
Warhammer 40,000 11th Edition

Small Game Guide: 500–1,000 Points

This guide is for learning Warhammer 40,000 11th Edition in smaller games. It is written for 500–1,000 point games, custom Combat Patrol-style games, and casual play.

It is not written in tournament language. Use the official Core Rules and your datasheets when exact wording matters.

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1. What Kind of Game Are We Playing?

For learning games, use one of these sizes:

Game Size	Best For	Notes
500 points	First games, fast games, custom Combat Patrols	Keep armies simple
750 points	Better small games	Enough room for variety
1,000 points	Standard small battle	Good next step after Combat Patrol

Recommended Table Sizes

Game Size	Suggested Table
500 points	44" x 30"
750 points	44" x 30" or 44" x 44"
1,000 points	44" x 30" for fast games, 44" x 60" if using more vehicles or monsters

The exact size can change by mission. For casual games, agree before starting.

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2. What You Need

Each player needs:

- An army list
 - Datasheets for every unit
 - Detachment rules
 - Dice
 - Tape measure
 - Objective markers
 - Terrain
 - Tokens or dice to mark wounds, Battleshock, and abilities
- For small games, do not overload the table with giant models. One big monster or vehicle is fine. Three or four can make the game weird fast.

3. Building a 500–1,000 Point Army

A small army should have jobs covered.

Try to include:

Job	What It Does
Leader	Character or main command model
Objective holders	Units that stand on objectives
Damage unit	Something that kills enemy units
Mobile unit	Something fast enough to reach the board
Tough unit	Something that can survive pressure

You do not need all of these perfectly at 500 points, but you should know what each unit is supposed to do.

Simple 500 Point Army Shape

A good beginner 500 point list often looks like:

- 1 Character
- 1–2 Battleline or basic infantry units
- 1 stronger damage unit
- 1 fast unit or tough unit

Simple 1,000 Point Army Shape

A good beginner 1,000 point list often looks like:

- 1–2 Characters
- 2–3 objective units
- 1–2 damage units

- 1 fast unit
- 1 vehicle, monster, or elite unit

Do not build only for killing. You need units that can stand on objectives.

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4. Using New Recruit to Make Custom Combat Patrols***

New Recruit is a free army-building site/app that helps make legal lists and count points.

Use it to build your own small forces instead of only using official Combat Patrol boxes.

How to Build a Custom Combat Patrol in New Recruit

1. Open New Recruit.
2. Choose Warhammer 40,000.
3. Choose your faction.
4. Make a new army list.
5. Set the game size to around 500 points.
6. Add one character.
7. Add a few basic units.
8. Add one interesting unit, such as a vehicle, monster, elite squad, or fast unit.
9. Check the warnings/errors.
10. Export or print the list.

Custom Combat Patrol Guidelines

For a fair custom Combat Patrol, try this:

Limit	Recommendation
Points	450-550 points
Characters	1, maybe 2
Big models	0-1 Monster or Vehicle
Aircraft	Avoid in first games
Tough skew	Avoid taking only hard targets
Unit count	4-7 units is usually good

Do Not Do This in Beginner Combat Patrols

Avoid:

- One giant model and almost nothing else
- All tanks
- All monsters
- All deep strike tricks
- Too many characters

- A list that your opponent cannot hurt
- The goal is to learn the game, not trap someone in a bad matchup.

Good Custom Combat Patrol Formula

Use this:

1. One leader.
2. One unit that holds your home objective.
3. One unit that moves toward the middle.
4. One unit that does real damage.
5. One fun unit that shows the army's flavor.

That is enough for a good first game.

*** don't worry about new recruit if you have datasheets

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5. Winning the Game

You win by scoring victory points.

Most points come from:

- Holding objectives
- Completing mission goals
- Denying your opponent points
- Destroying enemy units when the mission rewards it

A beginner mistake is chasing kills while losing objectives.

Your question every turn should be:

"What do I need to score this turn, and what do I need to stop my opponent from scoring?"

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6. The Turn Sequence

Each battle round has both players taking a turn.

A player turn usually goes:

1. Command Phase
2. Movement Phase
3. Shooting Phase
4. Charge Phase
5. Fight Phase

Most games last 5 battle rounds.

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7. Command Phase

In the Command Phase:

- Gain Command Points if the rules say so.
- Resolve Command Phase abilities.
- Check mission scoring.
- Take Battleshock tests if required.

Command Points

Command Points pay for Stratagems.

Good uses:

- Keeping an important unit alive
- Helping a key attack
- Moving or charging at the right time
- Using a core Stratagem at a decisive moment

Bad uses:

- Spending points just because you have them
- Using tricks on units that do not matter
- Saving every point until it is too late

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8. Battleshock

Battleshock means a unit is losing order.

A Battleshocked unit is usually worse at holding objectives and may lose access to some rules or Stratagem support. Roll against leadership on data sheet, if you succeed you don't have to worry about Battleshock, if you

Use a token beside the unit.

Do not rely on memory.

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9. Movement Phase

Movement is the most important part of the game.

In the Movement Phase, each unit usually chooses one of these:

Move Type	Meaning
Remain Stationary	Do not move
Normal Move	Move up to the unit's Move value
Advance	Move farther, usually with limits afterward
Fall Back	Leave close combat

Movement Goals

Move to:

- Hold objectives
- Hide from enemy shooting
- Get line of sight
- Set up a charge
- Block enemy movement
- Protect important units

Do not move a unit unless you know why it is moving.

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10. Terrain Basics

Terrain matters. Use it.

In 11th Edition, terrain uses terrain features and terrain areas.

- A terrain feature is the physical model: ruin, wall, barricade, tree, rock, pipe, etc.
- A terrain area is the footprint under or around that feature.

Before the game, agree what each terrain piece is.

Cover

Cover makes shooting less accurate. In 11th Edition, cover commonly gives the attacker a penalty to Ballistic Skill instead of improving the defender's save.

Plain version:

- A unit in cover is harder to hit.
- Cover does not mean the model is impossible to hurt.
- Use terrain to survive long enough to score.

Hidden

Infantry, Beast, and Swarm units can be Hidden when inside terrain areas, as long as they have not shot recently.

Hidden units are usually only visible to enemy units within detection range, often 15".

Plain version:

- Small units can hide in terrain.
- Shooting can reveal them.
- Being Hidden helps protect units early in the game.

Obscuring

Obscuring terrain blocks sight through its area.

Plain version:

- If a terrain area is Obscuring, you usually cannot shoot straight through it.
- Use it to keep important units alive.
- Big models still need to care about line of sight.

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11. Shooting Phase

In the Shooting Phase, your units fire ranged weapons.

For each shooting unit:

1. Pick the unit that is shooting.
2. Pick targets for its weapons.
3. Roll to Hit.
4. Roll to Wound.
5. Opponent rolls Saves.
6. Apply Damage.

