

# BOARDING ACTIONS

Boarding Actions is a new expansion for Warhammer 40,000, offering players of all kinds an exciting and unique way to experience the battles of the 41st Millennium. These simple rules additions will allow you to take your forces deep into the dark interiors and hidden spaces of the war-torn galaxy for both matched play and narrative play. Featuring pre-set terrain and compact armies, you can dive straight into brutal close-quarters combat quickly, with fast and furious matches often allowing you to play out several battles over the course of a single gaming session.

While many Warhammer 40,000 battles feature large armies clashing on the field of battle, Boarding Actions missions allow you to play out those crucial assaults that can turn the tide of the greater conflict. Boarding Actions armies will also look different to what you might be used to. Your forces will not have access to the Detachment Rules, Enhancements or Stratagems featured

in your Codex or Index, but can instead utilise a new range of bespoke options specifically tailored to this deadly form of combat. Additional Enhancements and Stratagems, unique to each faction can be found in the various Arks of Omen books, alongside a wealth of varied and interesting missions.



## BOARDING ACTIONS TERRAIN

Besides these rules, in order to take your forces out to fight amongst the stars, you will need to pick up a copy of the Warhammer 40,000: Boarding Actions Terrain Set.

This set provides everything that you see here, with a myriad of different wall pieces, hatchways and architectural elements included. In addition, it also contains two fully detailed game boards depicting the crumbling decking and pipework of the ships you are fighting aboard – everything you need to begin battling your way across the void craft of the 41st Millennium.

# BOARDING ACTIONS BATTLEFIELDS

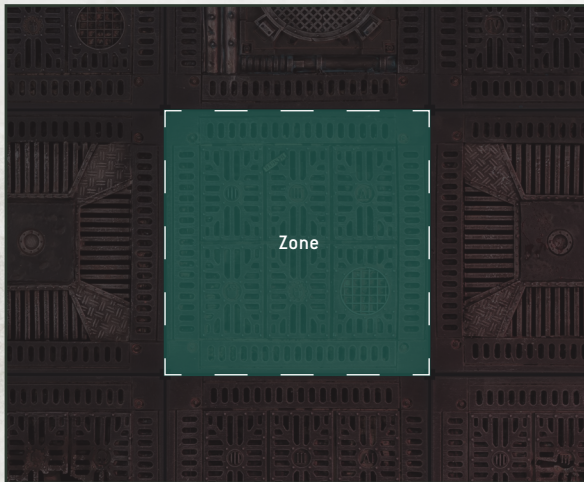
Boarding Actions battles involve a series of new components that differ from those you may have used in other games of Warhammer 40,000. Additional details on how to use these can be found below.

## GAME BOARDS

When fighting a Boarding Actions battle, your battlefield will be made up of two Boarding Actions game boards, laid side by side to create the battlefield area. Each mission will contain a mission map that not only shows you the important details required to play that mission, but also shows the layout of the two game boards and how they should be set up. In some missions this will be so that they are touching, but in others, it may require the two game boards to be separated.

Each game board is made up of a series of squares, called Zones, like the one shown below.

These squares will often be used to denote certain areas of the battlefield, most commonly Entry Zones, which are used when setting up your units on the battlefield.

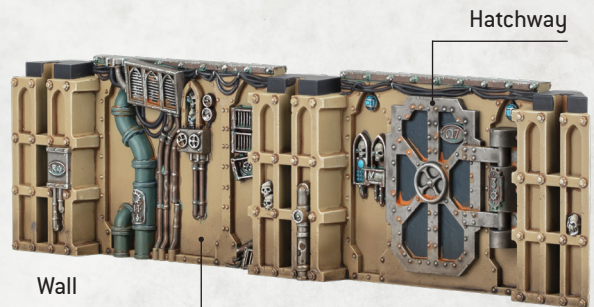


## CRUSADE BATTLES

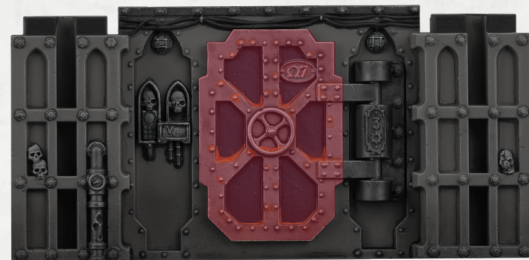
Boarding Actions can be used to play battles with your Crusade force in the normal way – your units still have all of their Battle Honours and other upgrades as they would in any other game. However, some of the Agendas found within various publications are not appropriate for Boarding Actions games, either because they reference rules mechanics that do not exist in these battles, such as deployment zones, or because narratively they do not fit within the environment. We recommend players have a discussion before the game to mutually agree which Agendas from their factions are appropriate for the game they are about to play.

## TERRAIN

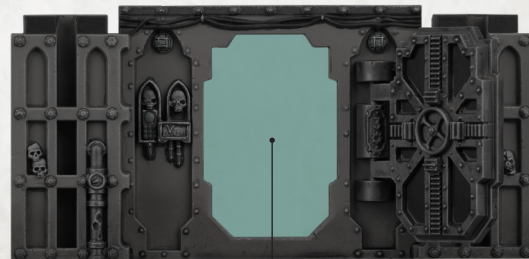
Most of the terrain in Boarding Actions games consists of Walls (which includes any attached Pillars) and amongst these will be Hatchways, which can be opened. An example of such a piece of scenery is shown below.



