

# **FIREFIGHT 40K**

**SINGLE UNIT AND  
SQUAD BASED COMBAT  
FOR FAST GAMEPLAY**



**A DICE LIKE THUNDER PRODUCTION**

# Firefight 40k

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This document is intended for use with Warhammer 40k 5<sup>th</sup> edition and the Fluid 40k game system. You can learn more about Warhammer 40k 5<sup>th</sup> edition at [www.games-workshop.com](http://www.games-workshop.com). Warhammer 40,000 is intellectual property of Games-Workshop and this document is produced without explicit permission from Games-Workshop. Fluid 40k can be found at [www.dicelikethunder.com](http://www.dicelikethunder.com).

### **What is Firefight 40k?**

One of our fondest 40k memories is the night 5<sup>th</sup> edition was released. We didn't go get the book at midnight. Instead we played Kill Teams on the living room floor like 9 year olds. It was a lot of fun. Ridiculous amounts of fun and we totally missed the midnight release.

This is in no way an admonishment of 5<sup>th</sup> edition. Instead it is high praise of smaller, faster games. When we discovered that 5<sup>th</sup> edition didn't contain rules for Kill Team missions we were disappointed. While our gaming club certainly understood why GW didn't want to print the rules again in 5<sup>th</sup> edition, as the book is more focused on the core game. We played with the old rules for a while, then we started to make changes. Small ones, little friendly rules. Then one day, we decided to see if some crazy idea worked. It did, at least for us.

A fundamental rule of the game was broken, turn order. We allowed each player to move, shoot and assault with one model. Then we changed that to allow the player to move, shoot and assault models separately. Then we started mixing up the order in which players took those actions.

Firefight was born. It's frantic, fun and surprisingly tactical. We find ourselves really focusing on minutia we didn't know existed. Hopefully you enjoy playing Firefight 40k as much as we did writing and testing it.

### **Setting Up A Game**

Like any other game of Warhammer 40k, a game of Firefight 40k begins by setting up. Each player chooses forces and a scenario is decided upon.

### **Building a Force**

Games of Firefight 40k are played with points totals from 100 to 200 points. The building of a force is much different, however. Players are restricted to how many models they may field and to just 1 unit.

### **Terrain and board**

Firefight 40k is played on a much smaller game board, dictated by the mission selection. Some games are played on boards as small as 2 feet across! You will, however, have the same amount of terrain as a normal board, just crammed down to a smaller field.

### **What's Needed**

Firefight 40k is played with very few models. It is more akin to Aeronautica than to a regular game of Warhammer 40k. Each model is important to your force and must do its job to the utmost of its ability. To play Fluid 40k you only need 1 to 5 models. This is a great way to get new players into the hobby, as 1 box of 5 marines is a perfectly acceptable force to field.

### **Building a Firefight Force**

Firefight forces are small combat units operating away from the norms of army deployment. They could be anything from a roving gang of daemons to an Inquisitor and his retinue. They could also be a single Dreadnaught, whose drop pod left him stranded, attempting to complete an objective. Get as creative as possible while building your lists.

We have found that a fun way to play is to play in a chain. The games are very fast, over the course of an evening 3 or 4 games could be played. The winner of the previous game is not allowed to change his list. The next player then purposefully builds a unit to defeat him!

### **Unit Size**

Games of Firefight are played between 100 and 200 points. We recommend 150. Anything more than 200 starts to get unwieldy, models stop being as important, or just have so much war gear on them it's silly.

### **Disallowed Units**

Units that are "free" or are linked to other units (such as Blood Angels Death Company) may not be used.

Units may not take special upgrade characters (such as Snikrot)

