

WH40K AGE OF RETRIBUTION

PLAY IN THE AGE OF RETRIBUTION

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 fan made open project. The only purpose is to offer different way to play with citadel miniatures and enjoy recreating the battles from the 41st Millenium.

Playing Age of Retribution requires two or more players and the following three elements to play a game:

- **An army:** Each player brings a selection of miniatures from his collection. In game, the units will be represented with their **Warscrolls** and the faction they fight for will be described in the **Faction Warpath**.

- **A battlefield:** A flat surface with scenery to represent where the battle take place. You can use **Theatre of War** rules and **Warscrolls Scenery** or use the generic rules described here.

- **A mission:** Which are the goals and objectives of your troops? How will they claim Victory or suffer Defeat? You can use the regular annihilation mission described here or chose between three type of missions: **Kill team**, **Eternal War** or **Malestorm of War**. Each mission described in a **Battleplan**.

TOOLS OF WAR

In order to fight a battle you will require a tape measure, templates and some dice.

Distances in Age of Retribution are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. WH40K: Age of Retribution uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied. In some situations, you will need a scatter dice that will indicate if you hit the target or if it scatters in a direction shown with an arrow.

Also, Age of Retribution uses three types of templates, for explosions or flamers. They are the Blast template (B), the Big Blast template (BB), and the Gust template (G)

THE ARMIES

In order to play, you must first muster your army from the miniatures in your collection. You can decide to play an Unbound Game, using the models you like without any restrictions, or play a Balanced Game using the same point system as you do with Warhammer 40.000. The more units or points you decide to use, the longer the game will last and the more exciting it will be! Both Players can decide to use the point values described in the Battleplans or use the regular armies sizes:

- **Patrol:** 500 points
- **Vanguard:** 1000 points
- **Intervention Force:** 1500 points
- **Anihilation Force:** 2000 points or more

Armies are a group of soldiers from the same faction or allied soldiers from different factions. Each of the factions that fight in the 41st millenium have their own special rules and tactics described in the **FACTION WARPATH**. You can pick an army from a single faction or combine more than one faction from and **GALACTIC ALLIANCE**. Sometimes armies from different faction can share benefits from being the same Race, which will be indicated in their Keywords.

UNITS AND WARSCROLLS

All units from the game are described in their **WARSCROLLS**, which provide the basic rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models with the same warscroll, and they can have character models to represent their Unit or Army Leaders with their own warscroll. Then, the leader will be a part of the unit even if he has a different warscroll. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

THE BATTLEFIELD

Battles in Age of Retribution are fought across an infinite variety of exciting landscapes in the Galaxy, from desolate volcanic planets and asteroids bases, to lush jungles and devastated cities. The galaxy is in flames and no land is left untouched by the blight of war.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which kind of environment the battle takes place. You can use **THEATRE OF WAR** rules to represent a specific planet or you can just say the battle takes place in a regular planet with no special rules.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle. Some Theatre of War rules or Battleplans may describe specific configurations of terrain and sceneries.

To help you decide the placement of your scenery, you can choose to roll on dice for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
1	1 terrain feature
2	2 terrain features
3	3 terrain feature
4	2-4 terrain features
5	1-3 terrain features.
6	0-4 terrain features.

THE MISSION

There are four type of mission available in Age of Retribution. Of course you can create your own missions or play the way you want. Each of those missions are described in the Battleplans, with all restrictions, main objectives, conditions and set up:

- **Annihilation:** The basic mission described here where the main goal is to erradicate the enemy.

- **Maelstorm of War:** Both players must secure or complete various objectives wich will give them victory points along the game. At the end of the game, the player that own more victory points win the battle.

- **Altar of War:** Those missions are based on Victory conditions, some of them can only be reached at the end of the game. When a player can claim the Victory before the ending of the battle, the game ends.

- **Kill Team:** Small games with few miniatures. In those games, all miniatures are independent and can move separately without maintaining unit coherence.

SET UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory. You can continue setting up units until you have set up all the units you want to start the battle, or have run out of space. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand. The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

Most Battleplans have their own set up configuration, if you play a Battleplan you will have to follow the instructions described there.

THE WARLORD

Once the set up is completed, nominate one of the models you set up as your Warlord. Your warlord has a command ability, as described in the rules for the hero phase.

MISSION: ANIHILATION

The regular mission in Age of Retribution is called Annihilation, and the goal is simply to exterminate your enemy. The victor can immediately claim a major victory and earn glory and honor, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army (if you're playing an Unbound Game). You can also use the point values from 40k to determinate this. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a minor victory. For example, if one player lost 75% of their starting models or points, and the other player lost 50%, then the player that only lost 50% of their models or points could claim a minor victory. Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORY

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, or has a third more points, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A major victory can be claimed immediately when the objective is achieved by the outnumbered player.