Hatchways can be in one of two states – closed or open. When a Hatchway is closed, it will prevent movement and visibility. When a Hatchway is open, models will be able to move freely through it and see through it.



Closed Hatchway



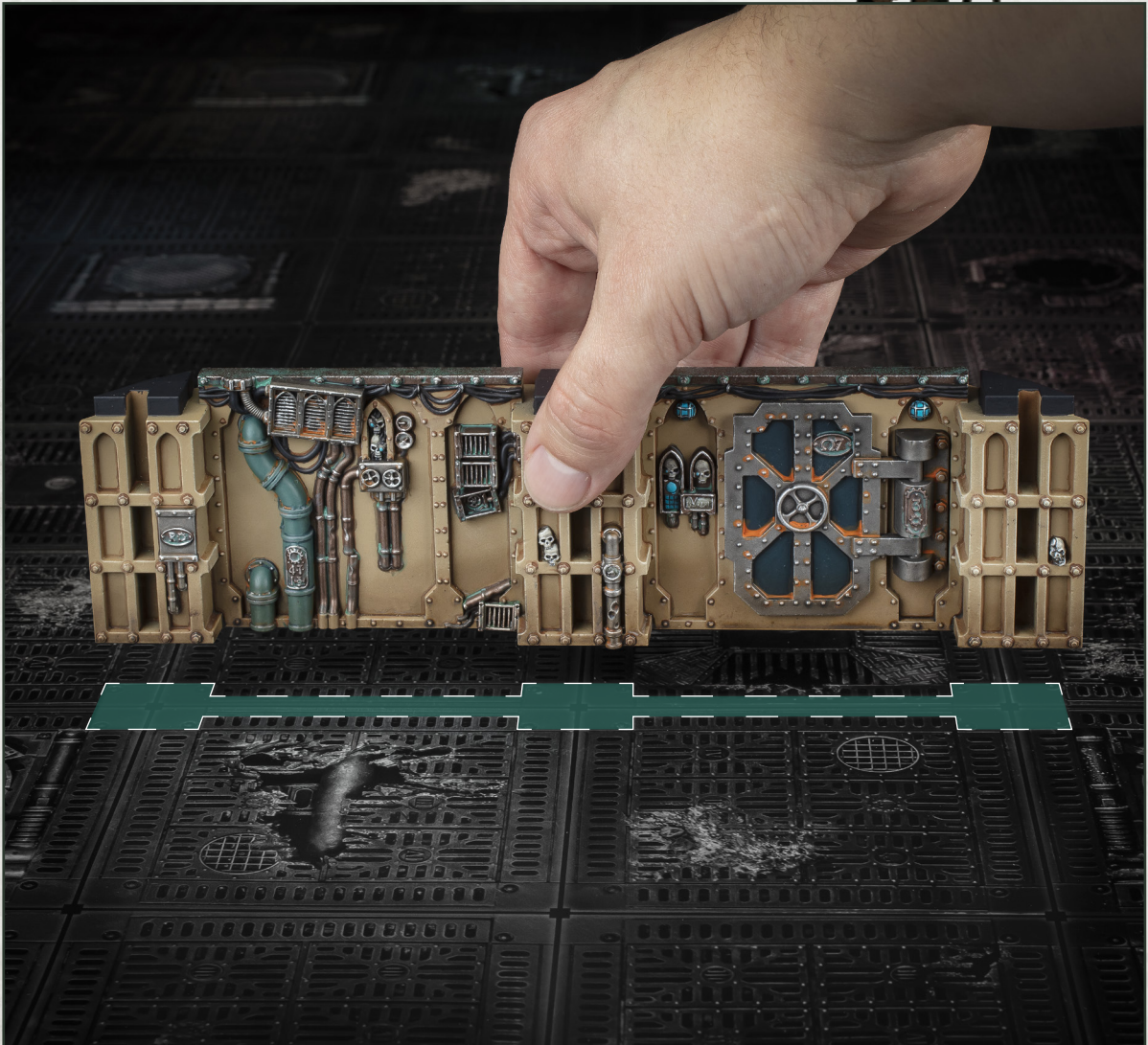
Open Hatchway

## SET UP

You will no doubt have noticed by now that Boarding Actions battles use unique terrain to lay out the claustrophobic corridors of the spacecraft where your fights will take place. This terrain is highly modular and can be clipped together in a large number of different configurations. If you are playing a Boarding Actions mission, the mission map will also show you where to set up the terrain features, along with the positions of each Hatchway.

Each piece of terrain on the mission map will be coded, allowing you to quickly identify which piece it corresponds to, and where that piece should be positioned on the game boards. You can find a key denoting the code for each piece on pages 13-14. We also recommend painting or writing the codes for each wall piece onto the underside of that piece – this will allow you to identify them quickly when setting up your game.

