

WARHAMMER 40,000 CCG :: HOW TO PLAY

Captain Miller: "Greetings, Battle Brother. I have been tasked by our Immortal Emperor to train you in the ways of planetary domination..."

- Setup
- First Wave Deployment
- Regular Deployment
- Battle!
- Check for Victory

Your cards are your link to victory. They represent your forces, be they units of troops, thickly armored tanks, characters, or fortifications. 5 sector cards represent the place you are fighting over. The object of the game is to take 3 of the 5 sectors. You have 4 turns to complete this mission. If, by the end of the 4th turn, neither player has taken 3 sectors, the game ends and the player with the highest victory point total wins. You get victory points by taking sectors.

SETUP



Begin each game by giving your deck a shuffle. Set your deck off to the side, next to your Fleet card. The 5 sector cards are placed in a row between you and your enemy. Now the battle can begin!

Each turn follows a specific order. You and your enemy complete each phase before moving on to the next one.

Before you begin the first turn, determine which player is the attacker and which is the defender. The attacker is the player with the highest First Wave number, found on each player's fleet card. The other player is the defender. In the case of a tie, players discard the top card of their deck, noting the die number printed on the discarded card. This is called rolling. The player that rolled the highest is the attacker, and the other player is the defender. In the event of a tie, re-roll.

Every turn begins with the Deployment Phase. This phase is broken down into 2 steps: First Wave Deployments and Regular Deployments. The Attacker always goes first in the deployment phase.

FIRST WAVE DEPLOYMENTS



The attacker flips over the top card of their deck, looks at it, and then places it face up in front of any sector. The attacker does this an amount of times equal to his or her first wave number. Your first wave deployments must be spread out over as many sectors as possible.

Next, the defender makes his or her first wave deployments. Remember, you make your first wave deployment every turn.

REGULAR DEPLOYMENT



After first waves are finished, move on to regular deployments. Here's how they work: Each player draws 6 cards to form a deployment hand. You can look at the cards in your deployment hand, but you can't look at your enemy's hand! Starting with the attacker, each player takes turns playing 1 card face down to any sector they choose, until both players run out of cards. You do not have to spread out these deployments.

This is your first game, so don't worry about what the cards do just yet - you will learn all about that and more when we get to the Battle Phase!

Once both players are out of cards to deploy, the deployment phase ends.

BATTLE!

The next and final phase of each turn is the Battle Phase. Each battle phase consists of 2 battles: the defender's battle and the attacker's battle. First, the defender chooses a sector to battle over. He or she must choose a sector that they have cards at. For this first battle, choose a sector that both players have cards at, just so things will be interesting.

Once the sector is chosen, both players reveal their cards at that sector. Now each player draws a hand of 4 cards. This is called your Command Hand. While cards are in your command hand, the only part of the card you read is the upside-down portion at the bottom of each card. Most players find it convenient to flip their hand over to read these easier.

Here's how the battles work: Each player takes a turn playing one Battle Action at a time, back and forth, until both players pass in succession. Since the defender chose the sector, the attacker gets the first battle action. We call battle actions BAs for short.

When it is your turn to play a BA, you have 4 options available to you. The first option is Shooting. To shoot, you need to know a little bit more about the cards.

Look at the top of a unit card. A unit card is a card with 3 numbers across the top. The first number is Firepower. This is how much damage the unit will deal when it shoots. The second number is Speed, which tells you how fast the unit is. The last number is Armor. This is how much damage it takes to destroy the unit.

To shoot with a unit, the first thing you do is Lock it. To lock it, you turn it sideways to show that you've used it. You then target one of your enemy's units.

Before anything else happens, your enemy has one opportunity to Block your shot, and this is where speed comes in to play. If your enemy has a unit that is faster than your shooting unit (i.e. a unit with higher speed) they can block it. To block, lock the blocking unit. That unit becomes the new target of the shooting. Basically, it has jumped in front of the targeted unit and took the bullet for it.

Once the target of the shooting has been determined, players can play Tactics. Tactics are usually cards in your command hand that say "T:" and they generally modify a card's abilities, like "T: Any unit gets +1 firepower." You can play as many tactics as you want to. Bonuses granted by tactics only last for that action.

Some units have their own tactics printed on them. The Flash Gitz have the ability "T (4+): This unit gets +2 firepower." The "(4+)" means you have to roll to see if the ability works. If you roll a 4 or higher, the Flash Gitz get the +2 firepower bonus. Otherwise, nothing happens.

Once both players are done playing tactics, the shooting unit deals an amount of damage equal to its firepower to the targeted unit. If the damage equals or exceeds the target's armor, the target is destroyed and placed in its owner's discard pile. If the damage is less than the target's armor, the damage is erased and has no further effect. Damage never carries over.

That's how shooting works. The next option you have when it is your turn to play a BA involves your Assault Units.

Assault units are unit cards with the Assault ability. It is usually printed with a number after it, like "Assault: 3." You can only assault with units that have the assault ability.

Before you can assault with a unit, you must Charge it. To charge a unit, turn it upside-down, so it faces your enemy. This takes your whole BA, so after you do this it becomes your enemy's turn. This basically gives them a chance to deal with your charging unit before it hits.

You can spend your next BA to assault with the charging unit (assuming your enemy didn't shoot it to bits, of course). Assault works a lot like shooting. First you lock your charging unit, then you choose your target. There are 2 big differences, though. First, your enemy cannot block. Second, you use the number printed after the assault ability on the card for damage. Assaults can be highly effective, but it takes 2 turns to use them.

Your third option is to play a card from your hand that says "BA". Simply do what the card says, then discard it.

Some cards require a roll to see if they work. They are usually worded like this: "BA (4+): draw 2 cards." Whenever you see the number on parenthesis, you know you have to roll. Remember, to roll, discard the top card of your deck and use the die number of the discarded card for the roll.

Your fourth and final option is to pass. If you have nothing left to do, this is your only option. Once both players pass in succession, the battle is over and we check to see if anybody won the sector.

CHECKING FOR VICTORY

Once the battle is over, both players discard their command hand, then each side adds up its flag total. Most cards have a flag icon in the upper left corner of the card. Your flag total is the number of these icons printed on the cards you have left after the battle.

A player wins the sector if he or she has more flags than their enemy, and at least as many flags as the sector.

If a player wins the sector, it is placed next to that player's fleet card and all cards that were at that sector are discarded. If no player won the sector, return all cards there to the ready position. They live to fight on!

Once the first battle is over, the attacker gets to choose a sector to battle at. The attacker cannot choose the sector that was just battled over, and he or she must choose a sector at which they have cards. This battle is fought just like the first battle, except the defender takes the first BA.

After the second battle, the turn ends, and a new one begins, with another deployment phase and two more battles. The game ends if one player takes three sectors, or at the end of the 4th turn, whichever happens first.

At the end of the 4th turn, if neither player has taken 3 sectors, the player with the highest victory point total wins. Victory points can be found on the sector cards. If the 4th turn ends and neither player has any victory points, play a 5th turn, and continue to play extra turns until one player ends the turn with victory points.

Well, that's it. Report to Battlefleet. It's time for you to put your skills to the test!