers in the direction he wishes (a token for each blast marker).

32 – Melta

The effect of melta weapons on vehicles is included in the table 4 at the end of these rules.

37 – Rolling to hit : See below.
38 – Rolling to wound

To evaluate the damage made by a close combat attack, multiply the strength of the attack by the "CC factor" (for Close Combat factor) given in the table below:

Condition	CC factor
If the target's WS is lower than the attacker's	5
If the target's WS is equal or up to twice as high as the attacker's	4
If the target's WS is more than twice as high as the attacker's	3
If the target's WS is 0	6

For example, an Ork Boy attack of S3 against WS4 Space Marines will do 3x4 = 12 DMG.

40 – Sweeping advances

Instead of the D6+Init values, compare the sum of the Initiative characteristic from all the models of each side. To break off from the combat, the falling back unit's total has to be higher than the winner's total.

40 – Consolidation

Each unit is allowed a 4" consolidation move in any direction, ignoring difficult or dangerous terrain.

42 – Lightning claws

A lightning claw allows the wielder to add 1 to the CC factor from the table above.

42 – Poisoned weapons

Damage done by poisoned weapons is calculated using the table below. In addition, if the strength of the wielder is the same or higher than the toughness of the victim, the CC factor is increased by 1.

Type of poisoned weapon	DMG
Poisoned (6+)	CC factor x (T-2)
Poisoned (5+)	CC factor x (T-1)
Poisoned (4+)	CC factor x T
Poisoned (3+)	CC factor x (T+1)
Poisoned (2+)	CC factor x (T+2)

(T = opponent's Toughness).

42 – Rending weapons

They work the same as the ranged combat rending weapons.

42 – Witchblades

They work as poisoned (2+) close combat weapons. Against vehicles, the wielder of a witchblades counts his Strength as 9.

44 – Taking morale checks

C) Losing an Assault
In D40k, the Morale test for losing an assault is done without an Ld modifier. Instead, add the difference of HP lost by each side to the OP of the unit. Then use the appropriate table (2 or 3) to see the result, with the unmodified Ld. If a special rule adding extra wounds is in use, use the average toughness of the loser unit times 10 (T*10) instead.

44 – No retreat !

Instead of taking a Morale check, the unit with this rule suffer additional DMG points equal to the difference of HP points lost by each side. Apply saves as normal (no cover saves allowed).

45 – Fall back !

Units normally fall back 7".

46 – Regrouping

When a unit is attempting to regroup, if the conditions allow it (no enemies within 6", etc.), subtract the sum of the Ld of each model to its Order Points then use the table.

50 – Psykers
- The 25 order points are added only to the psyker's order points, even if he is leading an unit.
- If the psychic test is failed, the order points of the psyker are reset to 0.
- If a psyker with a psychic shooting attack using a blast template is chosen in an army, the opponent may have scatter tokens depending on the size of the blast template (2 or 3).

50 – Perils of the warp

At the beginning of the game, each player is given a "warp" token for each psyker in the army he's facing. Once per player turn, the player can use it to cancel a Psychic test from his opponent. If the opponent wishes, when a "warp" token is used on his psyker he can still use the psychic power but the psyker suffers a "peril of the warp". The psyker suffers 50 DMG with no armour or cover saves allowed AND the player must give back the warp token to his opponent. After that he may take the Psychic test as normal (see "leadership tests").

52 – Jump Infantry – Fall back moves

Jump infantry fall back 10". Other usual rules apply.

53 – Bikes – Fall back moves

Bikes fall back 10". Other usual rules apply.

54 – Beasts and cavalry – Fall back moves

Beasts and cavalry fall back 10". Other usual rules apply.

55 – Artillery – Shooting

The DMG is allocated like this: in the DMG table (table 1), read the values matching the 3+ and 5+ columns for the DMG value. The value from the 3+ columns goes to the crewmen, and the value from the 5+ column goes to the guns. Any DMG value given by a weapon of S3 or less is ineffective and therefore not applied to the guns.

57 – Vehicles and movement – Terrain effects

Dangerous terrain inflicts Strength 8 damage on the rear armour of the vehicle. The amount of damage is 10 times the distance travelled in the dangerous terrain, in inches.
Of course you can decide of terrain with more or less strength, and more or less damage.