When placing these terrain pieces on the game board, the Wall sections line up with the lines between the Zones on the board and any Pillars line up with the smaller squares in the corner of each Zone, as shown below.



# THE RULES

**In this section you will find a number of additional rules or amendments to the Core Rules for Warhammer 40,000 that are used when fighting Boarding Actions battles.**

Boarding Actions is an expansion to Warhammer 40,000. As such, unless otherwise specified on the following pages, all of the Warhammer 40,000 Core Rules apply to battles fought using this expansion. These have been ordered related to the phases of the game they are most relevant to.

## OTHER SUPPLEMENTS

The following documents, all available on [warhammer-community.com](http://warhammer-community.com), have particular relevance to Boarding Actions games:

### MUSTERING RULES

The Boarding Actions Mustering Rules document is the go to place for all the rules you need to put your forces on the battlefield. It includes army construction rules for every faction and includes any updates to their datasheets to account for the unique constraints of Boarding Actions games.

### MUNITORUM FIELD MANUAL

The Munitorum Field Manual provides the most up to date source of points values for units in Warhammer 40,000 and should be used with your games of Boarding Actions.

### BALANCE DATASLATE

The Balance Dataslate is a document used to apply balance adjustments to the larger Warhammer 40,000 experience, but there is a big difference between fighting games of Warhammer 40,000 on the wide open battlefields of the 41st Millennium and within the close quarter mayhem of spaceship interiors. As such, many of the elements addressed by the Balance Dataslate are not an issue in Boarding Actions battles. Any relevant parts of it that do apply are incorporated into the Mustering Rules document.

## ACTIONS

In the last edition of Warhammer 40,000, the game featured a mechanic known as Actions, which no longer exists. A number of the missions created for that edition used Actions in their mission rules. For the purpose of playing these missions with the current edition of the game, the following rules apply:

- A unit cannot perform an action if it is Battle-shocked. If it becomes Battle-shocked it fails any action it is performing.
- A unit cannot perform an action if it is within Engagement Range of one or more enemy models.
- A unit cannot perform an action if it Advanced or Fell Back earlier in the turn.
- A unit that is performing an action cannot make a Normal, Advance, Fall Back or Charge move.
- A unit that is performing an action cannot make ranged attacks.

# MOVEMENT PHASE



## IMPASSABLE TERRAIN

Walls and closed Hatchways are considered impassable, meaning models cannot move through or end a move overlapping these terrain features.

## FLYING

While on the battlefield, models lose the **FLY** keyword if they have it, and cannot **FLY**. In addition, at the start of the battle, the Move characteristic of such models is reduced to a maximum of 9" and this cannot be increased for the duration of the battle.

## SCOUTS ABILITY

All units lose the Scouts ability and cannot gain it through any means.

## OPEN HATCHWAYS

Models can move through open Hatchways without hindrance, even if their base is wider than that of the Hatchway, but a model cannot end a move with its base in the middle of an open Hatchway. The Hatch of an open Hatchway is ignored for all purposes.

## MEASUREMENT

When measuring the distance between two points, you cannot measure through Walls or closed Hatchways – instead you must measure the closest path around these. If you cannot trace a path between two points, they are considered to be an infinite distance apart.

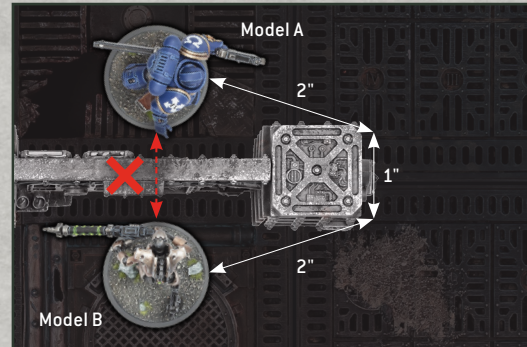
## ENGAGEMENT RANGE

When measuring to see if one model is within Engagement Range of another, if the shortest line between those two models passes through an open Hatchway and they are within 2" of one another.

## MOVING THROUGH MODELS

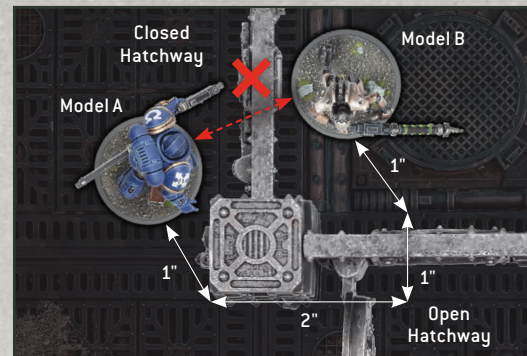
Models cannot move over or through other models.

Impassable Terrain



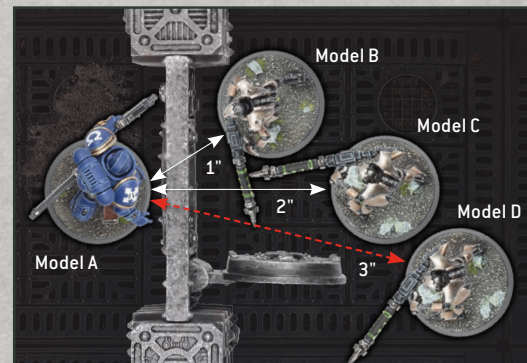
Model A and Model B are 5" apart, as the Wall cannot be measured through (indicated by the dashed red line).

