# Advanced Rules

## The Adventure Sheet

The *Adventure Sheet* is where you can keep track of your *Statistics*, *Equipment*, *Ammunition* and other information relevant to your adventure. You are free to photocopy the *Adventure Sheet* for personal use and it is advisable to fill it out in pencil and have an eraser handy as the information recorded on there will change many times during the course of your adventure.

## Statistics

Your character has five statistics recorded on the *Adventure Sheet*. They are:

*Weapon Skill (WS)*
*Strength (S)*
*Toughness (T)*
*Wounds (W)*
*Attacks (A)*

## Weapon Skill

Weapon Skill is used to for both *Ranged Combat* and *Close Combat*. To determine whether your attack is successful, you first determine the *To Hit Roll* on the *Roll To Hit Chart* and then try and roll equal or greater than that number on a single D6.

## Strength

*Strength* is used to determine whether your attack damages your *Enemy*. In *Close Combat* you would use your character's *Strength* to determine whether you make a successful *Roll To Wound*; in *Ranged Combat* you always use the *Strength* value of the *Ranged Weapon* you are firing.

## Toughness

Your *Toughness* statistic is used to determine whether an *Enemy*'s attack damages you or not. Regardless of whether you are in *Close Combat* or being shot at, you always use your own *Toughness* value to determine whether you have been hit or not.

## Wounds

This is the number of times you can be hit before you die. At various points in the adventure you will be able to cure some or all of your *Wounds* but your *Wounds* value may never go higher than its starting value.

## Attacks

This is the number of times you can attack during a single *Combat Round* (see below). It generally has a value of 1 but certain powerful *Enemies* may have 2 or even more *Attacks*. If an *Attacks* statistics has two values (i.e.1/2) then the first number indicates the number of

***Attacks*** allowed during ***Ranged Combat***, the second the number of ***Attacks*** permitted during ***Close Combat***.

## Bonuses & Modifiers

Certain items you will find during your adventure may give you a temporary, or even permanent, bonus to one or more of your ***Statistics***. The total value of your statistic once the bonus has been applied is called your ***Modified Statistic***. Your ***Base Statistic*** is your statistic value without the modifier applied.

## Purity

During the course of your adventure, you will find yourself in situations where you are exposed to the corruption of the Chaos powers. How you react to these situations will alter your ***Purity*** score; a high score is a sign of a devout follower of the Imperial creed, a low score marks you out as one of the agents of the Ruinous Powers. Your ***Purity*** may be tested from time to time and certain outcomes and options may not be available to you depending on how close you are to succumbing to lure of the Chaos Gods!

## Weapons

Weapons fall into two categories: ***Ranged*** and ***Close Combat***. A ***Ranged Weapon*** is anything that can be fired at an enemy from a distance whereas a ***Close Combat Weapon*** needs to be wielded up close and personal. ***Ranged Weapons*** have both a ***Strength*** and ***Damage*** value. A ***Ranged Weapon***'s ***Strength*** value is used when determining if it has successfully wounded the target while its ***Damage*** value tells you how many to take away from the target's ***Wounds*** value if the ***To Wound Roll*** is successful and all ***Saving Throws*** are failed.

A ***Close Combat Weapon*** has no ***Strength*** statistic as the ***Strength*** value of the character wielding the weapon is always used to determine the ***To Wound Roll***. A weapon's ***Damage*** value is always expressed as a multiplier and this is applied to the wielder's ***Strength*** value to determine how much damage the weapon inflicts. In the event that the result contains a fraction, always round up to the nearest whole number.

> *Example 1: The Ork has a Base Statistic Strength of 3. He is attacking with a Choppa which has a Damage value of x1 so any successful hit will inflict 3 wounds on the target.*

> *Example 2: The Space Marine has a Base Statistic Strength of 4 but is wielding a Power Fist which gives him a +4 bonus to his strength statistic for a total of 8. The Power Fist has a Damage value of x1 so any successful hit will inflict 8 wounds on the target!*

## Armour

Certain characters can wear different kinds of ***Armour***. Instead of giving you a bonus to your ***Statistics***, ***Armour*** grants you an ***Armour Save*** against attacks which otherwise may damage you. All ***Armour*** types have a number in brackets next to their name – this is the save value and for the ***Saving Throw*** to be successful you need to roll higher than that number on a single D6.

## Equipment

*Equipment* is anything you find during your adventure that is not *Armour*, a weapon or *Ammunition*. Some *Equipment* can be used at any time and you will be given instructions how to use the item when you acquire it. Other *Equipment* has a very specific use at a very specific time and the adventure will tell you when is the correct time to use the item should it be in your possession. Whenever you pick up a new piece of *Equipment* be sure to record it in the *Backpack* section of the *Adventure Sheet*. Likewise, whenever you lose or drop an item make sure you erase it from the *Adventure Sheet*.

