WARHAMMER® 40,000

Collectible Card Game

PLAYER'S HANDBOOK

BATTLE FOR DELOS V

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WARHAMMER 40,000

It is the far distant future; an age of horror and war has descended upon the galaxy. On a thousand worlds, battle rages between the hard-pressed Imperium of Man and hordes of alien invaders. Every victory earns a brief respite until the next attack. Every defeat brings Mankind closer to extinction. By building up armies and doing battle you will prove yourself in epic conflict on worlds vital to humanity's survival. Many species continually struggle for the power you seek—which one will you choose?

The commander of a mighty army, you are ready to fight battles against the forces of other players. As you play more battles you will learn how to command your force to its best advantage. You may not win all of your battles, but even defeat provides valuable lessons in war. If you want to become a great commander you must develop sound tactics, you must anticipate and counter your enemy's move, and you must exploit the good luck that fortune grants you.

As you fight more games you will want to expand your forces by adding more card s time and commitment, but there is nothing quite as satisfying as the sight of a well-ordered force sweeping across a planet in a carefully planned and coordinated assault.

The Warhammer 40,000 Collectible Card Game (CCG) is not just a game; it is community experience. By enlisting at www.sabertoothgames.com, you will receive a beginning player rank. As you play games and record them, you will earn points towards a higher rank, while at the same time, your victories will be counted towards your faction. The race that scores the most points will be the conquerors of Delos.

> Get details on the player rank, faction wins and the secrets of the Battle for Delos at *www.sabertoothgames.com* and get playing!

CHAPTER 1
THE RULES

Welcome to Delos. You are here to seize control of this planet for your race. Legions of battle-hardened troops stand ready to fight and die at your command. From your command post, you launch your ships, release drop pods, and engage your enemy in battle. When the dust settles, only heroes will remain. Will you be among them…or will your head be stuffed and mounted in the trophy hall of your foes?

OBJECT OF THE GAME

Your mission is to conquer the planet of Delos. You have identified five key sectors that must be taken by sheer force. To achieve victory, you must win three of these sectors by the end of the fourth turn.

THE CARDS

There are five different types of cards in the game, each of which is outlined in the following pages. Take a moment to get familiar with them—no one likes to be surprised in the heat of combat!

Unit cards are massed formations of troops—the backbone of your invasion force. These are the grunts and vehicles that do the fighting for you.

- *A* *Flags:* The unit's ability to take and hold ground.
- *B* *Firepower:* How big and nasty the unit's guns are.
- *C* *Speed:* How fast the unit moves.
- *D* *Armor:* How well protected the unit is, and how tough its members are.
- *E* *Card Name:* Which unit is this, anyway?
- *F* *Keywords:* Tells you more about the unit. Certain cards only affect units with specific key words.
- *G* *Ability:* Any special thing it does goes here.
- *H* *Die Number:* This is used for rolling during battle.
- *I* *Command Line:* This is used for specific combat events.
- *J* *Race Symbol:* This tells you what race the card belongs to. If there is no symbol here, the card can be used by any race.
- *K* *Faction Symbol:* Each race has several factions within it, such as Space Marine Chapters and Eldar Craftworlds. Some cards will reference a specific faction, like the Space Wolves or Tzeentch. Check this area to see which faction the card belongs to.
- *L* *Force Organization Symbol:* Units in the Warhammer 40,000 universe are divided into six categories: Elite, HQ, Troop, Fast Attack, Heavy Support and Transport. This symbol tells you which category the unit belongs to. It has no effect on game play.

While unit cards represent large formations of troops or vehicles, character cards represent individuals. They are not units, and are not affected by cards that only affect units.

- **A** **Armor Save:** This is the character's ability to survive dangerous situations, like being shot at by 5,000 Space Orks.

- **B** **Keywords:** Any special notes about this individual go here.

- **C** **Card Name:** This is the important role the character fills in your army.

- **D** **Ability:** Anything special thing the character does goes here.

- **E** **Die Number:** This is used for rolling during battle.

- **F** **Command Line:** This is used for specific combat events.

- **G** **Race Symbol:** This tells you what race the card belongs to. If there is no symbol here, the card can be used by any race.

- **H** **Faction Symbol:** Each race has several factions within it, such as Space Marine Chapters and Eldar Craftworlds.

- **I** **Force Organization Symbol:** Units in the Warhammer 40,000 universe are divided into six categories: Elite, HQ, Troop, Fast Attack, Heavy Support and Transport. This symbol tells you which category the unit belongs to. It has no effect on game play.

Orbiting high above the surface of Delos, your fleet drops troops onto the planet. Fleet cards are not shuffled into your deck.

- **A** *Fleet Name:* This gives not only your race, but which army within that faction you command.
- **B** *First Wave:* This is a measure of your fleet's aggression. The higher the number, the more likely you're the attacker, and the more troops you'll land on Delos each turn.
- **C** *Game Text:* Special rules for your fleet are found here.
- **D** *Turn Tracker:* Use a bead or coin on this to keep track of which turn it is.
- **E** *Faction Symbol:* This corresponds to the faction symbol on units and characters.

Sector cards are the key locations essential to conquering Delos. These cards start the game on the table, and are not part of any player's deck.

- **A** *Flags:* The more flag icons here, the harder it is to take control of this ground.
- **B** *Sector Name:* The piece of war-torn dirt you're fighting over.
- **C** *Victory Points:* How valuable this real estate is.
- **D** *Game Text:* The special rule that applies while battling at this sector.

Most commanders find fortifications like minefields and bunker complexes useful in combat situations.

- **A   Armor:** How much damage it takes to turn this card into rubble.
- **B   Card Name:** What the card represents.
- **C   Ability:** What purpose the fortification serves in your army.
- **D   Die Number:** This is used for rolling during battle.
- **E   Command Line:** This is used for specific combat events.
- **F   Race Symbol:** This tells you what race the card belongs to. If there is no symbol here, the card can be used by any race.
- **G   Flag Icon:** This is its ability to hold ground.

GETTING READY TO PLAY

Now that you know a little about the cards, you are ready to play. Each player needs his or her own deck to play. Place your fleet card on the table in front of you. Place one complete set of the five sector cards in a line across the center of the table, between you and your enemy. Only one set of sector cards is necessary, and it doesn't matter which order you put them in.