Hatchways



Model A and Model B are 5" apart, as the Hatchway on the left is closed and so cannot be measured through (indicated by the dashed line), however, the Hatchway on the right is open and so can be measured through.

Engagement Range



- Both Models B and C are within Engagement Range of Model A, as the shortest distance between them passes through an open Hatchway and they are within 2" of one another.
- However, Model D is not within 2" of Model A and so these two are not within Engagement Range.

## DEEP STRIKE ABILITY

The Deep Strike ability is the one exception to this rule. Each time a model with this ability is set up on the battlefield, when measuring the horizontal distance to enemy models, Walls and closed Hatchways are ignored.

## OBJECTIVE MARKERS

Models can continue to move over objective markers as if they were not there and, unlike some other games of Warhammer 40,000, they can end a move on top of an objective marker. In addition, a model is within range of an objective marker if it is within 1" horizontally of that objective marker instead of the normal distance.

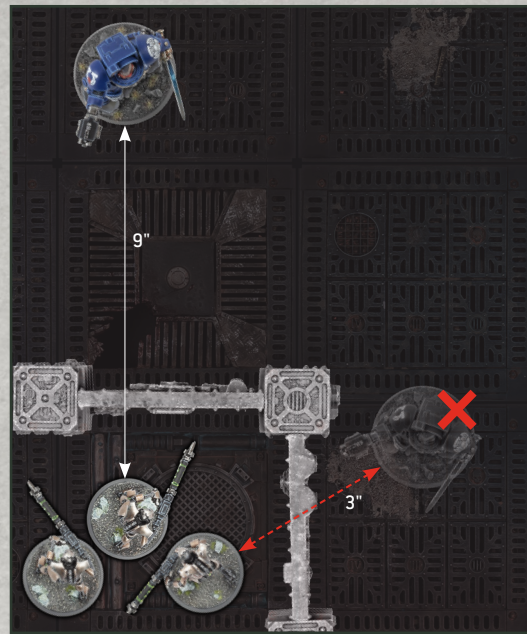
## OPERATING HATCHWAYS

At the end of the Move units step of each player's Movement phase, that player can operate one or more of the Hatchways on the battlefield. In order to operate a Hatchway, that player must select a unit from their army that is not within Engagement Range of any enemy models and is within 1" of that Hatchway to do so. If there are any enemy models also within 1" of that Hatchway, their opponent can attempt to prevent them from doing so. If they do so, the players roll off; each adding the Toughness characteristic of one of their models that is within 1" of that Hatchway to their respective scores (to a maximum of +6 each).

If the player attempting to operate the Hatchway wins, or if their opponent does not try to prevent them from doing so, they can then open or close that Hatchway.

If a Hatchway opens and units on opposite sides of that Hatchway now find themselves within Engagement Range of each other, then those units will be eligible to fight during the subsequent Fight phase, but neither of those units count as having made a charge move this turn.

### Deep Strike Ability



The Terminator model cannot be deployed to the position on the right using the Deep Strike ability, as while normally when measuring the distance between two points we would measure around Walls and closed Hatchways (thereby making the distance greater than 9" and valid for deployment), for the purpose of the Deep Strike ability these terrain features are ignored, meaning that this point on the battlefield would be considered to be within 9" of the Enemy models and is therefore invalid. The position at the top is fine, however, as it is more than 9" away from the Enemy models while ignoring the Walls and Hatchway.

### Operating Hatchways



Before opening the Hatchway, Model A and Model B are not within Engagement Range of one another.



After Model A opens the Hatchway, it is within Engagement Range of Model B as the shortest distance between them passes through an open Hatchway and they are within 2" of one another. In the following Fight phase, both units will be eligible to fight, but Model A's unit will not count as having charged that turn.



# SHOOTING PHASE



## VISIBILITY

A model is visible to an observing model if you can trace a straight line from any part of its base to any part of the observing model's base, without that line passing through any of the following:

- A Wall
- A closed Hatchway
- A model that is not part of the observed model's unit

Note that the Hatch of an opened Hatchway does not block any of these visibility lines. If you can draw a straight line to every part of a model's base from any part of an observing model's base, as described above, then that model is said to be fully visible to the observing model.

## INDIRECT FIRE WEAPONS

While on the battlefield, weapons lose the **[INDIRECT FIRE]** ability.

## ALLOCATING ATTACKS

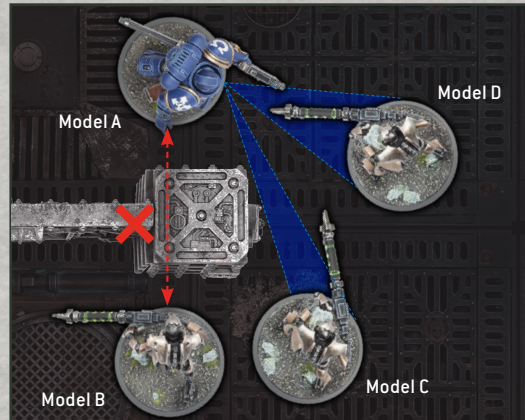
When allocating ranged attacks to a model in a unit that has not already lost one or more wounds, that attack must be allocated to a model that is visible to one or more models in the shooting unit. If there is no such model to allocate the attack to, the attack sequence ends.