58 – Vehicles Shooting – Ordnance barrage weapons
They operate like other blast weapons in D40k, but the BS of the shooter can't be used to reduce the scatter distance.

60 – Shooting at vehicles

When an unit is shooting at a vehicle, the DMG done at the vehicle is determined like this :

- For the **heavy weapons** firing, determine the line of sight and apply the BS modifiers according to the angle of the shot, using the vehicle angle template given at the end of these rules :
    o if the LOS is over a red zone, apply a +1 modifier to the BS.
    o If the LOS is over an orange zone, the BS is unmodified.
    o If the LOS is over a yellow zone, apply a -1 modifier to the BS.

- Then modify the BS according to the speed of the vehicle :
    o Immobile : BS+2
    o Combat speed : BS +1
    o Cruising speed : BS unmodified
    o Flat Out : BS – 1

- Then apply modifiers according to the AP :
    o AP 1 : BS+1
    o AP - : BS -1

- Each weapon does a DMG amount equal to the BS times the number of shots fired.

- Sum up the DMG done by all the weapons of the same type.

- Apply any cover save, using table 1 as usual.

- Then use the Table 4 to figure out the damage done :
    o A "G" means Glancing Hit, a "P" means "Penetrating Hit".
    o If AV-S > 6, no damage is done to the vehicle.
    o If using an extra d6 for penetration (e.g. melta weapons), lower AV-S by 4.
    o If using an extra d3 for penetration (e.g. rending), lower AV-S by 2.
    o If damage goes above 36, continue on the line under, lowering AV-S by 1.

Here is an example :

A Space Marines devastator squad (6 bolters, 4 missile launchers) is shooting at an Ork Trukk (AV 10). The angle vehicle template is not modifying the BS.
The 6 bolters are rapid-firing, hence shooting 12 times, with BS4. 12x4 = 48 damage done.
Since bolters are S4 vs AV10, we read the line for AV-S = 6 (line A). It tells us that there is a glancing hit for every 36 damage done. So far, 1 glancing hit is done and the 48-36 = 12 DMG points are recorded on the vehicle sheet for the Ork Trukk.
The 4 missile launchers shoot at short distance (under 12" since the bolters are rapid-firing) so with the close range bonus we use a BS of 4+3 = 7. So the DMG dealt is 7*4 = 28 on the AV-S = 10-8 = 2 line (line E), which is one glancing hit and two penetrating hits.
So there is a total of 2 glancing and 2 penetrating hits on the Ork Trukk.

On the vehicles sheet you can keep track of the damage for each vehicle. Simply write the damage done on each line of the table, in the "DMG" column. Subsequent damage on the same line will be added to the existing damage.
Remember the DMG of each "AV-S" line can't exceed 36. The exceeding damage must be added in the following lines in the alphabetic order.

Applying the hits : the glancing hits are applied *separately* from the penetrating hits. For each vehicle there is a record like this :

UNIT NAME : _____

DAMAGE :

	AV-S	DMG						
A	6		36G					
B	5		18G	36P				
C	4		12G	24P	36P			
D	3		9G	18P	27P	36P		
E	2		8G	15P	22P	29P	36P	
F	< 2		6G	12P	18P	24P	30P	36P

Glancing hits : ☐☐ Crew Shaken ☐ Crew Stunned ☐ Weapon Destroyed ☐ Immobilised ☐ Wrecked

Penetrating hits : ☐ Crew Stunned ☐ Weapon Destroyed ☐ Immobilised ☐ Wrecked ☐ Explodes

The checkboxes in each line, for glancing and penetrating hits, are simply checked left to right. So in the example, the two glancing hits are "crew shaken" and the two penetrating hits are "crew stunned" and "weapon destroyed". Just check the first unchecked box to the left.

Bonuses on the damage chart : some weapons add +1 to the vehicle damage chart (seismic hammers of ironclad dreadnought for example). To use those, don't check the first unchecked box to the left, but the second unchecked box instead.