SUDDEN DEATH TABLE

- **Assassinate:** The Enemy player picks a unit with the **HERO, PSYKER, VEHICLE** or **MONSTRUOUS CREATURE** keyword in their army. Slay the unit that they pick.
- **Blunt:** The enemy player picks a unit with one or more models in their army. Slay the unit that they pick.
- **Endure:** Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.
- **Seize Ground:** Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

BATTLE ROUNDS

WH40K: Age of Redemption is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. **Hero Phase** *Cast psychic powers, call reinforcements and use heroic abilities.*
2. **Movement Phase** *Move units across the battlefield.*
3. **Shooting Phase** *Attack with missile weapons.*
4. **Charge Phase** *Charge units into combat.*
5. **Combat Phase** *Pile in and attack with melee weapons.*
6. **Battleshock Phase** *Test the bravery of depleted units.*

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability "after set-up is complete". These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

In your hero phase you can use the Psykers in your army to cast psychic powers (see the rules for Psykers on the last page of these rules). In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase.

However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITIES

In your hero phase, your warlord can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

RESERVES

Reserves are units that aren't deployed at the beginning of the game. Instead, they arrive later in the game. Sometimes a mission may force you to keep some units in reserves.

At the start of the second turn (and any turn after that), in your Hero Phase, you may roll a D6 for each unit you want to arrive in the battlefiel. On a 3+ the unit arrives this turn, if the result is less it remains in reserve. Units that arrive will be deployed within 6" of the border of the battlefield, in the player territory and more than 12" from any enemy unit. When a unit arrives and is set up, roll for the rest of the units you want to arrive.

DEEP STRIKE

Some units can Deep Strike when they arrive from reserve. Instead of deploying them on the battlefield border, place one miniature from the unit wherever you want in the battlefield, 12" from enemy models. Then roll the scatter dice and a D6. If the result of the scatter dice is an arrow, move the model the result of the D6 in inches in the direction of the arrow. Then place the rest of the models 1" from the first models. If any model can't be placed within 1" of a model from the unit (if there is an obstacle, a piece of terrain or so), roll 1D6. On a 5 or 6, place the model at 3" of any model from the unit. On a 3 or 4 do the same but the unit suffers a wound (saveable). On a 1 or 2 the model is slain.

MOVEMENT PHASE

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move more than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

TERRAIN AND OBSTACLES

- **Obstacles:** When a unit moves, it can cross obstacles if they are 2/3 of their size or less, to do so roll a dice, on a 2 or more the miniatures can continue their movement. On a 1, the miniatures are stuck and can't pass the obstacle, if the miniature has lost one wound or more, it suffers an additional wound. You can roll the Save roll normally.

- **Difficult Terrain:** If a unit moves in a difficult terrain (entering, crossing or getting out of it) you may roll a move roll depending on the move characteristic of the miniatures.

Unit Move	Dices Roll
1-6"	1D6
7-12"	2D6
+12"	3D6

The result will be the distance moved by the miniatures. Some difficult terrains can be dangerous terrains. When moving on dangerous terrain, the unit gets a wound for any roll of 1. If a unit runs in difficult terrain they add 1D6 but it will be considered as dangerous terrain.

SHOOTING PHASE

In your shooting phase you can shoot with models armed with missile weapons. Pick one of your units. You may not pick a unit that ran or retreated this turn or are within 3" of any enemy model. The number of weapons that a unit can shoot is described in their Warscroll. After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish in base contact with an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

OVERWATCH

Units with Missile Weapons that receive a charge can make an Overwatch shoot. After the Charge Roll, if the assaulting unit charge is successful, your shooting units can make 1 attack with one missile weapon but they will hit the enemy at 6+.

COMBAT PHASE

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase. There are three levels of **INITIATIVE** in combat, Fast, Normal and Slow initiatives, described in the units warscrolls. Both players may first attack with all the Fast Initiative units they have, then with the Normal Initiative units and finish with the Slow Initiative units.

If both players have units in a same Initiative level, the player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units with that level of initiative on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. If a player has no units with one Initiative level, he will simply not make any attack in that level. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

ATTACKING

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGERS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon, and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible).

For the purposes of determining visibility, an attacking model can see through other models in its unit. If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon has a -1 Rend characteristic, 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit. Some units have an invulnerable save that represents a limitation the rend, for example, a unit may have a 3+ save but a rule says it has an invulnerable save of 5+. Even if the Rend is -3, the unit will always save on 5+ instead of 6+.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries.

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLICT DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated. Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side - it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. If the model has no save roll in his Profile it will have a 6+ Save Roll. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

BATTLESHOCK PHASE

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit (including heroes and leaders), one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken. You must choose which models flee from the units you command.

UNIT TYPES

There are many different types of warriors and engines in the 41st Millennium. You can find the unit type in the keyword just before the unit name.

CHARACTERS

Character are the leaders of your army. They can be the commander of an entire empire or just be the leaders of a commando squad.