### BENEFIT OF COVER

Each time a ranged attack is allocated to a model, that model will receive the Benefit of Cover against that attack unless it is fully visible to one or more models in the attacker's unit.

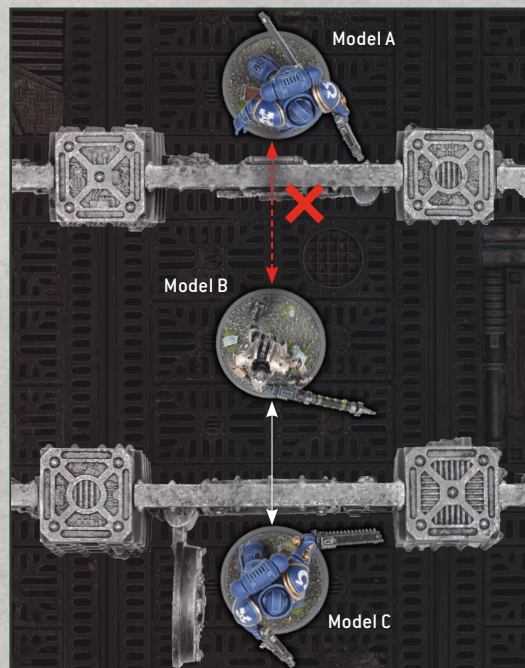
The Save characteristic of models does not affect whether they can receive the Benefit of Cover in Boarding Actions games.

Visibility around Walls



- Model A cannot see Model B as it is not possible to draw a line from Model A's base to Model B's base without it passing through a Wall.
- Model A can see Model C as a line can be drawn, but part of Model C is still hidden from Model A by the Wall. As such, it will receive the benefits of cover against ranged attacks made by Model A.
- Model A can completely see Model D, and so Model D would not receive the benefits of cover.

Visibility through Hatchways



- Model B cannot see Model A as it is not possible to draw a line from Model B's base to Model A's base without it passing through either a Wall or a closed Hatchway.
- Model B can see Model C as such a line can be drawn through an open Hatchway.

# TACTICAL MANOEUVRES

In your Shooting phase, you can select one or more units from their army to each perform a Tactical Manoeuvre. In order for a unit to perform a Tactical Manoeuvre:

- It must not be Battle-shocked.
- It must not be within Engagement Range of any enemy models.
- It must not have Advanced or Fallen Back this turn.
- It must be eligible to shoot.

You can then select one of the following Tactical Manoeuvres for that unit to perform and, until the end of the turn, that unit is not eligible to shoot or declare a charge.

Some mission rules will add new Tactical Manoeuvres that units from your army can perform. When doing so, all of the rules above also apply to those Tactical Manoeuvres.

## SECURE SITE

**BATTLELINE** unit only. Select one objective marker that you control and that is within range of the unit performing this Tactical Manoeuvre. At the start of your next Command phase, provided that unit is not Battle-shocked, is still within range of that objective marker and you still control the objective marker, then you continue to control it until the end of the battle, unless your opponent controls it at the end of any subsequent phase, even if there are no models from your army within range of it.

## SET TO DEFEND

Until the start of your next Command phase, each time a model in the unit performing this Tactical Manoeuvre makes a melee attack, add 1 to the Hit roll.

## SET OVERWATCH

Until the end of your opponent's next turn, each time an enemy unit is set up on the battlefield, ends a Normal Move, an Advance move, a Fall Back move, declares a charge, or opens a Hatchway, the unit performing this Tactical Manoeuvre can fire Overwatch at that enemy unit.

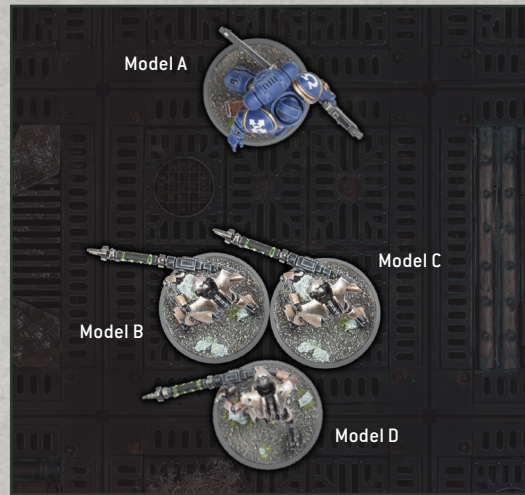
Each time one of your units fires Overwatch, it can shoot as if it were your Shooting phase, but when doing so:

- Models in your unit can only make attacks that target that enemy unit (and only if it is an eligible target).
- Each time a model in your unit makes an attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers.
- Critical Hits are only ever scored on an unmodified Hit roll of 6, irrespective of any other abilities.
- Each unit cannot fire Overwatch more than once per turn.