Some rules apply :
- once a box is checked, it can't be unchecked (even if the « crew shaken » effects last just one turn, don't uncheck the boxes).
- Once the "weapon destroyed" box has been checked one time, the next hit can be "immobilised" or again "weapon destroyed", at the attacker's choice – so he can destroy all the weapons on the vehicle. If he chooses a "weapon destroyed" damage, the "immobilised" box is not checked.
- Note that normal rules still apply : if there is no weapon left on a vehicle, a "weapon destroyed" damage is converted to an "immobilised" one.
- On the Glancing hits line, you may check the "wrecked" box only if all the weapons of the vehicle are destroyed AND it is immobilised.
- On the Penetrating hits line, "wrecked" can be checked even if all weapons are not destroyed on the vehicle.

63 – Vehicles and assaults

Assaulting vehicles works like shooting them, with the following modifiers :
- The attacker WS is used instead of his BS,
- The Strength of the attacker is used instead of the weapon,
- The vehicle angle template is not used,
- All other modifiers apply (speed of vehicle, etc.)

63 – Grenades

The damage dealt by grenades is 20 for each model attacking. The strength used is given below :
- Defensive and assault grenades : S4
- Krak grenades : S6
- Melta bombs : S12

67 – Effects if damage results on passengers – Destroyed – explodes !

The unit suffers a damage amount equal to the number of passengers times 12, AP-. The surviving passengers are placed where the vehicle used to be and then take a Pinning test.

69 – Ramming

The damage dealt by ramming is 20. The strength used is calculated as per the normal rules.

70 – Open-topped vehicles

- The damage dealt on passengers by exploding is equal to the number of passengers times 9.
- Open-topped vehicles start the game with their first "crew shaken" box (on the glancing damages line) checked on their vehicle list entry.

71 – Ramming a skimmer

On a skimmer, the damage dealt by ramming is 10. The strength used is calculated as per the normal rules.

75 – Feel no pain

All damage is halved on models with the feel no pain rule, whenever this rule can be applied (so it still doesn't work with power weapons and such).

75 – Hit & Run

The distance the unit breaks from combat is 10".

75 – Move through cover

Units with this rule can move up to 5" in difficult terrain.

75 – Night vision/Acute senses

Models with this rule can see up to 24" when the Night Fighting special rule is in use.

75 – Preferred enemy

Troops with this rule benefit a +1 bonus on their WS against their preferred enemy.

76 – Skilled rider

The rider takes half damage from dangerous terrain as long as its unit type is bike or cavalry.

76 – Tank hunters

Tank hunters benefit a +1 bonus to their BS and WS when fighting against vehicles.

76 – Vulnerable to blasts/templates

All damage from blasts and templates is doubled on models with this rule.

DICELESS 40k
MISSIONS RULES

94 – Reserves – Rolling for reserves

In Diceless 40k, the reserves arrival depends on the turn number.

At turn 1, no reserves arrive.
At turn 2, player can pick half of the units in reserve, rounded **down**, and make them arrive.
From turn 3, the player can pick half of the remaining units in reserve, rounded **up**, and make them arrive. This is repeated until turn 5, where all remaining reserves arrive.
Example : if the player has 5 units in reserve at the start of the game, 2 of them will arrive at turn 2, then 2 will arrive at turn 3, and the last at turn 4.

The player also can decide to delay the arrival of one or more units to the next turn, but this delay cannot be more than one turn. He must immediately tell his opponent which units are delayed.
If the player can re-roll his reserve rolls, he can pick one more unit than the number given by the above rules. The same is done for each +1 bonus on the reserves rolls. For each -1 malus, substract one unit.

94 – Outflank

The player can choose from which table edge the unit arrives (left or right). If the unit can't be deployed for some reason (enemy models, etc.) it is removed from play.

95 – Deep strike

For each unit deep striking, the opponent is given two scatter tokens.
The opponent can use scatter tokens on a deep striking unit as he uses on blast markers.
If the unit is arriving in the player's deployment zone, the opponent can use up to 2 scatter tokens. Any mishap just delays the unit : it returns in reserve.
It it's arriving outside both deployment zones, he can use up to 4 scatter tokens. Any mishap causes the unit to be "misplaced" : the opponent deploys it anywhere on the table, as per the normal rules for "misplaced" deep striking units.
If it's arriving in the opponent's deployment zone, he can use up to 6 scatter tokens. Any mishap causes the unit to be removed from play.
As for the blast markers, each scatter token used causes the unit to scatter 2" in a direction of the choice of the opponent.