To Hit

Use the model's Ballistic Skill.

Example: BS 3+ means each roll of 3 or higher hits.

To Wound

Compare the weapon's Strength to the target's Toughness.

Strength vs Toughness	Wound Roll
Strength is double or more	2
Strength is higher	3
Strength is equal	4
Strength is lower	5
Strength is half or less	6

Saves

The defender rolls saves.

Armour Penetration makes the save harder.

Example:

- Defender has a 3+ save.
- Weapon has AP -1.
- Defender now saves on 4+.

Damage

Each failed save causes damage.

If a model loses all its wounds, it is destroyed.

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12. Shooting Tips

Focus fire.

Usually, killing one enemy unit is better than lightly damaging three.

Ask:

- What enemy unit is holding an objective?
- What enemy unit threatens my plan?
- What can I actually kill?
- Am I wasting anti-tank weapons into infantry?
- Am I wasting small arms into a tank?

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13. Charge Phase

In the Charge Phase, units try to move into close combat.

In 11th Edition, Engagement Range is 2".

That means if your model is within 2" of an enemy unit, it is engaged.

Charging in Plain Language

1. Choose a unit to declare a charge.
2. There must be at least one enemy unit within 12".
3. Roll the charge distance.
4. After rolling, choose valid charge targets within range.
5. Move the charging unit.

6. The charging unit gains Fights First until the end of the turn.
This is more forgiving than older versions because you choose targets after the roll.

Good Reasons to Charge

Charge when you want to:

- Kill an enemy unit
- Take an objective
- Stop a shooting unit from acting freely
- Protect your own unit
- Force your opponent to respond

Bad Reasons to Charge

Do not charge just because something is close.

A bad charge can leave your unit dead and give your opponent free movement.

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14. Fight Phase

The Fight Phase is melee combat.

Melee attacks work like shooting:

1. Roll to Hit using Weapon Skill.
2. Roll to Wound using Strength vs Toughness.
3. Opponent rolls Saves.
4. Apply Damage.

Fight Order

Units with Fights First fight before other eligible units.

Charging units normally gain Fights First that turn.

Players alternate choosing eligible units to fight.

Plain version:

- Chargers usually hit early.
- Do not charge something that will survive and kill you back unless it helps your mission.
- Mark which units charged so you do not forget.

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15. Objectives

Objectives win small games.

Each model or unit has Objective Control.

To see who controls an objective:

1. Check which models are in range.
2. Add each side's Objective Control.
3. Higher total controls the objective.

At 500–1,000 points, one small unit standing in the right place can matter more than one big unit killing things in the wrong place.

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16. Monsters and Vehicles

Monsters and Vehicles are big, tough units.

Examples:

- Tanks
- Walkers
- Dreadnoughts
- Daemon Engines
- Knights
- Tyranid monsters
- Greater Daemons
- Large battlesuits

What Monsters and Vehicles Are Good At

They usually provide:

- High toughness
- Many wounds
- Strong weapons
- Board control
- Threat pressure

What They Are Bad At

They can struggle with:

- Holding multiple objectives
- Moving through crowded terrain
- Being surrounded
- Getting stuck fighting cheap units
- Being the only serious threat in a small army

Small Game Warning

At 500 points, one strong Monster or Vehicle can dominate the game if the opponent has no answer.

For fair beginner games:

- 500 points: 0-1 Monster or Vehicle
- 750 points: 1 big model is fine
- 1,000 points: 1-2 big models is usually fine

Do not bring a list that your opponent cannot damage.

Anti-Tank and Anti-Monster Weapons

To hurt Monsters and Vehicles, look for:

- High Strength
- Good Armour Penetration
- High Damage
- Anti-Vehicle or Anti-Monster rules
- Lethal Hits or Devastating Wounds if your army uses them

Small guns can sometimes chip damage, but do not expect basic rifles to reliably kill a tank.

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17. Crushing Impact

Monsters and Vehicles can use the Crushing Impact core Stratagem after charging.

Plain version:

- A Monster or Vehicle charges.
- You spend Command Points.
- It uses its size and weight to smash into the enemy.
- It can cause mortal wounds.
- It can also hurt itself if the roll goes badly.

Use this when:

- The charge matters.
- The target needs to die.
- You can afford the risk.
- The Monster or Vehicle is already doing an important attack.

Do not use it just because you can.

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18. Vehicles and Monsters in Melee

Vehicles and Monsters can fight in melee if they are engaged.

Some are good at it. Some are not.

Check the datasheet.

A tank with weak melee attacks may want to avoid being charged. A monster with strong claws probably wants to charge.

Screening Big Models

Protect big units with smaller units.

A screen is a cheap unit placed in the way so enemy units cannot easily charge or move into your important model.

Good screen units:

- Basic infantry
- Cheap swarms
- Scouts
- Cultists
- Small disposable units

If you leave a tank alone in the open, expect your opponent to trap, charge, or focus it.

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19. Flying Units

Units with the FLY keyword are Flying units.

Flying units are usually fast and good at moving over the board.

Examples:

- Jump infantry
- Jetbikes
- Speeders
- Some battlesuits

- Winged monsters
- Aircraft-style units

Taking to the Skies

In 11th Edition, when a Flying unit makes a Normal Move, Advance, Fall Back, or Charge Move, it can choose to Take to the Skies.

If it does:

- Reduce the move distance by 2".
- Ignore vertical distance.
- Move through models.
- Move through terrain features.

Plain version:

You can fly through things, but you pay 2" of movement for doing it.

Example

A Flying unit has Move 12".

It wants to fly over a ruin and an enemy unit.

It Takes to the Skies.

Its move becomes 10", but it can move through the ruin and the models without measuring up and down the wall.

When to Use Fly

Use Fly to:

- Get onto objectives
- Escape bad combats
- Move over screens
- Reach weak enemy units
- Set up better shooting angles
- Set up charges

When Not to Use Fly

Do not Take to the Skies if the -2" movement would make you fail to reach the place you need.

Sometimes walking around terrain is better.

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20. Aircraft and Flyer Warning for Small Games

Some units fly, but not every flying unit is an aircraft.

For beginner 500 point games, avoid true aircraft-style units unless both players agree.

They can be awkward in small games because:

- The table is smaller.
- Movement is more cramped.
- They may be hard for some armies to interact with.
- They add rules before players know the basics.

Use jump infantry, skimmers, jetbikes, and flying monsters first. Save aircraft for later.

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21. Reserves and Deep Strike

Some units can start off the table and arrive later.

These rules are often called things like:

- Reserves
- Strategic Reserves
- Deep Strike
- Ingress moves
- Teleporting
- Ambushing

In 11th Edition, special arrival rules commonly set units up more than 8" away from enemy models.