## Hold Steady

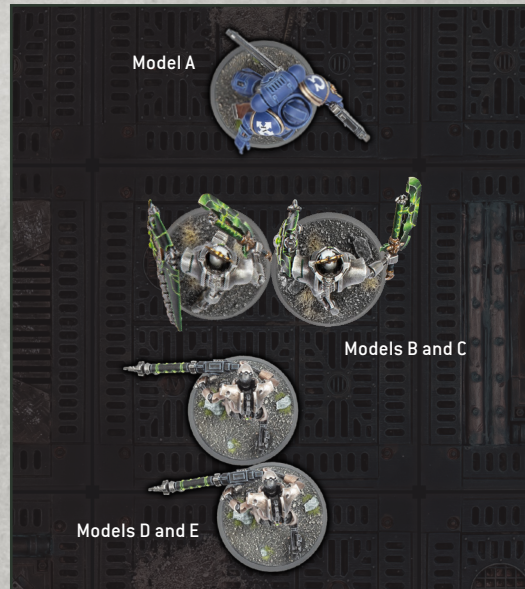
Some rules will allow a unit to Hold Steady. If a unit fires Overwatch while its unit is under the effects of such a rule, each time a model in that unit makes an attack, an unmodified hit roll of 5+ for that attack will score a hit, instead of just an unmodified hit roll of 6.

Visibility through models in the same unit



- Models B, C and D are all from the same unit.
- When Model D's unit is selected to shoot, Model D cannot make any ranged attacks against Model A, as it is not possible to draw a line between their bases without it passing through Models B or C.
- However, when Model A is selected to shoot, because Models B and C are part of the same unit as Model D, Model D is considered visible for the purposes of allocating attacks to it.
- Model D is fully visible to Model A, and so Model D would not receive the benefits of cover.

Visibility through models in different units



- Models B and C are from one unit. Models D and E are from another, different unit.
- When Model A is selected to shoot, it cannot make any ranged attacks against Model D's unit, as it is not possible to draw a line between their bases without it passing through Models B or C, which are not part of Model D's unit.



# CHARGE PHASE



## VISIBILITY

A unit can only select a unit as a target of a charge if it is visible to the charging unit.



# FIGHT PHASE



## CONSOLIDATION MOVES

Each time a model makes a consolidation move, it cannot end that move within Engagement Range of a model that was not visible to its unit when it started that move. In addition, if a unit cannot end these moves within Engagement Range of one or more enemy units and in Unit Coherency, then it also cannot make a Consolidation move towards the closest objective marker.



# LEADERS

Units with the Leader ability are normally able to be attached to Bodyguard units, starting the battle as a single unit. In Boarding Actions battles this is not the case – Leaders cannot be attached to Bodyguard units and remain as their own independent unit for the entire battle.

## LEADER ABILITIES

Many **CHARACTER** units have abilities that they confer while attached to a Bodyguard unit, that begin with the phrase 'while this model is leading a unit' or 'while this unit is leading a unit.' Such abilities are called Leader abilities and can still be conferred onto friendly units using the Battlefield Command Stratagem (see pg 11).

When using this Stratagem, you can select a friendly unit that your Leader would normally be able to be attached to and it will gain the effect of that ability as if that Leader was attached to and leading them. Note, however, that the Leader does not gain the benefit of the ability, only the friendly unit that they have essentially issued their commands to.

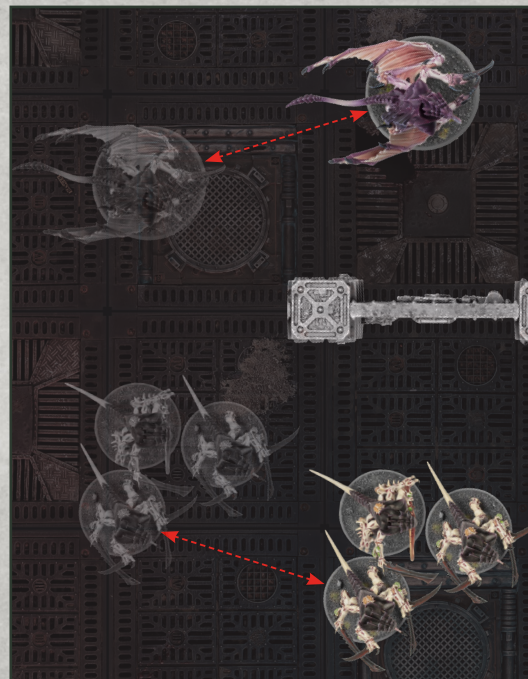
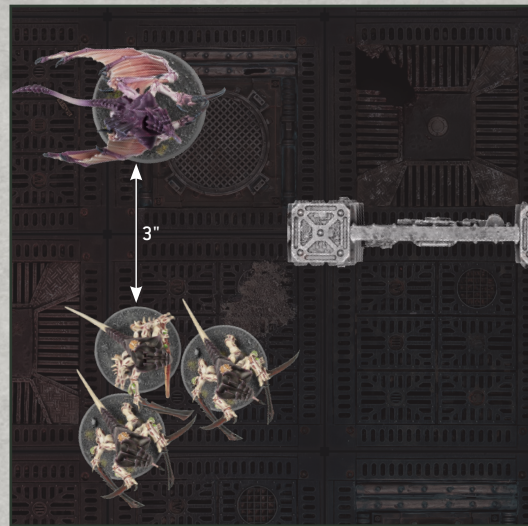
*Example: The **WINGED TYRANID PRIME** model has the following Leader ability:*