Of course, any equipment which prevent the unit from scattering (like locator beacons, or lictors) would prevent the use of scatter tokens.

95 – Night fighting

When the Night fighting rule is in use, every model on the table can see up to 18". An extra scatter token can be used by the opponent for the blast markers.

PREPARING FOR A
DICELESS 40k GAME !

Things to do when selecting your army :

1. Tokens : sum up the number of tokens your army is giving to the opponent :
>   - 2 scatter tokens for each weapon using a blast template (see p.3)
>   - 3 scatter tokens for each weapon using a large blast template (see p.3),
>   - don't forget the psychic shooting attacks from psykers : if they use blast template, add 2 or 3 scatter tokens according to the size of the template (see p.6),
>
>   Write down this total with your list. At the beginning of the game, you will add to this total 2 scatter tokens for each deep striking unit on your list.
>
>   - Also, sum up the number of Warp tokens and Gets hot! tokens you will give to your opponent.

2. Prepare the Units sheets for your army : they will help you to keep track of the damage and order points for each of your units. The big squares in the unit sheets can be filled with the damage taken for each group of identical models in your unit. Of course you can use them in another way, as you see fit.

3. Prepare the vehicles sheets : one entry for each vehicle to keep track of the damage taken.

The scenario and mission :

At this time I have no rules for mission selection : just agree with your opponent on a mission, and who plays first. Note that there is no possibility to seize the initiative either.

Some advice to beginners :

It is recommended to begin with small games (500 pts or less), just to get used to the new game rules, and to increase the point value as you get confident.
Also, you may want to begin with only infantry, and then introduce new types of units later on : even a little skirmish game with 3 or 4 infantry units per side can be very interesting, to see which tactics work and which does not :
-     Should we use concentrated fire ?
-     Should we stay in cover or move on to assault ?
-     And so on. Diceless 40k is all about making the right choices at the right time.

Have fun !

SPACE MARINES

52 – Chapter master
Orbital Bombardment: The Chapter Master's BS cannot reduce the scatter distance.

56 – Librarian
Psychic Hood: when a psyker is in 24" range of the librarian, add 50 order points instead of 25 for the psychic test.

57 – Librarian psychic powers
Machine curse: if the psychic test is successful, the vehicle suffers a single glancing hit.
Null zone: All enemy units in the 24" zone suffer a -1 malus on their invulnerable saves.
Gate of infinity: This power gives the opponent 2 scatter tokens at the beginning of the game. If a unit is taken with the Librarian, this unit suffers 10 DMG points automatically, without any save of any kind.

67 – Scout bike squad
Cluster mines: When triggered, the cluster mines inflict 90 DMG on the unit once it has finished its move. No cover saves are allowed.

71 – Techmarine
Blessing of the Omnissiah: When the techmarine attempts to repair a vehicle, remove 12 damage points from it from a single line of your choice. If it removes a G or P damage, uncheck it.
For each servitor with a servo-arm in the unit, 6 more damage points are removed.
If the Techmarine has a servo-harness, 6 more damage points are removed.

72 – Servitor
Mindlock: If there is a techmarine or a master of the forge in the unit, the servitors can function normally. If not, the servitor can function only a single turn without the techmarine or master of the forge. The subsequent turns, it will not function.

73 – Thunderfire Cannon
Tremor: Any unit hit by a subterranean blast will have its movement reduced by 2". Vehicles will suffer the dangerous terrain damage if they move in the following Movement Phase.

75 – Land Speeder Storm
Jamming Beacon: The player controlling the Land Speeder Storm can use twice as many scatter tokens than normally if the enemies wish to arrive within 6" of the Land Speeder Storm.

76 – Rhino
Repair: if a Rhino is immobilised for any reason, its damage is reduced by 6 points each turn until it's not immobilised anymore.

86 – Varro Tigurius
Master Psyker: Tigurius knows all the Psychic powers, and gives the opponent 2 scatter tokens.

89 – Antaro Chronus
Tank Commander: If the tank suffers a Wrecked or Explodes! result, Chronus survives with 30HP instead of 40.