Because of how distance works, you usually still need a 9" charge from that kind of arrival.

Beginner advice:

- Do not put too much of your army in reserve.
- One reserve threat is fine.
- Units in reserve cannot hold objectives while off the table.
- A failed charge from reserve can leave a unit exposed.

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22. Playing 500 Point Games

500 point games are fast but swingy.

A single mistake can matter a lot.

500 Point Setup

Use:

- 3 objectives for very small games, or 4 if you want more movement
- Moderate terrain
- Simple missions
- Few Stratagems
- No giant centerpiece unless both players agree

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500 Point Balance Rules

For better games:

- Limit each player to 1 Monster or Vehicle.
- Avoid aircraft.
- Avoid units over about 250 points unless both players agree.
- Do not build a list your opponent cannot hurt.
- Use enough terrain to block first-turn shooting.

500 Point Game Plan

At 500 points, every unit needs a job.

You usually cannot afford backup units.

Ask:

- Who holds home?

- Who goes middle?
- Who kills enemy threats?
- Who can move fast if needed?

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23. Playing 750 Point Games

750 points is often better than 500.

You get more room for mistakes and more unit variety.

750 Point Setup

Use:

- 4 objectives
- A balanced amount of terrain
- One large central terrain area
- A few side terrain pieces
- Simple primary scoring

750 Point Army Advice

At 750 points, you can usually include:

- A leader
- Two objective units
- One tough unit
- One damage unit
- One fast or flexible unit

This is a good size for learning how the army actually works.

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24. Playing 1,000 Point Games

1,000 points is the best small "real game" size.

You can use more of the actual army rules without the game taking all day.

1,000 Point Setup

Use:

- 4-5 objectives
- Enough terrain to hide units
- A real mission
- Full turn sequence
- Normal army rules

1,000 Point Army Advice

At 1,000 points, try to bring:

- 1-2 Characters
- 2-3 units that can hold objectives
- 1 anti-tank or anti-monster threat
- 1 fast unit
- 1 tough unit
- 1 unit that can trade or screen

What “Trading” Means

Trading means using one unit to kill, block, or take an objective, knowing it may die afterward.

Good trades win games.

Bad trades give your opponent free kills.

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25. Simple Mission for 500–1,000 Points

Use this if you do not want to set up a full mission deck.

Objectives

Place 4 objectives:

- One near each player’s deployment zone
- Two near the middle

Scoring

At the end of each player’s Command Phase, score:

Condition	Points
Hold one objective	5 points
Hold two objectives	5 more points
Hold more objectives than opponent	5 more points

Maximum: 15 points per turn.

Start scoring from battle round 2.

Game Length

Play 5 battle rounds.

Highest score wins.

This is simple and teaches the right habits.

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26. Beginner Turn Checklist

Command Phase

- Do I gain Command Points?
- Do I score points?
- Do I need Battleshock tests?
- Do I have Command Phase abilities?

Movement Phase

- What objectives do I need?
- Which units need to hide?
- Which units need line of sight?
- Which units are in danger?
- Am I setting up a charge?

Shooting Phase

- What must die?
- What is holding an objective?
- Which weapons are best into which target?
- Am I splitting fire too much?

Charge Phase

- Which charges help me score?
- What happens if I fail?
- What happens if I succeed?
- Am I charging with a Monster or Vehicle that should use Crushing Impact?

Fight Phase

- Which combats matter most?
- Which units have Fights First?
- Can I kill enough models to take an objective?

End of Turn

- Did I score?
- Did I leave something exposed?
- What will my opponent do next?

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27. Common Beginner Mistakes

Mistake: Ignoring Objectives

Fix: Score first, kill second.

Mistake: Moving Into the Open

Fix: Use terrain. Hide anything important.

Mistake: Splitting Fire Too Much

Fix: Focus on one target until it is dead or no longer matters.

Mistake: Charging Without a Reason

Fix: Charge to score, kill, block, or survive.

Mistake: Bringing an Unfair Small List

Fix: At 500 points, avoid skew lists. Let both players interact.

Mistake: Forgetting Special Rules

Fix: Put tokens beside units with active effects.

Mistake: Not Knowing What a Unit Does

Fix: Write one job beside each unit on your army list.

28. What to Say Before the Game

Before playing, agree on:

- Points limit
- Mission
- Terrain rules
- Whether custom Combat Patrols are allowed
- Whether big monsters, vehicles, or aircraft are allowed
- Whether take-backs are allowed for learning mistakes

Good beginner agreement:

"We are learning. If someone forgets something obvious before dice are rolled, we can fix it. Once dice are rolled, we usually keep going."

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29. Good Table Habits

Do:

- Explain what your unit is doing.
- Measure openly.
- Declare targets clearly.
- Roll where both players can see.
- Mark wounds and Battleshock.
- Ask questions before gotcha moments.
- Let beginners check their datasheets.

Do not:

- Hide rules.
- Rush people.
- Touch someone else's models without asking.
- Argue over tiny casual-game measurements.
- Pretend you remembered a rule after seeing dice results.

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30. The Fast Learning Order

1. Turn sequence
2. Movement
3. Shooting
4. Charging
5. Fighting
6. Objectives
7. Terrain

8. Monsters and Vehicles
9. Flying
10. Stratagems
11. Full mission rules

Do not try to memorize everything before playing.

If you can move, shoot, charge, fight, and score objectives, you can play a real game.

VOID BREACH

Shipboard Skirmishes for Warhammer 40,000

Void Breach is a small, point-based boarding format for Warhammer 40,000.

Players build compact forces using the current points and datasheets for their armies, then fight through a generated section of a ship. The game uses normal Warhammer 40,000 rules wherever possible. Movement, shooting, charging, fighting, saves, damage, Objective Control, Battleshock, terrain, cover, Engagement Range, army rules, detachments, Stratagems, and datasheets all work normally unless Void Breach says otherwise.

This makes the format easy to update. If a new edition, balance update, points document, or datasheet changes a unit, use the current version. Void Breach supplies the shipboard battlefield, mission structure, door rules, corridor sizes, and force restrictions.

This is not a map of a whole ship.

It is one section of a larger vessel: the part being breached, defended, searched, raided, sabotaged, or escaped through.

Every game begins with one fixed feature:
an exterior cargo door.

The attacker enters through that door.

The defender is already inside.

Everything beyond the cargo door is generated before the game.

Void Breach is meant to work with any army. The board generator creates the ship section, not the faction story. A Cargo Hold might be part of an Imperial transport, Chaos raider, T'au vessel, Ork hulk, Aeldari corsair ship, Votann mining craft, Mechanicus hauler, or any other vessel. Use the same rules, then describe the terrain to match the defender's force.

