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[40K Defense](#)  
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[Gaunt Builder](#)  
[Tyranid Combat Sim](#)  
[Cast Your Tyranid Vote](#)  
[Plastic 40K Dreadnought](#)  
[Lord of the Rings Game](#)  
[Dwarfs for Beginners 1-3](#)  
[Conversion O' the Week #3](#)  
[Warhammer Online](#)  
[Wolfenbug MUD](#)  
[New Bloodquest News](#)  
[40K Defense](#)  
[40K Stand and Fire Rules](#)  
[New Felix and Gotrek Rules](#)

## New Releases

### Events

### White Dwarf

### Hall of Heroes

### Black Library

### Fanatic!

### Forge World

### GW Newsletter Signup

### Recruitment

### Contacting GW



# A NEW TRIAL RULE FOR WARHAMMER 40K BY ANDY CHAMBERS

## "HOLD YOUR GROUND"

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Hot from the keyboard of Warhammer 40,000 scribe **Andy "Wildman" Chambers** is a brand new trial rule for Warhammer 40,000 for all of you lucky little web browsers to check out. Please note: These are "**Trial Rules**" as per the explanation given by our compatriots at [Fanatic](#). An explanation of what this means and how official these rules are to be treated is reprinted below for your convenience.

**Trial Rules:** Are trial rules for new armies, new troop types or new anything. Rules are trial in the sense of being 'not yet official' or 'under trial' If a section is labelled **Trial Rules** then that's exactly what they are - when you play a game decide if you're going to use any trial rules beforehand. Your comments on trial rules will greatly help us to finalise the details before adding them to the official rules. In fact we have even provided an area in the [Online Community](#) for you to present your opinions on all of the Trial Rules we have whizzing around out there in Fanatic Magazines, White Dwarf or on this very website. So, [become a member of the Games Workshop Online Community](#) and let us know what you think about these rules in the [Games Development Discussion Board](#).

### The Hold Your Ground! Rule:

Under certain circumstances it may be possible for a squad of infantry to get off a volley of fire against an enemy assault. Enemy troops disembarking from a vehicle, or attempting to sweep forward after an assault against another unit can be subjected to a withering hail of fire by troops who are likely to be ready and waiting for them. To represent this a unit of infantry, cavalry, jump packs or bikes can opt to fire its weapons at pointblank range instead of fighting in close combat during the assault phase under the following conditions:

- It is assaulted and contacted by a unit which has disembarked from a vehicle in the same turn.
- It has been contacted by a unit which made a sweeping advance in the preceding turn.

Only units not already engaged in an assault may hold their ground, if the unit is already fighting in hand to hand they have their hands full!



### Timing:

Firing is conducted in the assault phase. The unit firing counts as stationary for shooting purposes, and firing at minimum range. Resolve firing before any close combat attacks are made (if fighting units which also shoot, such as Ork warbikes, the shooting is considered simultaneous). Roll to hit, wound and save as normal. Do not use templates and blast markers to determine the number of hits. Instead template weapons automatically score a D6 hits and blast marker weapons score a D3 hits if they are on target. Hits are allocated as for normal shooting (ie: the owner of the unit being shot removes casualties).

### Morale:

The unit being fired on must take a morale check if it suffers 25% casualties and must take pinning tests if required. If the assaulting unit survives this fusillade make all of its attacks immediately, the firing unit does not get to strike in close combat this turn. The casualties inflicted by shooting do **not** count towards close combat resolution.

### Vehicles:

Vehicles are poor at responding to close in, fast moving targets and so do not get a chance to shoot like infantry - they need to move out or gain protection from friendly infantry against assaults.

### Other units firing at sweeping advances:

Only units who are actually contacted by an enemy making a sweeping advance may now shoot at them. This is a change to the 40K rulebook approach as the ability to stand and shoot at incoming enemies is now represented by this rule.

### Multiple Opponents:

A unit under attack by several opposing units it can potentially stand and shoot at may only choose to fire on one of them. If several units are contacted by an attacking unit which qualifies to be shot at, they can all let them have it!

### Note: Exceptions

- 1.) **Banshee Masks.** Due to the nature of the Banshee Masks and their ability to disrupt defenders as they charge in - Howling Banshees are not subject to the Hold Your Ground! rules and cannot be fired upon.
- 2.) **Pinned Units.** Pinned units which are hunkering down and looking for all available cover in an effort to not be picked off cannot use the Hold Your Ground! rules.
- 3.) **Falling Back Units.** Units which are falling back cannot use the Hold Your Ground! rules.