

INFANTRY

Infantry units include all types of foot soldiers, whether human or alien. A typical unit of infantry is between five and ten models strong but are often much larger. In rare cases, an infantry unit may comprise of only a single model. Infantry are fairly slow moving, but can cross almost any terrain (given enough time) and make the best use of cover to avoid enemy fire. Infantry are the most common and dependable units in Warhammer 40,000 and the bulk of the core rules are concerned with them.

JUMP INFANTRY

Jump infantry are equipped with jump packs, jet packs, sometimes wings, teleport devices or other means of moving quickly over short distances. They commonly take advantage of these by dropping onto the battlefield in the midst of the enemy – heroically or foolishly depending on your perspective. Jump infantry can move like normal infantry or activate their jump device to make a high-speed move, combining some of the best elements of both mounted and ordinary infantry. Jump infantry tend to be a rare and valuable commodity in most armies.

BEASTS & CAVALRY

Consisting of particularly vicious hunting animals or a rider with a living mount, beasts and cavalry are able to swiftly carry the battle to the enemy. Beasts and cavalry have a profile like other infantry, but are able to make use of a special faster move when they assault an enemy unit. These units tend to be powerful in open terrain where they have room to manoeuvre, and move like infantry in denser areas, such as woods or buildings. Beast and cavalry units are typically quite rare and small in numbers. Note that riders may not dismount during the game and that cavalry models have a combined characteristic profile that factors in both the beast and rider.

BIKES AND JETBIKES

These units are riders mounted on a variety of conventional bikes or jetbikes. They are capable of moving really quickly, and will often have weapon systems mounted on their bikes. Their only major weakness is the risk of crashing when

moving through difficult terrain. Both types of bike manoeuvre much faster than infantry and jetbikes are able to glide over obstructions, such as buildings, without being slowed. Bike and jet-bike units normally are made of relatively few models.

MONSTROUS CREATURES

Some creatures are just too big to fit into the ordinary infantry unit category. These are towering giants that are capable of crushing a tank – like the Tyranid Carnifex, a creature bioengineered and evolved especially to become a living battering ram. While Monstrous Creatures use many of the Infantry rules, their size and destructive capability make them closer to vehicles in other respects. A Monstrous Creature unit will usually consist of a single model.

ARTILLERY

These units represent large weapons and their crews, the gun models themselves being large enough to be treated as small vehicles. Artillery units count as infantry in all respects, but when they are fired at, hits can be scored on the guns or the crew and the guns themselves have vehicle-like characteristics.

VEHICLES

Vehicle units include all kinds of war machines. Space Marine Land Raider tanks, Rhino personnel carriers, Dreadnoughts and Ork Wartraks all fall into this category. Most vehicles can move more rapidly than infantry but need to stick to open ground to avoid getting bogged down. Vehicle units are represented by single models, in the case of tanks and other large vehicles, or as a group of one to three smaller vehicles. Vehicle crew members – the drivers, commanders and gunners – are assumed to be an integral part of their machine, and if their vehicle is destroyed they are considered to be lost along with it