Shuffle your deck and place it next to your fleet card. When you are done, the table should look something like this:

Enemy's deck & fleet card

Sector Cards

Your fleet card
Your deck
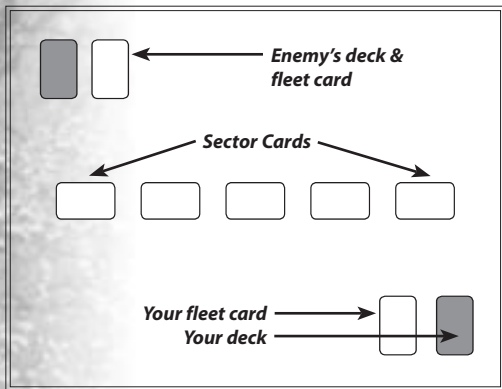
Once everything is set up, determine which player is the attacker for the game. Compare the first wave values on both players' fleet cards. The player with the highest value is the attacker for the game; the other player is the defender. If your first wave values are the same, the player with the highest rank decides who will be the attacker and the defender for the game (rank is a measure of player seniority).

Don't have rank?
Go to *www.sabertoothgames.com* and enlist today! Ranked players always outrank unranked civilians.

If both players have the same first wave value and the same rank, roll at the start of each turn to see who is the attacker for that turn. Otherwise, the roles of attacker and defender do not change once the game starts.

PLAYING THE GAME

Now you are ready for the first turn. Each turn follows a specific order:

Deployment Phase
First Wave Deployments
Regular Deployments

Battle Phase
Defender's Battle
Attacker's Battle

The First Wave Deployment Step

1 Attacker First Wave Deployment
The attacker makes a number of first wave deployments equal to the first wave number of his or her fleet. To make a first wave deployment, flip over the top card of your deck, look at it, and place it face up at a sector of your choice. You deploy these cards one at a time, so you cannot look at the second card before you've deployed the first one. **You cannot deploy more than one card to any sector during your first wave deployment.**

Example: I am playing the Orks, who have a first wave value of 3. I start the First Wave Deployment Step by flipping over the top card of my deck and deploying it to a sector. I do this two more times for a total of three cards.

2 Defender First Wave Deployment
After the attacker's first wave is finished, the defender follows the same procedure, making a number of first wave deployments equal to the first wave number on his or her fleet card.

The Regular Deployment Step

1 Draw Cards
Both players draw a hand of six cards. You can look at these cards, but don't let your enemy see them! **As soon as your deck runs out of cards, shuffle your discard pile into your deck.**

2 Regular Deployments
Starting with the attacker, both players take turns deploying one card at a time, face down to a sector of that player's choice. Neither player may look at face down cards. Unlike first wave deployments, you can deploy to the same sector any number of times.

If this is your first game, you probably don't know what all the numbers and abilities on your cards mean. Don't worry about it yet—just try to keep your enemy from outnumbering you too much at any given sector.

Once both players have deployed all of the cards in their hands, it's time for the battle phase!
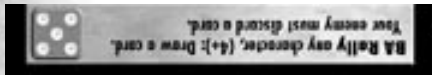
The Battle Phase

First, the defender chooses a sector to battle over. It must be a sector at which the defender has cards.

Each battle always begins with **setup**.
During setup, do the following steps in order:

1 **Turn the sector card sideways.** This is a helpful reminder in case you forget which sector you were fighting over. Be sure to return it to its original position after the battle.

2 **Flip all cards at that sector face up.** Lay your cards out on your side of the table so you and your enemy can see them clearly.

3 **Do anything that says, "When you set up your army…"** This may appear in the ability section on your unit, character or fortification cards at the sector. Some fleet cards may have this phrase as well.

4 **At this point,** if one player does not have any cards at this sector, skip ahead to "Check for Victory."

5 **Draw your command hand.** Both players draw four cards from the tops of their decks, forming their *command hands*. While cards are in your command hand, the only part of the card you need to pay attention to is the upside-down part at the bottom, called the command line. These represent the dirty tricks and cunning strategies you have at your disposal as commander. You may not play command lines printed on cards you have in play, such as your units and characters at a sector.

Card States and Rolling continued

There are five types of rolls:

Tests: Whenever you see a number followed by a plus sign in parentheses, you have a test. Roll. If your roll is equal to or greater than the number in parentheses, do whatever it says after the test.

Example: "(5+): Draw a card." If I roll a 5 or 6, I get to draw a card.

D6 Rolls: Sometimes a "d6" will replace a fixed number on a card. When you need to know what that number is, roll.

Example: "Draw d6 cards." Whatever number I roll, I draw the same number of cards.

Variable: These rolls have a different outcome based on the number rolled. The Pulsa Rokkit card has many different effects depending on the number rolled. The cards with variable rolls describe their effects on them.

Armor Saves: Characters have armor saves, which represent the character's ability to escape a deadly situation. It is not surrounded by parentheses so it does not count as a test. When an effect would destroy the character, roll. If the roll is equal to or greater than the character's armor save, the character is not destroyed. Armor save rolls are not optional. However, if you destroy your own character the character does not get its armor save roll.

Invulnerable Rolls: See "**Invulnerable**" in the Special Abilities section on page 34.

Now you are ready to fight!

Starting with the attacker, both players take turns playing **battle actions** (also known as **BA**s). There are many things you can do when it is your turn to play a battle action, as explained below.

Unless the card specifically says otherwise, cards and abilities you play during a battle only affect cards at the current sector.

*Example: I have a card that says, "**BA:** Destroy one enemy unit." I can only use this card on an enemy unit at the current sector, not at other sectors.*

When it's your turn to take a battle action, you can choose one of the following:

*   **Shoot** at an enemy unit, character or fortification with one of your units.
*   **Charge** from your command hand (you may not play command line abilities printed on cards in play).
*   **Assault** with a charging unit.
*   **Play a BA card** from your command hand.
*   **Play a BA ability** on a card at this sector.
*   **Pass.**

Shoot

Shoot at an enemy unit, character or fortification with one of your units. Shooting is the most common battle action. To learn how to shoot, you need to know a little more about unit cards.