To begin with, you many only carry six items in your *Backpack*.

## Ammunition

To be able to use *Ranged Weapons* you must have the correct type of *Ammunition* for the weapon you are wielding. For example, a Lasgun requires a Lasgun powerpack whereas a Bolt Pistol requires a Bolt Pistol Clip – *Ammunition* types are not interchangeable between different weapons. Every time you fire a *Ranged Weapon* you must subtract 1 from the relevant *Ammunition* total on the *Adventure Sheet*. Whenever your *Ammunition* total reaches zero you have to *Reload* or you cannot use that *Ranged Weapon* again until you do. If you do not have any *Ammunition* for your current *Ranged Weapon* or another *Ranged Weapon* with an *Ammunition* total of 1 or greater then you may only use *Close Combat Weapons* in combat until you find *Ammunition* for one of your *Ranged Weapons*. Remember to record any new *Ammunition* types you find on your *Adventure Sheet*.

Whenever you find *Ammunition* during the course of your adventure it will have a number next to its name. This is the number of shots still left within. When you find brand new *Ammunition* then it will always contain the maximum number of shots allowed for that *Ammunition* type but if you pick up *Ammunition* from the corpses of the slain or obtain it from other sources then you may find that it doesn't contain a full load.

## Reloading

Whenever a *Ranged Weapon* runs out of *Ammunition*, you have the option to *Reload*. Reloading takes a single *Combat Round* during which you may not make any *Attacks*. Your *Enemy* may make his *Attacks* as normal. If you decide not to *Reload* during *Combat* then once the *Combat* is over (and provided you survived!) you may *Reload* your *Ranged Weapon* then. If you forget to *Reload* at the end of *Combat* then you may not *Reload* at the start of *Combat* the next time you face an *Enemy* unless you spend the first *Combat Round* doing so. You may *Reload* at the end of *Combat* even if your *Ranged Weapon* has not run out of *Ammunition*.

## Combat

More often than not, whenever you encounter an *Enemy*, *Combat* will ensue. When this happens, the gamebook will present you with the *Statistics* of your *Enemy*, details of any *Ranged Weapons* and *Close Combat Weapons* he is carrying, who has the *Initiative* for the *Combat*, any *Saving Throws* that your *Enemy* may benefit from and any other information relevant to the Combat. This information will always appear in a grey box and look like this:

| Ork | | | | |
|---|---|---|---|---|
| **WS** | **S** | **T** | **W** | **A** |
| 4 | 3 | 4 | 10 | 1/2 |

**Weapon:**

| | S | D |
|---|---|---|
| **Slugga** | 4 | 2 |
| **Choppa** | * | x1 |

**Initiative:**    You

**Saves:**      Ork Armour (6)
            Cover (6)

## Entering Combat

### Initiative

This determines whether you or your **Enemy** makes the first attack during a **Combat Round**. Depending on certain conditions or effects from **Damage** inflicted by **Ranged Weapons** or **Close Combat Weapons**, **Initiative** may switch from one side to the other during the course of **Combat**.

### Ranged Combat

Unless instructed otherwise, **Combat** always begins with **Ranged Combat**. Whichever side has the **Initiative** becomes the **Attacker** and makes all of their **Attacks** first. One **D6** is rolled for each **Attack** and the result of the rolls compared against the **Roll To Hit** chart. Occasionally, the gamebook may instruct you to apply a bonus to the roll and this always added after the dice has been rolled. If you are the **Attacker**, remember to subtract one from the **Ammunition** you are using.

Any **Attacks** which are successful now have a chance to cause **Damage** to the **Defender** and a roll must be made against the **Roll To Wound** chart. The **Strength** of the **Attacker's Ranged Weapon** is compared against the **Defender**'s **Toughness** score to find the number that must be rolled equal to or greater than for a successful hit to cause damage. In some cases, it may be impossible for an **Attacker** to damage a **Defender** because their **Toughness** score is too high compared to the weakness of the **Attacker**'s **Ranged Weapon** but conversely, some **Attacks** automatically wound thanks to the relative power of their **Ranged Weapon** compared to the **Defender**'s Toughness.

