

WH40K 1st Ed QRS

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WS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

P1 Move	⇒	P1 Shoot	⇒	Both melee	⇒	P1 Reserves	⇒	P1 Psyonics	⇒	P1 Rallying
P2 Move	⇒	P2 Shoot	⇒	Both melee	⇒	P2 Reserves	⇒	P2 Psyonics	⇒	P2 Rallying

TOUGHNESS										
STR	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	3	4	5	6	6	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

DEFENDER WS										
WS	1	2	3	4	5	6	7	8	9	10
1	5	6	6	6	7	7	8	8	9	9
2	4	4	5	6	6	7	7	8	8	9
3	4	4	4	5	6	6	7	7	8	8
4	3	4	4	4	5	6	6	7	7	8
5	3	3	4	4	5	6	6	6	7	7
6	3	3	3	4	4	5	6	6	6	6
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

RC Modifiers		CC Modifiers	
Large Target	+1	Frenzied	+2
Small Target	-1	Charging	+1
Moving surface	-1	Uphill	+1
per 10' target move	-1	Following up	+1
Shooter wounded	-1	Cross obst	-1
Target in soft cover	-1	Using >1 wpn	-1
Improvised weapons	-1	Using wrong hand	-1
Target in hard cover	-2	Improvised attack	-2
Target charging shooter	-1		
Target is charging Stealer	-1		

- In decr linit order, simul for same.
- Lookup each att-vs-def-WS entry.
- Per attack, D6+mods.
- Each winner hits target.
- D6>= Wpn STR-vs-T target.
- Armour Saves. **H2H**

- Pick target fig, measure range.
- Look up BS to get target num.
- D6+Wpn hit mods+mods>=targ num.
- D6>=Wpn STR-vs-T table entry.
- Armour Saves. **Shoot**

- Choose target point, find range.
- D6+Wpn hit mods<BS to hit.
- Else, dev'n rnd dir& dist D6" max^{1/2}rng
- Covered figs hit on D6+mods>2.
- D6>=Wpn STR-vs-T table entry.
- Armour Saves. **Area**

Weapon	Str	Dmg	Save	Tech
Chainsword	4	1	-1	6
Bayonet,Knife,Swd	user	1	0	4
Force Sword	usr+ps	1	-psi	4
Force Rod	psi	1	0	4
Hafted Weapon	usr	1	-1	4
Improvised Wpn	usr	1	0	1
Poweraxe	6	1	-3	5
Powerglove	8	1	-5	6
Powersword	5	1	-1	5
Harlequin Kiss	auto	kill	0	7

C May be used in H2H.
H Heavy. Move penalty.
S Slow. No move/fire.
F If wounds,retarget<4"
AREA Blast radius.

