

MULTIPLAYER BATTLES

The rules for Warhammer 40,000 are written for battles fought between two players, each commanding an army. However, it is equally enjoyable to play multiplayer games between three or more players, each striving separately to defeat their opponents!

In a multiplayer battle there can be as many sides as there are players! Each player must attempt to defeat all of their opponents, using any means at their disposal in order to achieve victory. It is very simple to play a multiplayer battle, and only requires a handful of minor modifications to the core rules, which are detailed below.

MISSIONS

Multiplayer battles are best fought using missions that are designed specifically for them, such as the multiplayer mission presented on the next page, called 'Carnage'. However, it is easy to modify many two-player missions for use in multiplayer games by following these guidelines:

THE ARMIES

To play a multiplayer battle, you must have three or more players. Each player then chooses an army; the models belonging to all of the other players are treated as enemy models.

BATTLE ROUNDS

Each battle round is split into three or more turns – one for each player. Unless otherwise stated, at the start of each battle round, players roll off. The player who rolls highest decides who takes the first turn in that battle round.

After the first player has finished their turn, the players who have not yet had a turn yet roll off. The player who rolls highest decides who will take the next turn in that battle round.

After that player has finished their turn, the remaining players roll again to see who takes the next turn, and so on, until all of the players have had a turn. Then, the battle round is over and a new one begins.

PSYCHIC PHASE

Only one player is allowed to attempt to resist a successfully manifested psychic power – if several players wish to do so, then the player whose turn is taking place can choose which one gets to make the attempt.

CHARGE PHASE

After a player has moved all their charging models, the other players can attempt to perform Heroic Interventions in an order decided by the player whose turn it is. An enemy **CHARACTER** can only perform a Heroic Intervention if it is within 3" of a model controlled by the player whose turn it is.

FIGHT PHASE

Any unit that has models within 1" of an enemy unit can Fight in this phase. Models can be used to attack any enemy models, not just those belonging to the player whose turn is taking place.

Units that charged this turn Fight first as normal. Then, the player whose turn it is chooses an order for all the players (including themselves) to select a unit to Fight with, before the next player chooses a unit. Continue going around in the same order until all eligible units that you want to Fight have done so. If one player completes all of their units' Fights first, or they don't have any units that can Fight, then the other players complete all of their remaining Fights, one unit

after another, in the same order. No unit can Fight more than once in each Fight phase.

MORALE PHASE

In the Morale phase, all players must take Morale tests for units from their army that have had models slain during the turn. The player whose turn it is tests first, and they then decide the order in which the other players will take their Morale tests.

MULTIPLAYER STRATAGEM

In multiplayer missions, each player can use Command Points (CPs) to use the following Stratagem:

1+CP

BRIBE

Stratagem

You can use this Stratagem at any time to give any number of your remaining CPs to another player to bargain for a temporary ceasefire, alliance, betrayal, etc.

HINTS & TIPS

In a battle fought between three or more opponents, each general taking part must learn to be cunning! You must be able to set your foes against each other, form temporary alliances, and know when to stab someone in the back before they do the same thing to you. In other words, a successful general needs to be willing to use underhand ploys and tactics in order to win a battle!

MULTIPLAYER BATTLE CARNAGE

Several armies converge on the same battlefield, each determined to capture it for themselves. Make whatever truces you must and betray whomever you wish, but be careful – when the battle is over, there can be only one victor.

THE ARMIES

In order to play this mission, you will need three or four players. Each must select a Battle-forged army.

THE BATTLEFIELD

Create a battlefield and set up terrain; as it will need to accommodate up to four armies, you might need to use a slightly larger battlefield than normal. Then, place a single objective marker in the centre of the battlefield.

DEPLOYMENT

The battlefield is divided into quarters. The players roll off; the winner chooses one of the quarters to be their deployment zone. Then, the remaining players roll off. The winner selects one of the other quarters to be their deployment zone, and so on, until all the players have a deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who selected their deployment zone first, then the player who selected their deployment zone second, and so on. Models must be set up in their own deployment zone, more than 9" from the centre of the battlefield. Continue setting up units until all sides have set up their armies.

POWER LEVEL AND RANKING

After all sides have deployed, determine each army's Power Level by adding together the Power Ratings of all the units set up in that army. Then rank the armies from highest Power Level to lowest. If two have the same

Power Level, the players should roll off. Whoever wins has the higher rank.

FIRST TURN

The player with the lowest rank chooses who has the first turn during the first battle round. The player with the second lowest rank chooses who has the second turn during the first battle round, and so on.

BATTLE LENGTH

The game lasts for 5 battle rounds.

VICTORY CONDITIONS

If one player's army has slain all of its foes, they win a major victory. Otherwise, the player who has the most victory points wins a major victory. If two or more players are tied for the highest number of victory points, the one with the lowest rank wins a minor victory. Victory points are achieved for the following:

Dominate the Field: At the end of each battle round, the objective marker is worth 1 victory point to the player who controls it – keep a running score from battle round to battle round. A player controls the objective marker if there are more models from their army within 3" of the centre of the marker than there are enemy models.