At the top of each unit card are three numbers. The first number is *firepower*, which is how much damage the unit deals when it shoots. The second number is *speed*. Speed determines who can block this unit when it shoots, as well as who this unit can block. The third number is *armor*. Armor shows how much damage it takes to destroy the unit.

To shoot with a unit, follow these steps:

1. **Lock the shooting unit.** You cannot shoot with a unit that was already locked.

2. **Choose your target.** Your target can be any enemy unit, fortification, or locked character. You cannot shoot at ready characters.

3. **Your opponent decides whether or not to block.** Blocking is a way of saving the card that is being shot at. Your enemy can only block with one of his ready or charging units that has higher speed than your shooting unit. To block, your enemy must lock the blocking unit. The blocking unit becomes the new target of the attack. A unit cannot block if it was the original target of the attack.

    Example: If my shooting unit speed is 2, my enemy may only block it by locking one of his units that has a speed of 3 or greater. The blocking unit becomes the new target of the shooting.

4. **Play *tactic* (T) cards and abilities.** Starting with the player who controls the targeted card, each player takes turns playing *tactic* cards and abilities. This will be represented on the cards by a **T**. There is no limit to the number of tactics you can play in a given battle action. Tactics resolve immediately, and usually modify the outcome of the shooting. **Bonuses or abilities granted by tactics only last until the end of the battle action in which they were played.** If you play a tactic card from your hand, discard it after use. Once both players are done playing tactics, move on to the next step.

5. **Deal damage.** The shooting unit deals damage equal to its firepower to the target. If this damage equals or exceeds the target's armor value, the target unit is destroyed and placed in its owner's discard pile. If not, the target lives and the damage is erased. Damage never carries over to another battle action. Characters don't have armor values; they are subject to destruction if they take even one point of damage. However, characters have armor saves, which can prevent their deaths no matter how much firepower is directed their way (see Characters, page 35 for details).

Example: Shooting. Luke controls a Tactical Squad (firepower 3), and locks them to shoot at my Gretchin Mob (armor 1). I have no tactics I want to play and neither does Luke, so the Gretchin Mob is dealt 3 damage. Since the damage dealt is equal to or greater than the Mob's armor, the unit is destroyed. The Gretchin are very, very dead.

Example: Shooting, Blocking and Tactics. Now it is my turn to play a battle action. I decide I want to shoot with my Boyz Mob (firepower 2, speed 2), so I lock it and announce that they are shooting at Luke's Assault Squad.

*Luke doesn't want me to shoot at it, so he locks his Attack Bike unit (speed 3, armor 3) and announces it is blocking. The Attack Bikes can block the Boyz Mob because the Attack Bikes have higher speed. The Attack Bikes are now the new target of the attack. Because Luke controls the targeted unit, he has the first chance to play tactics. Luke has no T cards in his command hand or in play, so he passes. My Boyz Mob only has 2 firepower, which isn't enough to destroy the attack bikes (armor 3). I play a command card from my hand that says "**T:** Any unit gets +1 firepower", upping the Boyz Mob to firepower 3. Luke doesn't play any tactics, so the damage is dealt. The attack bikes take 3 damage and are destroyed. Luke puts the card into his discard pile and whimpers.*

Charge

Charge with one of your ready units that has the Assault ability. Some units have an ability called assault. Usually it is printed with a number after it, like "**Assault:** 3." These units are collectively known as assault units. They carry pistols, chain swords or other weapons best used when you are face-to-face with the enemy!

To charge, turn the charging unit upside-down, facing your enemy. This unit is now considered *charging*. You can still lock it to shoot, block or play abilities that require it to lock on a later BA. Note that it takes your whole BA to charge a unit, so your enemy has a chance to deal with your behemoth before it hits!

Ready ↑ [card image]   *Charging* ↓ [card image]

Assault

Assault with a charging unit. If you have a charging unit, you can use a battle action to assault with it. To assault as a battle action:

1 Lock the assaulting unit.

2 Choose the target of the assault. You may target any enemy unit, fortification, or locked character. You cannot assault ready characters. Unlike shooting, assaults cannot be blocked. Sometimes the assault will not target an enemy unit. If this is the case, you do not have to choose a target when you assault with that unit.

3 Play tactics. Starting with the player controlling the targeted card, players can play tactics. Once both players are done playing tactics, deal damage.

4 Deal damage. The assaulting unit deals an amount of damage equal to the number after the assault ability on the unit's card. As with shooting, if this damage equals or exceeds the target's armor, the target is destroyed. If the target survives, the damage is erased. (If the assault unit had "**Assault:** d6," you would roll for this now.)

[Assault: 4]

Not all assault units deal damage. These units don't have a number after Assault, but an effect instead. When you assault with one of these units, do what it says after the word Assault.

*Example: I assault with a unit that says: "**Assault:** Lock up to 3 enemy units." This assault deals no damage. Instead, I get to choose up to three enemy units and lock them.*

Other assault units might have more than one assault ability. When you assault with such a unit, you must choose only one of the abilities to use. You cannot use more than one in the same action.

Play a BA card
Play a BA card from your command hand. Some command lines have BAs printed on them.

1 **Lay the card on the table.** This lets your enemy know what you are doing. Now, you make choices and pay costs per Da Roolz on pages 27-28.

2 **Play tactics.** Starting with the player who didn't play the BA card, play tactics. Once both players pass on playing tactics, go to the next step.

3 **Do what the card says.** For example, if the card says "**BA:** Draw 2 cards," draw them now.

4 **Place the card in your discard pile.**

Play a BA ability
Play a BA ability on a card at this sector. Some units or characters have abilities that take your whole battle action to use. You can use the ability on your locked cards any number of times during a given battle as long as the ability doesn't require you to lock the card.

1 **Tell your enemy which ability you are using.** At this time, you would make choices and pay costs per Da Roolz on pages 27-28.

2 **Play tactics.** Starting with the player who didn't play the BA ability, players play tactics. Once both players pass on playing tactics, go to the next step.

3 **Do what the card says.** If the card said "**BA:** Draw 1 card," you would draw the card now.

