

One Page 40k – Fan Armybook v2.21

by OnePageAnon (<http://onepagerules.wordpress.com/>)

Introduction

Hello, and welcome to One Page 40k Fan Armies!

The armies that you will find in this supplement were designed by One Page 40k fans, and have been modified as little as possible from the original that was provided to us.

Is there a special army that you always wanted to play with? Maybe you have some models around that have no rules? Or your favorite faction has gotten the axe?

We got you covered!

Send us an e-mail with the following information at onepageanon@gmail.com:

- Title: FANDEX – [Game Name] – [Army Name]
(*ex.: FANDEX – One Page 40k – Squats*)
- A .doc or .pdf file detailing units, upgrades and special rules. There is a template you can find here: onepagerules.wordpress.com/misc
- Any extra information that might be useful for the development of the army.
- Your name (pseudonyms acceptable, for crediting purposes only).

When submitting your army list you should take a look at how the official army lists are written both in style and content. A thorough understanding of how the game you are writing for works is fundamental, and we might get back to you with a few questions. Depending on the amount of projects we are currently working on it might take a long time before your army list can actually be published, so please be patient.

If you'd like to get news & updates you can follow us at [facebook.com/onepagerules](https://www.facebook.com/onepagerules), [reddit.com/r/onepagerules](https://www.reddit.com/r/onepagerules) or twitter.com/OnePageRules.

If you wish to get involved in the game's development or have any questions you can head over to our forums at onepagerules.proboards.com, or write me an e-mail at onepageanon@gmail.com.

Thank you for playing and happy wargaming,
One Page Anon (Rules)

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Squats / Space Dwarfs by ATM87

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warlord [1]	3+	Pistol, Hand Weapon	Fearless, Hero, Stout, Tough(3)	A, B, C, D	35pts
Guildmaster [1]	4+	Pistol, Hand Weapon	Hero, Stout, Tough(3)	A, B, C, D	20pts
Living Ancestor [1]	3+	Pistol, Power Weapon	Fearless, Stout, Psyker(1), Tough(3)	A	70pts
Guild [5]	4+	Pistols, Hand Weapons	Stout	F	80pts
Brotherhood [5]	4+	Assault Rifles, Hand Weapons	Stout	B, C, E	95pts
Engineers [5]	4+	Pistols, Hand Weapons	Mines, Stout	B, C, D, E	110pts
Hearthguard [5]	3+	Pistols, Hand Weapons	Fearless, Stout	B, C	125pts
Thunderers [5]	4+	Machineguns	Stout	E	185pts
Exo-Suits [5]	3+	Linked Assault Rifles, Power Weapons	Armored, Fearless, Stout	F	190pts
Drakon Wings [5]	3+	Linked Flamers	Fearless, Flying, Stout	-	250pts
Squat Bikes [3]	4+	Linked Assault Rifles, Hand Weapons	Fast	B	65pts
Squat Trike [1]	4+	Linked Flamer	Fast, Tough(3)	K	35pts
Gun Battery [1]	4+	Mortar (Indirect)	Stout, Tough(3)	E	105pts
Sentry Gun [1]	4+	Linked Machinegun	Scout, Sentry, Tough(3)	E	40pts
Iron Ancestor [1]	3+	Linked Autocannon, Dreadnought Fist, Linked Flamer	Tough(3), Walker	G	135pts
Squat Rhino [1]	4+	Linked Assault Rifle	Tough(3), Transport(11), Vehicle	H	55pts
Trencher Drill [1]	4+	Super-Drill	Deadly Ascent, Tough(3), Transport(11), Vehicle	-	115pts
Mjolnir Tank [1]	4+	Multi-Melta, Linked Assault Rifle	Tough(9), Vehicle	H, J	120pts
Squat Land Raider [1]	4+	Linked Minigun (Rending), 2x Linked Flamers	Tough(9), Transport(11), Vehicle	I	170pts
Leviathan [1]	4+	2x Linked Autocannon, Linked Machinegun	Tough(9), Vehicle	-	200pts

A | Take up to three:

Rune (Furious)	+15pts
Rune (Brothers)	+30pts
Rune (Armored)	+30pts
Rune (Strikes Fist)	+30pts
Rune (Scout)	+35pts
Rune (Deep Strike)	+35pts

B | Replace one Pistol/Hand Weapon:

Hand Weapon	Free
Power Weapon	+5pts
Grav Pistol (12", A3x)	+5pts
Power Fist	+10pts
Shield (Tough(+3))	+10pts
Plasma Pistol	+10pts

C | Replace one Pistol/Assault Rifle:

Gravgun (18", A3x)	+20pts
Plasmagun	+20pts
Meltagun	+25pts
Linked Flamer	+25pts
Machinegun	+30pts

D | Replace one Pistol:

Assault Rifle (Rending)	+5pts
Meltagun (Scope)	+35pts

Replace one Hand Weapon:

Power Fist (Rending)	+20pts
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Upgrade all models with one:

Beacon	+10pts
Teleporter	+15pts
Ranger Training (Scout)	+15pts

E | Replace one Pistol/Assault Rifle/ Mortar/Machinegun:

Machinegun	+25pts
Multi-Melta	+45pts
Plasma Cannon	+50pts
Missile Launcher	+70pts
Lascannon	+90pts

F | Replace one Pistol/Linked Assault Rifle:

Dreadnought Fist	+10pts
Multi-Melta	+45pts

G | Replace Dreadnought Fist and Linked Flamer:

Linked Autocannon	+70pts
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H | Upgrade with any:

Dozer Blade (Re-roll dangerous terrain rolls)	+5pts
Pintle Mount (Linked Assault Rifle)	+10pts
Hunter-Killer Missile (Missile Launcher (Limited))	+20pts
Extra Armor (Tough(+3))	+20pts

I | Replace 2x Linked Flamers:

2x Hurricane Bolter (24", A6)	+25pts
2x Linked Lascannons	+195pts

Replace Linked Minigun:

Linked Machinegun	+5pts
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Take one:

Multi-Melta	+45pts
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J | Replace Multi-Melta:

Battle Cannon	+70pts
Linked Lascannon	+85pts

K | Replace Linked Flamer:

Machinegun	+5pts
Autocannon	+10pts
Multi-Melta	+20pts
Plasma Cannon	+30pts
Missile Launcher	+50pts
Lascannon	+70pts

Army Special Rules

Beacon: Friendly unit may that Deep Strike within 6" of this unit don't scatter.

Brothers: This unit counts as having the Psyker(1) special rule, however only one model may manifest psychic powers with it per round.

Deadly Ascent: This model may enter the game via Deep Strike, and you may place its Deep Strike marker on top of enemy models. Any unit within 3" of the marker takes 2D6 automatic hits. Resolve the hits as if they were from shooting, and place models in the way 1" away from the Deep Striking unit.

Super-Drill: This unit may re-roll dangerous terrain rolls, and inflicts +D6 hits when assaulting.

Mines: Before deploying armies you may place D3 mine markers anywhere on the table, outside of the enemy deployment zone. Units moving within 3" of a mine marker count as being in dangerous terrain.

Rune: Before the game begins you may place one rune marker next to any Infantry unit in your army. All models in the unit get the special rule associated with that rune until the end of the game.

Stout: This unit moves 4" when using Walk actions and 8" when using Run/Assault actions, and it may re-roll failed shooting hits when using Hold actions.

Sentry: This unit may only use Hold actions, it automatically passes all morale tests, and if an enemy unit engages it in melee it is destroyed.

Teleporter: This unit may move through other units and obstacles, and it adds +D6" to its move.

Psychic Powers

Telekine Dome (1): The psyker and his unit count as being in Cover until the end of the round.

Warp Speed (1): The psyker and his unit have the Fast and Furious rules until the end of the round.

Psychic Shriek (1): Target enemy unit within 18" must take a morale test. If failed the unit takes D3 automatic wounds.

Banishment (1): Target enemy unit within 12" must re-roll blocks until the end of the round.

Prescience (1): Target friendly unit within 12" has Linked weapons until the end of the round.

Flame Breath (2): Target enemy unit within 12" takes 2D6 automatic hits.