1. What You Need

Each player needs:

- a small army list
- current datasheets for every unit
- dice
- tape measure
- objective markers
- tokens or dice for wounds, Battleshock, and effects
- terrain, walls, tiles, or marked lines for the ship section

Use the current Warhammer 40,000 rules as the rules base.

Void Breach only adds the shipboard format.

2. Game Size

The standard game is:

300 points per player

This gives each player enough room for a leader, a basic unit, and one distinctive threat without becoming a full battle.

Game Size	Points	Board Size
Breach Probe	150	22" x 22"
Standard Void Breach	300	22" x 30"
Heavy Breach	400	30" x 30"
Full Deck Fight	500	44" x 30"

Start with 300 points on a 22" x 30" board.

Use 400 or 500 points after players understand how tight shipboard fighting becomes.

3. Building a Void Breach Force

Each player builds a force using current points and datasheets.

Use normal list-building as much as possible, but keep the force appropriate for fighting inside a ship.

Standard 300-Point Limits

At 300 points, use these limits:

- 1 Character recommended
- 2 Characters maximum
- No Aircraft
- No Titanic units
- No Fortifications
- No Bikes
- No Cavalry
- No Chariots
- No Mounted units
- No large Monsters unless both players agree
- No model with more than 8 Wounds unless both players agree
- No unit that the opponent cannot reasonably hurt or interact with

Vehicles are normally not used. A shipboard machine may be allowed if it makes sense in the section being fought over: a robot, loader, servitor platform, small walker, cargo automata, or similar model.

The goal is a playable boarding fight, not a list-building trap.

Usually Allowed

These model types usually work well:

- Infantry
- Characters

- Terminators
- Beasts
- Swarms
- Ogryn-sized infantry
- Servitors
- Drones
- Robots
- Small walkers that make sense inside a ship
- Tyranid Warriors or similar medium xenos
- Small daemons
- Cultists
- Mutants
- Ship security
- Maintenance crews
- Boarding specialists

Shipboard Exceptions

Some models are not standard infantry but may still fit the format.

Model Type	Why It May Fit
Kastelan Robots	Loader robots, ship security, cargo automata
Kataphron Servitors	Heavy maintenance servitors
Ogryns	Cargo handlers, riot troops, bodyguards
Tyranid Warriors	Larger organisms loose inside the ship
Wraithguard	Boarding constructs
Crisis-style battlesuits	Hangar, cargo bay, or assault deck only
Dreadnoughts	Scenario boss or large cargo-deck mission only

If the model fits the board, the mission, and the agreed tone, use it.
If it breaks the game, leave it out.

4. Standard Board

The standard Void Breach board is:

22" x 30"

This represents one ship section.

A standard board should include:

Feature	Standard Amount

Exterior cargo door	1
Main route	1
Secondary route	1
Rooms or zones	2-3
Interior doors	4-6
Large blocking terrain	1-2
Medium cover	3-4
Small clutter	2-4
Hazard	1
Objectives or consoles	3

Do not overfill the board. Models need room to move, charge, fight, and control objectives.

The board should feel tight, not unusable.

5. Representing the Ship Section

Use whatever terrain method works for your table.

Good options include:

- Boarding Actions terrain
- Space Hulk tiles
- Zone Mortalis tiles
- printed walls
- cardboard walls
- foamcore
- books or boxes
- loose sci-fi terrain
- a marked battle mat
- a dry-erase mat
- paper map with physical clutter

Walls, doors, rooms, and corridors must be clear before deployment.

If a line is a wall, both players should know it is a wall.

If a gap is a door, both players should know the door size.

If a piece gives cover, both players should agree what it does before the game starts.

6. Exterior Cargo Door

Every Void Breach board begins with an exterior cargo door.

This is the attacker's entry point.

It may represent a cargo hatch, docking clamp, boarding tube, forced airlock, salvage cut, torpedo breach, emergency ramp, or loading door.

Feature	Measurement
Width	5"
Depth	1"
Placement	Centered on one short board edge
Use	Attacker entry point

The exterior cargo door is large enough for normal boarding models: infantry, Terminators, Ogryn-sized models, servitors, robots, and similar shipboard fighters. It is not a reason to bring tanks, bikes, cavalry, aircraft, or mounted units.

7. Routes

Every board needs at least two ways forward from the exterior cargo door.

Main Route

The main route is the obvious path into the ship.

Feature	Measurement
Width	4"
Length	12"-20"

This may be a main corridor, cargo lane, bridge approach, security hall, engine access path, or wide service passage.

The main route should matter, but it should not be a perfect shooting lane. Add corners, crates, machinery, bulkheads, doors, or blocking terrain so the attacker cannot see the whole board from the cargo door.

Secondary Route

The secondary route is the alternate path.

Feature	Measurement
Width	2"-3"
Length	6"-14"

This may be a maintenance corridor, side passage, room chain, service duct, damaged bypass, or crew passage.

The secondary route gives smaller models more options and keeps the game from becoming one hallway fight.

Models on bases larger than **40mm** should not normally use a **2" maintenance route** unless both players agree.

8. Doors

Doors are part of the board.

They block movement, block line of sight, shape charges, protect objectives, and force both players to think about timing.

A standard board should have **4–6 interior doors**.

Door Sizes

Door Type	Width	Use
Service Hatch	1.5"	Maintenance route or small room
Standard Door	2"	Normal interior door
Bulkhead Door	3"	Main route or secure room
Cargo Door	4"–5"	Cargo hold, engine room, loader bay
Exterior Cargo Door	5"	Required attacker entry

Most doors should be **2" standard doors**.

Use 3" bulkhead doors on main routes.

Use **4"–5" cargo doors** only for cargo holds, engine rooms, loader bays, or large-objective rooms.

Door Rules

A closed door blocks movement and line of sight.

An open door allows movement and line of sight through the opening.

A model or unit within 1" of a door may operate it instead of shooting.

Operating a door means opening it, closing it, or using a mission rule connected to that door.

Locked, jammed, sealed, or damaged doors should only be used if the mission or ship section calls for them.

9. Base Size and Access

Void Breach uses physical space.

A model can only move through a corridor, hatch, door, or gap if its base can fit through that space.

Base Size	Access
25mm	Almost all routes
28.5mm	Most routes
32mm	Most doors and corridors
40mm	Main routes, standard doors, bulkheads; tight in maintenance routes
50mm	Main routes, cargo doors, large rooms
60mm+	Scenario approval only
Oval bases	Use the actual footprint

If the base does not fit, the model cannot use that route.

Small models get more access.

Large models get more strength, but less freedom.

That is part of the game.

10. Ship Section Generator

The defender rolls the ship section before the board is built.

Roll **2D6**.

This tells you what part of the defender's ship is being boarded.