Weapon	Short	Long	S	L	Str	Dmg	Save	C	H	S	F	Area	Tech
Auto-gun	12"	32"	+1	0	3	1	-1	-	-	-	-	N/A	6
Bolter	12"	24"	+1	0	4	1	-1	-	-	-	-	N/A	6
Bow	12"	24"	0	-1	3	1	0	-	-	-	-	N/A	5
Crossbow	16"	32"	0	-1	4	1	0	-	-	x	-	N/A	5
Flamer	6"	12"	+2	-1	4	1	-2	-	-	-	-	1 1/2"	6
Graviton Gun	8"	16"	+1	0	special	N/A	0	-	-	-	-	1 1/2"	6
Handbow	8"	16"	0	-1	4	1	0	-	-	x	-	N/A	5
Lasgun	12"	24"	+1	0	3	1	-1	-	-	-	-	N/A	6
Melta-gun	6"	12"	+1	0	8	d6	-4	-	-	x	-	1"	6
Musket	6"	24"	0	-1	3	1	-1	-	-	x	-	N/A	5
Needler	16"	32"	+1	0	3	1	+1	-	-	x	-	N/A	7
Plasma gun	8"	24"	+1	0	7	1	-2	-	-	-	x	N/A	6
Shotgun	4"	18"	0		3	1	0	-	-	x	-	1/2"	5
Shotgun Solid		see shotgun			4	1	0	-	-	x	-	1/2"	5
Shotgun Scatter		see shotgun			3	1	-1	-	-	x	-	1/2"	5
Shuriken Catapult	12"	24"	+1	0	4	1	-2	-	-	-	x	N/A	7
Sling	12"	18"	0	-1	3	1	0	-	-	x	-	N/A	5
Auto-cannon	20"	72"	0	0	8	d6	-3	-	2"	x	-	1"	6
Beamer	20"	40"	-1	0	varies	d6	varies	-	1 1/2"	x	-	varies	7
D-Cannon	16"	32"	0	-1	text	0	0	-	2"	x	-	2"	8
Grenade Launcher	20"	60"	0	0	ammo	ammo	ammo	-	1 1/2"	x	-	N/A	6
Heavy Bolter	20"	40"	0	0	5	d4	-2	-	1"	x	x	N/A	6
Hvy Plasma sust	20"	40"	0	0	7	d4	-2	-	2"	x	x	1"	6
Hvy Plasma max	20"	72"	0	0	10	d10	-6	-	2"	x	x	1"	6
Heavy Stubber	20"	40"	0	0	4	1	-1	-	1"	x	x	N/A	6
Heavy Webber	16"	24"	0	0	text	0	0	-	2"	x	-	2"	7
Las-cannon	20"	60"	0	0	9	2d6	-6	-	2"	x	-	N/A	6
Missile Launcher	20"	72"	0	0	ammo	0	0	-	1"	x	-	N/A	6
Multi-laser	20"	60"	+1	0	6	d4	-1	-	2"	x	x	N/A	6
Multi-Melta	12"	24"	+1	0	8	4d6	-4	-	2"	x	-	2"	6
Shuriken Cannon	20"	40"	+1		5	d4	-3	-	2"	x	x	N/A	7
Antique pistol	6"	12"	-1	-2	3	1	-1	x	-	-	-	N/A	5
Autopistol	8"	16"	+2	0	3	1	-1	x	-	-	-	N/A	6
Bolt Pistol	6"	16"	+2	0	4	1	-1	x	-	-	-	N/A	6
Hand Flamer	4"	8"	+2	0	4	1	-2	x	-	-	-	N/A	6
Las pistol	8"	16"	+2	-1	3	1	0	x	-	-	-	N/A	6
Needle Pistol	8"	16"	+2	-1	2	1	+1	x	-	-	-	N/A	6
Neuro Disruptor	6"	12"	+2	0	N/A	special	text	x	-	-	-	N/A	4
Plasma Pistol	6"	18"	+2	-1	6	1	-1	x	-	-	x	N/A	6
Sawn-off Shotgun	4"	8"	0	-1	varies	1	varies	x	-	x	-	1/2"	5
Shuriken Pistol	8"	16"	+2	0	3	1	-2	x	-	-	-	N/A	6
Stub Gun	8"	16"	0	-1	3	1	0	x	-	x	-	N/A	6
Webber	4"	16"	+1		special	text	0	x	-	-	-	N/A	7
Anti-plant / Blind	4"	8"	auto hit		0	0	0	-	-	x	-	1/2"	4
Choke	4"	8"	0	-1	3	1	0	-	-	x	-	1/2"	4
Crack basic	2"	4"	0	-1	6	d6	-3	-	-	x	-	1/2"	5
Crack missile		see launcher			8	d10	-6	-	-	-	-	1/2"	5
Frag	4"	8"	0	-1	3	1	0	-	-	x	-	2"	4
Hallucinogen	4"	8"	0	-1	text	0	0	-	-	x	-	1/2"	6
Haywire	4"	8"	0	-1	2	1	0	-	-	x	-	1/2"	8
Knock-out	4"	8"	0	-1	text	0	0	-	-	x	-	1/2"	5
Melta-bomb	4"	8"	0	-1	8	d6	-4	-	-	x	-	1"	5
Photon	4"	8"	auto hit		0	0	0	-	-	x	-	1/2"	5
Plasma	4"	8"	0	-1	5	1	-2	-	-	x	-	1/2"	4
Psyk-out	4"	8"	auto hit		0	0	0	-	-	x	-	1/2"	4
Rad	4"	8"	0		varies	0	0	-	-	x	-	varies	5
Scare Gas	4"	8"	0		0	0	0	-	-	x	-	1/2"	4

	Armour	Save	Comb?	Seald?	Cost	Move	Tech
Carapace Body		4+	N	Y	1 1/2	-1"	5
Chainmail		6+	Y	N	1/2	-1/2"	5
Flak		6+	Y	N	1/2	0	5
Mesh		5+	Y	N	1	-1/2"	5
Plate		5+	Y	N	1	-1"	5
Rune		4+	N	N	0	0	5
Shield		6+	Y	N		-1/2" slung	4
Conversion Field	Blinds within STR" 4+save	4+	Y	N	3		6
Displacer Field	Moves saved rnd d6"	4+	Y	N	2	0	6
Refractor Fld		4+	Y	N	1 1/2	0	6
Stasis Field	Needs 1T to recharge.	Auto	Y	N	25		6
Power Field	Absorb hits as -D6". 0=>destryd	T=10	Y	N	50pt= 1eqt		
Shift Field	-1 to targetting.	None	Y	N	10=6" -1/2"		
Power Arm	H2H+1 if marine	4+	Y	Y	6	0	6
Terminator		2+ min6+	N	Y	35?	0	
Chaos Arm T+1 WP+1	Gives virus save.	5+	N	Y	50	0	
Avatar	Max d4 hits/attk	2+ min4+	N	Y		0	
Banshee (Screaming mask)		4+	N	Y		0	
Holo Suit	-1 to targetting.	None	Y	N		0	
Dark Reaper (+1 to hit. Fast tracker.)		3+	N	Y		-1"	
S.Scorp, Exarch, Dire Avgr, Fire Drgn		3+	N	Y		0	
Swooping Hawk (Gives flight & GL)		5+	N	Y		0	

C.Beamer: STR = target T +1. Agility save, 40K p38. **Flamer:** Target burns. During H2H takes another hit until rolls d6=6 & fire goes out. **Holosuit:** Target rolls against WP or takes-1 and gives attkr+1 in H2H. **Graviton:** Target loses D6 move. **Kiss:** Roll against linit or be stuck to targ for a turn. **Neuro-disrupt:** Targ immediately Confused. **Webgun:** Kills if lnt<=4, else trapped. No actions. **Plasma:** Only fire on alternate turns.