Passing
If there are no BAs you want to take, or if you want to see what your enemy is going to do, you can always pass. If both players pass in succession, the battle is over and you proceed to "Check for Victory."

DA ROOLZ

Playing Abilities
An ability is any text on a card that is preceded by "**BA**," "**T**," "**R**," or "**M**." Playing these abilities all follow the same rules:

- **Announce the ability.** You must begin by telling your enemy what you intend to do.

- **Make choices.** You must make all the choices the ability requires you to make. If you cannot make all of the required choices, you cannot play the ability.

*Example 1: I'm playing an ability that says, "**BA:** Lock one enemy unit." The choice I must make is which enemy unit to lock. If my enemy has no units, I cannot play the ability at all.*

*Example 2: The next ability says, "**BA:** Your enemy discards 2 cards." Since I'm not choosing the cards to be discarded, I can play this card even if my enemy only has one or no cards in their hand.*

*Example 3: Finally, I have a card that says, "**BA:** Lock all enemy units." Since the ability does not require me to make a choice, I can play this ability even if my enemy has no units.*

Playing Abilities continued

Some choices depend on the outcome of the effect. You do not make these choices before you can play the ability, only as the effect is resolved.

*Example: I have an ability that reads: "**BA:** Destroy all enemy fortifications. Charge one of your assault units for each fortification destroyed this way." Since the number of units I charge depends on how many fortifications are destroyed, I don't have to choose my assault units to play this ability. That means I could play this ability even if I have no assault units.*

- **"Only usable while…"** If an ability includes this statement, you must check before you play it to see if the condition exists. A card might say, "**BA:** Lock one enemy unit. Only usable while your enemy has no cards in their hand." Before you play this ability, you must first check to see if your enemy has cards in their hand. If they do, you cannot play the ability. If they don't, proceed as normal.

- **Pay costs.** Abilities follow the same structure: "Cost : Effect." The cost of an ability is everything that is printed before the colon. You must do everything in the cost before you can get the effect. If you cannot pay all of the costs, you cannot play the ability at all. You must pay the costs in the order that they are printed on the card.

*Example: My card says: "**BA:** Lock 2 of your characters, (3+): Destroy all enemy locked units." The cost is to lock two of my characters, then pass a 3+ test. If I do both of these things, I get the effect, which in this case is pretty devastating!*

Check for Victory

Once both players pass in succession, the battle ends. At the end of each battle, you must check to see if any player won the sector.

To check for victory:

- Both players total up the flags on their units, fortifications and characters. Flag icons are in the top left corner of a card. Be sure to check the ability text so cards gain flags based on the current situation.

- The attacker resolves their events, in any order they choose. Both flag totals are adjusted as necessary.

- The defender resolves their events in any order they choose. Both flag totals are adjusted as necessary.

- Both players discard their command hands.

- **A player wins the sector if they have MORE flags than their enemy *and* at least as many flags as the sector requires.**

- If a player won the sector, discard all cards at that sector and the winning player puts the sector next to his or her fleet card. It is considered out-of-play and no more cards can be played to it.

- If neither player won the sector, then return all cards to the ready position and leave them at that sector, face up. The battle is unresolved and the remaining forces there live to fight another day!

- **If a player wins three sectors, the game is won. Victory and the planet belong to them!**

The Attacker's Battle

Now the attacker must choose a sector at which he has cards. The attacker cannot choose the sector that was just fought over. If the attacker cannot choose a different sector (because there is only one left or they don't have cards at any other sector), the turn ends.

The second battle is played out using the above rules, with one exception: this time the defender takes the first battle action instead of the attacker.

Ending the Turn

Once you have fought these two battles, the turn ends. Don't worry about the sectors you didn't fight over this turn: leave the cards at those sectors face-down. You will get your chance next turn! To begin a new turn, start again from the beginning on page 16, following the Deployment and Battle Phases as you did before.

If, by the end of the fourth turn, neither player has won three sectors, the game ends and the player with the highest victory point total wins. Victory points are on the sector cards.

If the fourth turn ends and neither player has any victory points, play another turn. Keep playing extra turns until one or both players end the turn with victory points.

ABBREVIATIONS AND DEFINITIONS

Most cards and abilities will tell you when you can play them. There are five different abbreviations that tell you when you can play a card or ability. If an ability doesn't use an abbreviation, then the ability is always "on" and is not optional. Those are called "**static abilities**."

BA: You can play this ability whenever it is your turn to play a **battle action**.

T: After any player plays any battle action, both players have the opportunity to play **tactics**. The battle action doesn't resolve until both players consecutively pass on playing tactics.

R: Reactions always tell you when you can play them, and playing them is always optional. If a reaction is printed on a card in play, you can only use the ability once per event per card.

Example: "R: After your enemy destroys one of your units, draw a card."

M: Modifiers are like reactions, except they are only played when someone makes a roll. Unless the modifier says otherwise, you always play them after you see what the roll is. The roll is not applied until both players are done playing modifiers. If a modifier is printed on a card in play, you can only use the modifier once per roll per card.

E: Events always resolve at the end of a battle; they are not optional.

SPECIAL ABILITIES

Artillery: Artillery is the ability to rain massive amounts of destruction on your enemies. This ability is printed with one or more numbers after it— "**Artillery:** 4+/4+." These numbers are called shells. As a BA, lock the artillery unit, then roll for each shell. Each roll that is equal to or greater than the shell's number scores a hit.

For each hit you score, you can target one enemy locked unit, ready unit or fortification. You may not target characters or charging units with artillery hits. You may target the same unit more than once, assuming you rolled two or more hits.

Now players may play tactics. Once both players are done playing tactics, resolve each hit in the following manner:

- **Hits scored on ready units:** Lock the unit that was hit.
- **Hits scored on locked units:** Destroy the unit that was hit.
- **Hits scored on fortifications:** Destroy the fortification.

Counterattack: When a unit with this ability is dealt damage by being shot at or assaulted, it deals damage equal to its firepower to the attacking card. Note that this damage is done at the same time as the attacking damage. Counterattack has no effect if your card is simply destroyed outright (by a unit that says "**Assault:** Destroy one enemy unit," for example). Also note that a unit is not locked as a result of using counterattack.