2D6	Ship Section	Description
2	Damaged Unknown Section	A broken, half-charted area. Walls are buckled, doors may not work, and the original purpose of the section is unclear.
3	Waste or Utility Section	A dirty service area with pipes, tanks, pumps, ducts, and leaks. Cramped, ugly, and full of cover.
4	Engine Service Deck	A machinery-heavy area near engines, power lines, coolant systems, or generators. Dangerous, cluttered, and full of hard cover.
5	Crew Quarters Block	Tight rooms, bunks, lockers, short corridors, and many doors. Good for ambushes and close fighting.
6	Cargo Hold	A freight area with crates, containers, loader paths, and wider lanes. Better for bulky models than most sections.
7	Cargo Receiving Bay	A mixed loading area connected to storage, access halls, and ship systems. Balanced and flexible.

8	Security Checkpoint	A controlled passage with barricades, locked doors, inspection points, and defensive positions. Strong for defenders, but must include a bypass.
9	Medicae, Chapel, or Passenger Section	A support or civilian area with beds, benches, shrines, luggage, tables, or emergency supplies. Cluttered but not industrial.
10	Armory, Brig, or Contraband Lockup	A restricted area with secure doors, cages, lockers, weapon storage, or evidence vaults. Door control matters here.
11	Command Relay or Vox Station	A high-value technical area with consoles, data points, auspex gear, or command equipment. Objectives matter more than killing.
12	Quarantine or Specimen Hold	A sealed section for dangerous cargo, sick passengers, strange samples, or restricted containment. Always include at least one hazard.

11. Ship Section Setup Notes

Use the rolled section to guide the board. These notes are not extra rules. They help the defender build a board that fits the result.

2 – Damaged Unknown Section

Use:

- 2–3 rooms or broken zones
- 4–5 doors
- 1–2 damaged, locked, or jammed doors
- 1 hazard
- mixed clutter

The board should feel unstable, but still playable.

3 – Waste or Utility Section

Use:

- one 4" main route
- one 2" maintenance route
- pipes, tanks, grates, pumps
- 1 hazard
- several medium cover pieces

At least one route must fit 40mm bases.

4 – Engine Service Deck

Use:

- one large machinery room
- one side route
- 4–5 doors
- 1 large blocking machine
- 1 hazard

- 2-3 consoles

Leave enough space around the machinery for models to move and fight.

5 – Crew Quarters Block

Use:

- 3 small rooms or zones
- 5-6 doors
- short sightlines
- small and medium clutter
- no long open firing lane

Do not make rooms smaller than **4" x 4"**.

6 – Cargo Hold

Use:

- one 5"-6" cargo lane
- one secondary route
- fewer rooms
- 1-2 large cargo blocks
- 3-4 medium cover pieces
- 4-5 doors

This is the best result for 50mm bases and bulky models.

7 – Cargo Receiving Bay

Use:

- one 4" main route from the exterior cargo door
- one 2"-3" side route
- 2-3 rooms or zones
- 5-6 doors
- balanced clutter
- 3 objectives or consoles

This is the default balanced board.

8 – Security Checkpoint

Use:

- one defended main route
- one bypass route
- barricades or gate frames
- 5-6 doors
- 1 locked door
- 1 security console

The defender should get useful positions, not an automatic kill box.

9 – Medicae, Chapel, or Passenger Section

Use:

- 2-3 rooms
- benches, beds, pews, luggage, tables, or supplies
- 4-6 doors
- light to medium cover

- short sightlines

The section should feel occupied, not industrial.

10 – Armory, Brig, or Contraband Lockup

Use:

- 2 secure rooms
- one access hall
- 5-6 doors
- 1-2 locked doors
- lockers, cages, racks, or sealed storage
- 1 important central objective

Do not put every objective behind the same locked door.

11 – Command Relay or Vox Station

Use:

- one command room
- one access corridor
- one side room or maintenance route
- 4-5 doors
- 3 consoles
- less heavy clutter, more objective points

This board should reward movement and control.

12 – Quarantine or Specimen Hold

Use:

- 2-3 sealed or semi-sealed rooms
- 5-6 doors
- 1 hazard minimum
- containment tanks, medicae clutter, warning markers
- one objective inside the risky area

This section is dangerous, but it should not automatically favor one faction.

12. Clutter

Clutter is anything that makes the ship feel used, damaged, occupied, or dangerous.

Clutter should also help the game work. It breaks line of sight, creates cover, slows movement, and gives players choices.

For a standard board, place:

- 1-2 large blocking pieces
- 3-4 medium cover pieces
- 2-4 small clutter pieces
- 1 hazard
- 3 objectives or consoles

Roll on the tables below if you need ideas.

2D6 Large Blocking Terrain

Large blocking terrain blocks movement, line of sight, or both.

2D6	Large Blocking Terrain
2	Unknown sealed machine
3	Collapsed wall or door section
4	Fuel tank or water tank
5	Cargo container
6	Stacked freight crates
7	Bulkhead support column
8	Engine casing or generator
9	Security gate frame
10	Medicae tank or cryo-pod rack
11	Lift platform or cargo crane base
12	Armored storage unit

2D6 Medium Cover

Medium cover protects models and breaks up firing lanes.

2D6	Medium Cover
2	Covered object
3	Burned debris
4	Loose deck plates
5	Barrel cluster
6	Crate stack
7	Tool cart or workbench
8	Pipe bundle
9	Broken console
10	Bunk, bench, pew, or table
11	Security barricade

12	Supply cage or ammo locker
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2D6 Small Clutter

Small clutter is mostly visual. It should not block movement unless both players agree.

2D6	Small Clutter
2	Something moving under debris
3	Corpse or remains
4	Burn marks or bullet holes
5	Severed cables
6	Loose tools
7	Oil cans, ration tins, or small supplies
8	Torn luggage or bedrolls
9	Broken glass or warning markers
10	Dropped weapon or ammo belt
11	Blood trail or boot prints
12	Strange residue

13. Hazards

A hazard is a dangerous part of the ship section.

Examples include damaged power lines, leaking coolant, unstable pressure seals, toxic smoke, broken gravity plates, or failing containment systems.

Place **1 hazard** on a standard board.

Use more only if the mission calls for it.

2D6 Hazard Table

2D6	Hazard
2	Unknown system malfunction
3	Damaged pressure seal
4	Exposed power cable
5	Coolant leak

6	Venting steam
7	Flickering lights or alarm siren
8	Slippery oil slick
9	Toxic smoke
10	Broken gravity plate
11	Radiation or power conduit flare
12	Containment field flicker

Hazard Rule

When a model ends a Normal Move, Advance, Fall Back, or Charge Move in a hazard zone, roll 1D6.

On a **1**, that model suffers **1 mortal wound**.

For a severe hazard, it triggers on a **1–2** instead.

Agree before the game whether a hazard is normal or severe.

14. Objectives and Consoles

Place 3 objectives or consoles on a standard board.