## The 10 Rules of Firefight List Building

- 1) Each player is also limited to a maximum of 10 models in his force. A player may select as few models as he wishes, but may take a maximum of 10. Units have no minimum squad size. 2 Ork Nobz is perfectly acceptable.
- 2) Each force is built from one single unit entry from the codex. Units that may purchase a retinue may do so, as they count as a single unit. Units that may have a single model from another unit entry (such as priests or wolf guard) may still select one. They may only have as many of that model as would normally be allowed.
- 3) Units purchased as a unit (for instance space marine tactical squads) must be purchased as a unit before individual models may be upgraded.
- 4) Units that are normally selected as a platoon must instead select a single group (such as Imperial Guard Infantry Squads).
- 5) Units with pre-requisites may be selected without the pre-requisite (for instance Assassins).
- 6) Models that may purchase offensive or defensive grenades get them at no additional cost.
- 7) In addition, any model may add 1 to a single attribute on its profile for a cost of 5 points. This upgrade may only be purchased once for each model. Allowed attributes are Weapon Skill, Ballistic Skill, Strength, Toughness and Wounds. Models with enhanced statistics (such as bikers, plague marines or models with power fists) may not choose to add +1 to increase the enhanced statistic. Models with more than 1 wound on their profile may not choose to increase their wound attribute.
- 8) Units may select dedicated transports if they are available to the unit.
- 9) Models with access to their codex's wargear list may select wargear as normal.
- 10) Be creative! It's ok to run something crazy, the goal is to trick you friends and build crazy units to out maneuver each other.

### **Playing Firefight 40k**

Firefight is designed to play at a much faster pace, with turns taking less time. The games typically finish in under half an hour, but some can go longer than normal 40k games! The difference is that you aren't waiting 10 or 20 minutes to take your turn!

### **Turn order**

The player's alternate taking turns. During each player's turn he has three activations, one of each type. There are Move Activations, Shooting Activations and Assault Activations. Activations may be taken in any order, they do not have to follow the "Move, Shoot, Assault" turn order. Players may choose to NOT use any or all activation during their turn if they wish.

A model may be assigned more than one of player's activations, unless it is using a maneuver, which is described below.

### **Using a Maneuver**

During each player's turn he may have one model activate a maneuver instead of that model taking any other actions. Maneuvers are detailed later in the "Maneuvers" section. To activate a maneuver the player must give up an activation of the appropriate type (assault activation for assault maneuvers for instance).

Models that cannot assault (such as non-walker vehicles) may not use assault maneuvers.

### **Shooting Activations**

A model may shoot as normal, using all normal restrictions such as range. A model that wishes to move and shoot during the same turn must move before it shoots. A model may also use this action to run 1d6" as per the normal Warhammer 40k rules.

### **Movement Activations**

The model may move as normal, depending on its movement speed and model type. A model that uses a shooting activation may not use movement activation after the shooting activation.

### **Assault Activations**

A model may assault as normal. A model in close combat must be activated if it wishes to fight during the player's turn, however it may choose not to. If it is not activated it is assumed that the two combatants square off or grapple, holding each other at bay rather than fighting.

When a model is activated for the assault it takes the turn as normal. It attacks a specific model in base to base contact and that model attacks it back in initiative order. If multiple models are involved in the same close combat, all attacks from the activated model are resolved against and from one chosen model.

There is no leadership test if a model loses close combat and survives.

### **Special Rules**

Many of the games rules must be altered, they are described below.

### **Unit Coherency**

Models are not required to maintain unit coherency.

### **Infiltrate & Scout**

Models with infiltrate or scout may deploy up to 12" outside the owning players deployment zone.

### **Deep Strike**

Models may not deep strike in Firefight games. Deamons simply begin in play like any other army. Drop pods must deploy as if they were a normal model (it is assumed the pod landed before the game began).

### **Transports**

A model may embark (or be deployed inside) a transport as normal. Embarking and Disembarking is dealt with on a model by model basis, each model must spend an activation of any type to embark or disembark from a vehicle. Models may use the "Formation Advance" maneuver to all disembark.

## **Maneuvers**

During a player's turn one model may activate a maneuver.

Only one model per turn may use a maneuver, and each

maneuver also requires that model to take an action.

Normally a model may take multiple actions, but a model performing a maneuver may only take the action type of the maneuver during that turn. Therefore a model may not Move, Run and then use a Hustle Maneuver.

## **Movement**

*Formation Advance:* The model and all friendly models within 2" of it that are not engaged in combat and have not taken an action this turn move 1d6" inches. Any model affected by this maneuver may not take any other actions this turn.