Inquisition by JustCabal

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Ordo Malleus Inquisitor [1]	4+	Pistol, Hand Weapon	Hero, Tough(3)	A, C, F	20pts
Ordo Hereticus Inquisitor [1]	4+	Pistol, Hand Weapon	Hero, Tough(3)	A, C, G	20pts
Ordo Xenos Inquisitor [1]	4+	Pistol, Hand Weapon	Hero, Tough(3)	A, C, H	20pts
Ministorum Priest [1]	4+	Pistol, Hand Weapon	Fearless, Hero	I	20pts
Mystics [3]	4+	Pistols	Beacon, Warband	-	45pts
Acolytes [3]	4+	Pistols, Hand Weapons	Warband	B, C	45pts
Daemonhosts [3]	4+	Power Weapons	Warband	-	45pts
Jokaeros [3]	4+	Linked Hand Weapons	Armored, Warband	D	50pts
Arco Flagellants [3]	4+	Power Fists	Warband	-	55pts
Banishers [3]	4+	Pistols, Power Weapons	Warband	-	55pts
Crusaders [3]	4+	Power Weapons	Armored, Warband	-	55pts
Servitors [3]	4+	Power Fists	Warband	E	55pts
Psykers [3]	4+	Pistols	Brothers, Warband	-	75pts
Culexus Assassin [1]	3+	Linked Shotgun (Scope), Power Fist	Armored, Etherium, Fearless, Strider, Tough(3)	-	85pts
Eversor Assassin [1]	3+	Pistol (Poison), Linked Power Fist (Poison)	Armored, Fearless, Frenzon, Furious, Strider, Tough(3)	-	85pts
Vindicare Assassin [1]	3+	Sniper Rifle (36", A3x, Scope), Plasma Pistol (Scope), Power Fist	Armored, Fearless, Strider, Tough(3)	-	115pts
Callidus Assassin [1]	3+	Linked Flamer, Power Fist (Rending)	Armored, Fearless, Polymorphine, Strider, Tough(3)	-	110pts

A | Replace Pistol:

Pistol (Poison)	+5pts
Condemnor (Linked Assault Rifle, Poison against units with Psykers)	+10pts
Plasmagun	+15pts
Incinerator (18", A6)	+25pts
Sniper Rifle (36", A3x, Scope)	+50pts
Lascannon	+70pts

Replace Hand Weapon:

Hand Weapon (Poison)	+5pts
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Upgrade with any:

Terminator Armor (Armored)	+10pts
3x Servo-Skull	+15pts
Psyker(1)	+30pts

B | Replace any Pistol:

Flamer	+15pts
Plasmagun	+15pts
Meltagun	+20pts

Equip all models with:

Shields (Armored)	+10pts
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C | Replace one Pistol:

Plasma Pistol	+5pts
Assault Rifle	+5pts
Linked Assault Rifle	+10pts

Take one Assault Rifle attachment:

Flamer (Limited)	+5pts
Meltagun (Limited)	+5pts
Plasmagun (Limited)	+5pts

Replace Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

D | Upgrade any model with one:

Linked Flamer	+25pts
Multi-Melta	+45pts
Lascannon	+90pts

E | Replace any Power Fist:

Machinegun	+15pts
Multi-Melta	+35pts
Plasma Cannon	+40pts

F | Upgrade with one:

Daemonhunter (+1 Melee attacks against Chaos Daemon units)	+5pts
Incorruptible (+1 Shooting attacks against Chaos Daemon units)	+15pts
Forbidden Lore (Psyker(1))	+30pts

G | Upgrade with one:

Interrogation Master (Enemy units with Scout can't deploy within 24")	+5pts
Withc Hunter (+1 Melee attacks against Psykers)	+5pts
Iron Will (Whenever this unit is the target of an enemy psychic power you may roll one die, on a 5+ all effects are ignored)	+10pts

H | Upgrade with one:

Mankind's Purity (Furious)	+5pts
Xeno Hunter (+1 Melee attacks against non-Space Marines/ Imperial Guard/Chaos Space Marines/Sisters of Battle/Grey Knights units)	+5pts
Xenotech Collector (Armored)	+10pts

I | Replace Pistol:

Shotgun	+5pts
Assault Rifle	+5pts
Plasma Pistol	+10pts
Flamer	+15pts
Plasmagun	+15pts
Meltagun	+20pts

Take one Assault Rifle attachment:

Flamer (Limited)	+5pts
Meltagun (Limited)	+5pts
Plasmagun (Limited)	+5pts
Condemnor (Linked Assault Rifle, Poison against units with Psykers)	+10pts

Replace Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Equip with:

Rosarius (Tough(3))	+10pts
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Imperial Force

When using this army you may take any units and their respective upgrades from the Space Marines, Imperial Guard, Sisters of Battle and Grey Knights armies.