Invulnerable: Some units just keep coming back for more, long after their comrades have called it quits! When your enemy would destroy one of your invulnerable units or fortifications, you can roll. If the roll is equal to or greater than the number printed after the ability, the card is not destroyed and remains in play. If the roll fails it is destroyed normally. This roll is not considered a test. If a card has more than one invulnerable ability, you can roll for each one every time the card is destroyed. If you destroy your own invulnerable card (to pay a cost, for example) it does not get to use its invulnerable ability.

Some invulnerable abilities don't have a number after them, like "**Invulnerable:** Lock one of your other units." When your enemy would destroy your card with this kind of ability, in order to use the ability you must do everything listed after the colon. If you do, the card is not destroyed and remains in play. If you don't, the card is destroyed normally.

*Example: I have a unit that says "**Invulnerable:** Destroy one of your other ready units." My enemy destroys the unit with a shooting attack. If I have one or more ready units, I can destroy one of them. If I don't, the invulnerable unit is destroyed normally.*

Troop Capacity: Some units have troop capacity, which will be listed as "**Troop Capacity:** #". This means that as a BA you may lock the unit with troop capacity to charge up to that number of your ready infantry assault units.

*Example: I have a unit with "**Troop Capacity:** 2." As a battle action, I can lock the unit to charge up to two of my ready infantry assault units.*

OTHER DEFINITIONS

Attack: Shooting or assaulting BAs are collectively referred to as attacks.

Characters: Characters can't be targeted by shooting or assaulting attacks while ready. They can only be targeted by those actions when they are locked. It's hard to find them in the heat of battle! You may target them with BA abilities and cards at any time. To destroy a character, you must do at least 1 damage to them. Remember though, when your enemy destroys your character, you must first make its armor save to see if it survives!

Discard: If a card tells you to discard, those discards come from your hand unless the card specifically references discarding from somewhere else, like "Discard the top 2 cards of your deck."

Example: My enemy plays a card that forces me to discard two cards. I must choose two cards in my hand and place them in my discard pile.

Flag Unit: A unit that currently has at least one flag. Some units can gain or lose flags during the game.

Infiltrate: To infiltrate a card means to send it into the current sector. The card that lets you infiltrate will tell you where the infiltrated card must come from, such as "Infiltrate a unit from your discard pile" or "Infiltrate a character from your hand." Infiltrated cards always enter a sector ready.

Keywords: These are descriptive words found on character, unit cards, fortification cards and sector cards. They do not have special rules of their own; other cards reference them. Also, a card's special abilities that appear in **bold** on the card are considered a keyword. If a card said, "Destroy any infantry unit," you could only use it on a unit with the infantry keyword. Likewise, if a card said, "Destroy one enemy assault unit," you could only target a unit with the assault ability.

Move: To move a card means to send it out of the current sector. There are other ways for a card to be taken out of a sector, such as destruction or adding a card to your hand, but a card that let's you move will tell you where the card must be moved to. For example, "Move one of your units to another sector" or "Move one enemy character to its owner's discard pile."

Non-Flag Unit: A unit that currently has no flags. Some units can gain or lose flags during the game. Characters are not units, and so are not non-flag units.

Rally: If a card rallies a unit, simply return the unit to the ready position. It is back for more action! You cannot rally a ready card. Only locked and charging cards can rally. If you rally a charging unit, that unit is no longer charging.

Unique: During Step 3 of Setup (see page 18), "When you set up your army," if you have more than one copy of a unique card at the sector, add all but one of them to your command hand. If you infiltrate a unique card during a battle and you already have a copy of that card at the sector, destroy the new copy. You only check your own cards when applying the unique rule. Your enemy's unique cards do not affect your unique cards.

Versus Bonus: Some cards get a bonus when attacking or being attacked by a certain type of card.

Example: I have a unit that says, "+2 firepower vs. infantry." If that unit is shooting or assaulting an infantry unit, it gets +2 firepower. It also gets this bonus if an infantry unit shoots at it or assaults it.

Appendix: Card Timing

Changing Card Status During an Action
Some abilities restrict what type of card they affect, like "Destroy any enemy character" or "Lock one infantry unit." Choices are made when you play the ability, not later. So, if you played the ability "Destroy one charging unit" and your opponent played a tactic that locked the chosen charging unit so that it was no longer charging, your card would still destroy it; it was legally chosen when the card was played.

Also, some cards have an "only playable while" restriction. Just like the above, you only check to see if you meet the "only playable while" restriction when you play the card.

Reactions
Sometimes, both players will want to react to the same event. If this happens, start with the player who didn't initiate the action. Again, players alternate playing one reaction or passing. Once both players pass in succession, no more reactions can be played to that event.

The same process applies to modifiers as well.

Static Abilities
A static ability does two simple things. It constantly 'looks' for a condition, and if that condition is found, it applies an effect. Then, should the condition change, the effect is subsequently taken away and it continues 'looking' for the condition to return.

Example: A static ability says "+4 firepower vs. Charging units." Basically, it is saying "Am I shooting at a charging unit? Yes I am! I get +4 firepower!" Then, it starts saying to itself, "Am I still shooting at a charging unit? If I am not, I lose the firepower bonus." It then continues to ask itself if it is shooting at a charging unit, and if the answer ever becomes "Yes" again, the bonus returns. **Note:** *It is only checking the condition of the charging unit, it does not matter if the effect (firepower 4) should get changed in any way by tactics.*

Always apply static abilities that set a number first. Next, apply static abilities that modify the number. Then tactics can add to or subtract from the number. In the event that both players have a static ability that affects the same thing, the attacker (see page 16) chooses who applies first.

Tactics
Sometimes, both players will want to play tactics at the same time, or they might want to wait until their enemy plays tactics. If who plays first ever becomes an issue, the resolution is simple. The player who didn't play the battle action in question gets the first option to play something or pass. Then players alternate playing one tactic or passing. Once both players pass in succession, the battle action resolves and neither player may play any more tactics for that battle action.