These may represent terminals, doors, prisoners, cargo, relics, control panels, evidence lockers, power systems, or mission targets.

Placement Rules

- No objective may be within 3" of the exterior cargo door.
- One objective should be near the center.
- One objective should be deeper inside the defender's section.
- One objective should be reachable from the attacker's side.
- Do not place all objectives in the same room.
- All objectives must be reachable.

Roll on the table below if you need ideas.

2D6 Objective Table

2D6	Objective or Console
2	Unknown black console
3	Airlock or cargo door override
4	Manifest or data cogitator
5	Fuel, coolant, or power control

6	Security checkpoint console
7	Main mission terminal
8	Medicae, shrine, or passenger station
9	Armory, cell, or storage lock panel
10	Vox, auspex, or command relay
11	Quarantine or containment switch
12	Emergency self-destruct or purge control

15. Mission Actions

Some objectives require a unit to do something instead of simply standing nearby.

A unit can complete a mission action if:

- it is within 1" of the objective
- it is not Battle-shocked
- it is not within Engagement Range of an enemy unit
- it gives up shooting that turn

Examples of mission actions:

- open a secured door
- steal data
- plant a charge
- restart a generator
- release a prisoner
- seal a quarantine door
- purge contamination
- activate a relay
- unlock an armory
- disable an alarm

16. Defender and Attacker

The defender rolls and builds the ship section.

The attacker enters through the exterior cargo door.

Defender Deployment

The defender deploys first.

The defender deploys anywhere more than **9"** from the exterior cargo door, unless the mission says otherwise.

The defender may not deploy within **3"** of the attacker's board edge.

Attacker Deployment

The attacker deploys second.

The attacker deploys wholly within **3"** of the exterior cargo door.
The attacker takes the first turn unless the mission says otherwise.

17. Basic Scoring

Use this scoring system for standard games.

At the end of each battle round, each player scores:

Condition	VP
Controls one or more objectives	1
Controls more objectives than the opponent	1
Completed one mission action this round	1
Destroyed at least one enemy unit this round	1 maximum

Game length:

5 battle rounds

Highest VP wins.

This keeps the game focused on movement, objectives, and pressure instead of only killing.

18. Void Check

Before deployment, check that the section physically works.

A legal 22" x 30" Void Breach board should meet these conditions:

1. The exterior cargo door is 5" wide and centered on one short edge.
2. There is a 4" main route from the cargo door into the board.
3. There is at least one secondary route that is 2"-3" wide.
4. There are 2-3 rooms or zones, not 5 or 6.
5. Most small rooms are at least 4" x 4".
6. Main rooms are usually 6" x 6" to 8" x 10".
7. There are 4-6 doors, not 10 or more.
8. At least one route can fit 40mm bases.
9. At least one area can fit 50mm bases if either player brought bulky models.
10. No model can see the entire board from the cargo door.
11. The defender has cover, but not an unbeatable kill zone.
12. The attacker has at least two choices after entering.
13. All 3 objectives are reachable.
14. No objective is within 3" of the exterior cargo door.
15. The board has enough open floor for movement, charges, and Engagement Range.

If the board fails the Void Check, fix it before playing.

Do not let the generator make a bad board.

19. Fast Setup

Use this when you want to get playing quickly.

1. Use a 22" x 30" board.
2. Place a 5" exterior cargo door at the center of one short edge.
3. Roll 2D6 for the ship section.
4. Place one 4" main route.
5. Place one 2"-3" secondary route.
6. Add 2-3 rooms or zones.
7. Add 4-6 interior doors.
8. Add 1-2 large blocking terrain pieces.
9. Add 3-4 medium cover pieces.
10. Add 2-4 small clutter pieces.
11. Add 1 hazard.
12. Place 3 objectives or consoles.
13. Run the Void Check.
14. Defender deploys.
15. Attacker deploys at the exterior cargo door.
16. Play 5 battle rounds.

20. What the Board Should Feel Like

A Void Breach board should feel like a cramped, functional part of a ship.

It should not feel like an open battlefield.

It should not feel like an impossible maze.

It should have:

- doors that matter
- cover that matters
- at least two routes forward
- enough space for models to move
- enough blocked sightlines to stop first-turn shooting from deciding the game
- objectives that force both players to leave safety

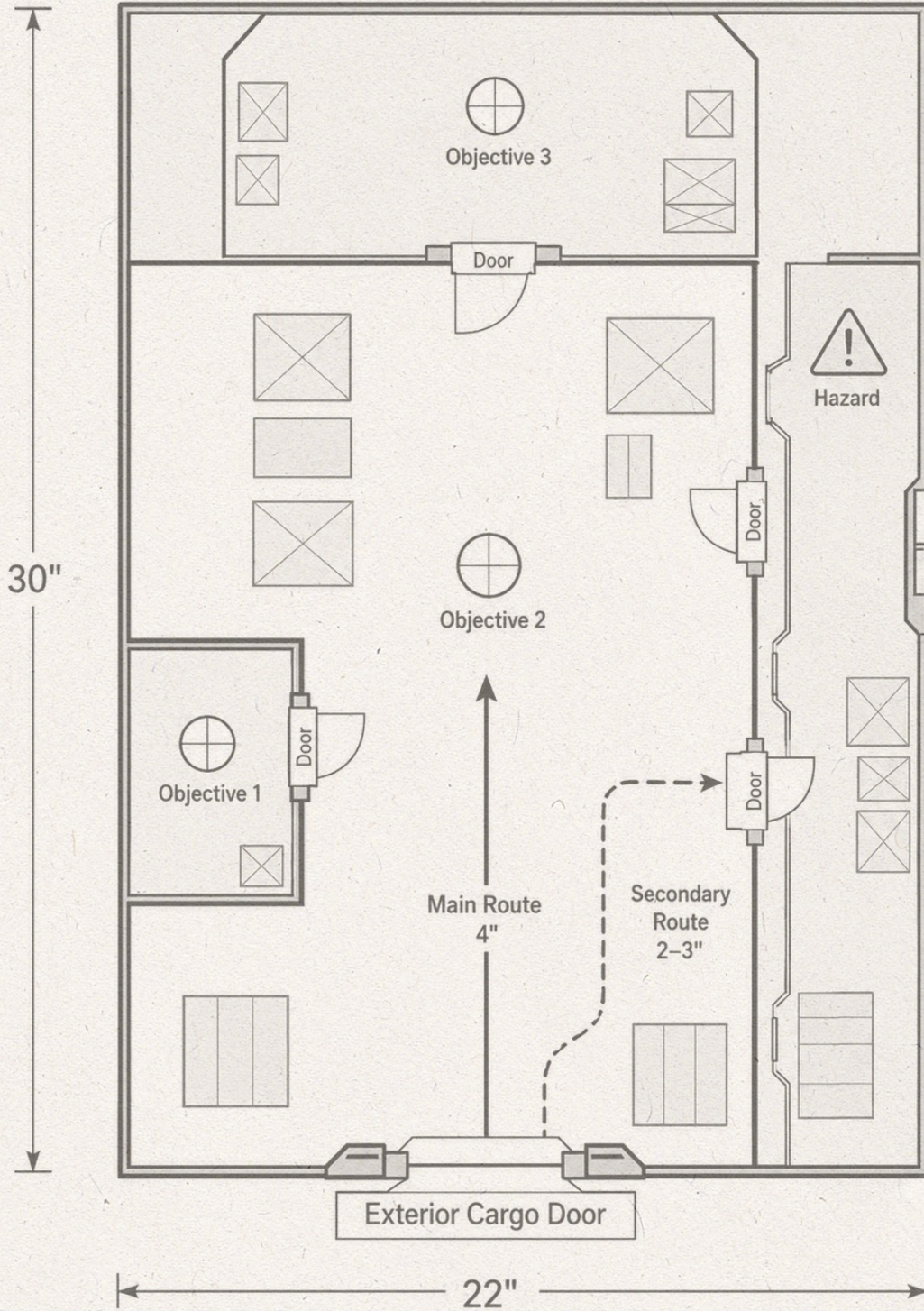
The attacker should have to push in.