There's one last stage before it is determined whether a **Defender** has been damaged or not and that is the **Save Phase**. Even if he has multiple **Saving Throws** of different types (e.g. **Armour Save**, **Cover Save**) a **Defender** only receives one **Saving Throw** per successful **Roll To Wound** and that save is the one with the lowest value. For example, if an **Enemy** has a suit of Power Armour (4) and is Fully Concealed (3) then he only receives the **Cover Save**. If the **Saving Throw** is successful then the **Attack** fails to cause any damage to the **Defender** and his **Wounds** total remains the same. Remember to make one **Saving Throw** for each successful **Roll To Wound**.

If the *Defender* receives no *Saving Throw* during the *Save Phase*, or if the *Saving Throw* is failed, then the *Attack* is successful and *Damage* can be applied. First, subtract the *Damage* value of the *Attacker*'s *Ranged Weapon* from the *Wounds* total of the *Defender*. Then, if the *Defender*'s *Wounds* total is still greater than 0, apply any other effects from the *Ranged Weapon*'s *Damage* (e.g. *Poison*, *Fire*).

If the initial *Damage*, or any of the *Ranged Weapon*'s effects reduced the *Defender*'s *Wounds* total to 0 or less, then the *Combat* is over. If the *Defender* survived then repeat the *Ranged Combat Phase* with the *Defender* now becoming the *Attacker* and vice versa. If there is still no winner after the second part of the *Ranged Combat Phase* then the *Combat Round* ends and you move to the next *Combat Round*.

## Close Combat

At any point after the first *Combat Round* you may opt to enter *Close Combat* with your *Enemy* unless otherwise instructed. Occasionally, the gamebook text may provide additional instructions regarding your *Enemy* that will require you to enter *Close Combat* after a certain amount of *Combat Rounds* have elapsed or even prevent you from entering *Close Combat* at all. Once you have entered *Close Combat* you remain in close combat until the *Combat* is over; you cannot re-enter *Ranged Combat*.

*Close Combat* works in much the same way as *Ranged Combat*. Using your *Weapon Skill* you determine what your *To Hit Roll* will be and attempt to roll equal or greater than that number on a single *D6*.

If the roll is successful then you make a *Roll To Wound* but rather than using the weapon's *Strength* to determine your *To Wound Roll*, you instead use your own *Strength* score.

The *Save Phase* works in exactly the same way as with *Ranged Combat* but with the exception that the *Defender* is ineligible to receive a *Cover Save*, only *Armour Saves* may be used in *Close Combat*.

The damage statistic of a *Close Combat Weapon* is always represented a multiplier and a successful hit causes damage equal to the multiplier times the wielder's *Strength* total.

As with *Ranged Combat*, the damage is applied to the *Defender's Wounds* total first and then, if he is still alive, any other effects from the *Attacker's* weapon are then applied.

## Example of Combat

You are attacked by a Tau Fire Warrior. The gamebook gives you the following instructions:

**Fire Warrior**

| WS | S | T | W | A |
|----|---|---|----|---|
| 3 | 3 | 3 | 10 | 1 |

**Weapons:**

|              | S | D    |
|--------------|---|------|
| **Pulse Rifle** | 5 | 2    |
| **Knife**       | * | x0.5 |

**Initiative:**     You

**Saves:**          Tau Armour (5)

**Notes:**          After the second combat round, the Tau moves into ***Close Combat*** and you lose any ***Cover Saves*** you may have. You begin combat with a save for being Partially Concealed (5).

Your current stats are as follows:

| You | | | | |
|-----|---|---|---|---|
| WS | S | T | W | A |
| 3 | 3 | 3 | 7 | 1 |

**Weapons:**

|  | S | D |
|--|---|---|
| **Shotgun** | 3 | 2 |
| **Chainsword** | * | x1.5 |

**Saves:**          Flak Armour (5)

You have the ***Initiative*** and make the first attack during the ***Ranged Combat*** phase of the first combat round. Your ***Weapon Skill*** is 3 so you need to roll a 4 or greater to hit the Fire Warrior. You roll a single ***D6*** and it lands on a 5. Success! However, you now need to make the ***Roll To Wound***. The ***Strength*** of your Shotgun is 3 and the Fire Warrior's ***Toughness*** is 3 so according to the ***To Wound Chart*** you need to roll a 4 or greater again to wound your ***Enemy***. This time you roll a 4. Another success! All that can prevent the Tau from being damaged now is his ***Saving Throw***. The Fire Warrior needs a 5 or greater on a single ***D6***, you roll… but it's only a 1. Failed! Because your Shotgun does 2 damage you reduce the Fire Warrior's ***Wounds*** total to 8 and mark off a shot from your Shotgun's ammo total.

The Fire Warrior then shoots at you. His ***Weapon Skill*** is 3 and your ***Strength*** is also 3 so he needs a 4 or greater to hit you. You roll the dice but it's only a 2. Failure! That means that this ***Combat Round*** is over and you move to the next ***Combat Round***.