CHAPTER 2
KNOW YOUR ENEMY

If you're going to be conquering a planet, you should at least know who you're likely to be fighting with along the way. Here is a rundown of the seven factions available in the Warhammer 40,000 CCG.

The Space Marines

The Space Marines are the most dreaded and powerful of all the human warriors in the Warhammer 40,000 world. They are genetically altered superhumans, superior to normal humans in every way. Space Marines are few in number when compared to the uncounted billions of humanity, and are organized into small independent armies called Chapters. Their unswerving loyalty is to the Emperor of Mankind alone.

Orks

Orks are the most widespread and warlike race of the 41st Millennium. The Ork passion for violence is unquenchable, and their crude barbaric style of warfare reflects their "any fight, anywhere" attitude. Once in a generation, an Ork leader will emerge who is powerful enough to lead a great war migration called an Ork Waaaagh! An Ork Waaaagh! sends out millions of Orks in an effort to conquer new worlds and enslave populations.

The Eldar

The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. Then came the Fall, when the Eldar were consumed by their own decadence and fell from power, scattering their survivors across the stars. While few in number, they are one of the most technologically advanced races in the galaxy. In addition, the Eldar have a large number of psykers in their number who scrye the future and guide their kin along the most favorable path.

Chaos

Deep in the warp/realspace interface known as the Eye of Terror dwell the followers of the Old Gods. Decadent, horrible, and ever-changing, these beings terrorize the galaxy with their nightmarish horrors. Daemons, cultists, and twisted vehicles threaten worlds with violence and doubt. Their greatest weapons are the Traitor Legions, Space Marine chapters that joined the forces of Chaos 10,000 years ago during the Horus Heresy. These once-great protectors of humanity form the core of the forces that are now amassed to destroy the Emperor and all his followers.

The Tyranids

The Tyranids are, without doubt, the most alien race encountered by humanity. They have been likened to a galactic locust swarm, remorselessly hungry and too numerous to stop. They are a nomadic, space-dwelling race which has migrated from beyond our galaxy in search of new resources to assimilate. These they have discovered in abundance in the Imperium of Man and the assorted alien races now in their path. Tyranids descend onto planets and totally strip them of bio-mass before moving on, leaving nothing but a ball of scoured rock in their wake.

The Imperial Guard

The Imperial Guard is the largest and most diverse military organization that the galaxy has ever seen. Numbering in the billions and equipped with armored vehicles, artillery and all the other adjuncts of mechanized warfare, the Imperial Guard forms both the hammer and the anvil of the Imperium's military might.

The Dark Eldar

The Dark Eldar inhabit a realm called Commorragh, a place as darkly twisted as its rulers, from which they launch piratical raids across the length and breadth of the Warhammer 40,000 galaxy. The purpose of these raids is not to conquer planets or protect territory, but to cause mayhem, steal, pillage and—most important of all—capture new victims to be taken back to Commorragh. What happens to them when they arrive is best not contemplated, for if anybody in the Warhammer 40,000 universe could be called properly evil, it is the Dark Eldar. They are devious, vain and totally self-serving, with no respect for any living creature, not even themselves. They revel in inflicting pain and suffering, and glory in causing death and destruction. The Dark Eldar are not nice, not nice at all, and to be captured by them is a fate far worse than death!

CHAPTER 3
DECK BUILDING

Deck building can be one of the most challenging parts of a CCG to master, but also one of the most rewarding. Below is a guide to help you build your first few decks. With practice, anyone should be able to create a good deck.

DA ROOLZ

Tournament Decks

For casual play, you can use any deck you like, as long as your enemy agrees to it. In constructed-deck tournaments, the following rules apply:

- The deck must have at least 60 cards (not counting your fleet and sector cards).
- There is a maximum of four copies of any one card per deck. (This means if you have a Squad Damocles in your deck, you can have no more than four Squad Damocles in the deck.)
- Only cards from your faction and generic cards may be used.

Flags

If you are new to deck building in CCGs, you're in luck. Building pretty good decks in the Warhammer 40,000 CCG is not rocket science. The key is flag units. If you don't have enough units with flags on them, you can't win sectors (or the game). When we build decks, we like to keep at least 40–45 flag units in a 60-card deck.

While we're always tempted to add in the powerful characters and the great 0 flag support units, you must have flags to win. After choosing your flag units, you can then either add even MORE flag units (nothing wrong with that) or you can look to your characters and 0 flag support units to round out your forces and give your deck more punch.

Concept

Usually it's good to have a basic concept in mind before you start picking your units. Choose a couple of themes and try to focus your deck around them. Some examples are a Rally/Counterattack Marine deck or an Assault/Battle Action Ork deck.

Just look over your units and take the ones that have abilities that fit your themes. Double check and make sure you have enough flags units. Fill out the rest of the deck with strong support units, characters and fortifications and you should be good to go!

Command Line

Often when building a deck, players only look at the unit's stats and abilities, and don't look at the command line. Many of the best command lines in the game are on a lot of the weaker units, and some of the best combinations in the game utilize the command line. Don't forget to make sure you look at all parts of the card when deciding whether or not it should go in your deck.

Die Numbers

Good dice rolls will help you win the game. Most cards with tests on them don't have high enough die numbers to pass these tests. This means if you want to succeed in the roll, you'll need to put in other units with higher die numbers! You should take a look at the dice in your deck and see if you have at least a decent chance to pass the tests required for success.

Play and Tweak

The best way to test a deck out is to play a few games with it. Since you've already registered at **www.sabertoothgames.com** you should be sure to log on and record those games so that you earn points while testing out your deck. After a few games you'll probably find ways to improve your deck. This "play and tweak" method is the only way to make a good deck a great deck.

CHAPTER 4
DEPLOYMENT STRATEGIES

One of the most interesting parts of the Warhammer 40,000 CCG is how you deploy your forces. Since most of your deployments will be face down, there is a strong element of secrecy. Your first wave deployments, however, are face up, giving your enemy an inkling of what your strategy may be. In addition, making sure your units and characters are in sectors where they are most effective can be challenging, especially while trying to balance your offense and defense.