The defender should have to decide where to hold.

The ship section should create problems for both sides.

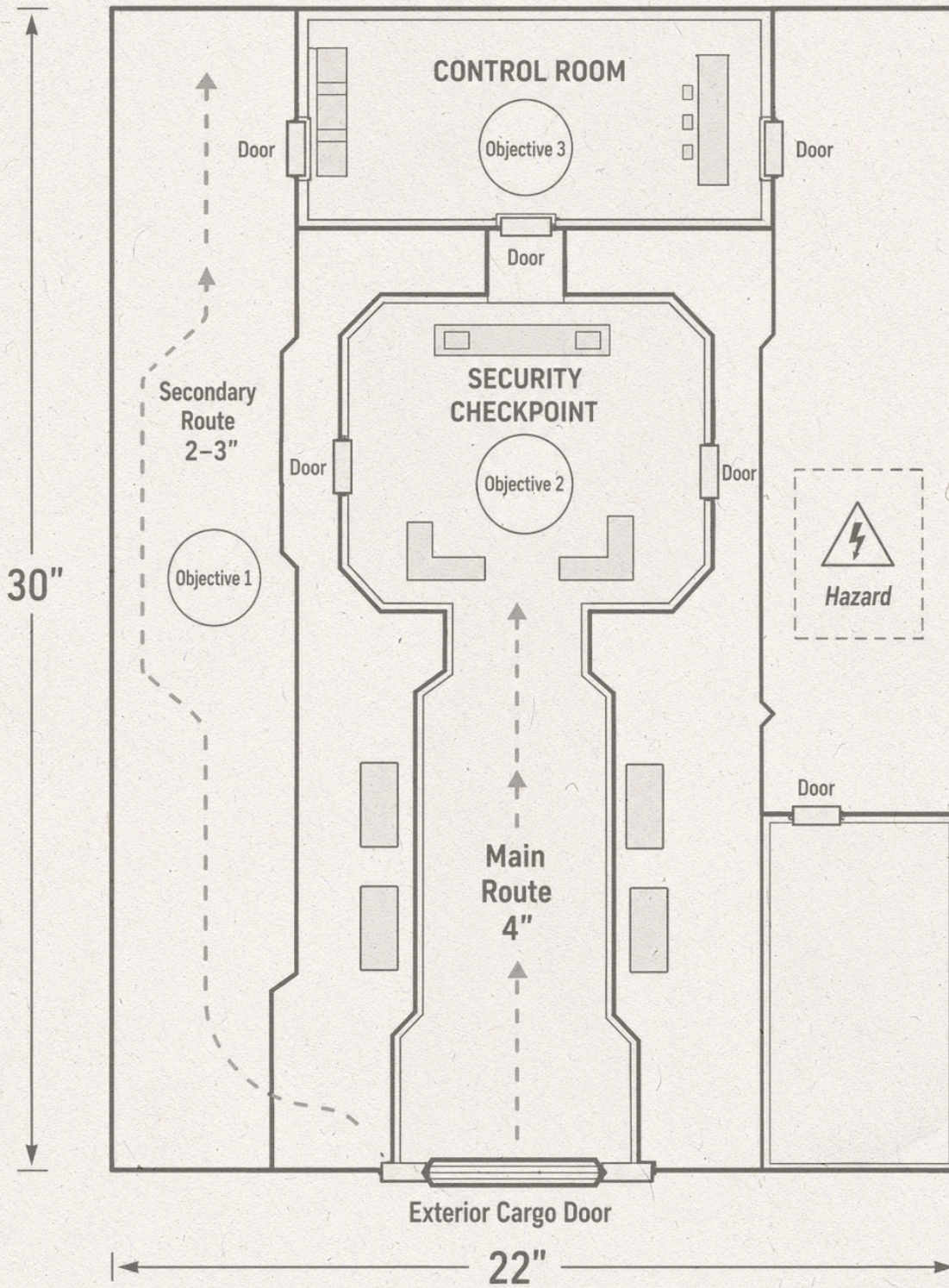
VOID BREACH – Example 1: Cargo Hold

Top-down example layout



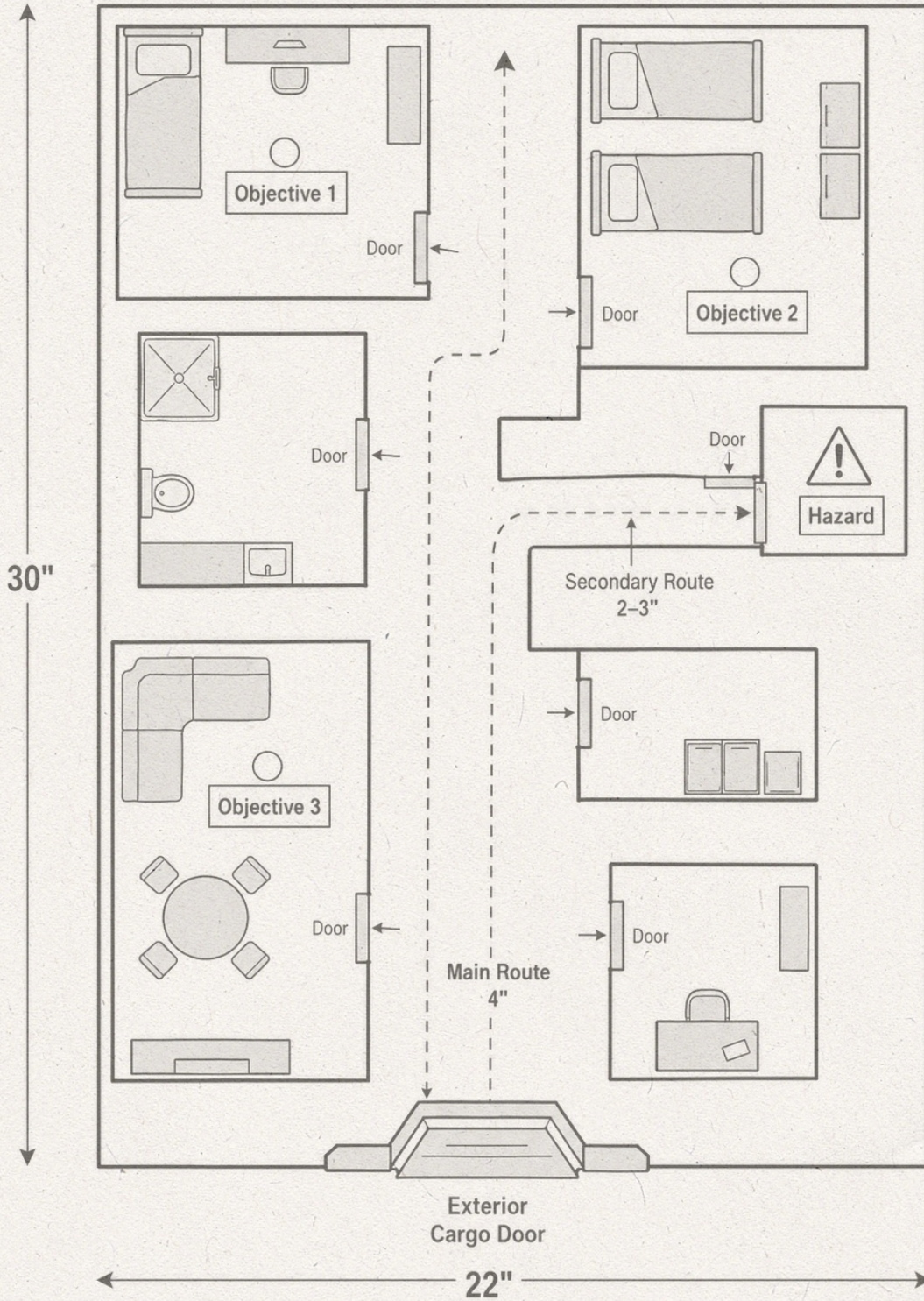
VOID BREACH – Example 2: Security Checkpoint

Top-down example layout