*Dodge:* Mark the model as dodging. If it takes any other actions it no longer counts as dodging. At the end of the player's turn roll a scatter die, the model moves 6" in the direction shown. If a hit is scored the owning player moves the model 6" in any direction. If this movement would bring it into base contact with an enemy model or into impassible it instead stops 1" away. As long as a model is dodging it gains a 3+ cover save. If a unit is assaulted it no longer counts as dodging. This effect continues from one turn to the next until the model takes another action or is assaulted.

*Careful Advance:* The model moves 4". It may ignore difficult (but not impassible) terrain. The model may move through dangerous terrain safely, but takes damage normally if it ends its turn in dangerous terrain. The model may also move up or down 4" in addition to any horizontal movement.

*Surprise Assault:* If the unit is in cover it may assault. It must test to move through difficult terrain as normal.

## **Shooting**

*Over Watch:* Mark the model as being in “over watch”. During the opponents turn after the opponent has completely resolved an action, but before he declares a new one, the unit may shoot as normal. A model remains in over watch until it takes another action or is attack (the attack does not need to hit or wound successfully).

*Fire into the Fray:* The model resolves a single shooting attack (regardless of how many shots his weapon can fire) against a model in close combat. The weapon must be an assault or rapid fire weapon. Roll to hit as if rolling to hit in close combat, but replace the shooting units WS with its BS. If a 1 is rolled it hits the closest friendly unit in base to base contact with the target instead. Weapons with templates may not use this maneuver.

*Volley:* The model and all friendly models within 2” of it that are not engaged in combat and have not taken an action this turn fire 1 shot (regardless of the weapons profile) at a single target. Only Assault & Rapid Fire weapons may be shot. Any model affected by this maneuver may not take any other actions this turn.

*High Ground:* A model makes a normal shooting attack against a target. If the attacking model has at least 2” of elevation above the target (measured from the bottom of the models bases) then it ignores any cover the target may have.

## **Assault**

*Death From Above:* A charging unit with at least 1” of elevation at the start of its charge (measured from the bottom of the models bases) or a model equipped with a jump pack may assault and add +2 to its strength and initiative, but may not use any special weapon (such as power weapons).

*Fire from the Fray:* The model may make a single shooting attack (regardless of how many shots his weapon can fire) even if he is in an assault. A single enemy model (chosen by the opponent) in base to base contact with the activating model then makes it’s normal assault attacks against the activating model. A model not in hand to hand combat at the start of the turn may not use this maneuver.

*Hustle:* The model moves 1d6” and may not assault. This is usable only by models not in hand to hand combat.

*Fight Defensively:* Mark the model as defensive. If it takes any other actions it no longer counts as defensive. As long as a model is defensive it gains a 3+ invulnerable save in close combat. If it is attacked in close combat it may not attack back but reduces the attackers number of attacks by 1, to a minimum of 1 in addition to the 3+ invulnerable save. A model remains defensive until it takes another action or is shot at (the attack does not have to hit or wound).

### Firefight Scenarios

Firefight differs only slightly when setting up a game. Choose randomly or decide on a deployment and objective for the game, and decide on a point total as normal. Then each player rolls a die, the highest places the first model within a deployment zone of his choosing. The players take turns deploying a single model at a time. Whoever deployed first takes the first turn, there is no roll to “Seize the Initiative” in Firefight 40k.

### Deployment

Deployment parameters are slightly different in Firefight, in that they require the terrain to be set up in a certain way. While different types of terrain may be used there needs to be a set dispersal of terrain, creating board types that are bit more “locked in” than normal games.

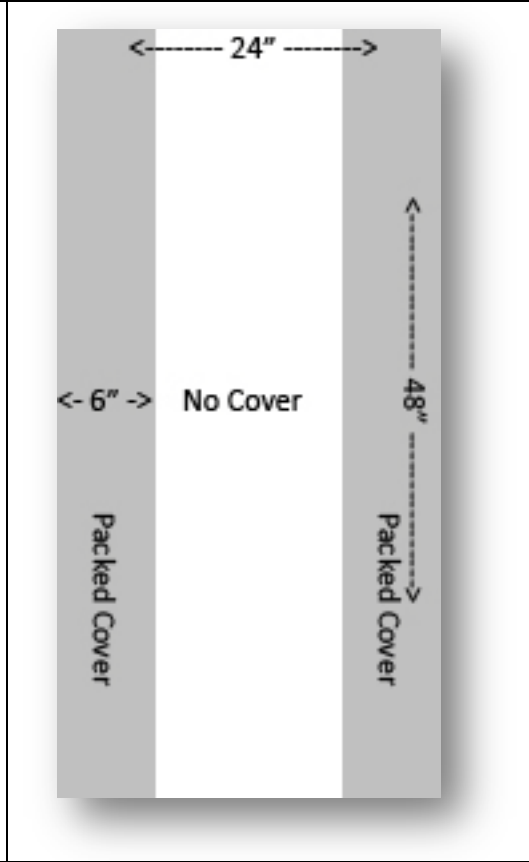
Firefight 40k is also played on a 2’ x 4’ board with varying deployment zones. It is advised that any squad be designed to adapt to varying strategies.