Army Special Rules

Beacon: Friendly unit may choose arrive from reserves on a 3+, however they must then deep strike within 6" of this unit.

Etherium: Whenever an enemy wants to target this unit for shooting or psychic powers roll one die, on a 4+ it may not be targeted.

Frenzon: This unit gets +D6 Attacks in Melee.

Polymorphine: This model may enter the game via Deep Strike, and you may place it within 3" of an enemy unit. That unit takes D6 automatic hits.

Servo-Skull: This model may be placed anywhere on the table outside of the enemy deployment zone before deploying either force. Enemy scouts may not deploy within 12" of this unit, and this unit counts as having the Beacon special rule. This model may not be attacked in any way, and if an enemy unit moves within 6" of it, it is removed from the game.

Warband: You may deploy up to 4 units with this rule together to form a single big unit.

Psychic Powers

Telekine Dome (1): The psyker and his unit count as being in Cover until the end of the round.

Warp Speed (1): The psyker and his unit have the Fast and Furious rules until the end of the round.

Psychic Shriek (1): Target enemy unit within 18" must take a morale test. If failed the unit takes D3 automatic wounds.

Banishment (1): Target enemy unit within 12" must re-roll blocks until the end of the round.

Prescience (1): Target friendly unit within 12" has Linked weapons until the end of the round.

Flame Breath (2): Target enemy unit within 12" takes 2D6 automatic hits.

Veer-myn / Space Rats by Tanuzzo

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Night Lord [1]	3+	Linked Flamer, Power Fist	Fast, Fearless, Hero, Night Master, Tough(3)	-	90pts
Night Spawn [1]	4+	Linked Flamer, Power Fist	Fast, Fearless, Hero, Tough(3)	-	55pts
Night Crawlers [10]	5+	Carbines	Fast, Pack	A	120pts
Stalkers [10]	5+	Pistols, Hand Weapons	Fast, Pack	A	130pts
Gougers [10]	5+	Power Fists	Fast, Pack	A	150pts
Scourgers [5]	5+	Meltaguns	Fast, Pack	A	120pts
Predators [5]	4+	Carbines, Hand Weapons	Fast, Pack, Scout	A, B	115pts
Nightmares [5]	4+	Flamers, Power Weapons	Fast, Pack	A	200pts
Ravenous Horde [15]	6+	Hand Weapons	Fast, Fearless	-	105pts
Shredders [5]	4+	Linked Power Fists	Fast, Fearless, Tough(3)	-	165pts
Blaster Cannons [3]	5+	Blaster Cannons (18", A6)	Tough(3)	C	85pts
Night Terror [1]	3+	4x Dreadnought Fist	Fearless, Monster, Tough(6)	-	125pts
Driller [1]	4+	Super-Drill	Emerge, Tough(3), Vehicle	-	95pts
Tunneler [1]	4+	2x Linked Flamer, Meltagun, Super-Drill	Emerge, Tough(6), Transport(11), Vehicle	-	205pts

A | *Take one (Gougers) or Replace one Pistol/Carbine/Meltagun:*

Flamer +10pts

Take one:

Hand Weapon +5pts

Power Weapon +10pts

Power Fist +15pts

B | *Replace any Carbine:*

Sniper Rifle (36", A3x, Scope) +50pts

C | *Replace any Blaster Cannon:*

Multi-Melta +10pts

Army Special Rules

Emerge: This model may enter the game via Deep Strike, and you may place its Deep Strike marker on top of enemy models. Any unit within 3" of the marker takes 2D6 automatic hits. Resolve the hits as if they were from shooting, and place models in the way 1" away from the Deep Striking unit.

Night Master: This unit may only be targeted for shooting or psychic powers by units within 12".

Pack: This unit rolls one extra die and picks the highest result when taking morale tests whilst within 12" of another friendly Infantry unit.

Super-Drill: This unit may re-roll dangerous terrain rolls, and inflicts +D6 hits when assaulting.