HEROES

Heroes are indicated with the keyword **HERO**. In game, they work as independent characters, but they can join units (you will find which unit they can join in the warscrolls). You can say they start the game within a unit, but they will be able to join or leave units during the game, anytime during your hero phase. They must be within 1" of a unit to join it.

SQUAD LEADERS

Squad Leaders are veterans chosen to lead unit of their kind. Squad Leaders have the keyword **LEADER**, and the units they may lead are listed in their description, on the warscroll. Usually they are able to lead one specific unit but some leaders can lead several different units. A Leader is part of a unit and starts the game with his unit and can never leave it.

CHARACTERS AND UNITS

A unit can only have one Squad Leader, but several heroes may join them. If a Hero or Squad Leader receives a wound, on a 4+ the wound may be allocated to another miniature instead of the Character.

PSYKERS

Psykers are powerful beings whose mind can control the powers from the warp and affect the reality with them.

PSYKER LEVELS

Psyker units or characters have the keyword **PSYKER**. Units with that keyword can cast psychic powers. In the description you will see the psyker level of the character or the unit (the level is for all the warscroll).

PSYCHIC POWERS

Psykers always know one basic power described in their warscrolls. They can also learn one additional power for each of their psychic levels. Powers are learned from the psychic disciplines (available disciplines are set in the psyker warscrolls). They can be masters of one discipline if they chose all their psychic powers only from one discipline. If they do so, they will replace their basic power for the discipline **Primaris Power**.

Each Power has a Casting Value, you will need to roll one or more dices and add the caster psychic level. The total must beat the Casting Value in order to cast the power.

WARP CHARGE

If you have at least one Psyker in your army, then in your hero phase you can decide to manifest the powers from the warp. Roll 1D6, the result will be the Warp Charge, that means number of dice you and your opponent will have to cast psychic or unbind psychic powers. You and your opponent add one dice for any psyker level you have in your army.

CASTING PSYCHIC POWERS

Once you have your Warp Charges, you can start to cast psychic powers. Choose one of your psykers, chose a power to cast and chose a target. A psyker can attempt to cast one power for every psychic level he has. Sometimes the target will be the Psyker himself or allied units, sometimes it will be an enemy unit or pieces of scenery. This will be described in the psychic power description. Once you decided the power you psyker will attempt to cast, you have to announce how many dices you will use to cast the power. After that you opponent has to say how many dice does he want to spend to unbind your spell. Then, both players roll their dices, and the player of the turn adds the psychic level of the caster to the result.

- If the total beats the unbind roll AND the casting value, the power is cast successfully.

- If the total beats the casting value but is lower than the unbind roll, or if the total is lower than the casting value but higher than the unbind roll, the power has no effect. You can try to cast a different spell with the psyker if you still have Warp Charges.

- If the total is lower than the casting value and lower than the unbind roll, the power has no effect. The casting player will also lose D3 warp charges.

On a double 6 on the casting roll, the caster suffers a mortal wound, even if the casting roll is successful. You can cast psychic powers until you run out of Warp Charge.

VEHICLES

Vehicles are an unquestionable part of many armies in the 41st millennium. They can be fast vehicles that strike like thunder, armored transports that assure the troops to reach the combat, or massive shooting platforms with many different weapons.

MOVEMENT AND SHOOT

Vehicles can shoot with all their weapons even if they moved in the same turn. But as regular units, they can't shoot if they run. Vehicles don't run, but they make a turbo boost move which is the same as Running.

Vehicles starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If they retreat, the vehicle must take a direction where there are no enemies on the way and end its move more than 3" away from all enemy units. A vehicle that retreats won't be able to charge later that turn but will be able to shoot.

ASSAULT AND COMBAT

Vehicles can charge as the rest of the unit in the charge phase, but they will charge in a straight line in the direction they point and they will move the same exact result they get in the charge roll except if they find an impassable terrain (for example, if the result is 9, then they will move 9", not more nor less). All the enemy units on the way will receive an attack that hits automatically, the wound roll, rend and damage will depend of the vehicle. The miniatures that are not slain will have to step aside from the vehicle.

Most vehicles don't have combat weapons and they will not be able to attack in the combat phase. Some vehicles however have some melee weapons like wrecking balls or electro-defensive shields.

BATTLESHOCK TESTS ON VEHICLES

If a vehicle suffers at least four wounds, you will have to make a battleshock test. Roll a dice as you do with regular battleshock tests but add the wound lost instead of the miniatures slain. If the result is lower or equal to the vehicle bravery nothing happens, If its higher, use the table below to see the effects.

Result	Effect
1 Higher	-1 To hit in shooting Phase
2 Higher	-2 To hit in shooting Phase
3+ Higher	- The vehicle can't move.

The effect will last until the end of your next turn.

TRANSPORT

Some vehicles can carry troops. The amount of troops a vehicle can carry is described in his warscroll. When miniatures are in a Transport, you can keep they outside the battlefield, they are considered as being inside the transport.