**Alpha Warrior:** While this model is leading a unit, weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

The **WINGED TYRANID PRIME** is able to be attached to **TYRANID WARRIORS WITH MELEE BIO-WEAPONS** units. In your Command phase, you can use the Battlefield Command Stratagem to select such a unit that is within 6" of your **WINGED TYRANID PRIME** model. If you do, until the start of your next Command phase, weapons equipped by models in your **TYRANID WARRIORS WITH MELEE BIO-WEAPONS** unit have the **[SUSTAINED HITS 1]** ability.

Note that there is no requirement for your unit to stay within 6" of the **WINGED TYRANID PRIME** model that gave it this ability. It can move away independently and will still retain the ability. Also note that the weapons of the **WINGED TYRANID PRIME** do not themselves gain **[SUSTAINED HITS 1]**.

Leader Abilities



Even though the Winged Tyranid Prime and the Tyranid Warriors with Bio-weapons units move away from one another, the Tyranid Warriors with Bio-weapons unit will continue to gain the benefit of the Winged Tyranid Prime's Alpha Warriors ability.

# STRATAGEMS

You cannot use any Stratagems other than those with the Boarding Actions label and the following are available to all players. In addition, units can be the target of Stratagems, even if they are Battle-shocked:



## COMMAND RE-ROLL

BOARDING ACTIONS – BATTLE TACTIC STRATAGEM

*A great commander can bend even the vagaries of fate and fortune to their will, the better to ensure victory.*

1CP

**WHEN:** In any phase, just after you have made a Hit roll, a Wound roll, a Damage roll, a saving throw, an Advance roll, a Charge roll, a Desperate Escape test, a Hazardous test, or just after you have rolled the dice to determine the number of attacks made with a weapon, for an attack, model or unit from your army.

**EFFECT:** You re-roll that roll, test or saving throw.



## INSANE BRAVERY

BOARDING ACTIONS – EPIC DEED STRATAGEM

*Indifferent to their own survival, these warriors hold their ground against seemingly impossible odds.*

1CP

**WHEN:** Battle-shock step of your Command phase, just after you have failed a Battle-shock test taken for a unit from your army.

**TARGET:** The unit from your army that Battle-shock test was just taken for.

**EFFECT:** Your unit is treated as having passed that test instead, and is not Battle-shocked as a result.



## COUNTER-OFFENSIVE

BOARDING ACTIONS – STRATEGIC PLOY STRATAGEM

*In close-quarters combat, the slightest hesitation can leave an opening for a swift foe to exploit.*

2CP

**WHEN:** Fight phase, just after an enemy unit has fought.

**TARGET:** One unit from your army that is within Engagement Range of one or more enemy units and that has not already been selected to fight this phase.

**EFFECT:** Your unit fights next.



## BATTLEFIELD COMMAND

BOARDING ACTIONS – STRATEGIC PLOY STRATAGEM

*The commander's authoritative tone cuts through the din of battle, guiding the actions of nearby troops.*

1CP

**WHEN:** Your Command phase.

**TARGET:** One Leader unit from your army and one friendly Bodyguard unit within 6" of it that it could normally be attached to.

**EFFECT:** Select one of your Leader unit's Leader abilities. Until the start of your next Command phase, that Bodyguard unit gains that Leader ability and is treated as being led by that Leader unit for the purpose of that ability [see pg 10].

# ENHANCEMENTS

In Boarding Actions, you cannot use the Enhancements found within Codexes or Indexes. The following Enhancements are available to all Factions when mustering your Boarding Patrol instead.

## SUPERIOR BOARDING TACTICS

*This leader is a veteran of ship-to-ship battles, directing their forces with ease to secure their objectives and destroy their foes.*

Before the battle, in the Generate Starting Command Points step, you start with 2 additional Command points.

## CLOSE-QUARTERS KILLER

*Exulting in the thrill of close-quarters combat, boarding actions are the natural environment for this commander, whose martial prowess shines when face to face with their foe.*

Each time the bearer makes a melee attack, you can re-roll the Wound roll.

## PEERLESS LEADER

*This commander observes the battle with masterful insight, enabling them to guide multiple squads with precision.*

Once per battle round, the bearer can be targeted with the Battlefield Command Stratagem (pg 11) for 0CP, even if you have already targeted a different unit with that Stratagem this phase.

## EXPERT BREACHER

*This officer has perfected the art of moving their forces swiftly from chamber to chamber and catching the foe off their guard.*

The bearer's unit can attempt to operate a Hatchway (pg 6) at either the start or the end of the Move Units step of your Movement phase (but it cannot do both).

## PERSONAL TELEPORTER

*This leader is able to attack their foe from unexpected angles.*

The bearer has the Deep Strike ability.