94 – Kor'sarro Khan
Moonfang: This sword uses the Rending special rule, and if the 'AP2' damage (see page 4) is 10 or higher after the invulnerable save (if any), the model is removed from play (instant death).

TABLES

Table 1 : saves

Sv / DMG	2+	3+	4+	5+	6+
1	0	0	1	1	1
2	0	1	1	1	2
3	0	1	2	2	3
4	1	1	2	3	3
5	1	2	3	3	4
6	1	2	3	4	5
7	1	2	4	5	6
8	1	3	4	5	7
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	7	9
12	2	4	6	8	10
13	2	4	7	9	11
14	2	5	7	9	12
15	3	5	8	10	13
16	3	5	8	11	13
17	3	6	9	11	14
18	3	6	9	12	15
19	3	6	10	13	16
20	3	7	10	13	17
21	4	7	11	14	18
22	4	7	11	15	18
23	4	8	12	15	19
24	4	8	12	16	20
25	4	8	13	17	21
26	4	9	13	17	22
27	5	9	14	18	23
28	5	9	14	19	23
29	5	10	15	19	24
30	5	10	15	20	25
31	5	10	16	21	26
32	5	11	16	21	27
33	6	11	17	22	28
34	6	11	17	23	28
35	6	12	18	23	29
36	6	12	18	24	30
37	6	12	19	25	31
38	6	13	19	25	32
39	7	13	20	26	33
40	7	13	20	27	33
41	7	14	21	27	34
42	7	14	21	28	35
43	7	14	22	29	36
44	7	15	22	29	37
45	8	15	23	30	38
46	8	15	23	31	38
47	8	16	24	31	39
48	8	16	24	32	40
49	8	16	25	33	41
50	8	17	25	33	42

Sv / DMG	2+	3+	4+	5+	6+
51	9	17	26	34	43
52	9	17	26	35	43
53	9	18	27	35	44
54	9	18	27	36	45
55	9	18	28	37	46
56	9	19	28	37	47
57	10	19	29	38	48
58	10	19	29	39	48
59	10	20	30	39	49
60	10	20	30	40	50
61	10	20	31	41	51
62	10	21	31	41	52
63	11	21	32	42	53
64	11	21	32	43	53
65	11	22	33	43	54
66	11	22	33	44	55
67	11	22	34	45	56
68	11	23	34	45	57
69	12	23	35	46	58
70	12	23	35	47	58
71	12	24	36	47	59
72	12	24	36	48	60
73	12	24	37	49	61
74	12	25	37	49	62
75	13	25	38	50	63
76	13	25	38	51	63
77	13	26	39	51	64
78	13	26	39	52	65
79	13	26	40	53	66
80	13	27	40	53	67
81	14	27	41	54	68
82	14	27	41	55	68
83	14	28	42	55	69
84	14	28	42	56	70
85	14	28	43	57	71
86	14	29	43	57	72
87	15	29	44	58	73
88	15	29	44	59	73
89	15	30	45	59	74
90	15	30	45	60	75
91	15	30	46	61	76
92	15	31	46	61	77
93	16	31	47	62	78
94	16	31	47	63	78
95	16	32	48	63	79
96	16	32	48	64	80
97	16	32	49	65	81
98	16	33	49	65	82
99	17	33	50	66	83
100	17	33	50	67	83

Table 2 : Leadership vs OP

Raw	
Ld	OP
2	6
3	17
4	33
5	56
6	83
7	117
8	144
9	167
10	183

Table 3 : Leadership vs OP (with re-roll)

With re-roll	
Ld	OP
2	11
3	32
4	61
5	96
6	132
7	165
8	185
9	194
10	199

Table 4 : Damage on vehicles

	AV-S						
A	6	36G					
B	5	18G	36P				
C	4	12G	24P	36P			
D	3	9G	18P	27P	36P		
E	2	8G	15P	22P	29P	36P	
F	Under 2	6G	12P	18P	24P	30P	36P

- A "G" means Glancing Hit, a "P" means "Penetrating Hit".
- If AV-S > 6, no damage is done to the vehicle.
- If using an extra d6 for penetration (e.g. melta weapons), lower AV-S by 4.
- If using an extra d3 for penetration (e.g. rending), lower AV-S by 2.
- If damage goes above 36, continue on the line under, lowering AV-S by 1.