The gamebook text forces you to move in ***Close Combat*** after the second ***Combat Round***, but you have the option to do so now. Although you and the Fire Warrior are fairly evenly matched, his Pulse Rifle stands a far greater chance of wounding you after a successful ***To Hit Roll***. Your ***Close Combat Weapon*** is better than his and you won't reduce your ***Saving Throw*** by moving out of cover as your ***Armour Save*** is of the same value. You make the choice to move to ***Close Combat***!

You again need to roll a 4 to hit and this time you roll a 6. Because you are in ***Close Combat***, you use your own ***Strength*** score and not the weapon's to determine whether you damage the Fire Warrior. Consulting the ***To Wound Table*** shows that you need to roll 4 or better. You roll the ***D6*** and it's a 4. Success! The Fire Warrior still has his ***Saving Throw*** of 5 or greater that he receives from his armour but this time you roll a 4. Failure! The Chainsword's damage multiplier is x1.5 so it does damage equal to one and a half times your ***Strength*** score. Your ***Strength*** is currently 3, 1.5 times 3 is 4.5 and because damage is always rounded up to the

nearest whole number you cause a massive 5 damage to the Fire Warrior and reduce his *Wounds* to 3!

It is now the Fire Warrior's turn to attack you. His *To Hit Roll* is again 4 and this time you roll a 6. Success! His *Strength* is 3, your *Toughness* is 3 so his *To Wound Roll* is 4 or greater. You roll another 6. Success! You need to make your *Saving Throw* of 5 or greater but can only roll a 2. Failure! The Fire Warrior's Knife has a damage multiplier of x0.5 so applying that to his *Strength* of 3 gives you a total of 1.5, which rounded up to the nearest whole number means he does you 2 damage and reduces your *Wounds* to 5.

Because nothing has occurred to change who has the *Initiative* in this *Combat*, you still get to attack first during the third *Combat Round*. Once again you need a 4 or greater to hit him and roll a 5. Success! The *To Wound Roll* is also 4 or greater and this time you roll exactly 4. Success! All you need to do now is make sure that you Chainsword penetrates the Tau's armour and you'll have killed him. The *Saving Throw* is once again 5 or greater and the D6 lands on 4. Failure! Your Chainsword bites through the Tau's armour and deals 5 damage – more than enough to kill the foul xenos scum!

## Combat involving multiple opponents

Quite often during your adventure, you will find yourself outnumbered and facing down two or more Enemies. When this occurs, you choose which Enemy will be the Defender for each attack you make. For example, if you have an Attack score of 2 and are being attacked by two Cultists then you may choose to make both of your attacks against the same Cultist or make one attack against each Cultist. If you only have an Attack score of 1 then you will need to decide which Cultist to make your attack on. Whichever side has the Initiative gets to make all of their attacks before the other side has their chance to attack.

## Phases of the Combat Round

1. Roll To Hit
2. Roll To Wound
3. Save Phase
4. Apply Damage

Repeat steps 1-4 for combatant without Initiative

## Glossary of Terms

**Adventure Sheet**
Found at the front of the gamebook, this is where you record your *Statistics*, *Ammunition*, *Equipment* and any other information that you will refer to during your adventure.

**Ammunition**
There are several boxes on your *Adventure Sheet* to record the different kinds of *Ammunition* your *Ranged Weapons* can fire. Every time you fire your *Ranged Weapon*, reduce the *Ammunition* total for that weapon by 1.

**Armour**
Any item that grants you an *Armour Save*.

**Armour Save**
A *Saving Throw* provided by any armour or protective gear you may be wearing.

**Attacks (A)**
A Statistic that represents the number of times a character or *Enemy* can attack during a single *Combat Round*.

**Attacker**
During a *Combat Round*, the *Attacker* is the character or *Enemy* who is attempting to damage the *Defender*.

**Backpack**
Where your items are kept. You begin your adventure being able to carry six items.

**Close Combat**
*Combat* where only *Close Combat Weapons* may be used. Once a *Combat* has entered *Close Combat*, *Ranged Combat* cannot be re-entered.

**Close Combat Weapon**
Any weapon only used during *Close Combat*. They are easily distinguished from *Ranged Weapons* as they have no *Strength* score and their damage value is always shown as a multiplier (e.g. x1.5).

**Combat**
*Combat* occurs whenever you encounter *Enemies* during the course of your adventure. *Combat* is made up of a series of *Combat Rounds* and continues until your character is either killed or has vanquished all *Enemies*.