The Defensive Strategy

If your deck doesn't rely on a lot of card interactions, the defensive strategy can be a good one. In this strategy, you do your best to match your opponent deployment for deployment. This way, your enemy will never get a "free" sector and you'll never have to fight an uphill battle at a sector where you're outnumbered. This is often an Imperial Guard strategy as it takes full advantage of the Guard's high first wave number.

The Offensive Strategy

In this strategy, you completely ignore where your enemy deploys. You pick where your cards are going to go, then you put them there, one by one, regardless of what your enemy does. This strategy can be very powerful if your deck is strongly affected by the abilities of particular sectors.

The Tyranids often employ this strategy since their fleet ability (starting with one card at each sector) gives them such strong presence at the beginning of the game. This allows them to pick and choose their sectors, avoiding those that impede their strategy.

The Combo Strategy

A combination strategy relies on certain cards to be at battles together. With this strategy, you do your best to keep your combo cards at the same sector so that whenever they do fight, they'll get full use of their abilities. Sometimes this means putting one half of your combo at a sector all by itself and hoping to deploy the other half of the combo to that sector on a later turn.

The Eldar often use this strategy to ensure that they have high speed blocking units to protect their powerful assault units. Matched with the Eldar's ability to redraw their combat hand if they wish, they can even try to get a multiple card combo going that relies on one or more of the cards being in their command hand.

The Stall Strategy

If your deck includes units that you feel confident will always destroy an enemy flag unit, even if all by them selves, this can be a good strategy. With this technique you try to win one sector, while attempting to stop your opponent from winning any sectors. If your enemy has 4 flag units at a 4 flag sector, your goal is to just have one deadly unit there. If your unit kills one of your enemy's flags, they can't win the sector. Meanwhile, you put your effort into the sectors with lower flag requirements.

Chaos often uses this strategy. Because of the ability to redraw their deployment hand, Chaos can ensure that it has the appropriate units. In addition, Chaos has lots of units that can infiltrate, including the awesome Greater Daemons. That way they can often inflict serious damage in sectors where they have only deployed a card or two.

BATTLE STRATEGY

Battles are the heart of the Warhammer 40,000 CCG is. When a sector is chosen and the armies revealed, the battle begins. How your units perform is up to you. Is there skill in this part of the game? Absolutely. There are a ton of tactical decisions that have to be made once a battle is joined. Your units won't win on their own; you must lead them effectively. Here are a few tips to get you on your way to planetary domination.

Flags
The essence of combat is about how many flags you have left at the end of a battle. If it looks like someone is going to win the sector by having more flags units than the sector requires, make sure you have more than your opponent. If you don't think that's possible, at least try to make sure your opponent doesn't have enough flags left alive at the end of the battle to win the sector. If given the choice between playing an ability or removing an enemy flag unit, always remove the unit.

Kill before killed
When attacking an army, always try to get the ready units that have the ability to destroy your units. Killing locked units over ready units is rare, but sometimes necessary. Also, try to protect your ready units that can take out enemy flags. Tactics such as blocking, boosting firepower and increasing armor will help you in the heat of battle.

Pay attention
Both players have tricks to play using their command hand. If you pay attention to the cards on the table, and the cards that have already been played, you should have a good idea of what options your opponent may have. This can prevent unpleasant infiltrations or other surprises that turn the tide of the battle.

Use the big guns as soon as possible
If you have a unit with the ability to kill more than one enemy unit, do your best to make sure this unit survives long enough to use it! Don't play the "**BA:** Draw 2 cards" before you assault with your Vindicator or Greater Daemon!

Characters
Watch out for characters. By themselves they are pretty harmless but in big battles, they often turn the game. Their armor save can be very annoying, especially in high die number decks, but often getting rid of the characters takes all the steam out of your enemy's combos. No, they don't have flags, but often they can keep flag units alive or completely decimate your seemingly solid defense. Try to figure out if they are going to be a problem and, if you think they are, go after them as soon as they lock.

Blockers
Before you shoot, always check to see if your opponent can block. If they can, try to make any blocking as ineffective as possible. Either make sure that if the unit does block, you'll destroy the blocker, or force them to lock a really powerful unit to save one that's not as good. There is tactical value in forcing your opponent to lock units to block with them, even if you don't kill them.

CHAPTER 6
THERE IS ONLY WAR...

Since you've already been to **www.sabertoothgames.com** and registered as a user, you're well on your way to becoming a legendary leader! The next thing you need to do is find other players to play against. One way to find opponents is to teach your friends how to play the game. This will give you plenty of battles and ensure that you score the maximum points for playing unregulated games. Check out the Astronomican on the back page for more details about earning points.

The fastest way to score points is to play games at a registered Hive World store. These sites are usually hobby stores, but sometimes folks will gather for a game night at a local library or pub. The best way to find a Hive World store near you, and consequently many opponents for you to vanquish, is to go to your local hobby shop (possibly where you bought this game). The shopkeeper should be able to let you know where you can find more opponents and planets to conquer.

Once you understand the game more, you'll be able to take part in tournament games—hands-down the best way to score points and move up in rank. Tournaments usually take place at a Hive World store as well. The distinction is that tournaments are organized events where lots of players battle to see who is the greatest commander. Sometimes the tournament organizer will offer prizes as well! These events are great places to test out your skills and your latest decks against other players. It's also a great place to meet other people, trade, swap stories and to play side or pick-up games. If you're really adventurous, you can even run a tournament yourself!

See **www.sabertoothgames.com** for more information on how to become a tournament organizer.

Once you've scored a bunch of points, you will gain access to many special privileges reserved for the most powerful commanders, including the ability to send in your empty booster wrappers for special cards only available to people who play the game! Now, aren't you glad you registered as a player at **www.sabertoothgames.com**?

CHAPTER 7
CARD ERRATA

Chaos Errata:

Chaos Obliterators:
Ability—"T: This unit gets +d6 firepower. Once per BA. If you roll a 6 when using this unit's ability *and this unit is shooting*, **rally** this unit.

Chaos Thunderhawk:
Keyword—*"Flyer"* has been added.

Command Line—"**BA:** Infiltrate one of your face-up units from another sector. Your enemy may do the same. *If they do, lock one enemy unit*."

Daemon Prince:
Command Line—"**BA** Discard any number of cards: Rally *up to* one daemon unit for each card you discarded."