UNITS SHEET

UNIT NAME :
HIT POINTS (HP) :

ORDER POINTS (OP) :

☐☐☐☐☐ 5	☐☐☐☐☐10	☐☐☐☐☐15	☐☐☐☐☐20	☐☐☐☐☐25	☐☐☐☐☐30	☐☐☐☐☐35	☐☐☐☐☐40
☐☐☐☐☐ 45	☐☐☐☐☐50	☐☐☐☐☐55	☐☐☐☐☐60	☐☐☐☐☐65	☐☐☐☐☐70	☐☐☐☐☐75	☐☐☐☐☐80
☐☐☐☐☐ 85	☐☐☐☐☐90	☐☐☐☐☐95	☐☐☐☐☐100	☐☐☐☐☐105	☐☐☐☐☐110	☐☐☐☐☐115	☐☐☐☐☐120
☐☐☐☐☐ 125	☐☐☐☐☐130	☐☐☐☐☐135	☐☐☐☐☐140	☐☐☐☐☐145	☐☐☐☐☐150	☐☐☐☐☐155	☐☐☐☐☐160
☐☐☐☐☐ 165	☐☐☐☐☐170	☐☐☐☐☐175	☐☐☐☐☐180	☐☐☐☐☐185	☐☐☐☐☐190	☐☐☐☐☐195	☐☐☐☐☐200

UNIT NAME :
HIT POINTS (HP) :

ORDER POINTS (OP) :

☐☐☐☐☐ 5	☐☐☐☐☐10	☐☐☐☐☐15	☐☐☐☐☐20	☐☐☐☐☐25	☐☐☐☐☐30	☐☐☐☐☐35	☐☐☐☐☐40
☐☐☐☐☐ 45	☐☐☐☐☐50	☐☐☐☐☐55	☐☐☐☐☐60	☐☐☐☐☐65	☐☐☐☐☐70	☐☐☐☐☐75	☐☐☐☐☐80
☐☐☐☐☐ 85	☐☐☐☐☐90	☐☐☐☐☐95	☐☐☐☐☐100	☐☐☐☐☐105	☐☐☐☐☐110	☐☐☐☐☐115	☐☐☐☐☐120
☐☐☐☐☐ 125	☐☐☐☐☐130	☐☐☐☐☐135	☐☐☐☐☐140	☐☐☐☐☐145	☐☐☐☐☐150	☐☐☐☐☐155	☐☐☐☐☐160
☐☐☐☐☐ 165	☐☐☐☐☐170	☐☐☐☐☐175	☐☐☐☐☐180	☐☐☐☐☐185	☐☐☐☐☐190	☐☐☐☐☐195	☐☐☐☐☐200

UNIT NAME :
HIT POINTS (HP) :

ORDER POINTS (OP) :

☐☐☐☐☐ 5	☐☐☐☐☐10	☐☐☐☐☐15	☐☐☐☐☐20	☐☐☐☐☐25	☐☐☐☐☐30	☐☐☐☐☐35	☐☐☐☐☐40
☐☐☐☐☐ 45	☐☐☐☐☐50	☐☐☐☐☐55	☐☐☐☐☐60	☐☐☐☐☐65	☐☐☐☐☐70	☐☐☐☐☐75	☐☐☐☐☐80
☐☐☐☐☐ 85	☐☐☐☐☐90	☐☐☐☐☐95	☐☐☐☐☐100	☐☐☐☐☐105	☐☐☐☐☐110	☐☐☐☐☐115	☐☐☐☐☐120
☐☐☐☐☐ 125	☐☐☐☐☐130	☐☐☐☐☐135	☐☐☐☐☐140	☐☐☐☐☐145	☐☐☐☐☐150	☐☐☐☐☐155	☐☐☐☐☐160
☐☐☐☐☐ 165	☐☐☐☐☐170	☐☐☐☐☐175	☐☐☐☐☐180	☐☐☐☐☐185	☐☐☐☐☐190	☐☐☐☐☐195	☐☐☐☐☐200

UNIT NAME :
HIT POINTS (HP) :

ORDER POINTS (OP) :