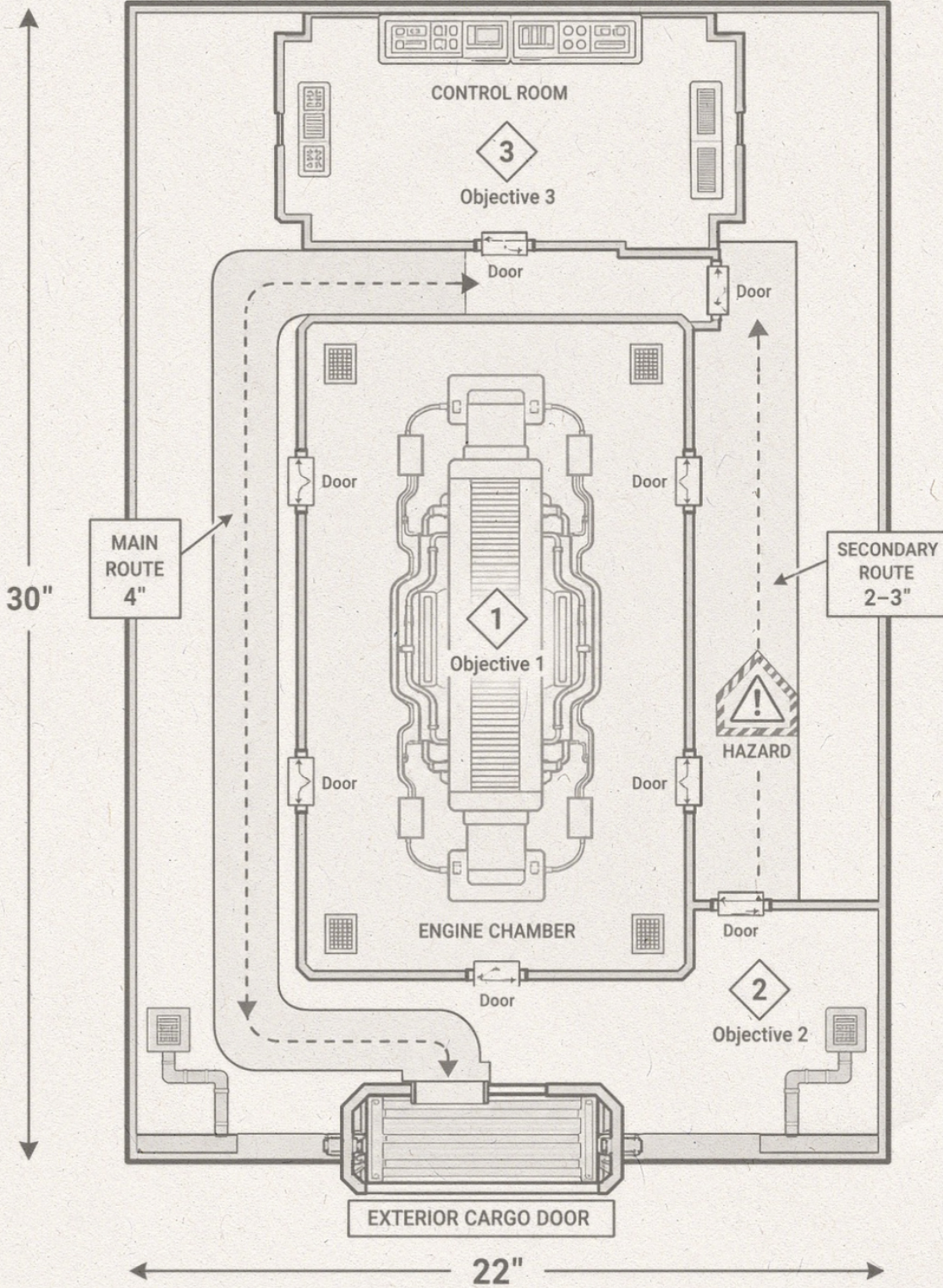
VOID BREACH – Example 3: Crew Quarters

Top-down example layout



VOID BREACH – Example 4: Engine Service Deck

Top-down example layout



Thank you for checking this out, I have nothing to do With James or his Workshop.
I just like making stuff like this. PGtCM.COM Check to my TTRPG DAMN!