Khorne Tower of Skulls:
Ability—"**Assault:** Roll. Your enemy rolls as well. If you rolled higher, destroy a number of enemy units *up to* the difference in rolls."

Nurgle Plague Engine:
Ability—"**R** Lock: After your enemy fails a test, lock a number of enemy units *up to the number rolled*."

Plague Marines:
Command Line—"**R:** After you destroy an enemy unit *by shooting or assaulting*, take another BA."

The Corrupted:
Command Line—"**R:** After your enemy fails a test, lock a number of enemy units *up to the number rolled*."

Tzeentch Pink Horrors:
Ability—"**T:** This unit gets +d6 firepower. *Once per BA*. If you roll a 3+ using this ability, lock one of your other infantry units."

World Eaters Space Marines:
Ability—"**R** (3+): After this unit destroys an enemy unit *by shooting*, take another BA.

Eldar Errata:

Jetbike Squad Bahrari:
Command Line—"***R:** After you destroy an infantry unit by assaulting, **rally** up to two vehicle units."*

Ralahir:
Command Line—"**BA** (4+): Shoot with *one of your* locked units. Replace that unit's firepower with its speed."

Rangers:
Ability—"**T** (6+): This unit gets +4 firepower. *If this unit is shooting,* **Rally** this unit. Once per BA."

Vampire Raider:
Command Line—"**R** (5+): After a charging unit is destroyed, charge *one of your assault units*."

Artist – Michael Phillippi.

Fleet card Errata:

Ork Fleet card:
Game text—*"After both players have drawn their command hands*, you take the first BA if you have more units at the current sector than your enemy."

Generics Errata:

Command Bunker:
Command Line—"**BA** (3+): Lock *any number of enemy units, up to the number of cards* in your enemy's hand. **Rally** two enemy units."

Tectonic Stabilizer:
Ability—"**BA:** Destroy all fortifications. **Infiltrate** a number of line units from your hand *up to* the number of fortifications destroyed this way."

Imperial Guard Errata:

Salamander Command Vehicle:
Ability—"**E:** *You get* +1 flag for each of your other non-flag units. *Only usable while this unit is ready.*"

Orks Errata:

Bad Moon Boyz:
Command Line—"**BA** *Discard the top two cards of your deck:* Destroy *up to* one enemy unit for each character discarded this way."

Boss Zagstruck:
Ability— "**R:** While this character is locked, after you destroy one or more units by assaulting, take another BA."

Sneaky Gits:
Keyword—"**Line**" is removed.

Space Marine Errata:

Sgt. Ragnar's Squad:
Command Line—"**BA** Lock *one of your troop* capacity units, (3+): **Rally** all of your infantry units."

Warhound Titan:
Ability—"**E:** You get +1 flag if you have more cards in your hand than your enemy."

Chaplain Darmus:
Ability—"**BA** Lock, (2+): Charge two of *your ready* assault units."

Still have questions? Check out the online FAQ at **www.sabertoothgames.com** or email questions@sabertoothgames.com!

CARD LIST

CHAOS

Black Horsemen
Blood Hands
Bloodshrikes
Blue Horror Swarm
Cultists of Tzeentch
Dark Stalkers
Dark Swords
Death Guard Dreadnought
Death Guard Space Marines
Death Guard Terminators
Flamer Horde
Garakzaral – Lord of Change
Minions of Strife
Night Talons
Pink Horror Swarm
Possessed Land Raider
Reapers
Seth, the Gatekeeper
Seth's Chosen
Shadowscythes
Squad Amenephis
Squad Amun
Squad Sethos
Squad Theth
Stygian Reavers
Subjugator Titan
Thousand Sons Dreadnought
Tzeentch Fleet Card
Uzthizarr – Daemon Prince of Tzeentch

DARK ELDAR

Abhatar – Warrior Squad
Aga'el – Talos
Akhai – Ravager
Akkor – Raider Squad
Alikhari – Warrior Squad
Asdrubael Vect
Azaaq – Raider Squad
Beastmaster
Bloodied Claws – Razorwing Squadron
Bone Stalkers – Warp Beasts
Chapel of Blades
Dark Eldar Fleet Card
Decapitator
Dhakara – Wyches
Dhamaq – Warrior Squad
Dracon Ash'han
Excrents – Warp Beasts
Flesh Reapers – Warp Beasts
Garkah – Hellion Squad
Ghatash – Talos
Hellcrone Gunship
Jiraq – Wyches
Kabira the Heartless
Kabiraq the Defiler
Kainaq – Warrior Squad
Kebirra – Hellion Squad
Khatkah the Twice-Born
Khemar – Mandrakes
Korai Soulstalker
Lightning Raider
Na'kor the Tormentor
Narakez – Hellion Squad
Nezam – Scourges
Nezan – Raider Squad

SPACE MARINE

Bjorn the Fell-Handed
Eldjarn – Land Speeder
Fenrisian Wolves
Geirmundr – Rhino
Gingnir
Gunnvaldr – Attack Bikes
Hergrimr – Land Raider
Inquisitor Tyrus
Iron Priest Avanger
Njal Stormcaller
Ragnar's Bodyguard
Retributor Squad
Skallagrim
Solvarr—Bike Pack
Space Wolves Fleet Card
Squad Alfar
Squad Alrik
Squad Grimr
Squad Gunnlaug
Squad Kolgrim
Squad Nikulas
Squad Olaf
Squad Sigfast
Squad Skapti
Squad Thorbrandr
Squad Valgaard
Squad Vethorn
Thralls
Ulrik the Slayer

TYRANID

Barbed Gargoyles
Barbed Heirodule
Biogaunts
Biothrope
Cleaver Swarm
Coronis 'Stealers
Crucigants
Cutter Swarm
Dolumar 'Stealers
Exegants
Flesh Tyrant
Hive Ship
Infected Hive City
Lashers
Necrifex
Norn Queen
Psygaunts
Rael 'Stealers
Razorgants
Rending Swarm
Seed Swarm
Sirens
Space Hulk
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Terridan
Thorn Ravener
Toxic Gargoyles
Toxigaunts
Vampires

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