☐☐☐☐☐ 5	☐☐☐☐☐10	☐☐☐☐☐15	☐☐☐☐☐20	☐☐☐☐☐25	☐☐☐☐☐30	☐☐☐☐☐35	☐☐☐☐☐40
☐☐☐☐☐ 45	☐☐☐☐☐50	☐☐☐☐☐55	☐☐☐☐☐60	☐☐☐☐☐65	☐☐☐☐☐70	☐☐☐☐☐75	☐☐☐☐☐80
☐☐☐☐☐ 85	☐☐☐☐☐90	☐☐☐☐☐95	☐☐☐☐☐100	☐☐☐☐☐105	☐☐☐☐☐110	☐☐☐☐☐115	☐☐☐☐☐120
☐☐☐☐☐ 125	☐☐☐☐☐130	☐☐☐☐☐135	☐☐☐☐☐140	☐☐☐☐☐145	☐☐☐☐☐150	☐☐☐☐☐155	☐☐☐☐☐160
☐☐☐☐☐ 165	☐☐☐☐☐170	☐☐☐☐☐175	☐☐☐☐☐180	☐☐☐☐☐185	☐☐☐☐☐190	☐☐☐☐☐195	☐☐☐☐☐200

VEHICLES SHEET

UNIT NAME : _____

DAMAGE :

	AV-S	DMG					
A	6		36G				
B	5		18G	36P			
C	4		12G	24P	36P		
D	3		9G	18P	27P	36P	
E	2		8G	15P	22P	29P	36P
F	< 2		6G	12P	18P	24P	30P	36P

Glancing hits : ❏❏ Crew Shaken ❏ Crew Stunned ❏ Weapon Destroyed ❏ Immobilised ❏ Wrecked
Penetrating hits : ❏ Crew Shaken ❏ Crew Stunned ❏ Weapon Destroyed ❏ Immobilised ❏ Wrecked ❏ Explodes

---

UNIT NAME : _____

DAMAGE :

	AV-S	DMG					
A	6		36G				
B	5		18G	36P			
C	4		12G	24P	36P		
D	3		9G	18P	27P	36P	
E	2		8G	15P	22P	29P	36P
F	< 2		6G	12P	18P	24P	30P	36P

Glancing hits : ❏❏ Crew Shaken ❏ Crew Stunned ❏ Weapon Destroyed ❏ Immobilised ❏ Wrecked
Penetrating hits : ❏ Crew Shaken ❏ Crew Stunned ❏ Weapon Destroyed ❏ Immobilised ❏ Wrecked ❏ Explodes

---

UNIT NAME : _____

DAMAGE :

	AV-S	DMG					
A	6		36G				
B	5		18G	36P			
C	4		12G	24P	36P		
D	3		9G	18P	27P	36P	
E	2		8G	15P	22P	29P	36P
F	< 2		6G	12P	18P	24P	30P	36P

Glancing hits : ❏❏ Crew Shaken ❏ Crew Stunned ❏ Weapon Destroyed ❏ Immobilised ❏ Wrecked
Penetrating hits : ❏ Crew Shaken ❏ Crew Stunned ❏ Weapon Destroyed ❏ Immobilised ❏ Wrecked ❏ Explodes

---

UNIT NAME : _____

DAMAGE :

	AV-S	DMG					
A	6		36G				
B	5		18G	36P			
C	4		12G	24P	36P		
D	3		9G	18P	27P	36P	
E	2		8G	15P	22P	29P	36P
F	< 2		6G	12P	18P	24P	30P	36P