## TRADEMARK WEAPON

*This leader wields an iconic weapon whose sheer killing might is guaranteed to fell enemies in short order.*

When you select this Enhancement, select one ranged weapon that the bearer is equipped with and make a note of this on your army roster. Add 1 to the Strength and Damage characteristics of that weapon.

# MUSTERING YOUR BOARDING PATROL

1

## START YOUR ARMY ROSTER

The details of your army must be recorded on an Army Roster. This can be written on a piece of paper or recorded using the Warhammer 40,000 app. Players must show their finished Army Roster to their opponent before battle commences.

You can download blank Army Roster sheets from [warhammer-community.com](http://warhammer-community.com).

In Boarding Actions games, players will build a Boarding Patrol containing up to 500 points worth of units. Points are a measure of a unit's power on the battlefield; the higher a unit's points value, the more powerful that unit is.

2

## SELECT ARMY FACTION

Note on your Army Roster one Faction keyword to be your army faction.

3

## SELECT UNITS

Select all the units you want to include in your army. Your army does not need to include a **CHARACTER** unit. Note on your Army Roster the number of models in each unit, any weapons or wargear it has, and its points value. Subtract this points value from the total permitted for your battle size.

You can only include a unit in your army if:

- That unit has the Faction keyword you chose for your army in step 2.
- You have enough points remaining.
- That unit is allowed by your Faction's Mustering Rules document, and you have not reached the maximum number of that unit that your army can include. Note that the Mustering Rules document will also specify the valid Starting Strengths for each unit you can include.

Your army cannot include the same **EPIC HERO** more than once.

4

## SELECT WARLORD

Select one model from your army to be your Warlord (this must be a **CHARACTER** model if your army includes any). This will be the leader of your army, and make a note of this on your Army Roster. Your Warlord gains the **WARLORD** keyword.

If your **WARLORD** is a **CHARACTER** model and not an **EPIC HERO**, it can be given an Enhancement (pg 11). Your army cannot include more than one Enhancement. Make a note on your Army Roster which, if any, Enhancement your **WARLORD** has. Enhancements do not cost any points to include in your army.

5

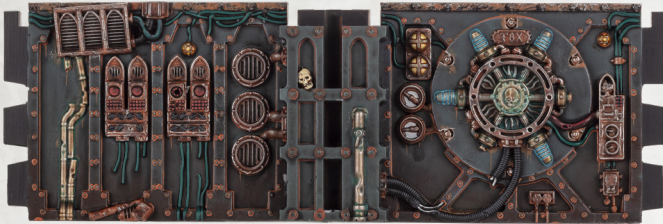
## DETERMINE POINTS TOTAL

Your army roster must list the combined points total of every unit in your army. This is relevant to determining which player will receive an Underdog bonus when playing a mission, the details of which can be found in the mission pack being played.

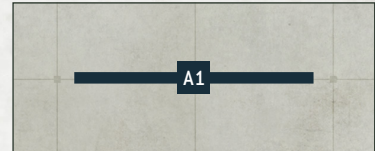
# COMPONENTS

## LONG WALLS

LONG WALL



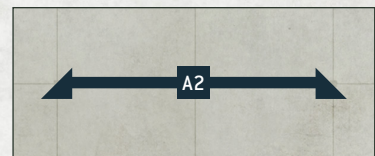
**A1**



LONG WALL WITH PILLARS



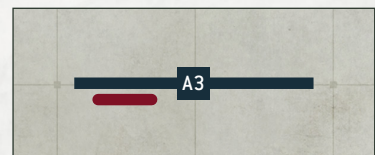
**A2**



LONG WALL WITH HATCHWAY



**A3**



LONG WALL WITH HATCHWAY AND PILLARS

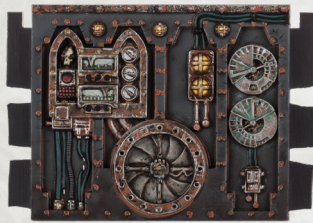


**A4**

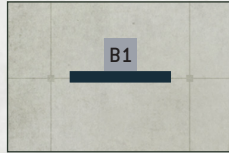


# SHORT WALLS

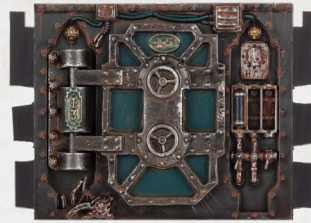
## SHORT WALL



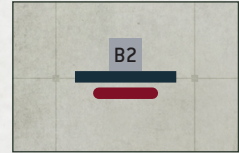
**B1**



## SHORT WALL WITH HATCHWAY



**B2**



## SHORT WALL WITH HATCHWAY AND PILLARS

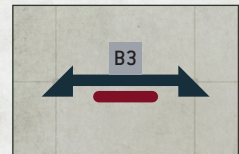


Type 1



Type 2

**B3**



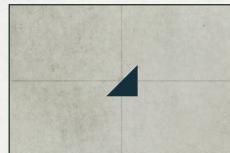
## PILLAR



Left Pillar



Right Pillar



## WALL END



## HATCHWAY POSITIONS

The locations of the Hatchways on the mission map are specified by the symbols to the right. This will help you identify the orientation of Walls with Hatchways.