US Army by Mattcaron

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Platoon HQ [1]	4+	Carbine	Hero, Tough(3)	A	20pts
HQ Assistants [4]	4+	Carbines	-	B	55pts
Air Controller [1]	4+	Carbine	JTAC	A	35pts
Regular Squad [4]	5+	Carbines	-	A, C	35pts
Veteran Squad [4]	4+	Carbines	-	A, C	55pts
Special Forces [4]	3+	Carbines	Scout	E	85pts
Sniper [1]	4+	Sniper Rifle (36", A3x, Scope)	Scout	D	65pts
HMMWV [1]	4+	-	Transport(5), Vehicle	F	25pts
M1126 Stryker ICV [1]	4+	Machinegun	Tough(3), Transport(10), Vehicle	G	75pts
M2 Bradley [1]	4+	Autocannon, Machinegun	Tough(3), Transport(5), Vehicle	H	100pts
M1A2 Abrams [1]	4+	Battle Cannon, 3x Machinegun	Tough(6), Vehicle	-	235pts
UH-60 Blackhawk [1]	4+	2x Minigun	Flying, Tough(3), Transport(10), Vehicle	-	85pts
AH-64 Apache [1]	4+	Autocannon	Fast, Flying, Tough(3), Vehicle	I	70pts
Spotter [1]	-	Carbine	Scout, Spotter	A	-

A | **Replace any Carbine:**

Assault Rifle +5pts

B | **Equip up to two models with any:**

Medipack +10pts

Binoculars +25pts

C | **Replace one Carbine:**

Machinegun +25pts

Take one Carbine attachment:

Grenade Launcher (Limited) +5pts

Equip one model with:

Missile Launcher (Limited) +20pts

D | **Take one:**

Spotter +15pts

Equip with:

Binoculars +25pts

E | **Replace any Carbine:**

Assault Rifle +5pts

Machinegun +30pts

Upgrade any Carbine with:

Grenade Launcher (Limited) +10pts

Equip one model with:

Missile Launcher (Limited) +25pts

Equip one model with:

Binoculars +25pts

F | **Equip with one:**

Minigun +20pts

Missile Launcher (Limited) +20pts

Machinegun +25pts

Grenade Launcher +35pts

Upgrade with:

Extra Armor (Tough(3)) +20pts

G | **Replace Machinegun:**

Grenade Launcher +10pts

H | **Equip with up to two:**

Missile Launcher (Limited) +20pts

I | **Equip with up to four:**

Rocket Pod (Missile Launcher) +70pts

Hellfire Missiles (48", A6x, Indirect) +90pts

Army Special Rules

Binoculars: Once per game, instead of shooting this model may spot for off-board artillery. Roll one die, on a 4+ target one enemy unit at least 12" away from all friendly units takes 2D6 automatic hits.

JTAC: This model may be deployed as part of a unit of same Quality. Once per game, instead of shooting this model may spot for air support. Roll one die, on a 4+ target one enemy unit within line of sight takes either D6+1 or D3+1x automatic hits (pick one).

Medipack: Whenever this unit takes Wounds roll one die for each, on a 5+ it is ignored.

Spotter: This model may only be deployed as part of a unit that buys it as an upgrade. As long as it is alive the model has the same Quality value as its unit, and it takes up one transport space.

Insurgents / Guerrillas by Mattcaron

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	5+	Assault Rifle	Hero, Tough(3)	A	15pts
Conscripts [5]	6+	Assault Rifles	-	B	25pts
Regulars [5]	5+	Assault Rifles	-	A	50pts
Veterans [5]	4+	Assault Rifles	-	C	75pts
Sniper [1]	5+	Sniper Rifle (36", A3x, Scope)	Scout	-	60pts
Car [1]	5+	-	Transport(6), Vehicle	-	25pts
Van [1]	5+	-	Transport(11), Vehicle	-	35pts
Technical [1]	5+	Machinegun	Vehicle	D	30pts

A | *Replace any Assault Rifle:*

RPG-7 (Grenade Launcher) +10pts

Machinegun +15pts

Upgrade with:

Scout +15pts

B | *Replace any Assault Rifle:*

RPG-7 (Grenade Launcher) +5pts

Machinegun +10pts

Upgrade with:

Scout +15pts

C | *Replace any Assault Rifle:*

RPG-7 (Grenade Launcher) +20pts

Machinegun +20pts

Upgrade with:

Scout +15pts

D | *Replace Machinegun:*

Grenade Launcher +5pts

Autocannon +5pts

Missile Launcher +30pts

Upgrade with:

Extra Armor (Tough(3)) +15pts