Glancing hits : ❏❏ Crew Shaken ❏ Crew Stunned ❏ Weapon Destroyed ❏ Immobilised ❏ Wrecked
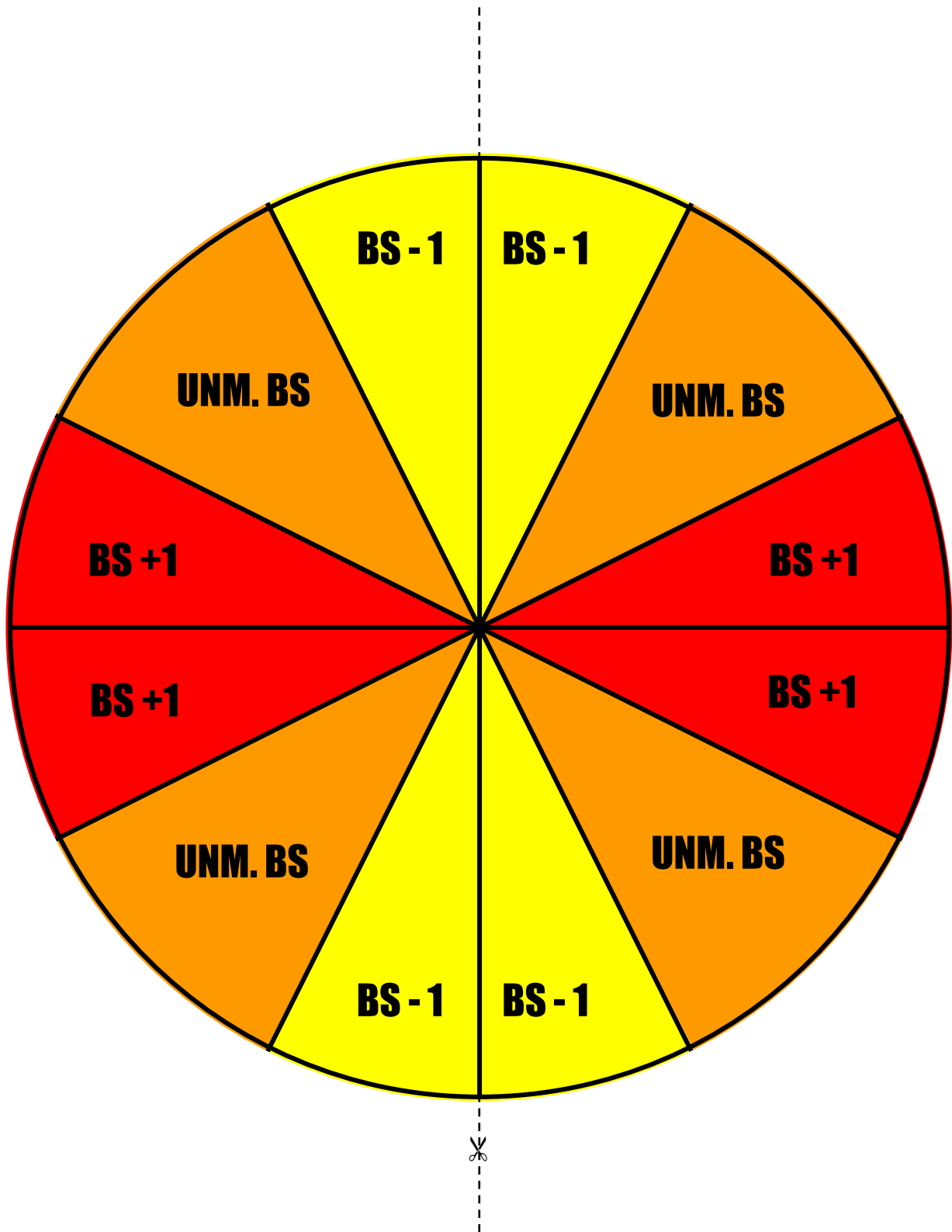Penetrating hits : ❏ Crew Shaken ❏ Crew Stunned ❏ Weapon Destroyed ❏ Immobilised ❏ Wrecked ❏ Explodes

VEHICLE ANGLE TEMPLATE

The center of the template is to be placed at the hit point of the vehicle.

TOKENS

GETS HOT!	GETS HOT!	GETS HOT!	GETS HOT!	GETS HOT!	GETS HOT!
GETS HOT!	GETS HOT!	GETS HOT!	GETS HOT!	GETS HOT!	GETS HOT!
SCATTER	SCATTER	SCATTER	SCATTER	SCATTER	SCATTER
SCATTER	SCATTER	SCATTER	SCATTER	SCATTER	SCATTER
SCATTER	SCATTER	SCATTER	SCATTER	SCATTER	SCATTER
SCATTER	SCATTER	SCATTER	SCATTER	SCATTER	SCATTER
SCATTER	SCATTER	SCATTER	SCATTER	SCATTER	SCATTER
SCATTER	SCATTER	SCATTER	SCATTER	SCATTER	SCATTER
WARP	WARP	WARP	WARP	WARP	WARP