

AGE OF RETRIBUTION

AGE OF RETRIBUTION CONVERSION GUIDE

Age of Retribution is a wargame inspired by Warhammer : Age of Sigmar, but using the background and the miniatures from Warhammer 40.000, both produced and designed by Games Workshop Ltd. This is a non profit fanmade open project. The only purpose is to offer different way to play with citadel miniatures and enjoy recreating the battles from the 41st Millenium.

To allow you to play your miniatures in WH40K Age of Retribution, we designed a range of conversion tables an equivalencies.

BASIC RULES

BRAVERY

Warhammer 40K	2	3	4	5	6	7	8	9	10
Age of Retribution	2	3	4	5	6	7	8	9	10

MOVE

- Regular Infantry: 5"
- Heavy Infantry: 4"
- Light Infantry / Swift Infantry: 6"
- Bike: 12"
- Jetbike: 12" not affected by terrain
- Jetbike: 12" not affected by terrain
- Jump Infantry: 6". With a special ability to move 12" and ignore terrain in movement phase or repeat Charge Roll.
- Beasts and Cavalry: 12"

SAVE

Armor Save

Save 40K	Save AoR
-	-
6+	6+
5+	5+
4+	4+
3+	3+
2+	3+ / +1 Wound

Invulnerable Save

Invulnerable saves means the limit of the effect of rending attacks. It is described in the unit warscroll. For example, a terminator with 3+ and invulnerable of 5+, in AoR, it will have a rule (Terminator Armor) that indicates that the rend will only affect him up to 5+. So he will save on a 4+ with rend -1, on a 5+ on a rend -2, and on a rend of -3 or more, he will continue to save at 5+ instead of 6+ or more. Units without Armor save but with invulnerable save like Harlequins save at 5+ (the invulnerable value) and they ignore rend.

Vehicle Armour Types

There are three types of vehicle in AoR.

- **Light Vehicles:** Open-topped vehicles. With less than 30 armour point in total and less than 3 Hull points. **Save +3**
- **Light Armoured Vehicles:** Less than 33 armour points in total and 3 Hull points or Less. **Save +3 and ignore Rend -1**
- **Medium Armoured Vehicles:** Less than 38 armour points in total and 3 Hull points or More. **Save +2 and ignore Rend -1**
- **Heavy Armoured Vehicles:** More than 38 armour points in total and 3 Hull points or More. **Save +2 and ignore Rend -1 and Rend -2**
- **Super Heavy Vehicles:** Super Heavy Vehicles. **Save +2 and ignore Rend -1 and Rend -2 like Heavy Armoured Vehicles.**

INITIATIVE

Warhammer 40K	AoR
1-2	Slow Initiative
3-4	Medium Initiative
5-6-7	Fast Initiative
8 or more	Fast Initiative / +1 Attack with main melle weapon

PSYCHIC POWERS

Each Psyker has a Basic Psychic Power depending of the race or unit. It will suit to their most common role on the battlefield.

Warp Charge/Power (40K)	Casting Value (AoR)
Primaris	5+
1	6+
2	8+
3	10+

WOUNDS

Regular Units

Wounds 40K	Endurance 40K	Wounds AoR
1	3 or less	1
1	4	2
1	5 or more	3
2	3 or less	2
2	4	3
2	5 or more	4
3	3 or less	3
3	4	4
3	5 or more	5
4	4 or less	4
4	5	5
4	6 or more	6
5	4 or less	5
5	5 or more	6
6 or more	4 or less	=
6 or more	5 or 6	+1 Wound
6 or more	more than 6	+2 Wounds

Vehicle Wounds

- Add up all the total armour of the vehicle and subtract 30.

Example: Lemman Russ. Front 14 + Sides 13 + Rear 10 = 37 - 30 = 7

- Then multiply by 2 the Hull points.

Example: Lemman Russ. 3 HP x 2 = 6

- Then sum both results.

Example: Lemman Russ: 6 + 7 = 13 Wounds

- The minimum wound for a vehicle is always 5, and the maximum is 20.

Vehicles with Super heavy rule can have up to 35 wounds.

Character Wounds

- Add 2 Wounds to Independent Characters (Heroes)

- Add 1 wound to characters (Leaders).

Feel No Pain

The Feel No Pain rule is applied after the damage. If you receive a wound with damage 5, you will need to roll 5 dice to ignore them.

ATTACKS

Missile Weapons To Hit

BS	To Hit AoR	AoR (Overwatch)
-	-	-
1	6+	6+
2	5+	6+
3	4+	6+
4	3+	6+
5	2+	6+
6	2+/repeat 1	5+
7 or +	2/ repeat 1 +1 Shot*	4+

* With The main missile weapon

To Wound

Strenght	To Wound AoR
1-2	6+
3	5+
4	4+
5	3+
6	2+ / Damage 1
7	2+ / Damage 2-1D3*
8	2+ / Damage 2-1D3*
9	2+ / Damage 3-D6*
10	2+ / Damage 3-D6*

* This will depend of the Weapon type

Melee Weapons To Hit

WS	To Hit AoR
1	6+
2	6+
3	5+
4	4+
5	3+
6-7	2+
8+	2+/repeat 1

Rend

Armour Piercing	Rend
6 or -	-
5	-
4	-1
3	-1 (+1 To wound up to 3+)
2	-2
1	-3

Vehicle Assault Wounds

- Light Vehicles: 4+ To Wound. Rend -

- Light Armoured Vehicles: 4+ To Wound. Rend -1

- Medium Armoured Vehicles: 3+ To Wound. Rend -1

- Heavy Armoured Vehicles: +3 To Wound. Rend -2

- Super Heavy Vehicles: +2 To Wound. Rend -2. Damage 2

WEAPON TYPES

- **Assault:** No penalties.
- **Rapid Fire:** The same as Salve Weapons.
- **Salve Weapons:** First number of shoots and half Range (Range of the weapon in AoR). An ability will allow to shoot more shoots at the double Range if it didn't moves. A model that shoots this weapon can't Charge in the same Turn.
- **Heavy Weapons:** If It moves it shoots at 6+ to hit. A model that shoots this weapon can't Charge in the same turn.
- **Pistol:** Only has a soot except if the owner gains attacks. Add 1 attack to the main Melee Weapon.
- **Bombs:** Special Ability. Drop the bombs in the movement phase (only one bomb).
- **Grenades:** Special Ability. On per model. The Ability Will describe if it can be used in Shooting or Charge phase.