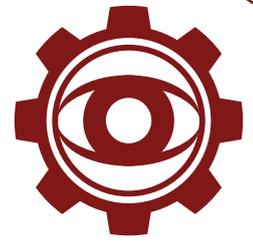


35k Player Reference Sheet

Core Rules - Version 1.1



www.wh35k.com

35k is an **unofficial** fan-made project. It is a setting rather than a system, meaning there is no requirement to use these rules. Our supplements and rules are designed around a modified 5th edition ruleset, with the below recommended and optional changes to the system. 4th edition (4e) pages are given for the main hardback rulebook where these rules replace the 5th edition rule. 5th edition (5e) page numbers are for the A5 softback rulebook.

Recommended Rules

The Most Important Rule:

Players should try to use these rules to re-enact the battles of the era rather than focusing on strict interpretations of the rules. If there are disagreements around rules and if players cannot agree, they can simply roll-off. As 5th edition states – the most important rule is that the rules aren't all that important relative to playing a fun and enjoyable game.

Cover (4e p.25):

Size 1&2: High grass, bushes, fences, railings give a 6+ cover save.

Size 2&3: Crates, barrels, pipes, logs, partial cover from hills, woods and jungles give a 5+ cover save.

Size 2&3: Wrecks, vehicles wreckage, craters, rubble, rocks, ruins, walls, buildings, trenches, gun pits and emplacements give 4+ cover save.

Size 2&3: Bunkers and forts give 3+ save.

Cover for vehicles (4e p. 69):

When firing at a vehicle, check that the firing models have a clear view of the whole surface (front, side, or rear) of the vehicle being fired at. If at least 50% of the side they are firing at is obscured by intervening terrain, or by other vehicles, artillery models, wrecks, or Monstrous Creatures, then the target is classified as obscured. Similarly, when a firer's view of a vehicle passes through an Area Terrain feature that is taller than Size 1 (bushes, high grass, crops, fences, railings), its view is also obscured.

If the target is obscured and a penetrating hit is scored, the vehicle's owner rolls a D6 – on a roll of a 4+, the penetrating hit is downgraded to a glancing hit.

Cover size (4e p. 7 on model heights, 4e p. 25 on rule):

Units only get cover behind cover up to one size smaller. This means Monstrous Creatures and vehicles (each size 3) cannot take cover behind size one cover. This is cover that is low lying, like bushes, grass, low lying pipes, low partial hill crests – i.e. chest-high cover.

Running (changes 5e p. 16):

A unit can choose to run (p. 16), giving up its chance to shoot. This should be done in the movement phase, rather than in the shooting phase.

Vehicle Damage (5e p. 61):

Follow the fifth edition vehicle table. Glancing hits only give -1 to the damage roll instead of -2.

Wound Allocation (4e pp. 26-27):

When a target dies, the player can remove any models from the unit if they are visible to the attacker. When a unit loses as many wounds as there are models, the attacking player can choose one single enemy model that could be a casualty. That model must make a save against one of the wounding hits.

When a unit contains several multiple-wound models, and those models take wounds, you must remove whole multiple-wound models from the unit as casualties where possible – wounds may not be 'spread around' to avoid removing models. Track any excess wounds with markers.

Our Weapons are Useless:

If a unit is locked in combat with an enemy it cannot hurt, it can choose to automatically fail its Morale check for losing a combat.

Dual Wielding Pistols (p. 29)

A unit armed with more than one pistol may fire two pistols in the shooting phase.

Scoring Units (5e p. 90):

Scoring units are infantry units that are not monstrous creatures, walkers, independent characters, vehicles, or swarms.

Objective Secured (add to 5e p.90):

All Troops units control objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit is also an infantry unit.

Annihilation Missions (5e p. 91):

At the end of the game, add up the number of points values of all completely destroyed units in each player army. The player whose army has suffered the least number of points of losses is the winner.

**'Blessed be the Ur-Council,
For they are the truth and the future.'
Nova Terran Declaration of Secession, 101.M35**

Optional Rules

The following rules are optional. Players are entitled to introduce their own house rules or amendments in addition to these rules.

Pre-measuring:

Pre-measuring distances is allowed. The result, though, is that charges are now 2d6 inches rather than the flat movement range of the unit. Failed charges function the same.

Line of Sight (4e pp. 20-21):

Models which are obscured by area terrain cannot be seen but cannot see out of that area terrain 6" or farther.

Instant Death:

Instead of killing a unit outright, if the strength of a weapon is over double the toughness of a target, it does D3+1 wounds to the model.

Recommended Books

35k uses the 4th edition books generally due to their greater degree of customisation and the greater degree of balance in these books.

As the project continues, our intention is to create handbooks for all factions which expand upon these books, rebalances some rules and adds new units to Codices. These will be available as short PDFs that fit inside your Codex. These are available at www.wh35k.com

Army	Codex and Notes
Space Marines	Codex: Space Marines 4th Edition (2004). This gives greater freedom for chapter tactics.
Blood Angels	Codex: Blood Angels 4th edition (2007). This was a PDF and also published in White Dwarf 331 (July 2007)
Dark Angels	Codex: Dark Angels 4th Edition (2007).
Space Wolves	Codex: Space Wolves 3rd edition (2000). The 5 th edition Codex requires adjustments.
Black Templars	Codex: Black Templars (2005).
Imperial Guard	Codex Imperial Guard: 3.5 Edition (2003). Variants of Leman Russ and Hellhound in the 5 th edition codex can be used as well, as the points align.
Daemonhunters	Codex: Daemonhunters 3rd Edition (2003). The 5 th edition Codex is unbalanced and requires adjustments.
Witch Hunters	The Sisters of Battle did not exist at this period. The Ministorum used an army akin to the Imperial Guard called the Frateris Templars in M35. Use Codex: Imperial Guard for your army. If you want to play in a later era, use Codex: Witch Hunters (2004) .
Eldar	Codex: Eldar 4th Edition (2006).
Necrons	Codex: Necrons 5th Edition (2011). There was no 4 th edition Codex for Necrons.
Chaos Space Marines	Codex: Chaos Space Marines 3.5 Edition (2002). This edition gives greater scope for customisation than the following Codex.
Chaos Daemons	Codex: Chaos Daemons 4th Edition (2008).
Orks	Codex: Orks 4th Edition (2008).
Dark Eldar	Codex: Dark Eldar 5th Edition (2010).
Tyranids	Codex: Tyranids 4th Edition (2005).
Tau	Tau were not developed beyond the stone age in M35 so are not represented in the period this campaign represents. If you want to play in a later era or represent these as a custom xeno faction, play Codex: Tau 4th edition (2006) .