**Combat Round**
*Combat* is made up of *Combat Rounds* where each party involved in the *Combat* has the chance to attack and defend against their opponent.

**Cover Save**
A *Saving Throw* granted by anything that provides cover during *Combat*.

**Defender**

During a ***Combat Round***, the ***Defender*** is the character or ***Enemy*** who is facing the attack.

**Equipment**
Any item you may find during the course of your adventure that is not a weapon or ***Ammmunition***.

**Enemy**
Any hostile entity that you encounter during the course of your adventure.

**Fire**
An ability possessed by certain weapons that causes an additional effect on top of the amount of damage it inflicts. Any character or ***Enemy*** hit by a weapon with this ability will continue to take an extra point of damage every ***Combat Round*** until the end of ***Combat***.

**Initiative**
Determines who becomes the ***Attacker*** and who becomes the ***Defender*** during the various stages of the ***Combat Round***.

**Medi-pack**
A single use item that restores your Wounds to their starting value.

**Poison**
An ability possessed by certain weapons that causes an additional effect on top of the amount of damage it inflicts. Any character or ***Enemy*** hit by a weapon with this ability will continue to take an extra point of damage during every ***Combat Round*** of every ***Combat*** they engage in until the ***Poison*** is neutralised.

**Purity**
A numerical representation of how much faith you have in the Emperor of Mankind or your devotion to the Dark Gods.

**Ranged Combat**
Any combat that occurs at a distance using ***Ranged Weapons***. Once you have exited ***Ranged Combat*** to commence ***Close Combat***, you may not re-enter ***Ranged Combat***.

**Ranged Combat Weapon**
Any weapon only used during ***Ranged Combat***. They are easily distinguished from ***Close Combat Weapons*** as they have a ***Strength*** score and their damage value is always shown as a numerical value rather than a multiplier.

**Reload**
If your weapon runs out of ***Ammunition*** during ***Combat***, you may choose to ***Reload*** but forfeit all of your ***Attacks*** during the next ***Combat Round***. Reloading after ***Combat*** does not carry any penalty.

**Save Phase**
Once a successful ***To Hit Roll*** and ***To Wound Roll*** have been made, the ***Save Phase*** occurs and is the last chance the ***Defender*** has to prevent damage.

**Saving Throw**

A roll of a single *D6* that is made to determine whether an *Armour Save* or *Cover Save* prevents your character or an *Enemy* from taking damage. Even if your character or an *Enemy* has multiple *Armour Saves* or *Cover Saves* available to them, only one *Saving Throw* is made during each *Save Phase* and this is equal to the *Defender*'s best *Armour Save* or *Cover Save* – i.e. the one with the lowest value.

**Statistic**
Any numerical value that represents a skill or ability possessed by your character.

> **Base Statistic**
> The value of a particular Statistic when you start your adventure.
>
> **Modified Statistic**
> The current value of a Statistic with any bonuses or penalties applied.

**Strength (S)**
A statistic used during *Combat* to determine the *To Wound Roll*. In *Close Combat* it also determines how much damage is inflicted by a *Close Combat Weapon*.

**To Hit Roll**
The roll of a single *D6* that determines whether an attack hits a *Defender*.

**To Hit Table**
The chart where *Weapon Skill* is checked to determine the *To Hit Roll*.

**To Wound Roll**
The roll of a single *D6* that determines whether an attack causes any damage to the *Defender*.

**To Wound Table**
The chart where the *Strength* of the *Attacker* or a *Ranged Weapon* is cross-referenced against the *Defender*'s *Toughness* to determine the *To Wound Roll*.

**Toughness (T)**
A *Statistic* used during *Combat* to determine the *To Wound Roll*.

**Weapon Skill (WS)**
A *Statistic* used during *Combat* to determine the *To Hit Roll*.

**Wounds (W)**
A *Statistic* representing the amount of damage you can take before dying.

## Charts

### To Hit Chart

| WS | Roll To Hit |
|---|---|
| 1 | 6 |
| 2 | 5 |
| 3 | 4 |
| 4 | 3 |
| 5 | 2 |
| 6 | 1 |

### To Wound Chart

| Strength | Toughness | | | | | |
|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | 4+ | 5+ | 6+ | N | N | N |
| 2 | 3+ | 4+ | 5+ | 6+ | N | N |
| 3 | 2+ | 3+ | 4+ | 5+ | 6+ | N |
| 4 | X | 2+ | 3+ | 4+ | 5+ | 6+ |
| 5 | X | X | 2+ | 3+ | 4+ | 5+ |
| 6 | X | X | X | 2+ | 3+ | 4+ |

N = Cannot Damage
X = Auto Damage (saves still apply)