<b>Death Alley</b>	<b>1-2</b>
<b>The Point</b>	<b>3-4</b>
<b>The Longest Yard</b>	<b>5-6</b>

### Death Alley

The two forces have come upon each other accidentally. They have taken cover, between them is an empty danger zone, crossing it could prove deadly... or the key to victory.

*Deployment:* Each player must deploy all models within 6” of their long table edge.  
*Terrain:* All terrain must be placed within 6” of the long board edges (within the players deployment zone). It is recommended that every piece of available terrain should be used. This terrain should also be considered fortified, improving the cover save it grants by 1.

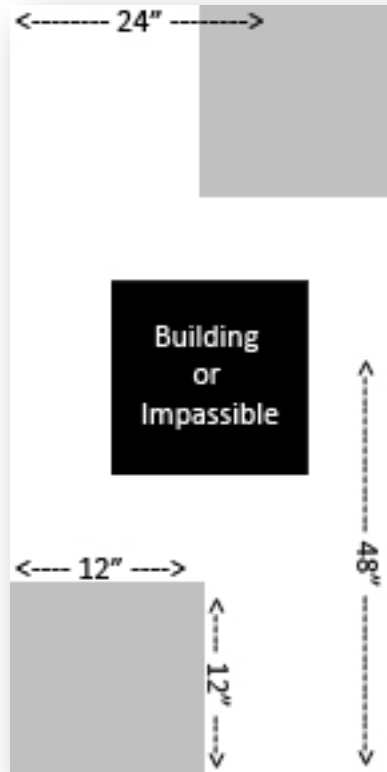


### The Point

Opposing forces have spotted evidence of a hostile force on the opposite side of a ridge or building. They must proceed cautiously to achieve their objective.

*Deployment:* Each player deploys his models within a 12" square located at opposite table quarters.

*Terrain:* Any terrain setup outside of the center 12" square is acceptable; however the center 12" square must be a large block of impassible terrain or a building. At the very least it must be a hill large enough to block line of site.



### The Longest Yard

Relatively clear ground has given each force the ability to spot the other at a distance. Long range shooting and quick assaults may prove decisive, as will effective use of terrain.

*Deployment:* Each player must deploy all models within 6" of their short board edge.

*Terrain:* Terrain should be scattered evenly, covering approximately 25% of the board.



## Objectives

The objectives are similarly altered to fit the style and rule set of Firefight 40k. They are fairly straight forward.

Mission Type	D6
Assassination	1-2
Sabotage	3-4
Shoot Out	5-6

### Assassination

The players randomly determine who the attack and who the defender is.

The defender player nominates one of his own models as the target, which is "special" in some way. Perhaps they are a Sergeant, a special mutation, someone with special knowledge/contacts or simply a beast with important documentation accidentally stuck in its teeth.

The defending player wins if the target ends an enemy turn within the attacker's deployment zone. The attacker wins if the target dies.

It is a good idea to build your force with a tough or fast model to act as your target if this mission is randomly rolled.

### Sabotage

Each player places a 1" marker (a model base works great for this) somewhere in his deployment zone before any models are deployed.

The goal is to defend this location while assaulting your opponent's marker. The first player to get a model within 6" of his opponent's marker without any enemy models also within 6" of it wins.

### Shootout

One of the most basic types of conflicts, a shootout is a brutal but simple conflict between two opposing forces.

Each player counts the number of models in his force and divides it by 3, rounding any fraction up. This is the forces "effective losses limit". The first player to kill more models and his opponents effective losses limit wins.