



WAAAAAGH

ONE PAGE RULES PRESENTS

ONE PAGE 40,000

Introduction

Hello, and welcome to One Page 40k!

One Page 40k is a single-page ruleset played with Warhammer 40,000 miniatures that was designed to be fast to learn and simple to play.

Gameplay is focused around alternating activations and simple combat mechanics to keep both players on their toes and engaged at all times.

We recommend printing page 3 and 4 on a single sheet, and your army page onto another sheet. This way you will always have all rules, advanced rules and units at hand as you are learning the game and getting to know your army.

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at rosscarlisle.tumblr.com.

If you'd like to get news & updates you can follow us at facebook.com/onepagerules, 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) and Ross Carlisle (Cover, Logo)

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One Page 40k – Main Rulebook v2.21

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

General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Units: Each unit consists of one or more models acting as a single entity. You can find unit profiles for each faction in their respective army page.

Quality Tests: Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, which counts as a success.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

Before we begin...

Army Composition: Each player may take up to 750pts or 1500pts worth of units and upgrades in his army (you decide). Each army may only have one Hero unit and any combination of up to two Special units (Monsters, Vehicles and Walkers).

Preparation: The game is played on a flat 6'x4' surface, with at least 10 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are pinned. The player with the most points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Assault	12"	Move into melee.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if assaulting. All members of a unit must remain within 1" of at least one other member and within 12" of all other members.

Shooting

All models in a unit that are in range and have line of sight of an enemy unit may fire one weapon at it. The attacker takes one Quality test per Attack in the unit, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound.

For every wound remove one model from the target unit (defender may remove them in any order).

Melee

Assaulting models move into contact or as close as possible to enemy models, and then the defenders do the same by moving 3". All models within 2" of an enemy may attack with all their melee weapons, and assaulting models get +1 Attack each. This is resolved like shooting, however casualties are only removed after everyone has attacked. Compare how many wounds each unit caused, and the unit that caused most is the winner (opponent must take a morale test). If either unit is destroyed the other may move up to 3", if not then assaulting models must move back by 1".

Morale

Whenever half of a unit's models are killed at once, or it loses melee, then it must take a morale test. The unit takes a Quality test and if failed the unit is Pinned (spends next activation idle and strikes last). If the failed test was from melee and it is down to half of its original size it Routs (remove from play).

Terrain

Cover (forests, ruins, sandbags, etc.): Units with most models within or behind cover terrain count as Armored against shooting attacks.

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain may never move more than their Walk action distance.

Dangerous Terrain (quicksand, razor wire, mine fields, etc.): Roll one die for every model that moves into or across dangerous terrain. The unit takes one automatic hit for each 1 you roll.

Elevation (cliffs, roofs, ledges, etc.): Units assaulting from higher elevation/being assaulted from lower elevation strike first in the ensuing melee, and units taking shots from lower elevation count as in Cover.

Units Types

Infantry: Any unit that is not a Special unit counts as Infantry. You may deploy two copies of the same Infantry unit as one big unit, however upgrades that affect all models must be bought for both.

Heroes/Psykers: May be deployed as part of friendly Infantry units of same Quality.

Monsters: Always have the Armored, Fear and Relentless special rules.

Walkers: Always have the Armored and Relentless special rules. Walkers follow Vehicle damage rules.

Vehicles: Always have the Armored and Relentless special rules. Vehicles move up to 12" when using Walk actions and up to 18" when using Run and Assault actions. Vehicles may pivot by up to 180° when using Hold actions and by up to 90° at any point during Walk, Run and Assault actions (may not move sideways, and move at half speed when reversing). When using Assault actions they deal D6 automatic hits in melee. Whenever a Vehicle takes one or more wounds, roll once on this table:

Result	Effect
1-2	Glanced (Doesn't suffer any further effects)
3-4	Shaken (Must re-roll successful hits until the end of its next activation)
5-6	Immobile (May not move or pivot until end of game)

If the vehicle is hit in the front roll 2 dice and choose the lowest result, if it is hit in the side roll 1 die, and if it is hit in the rear roll 2 and choose the highest result. Immobile Vehicles that suffer any additional Immobile result immediately take an additional wound and they must roll on the table again.

Weapons

Weapons with a range value provide attack dice to shooting, others to melee. Units without a melee weapon in their equipment always use fists/claws. Weapons with "x" next to their Attack value count as having the Piercing special rule and all their wounds must be assigned to a single model.

Name	Range	Attacks
Fists/Claws	-	1
Hand Weapon	-	2
Power Weapon	-	3
Power Fist	-	4
Dreadnought Fist	-	5
Pistol	12"	1
Shotgun/Plasma Pistol	12"	3
Flamer	12"	6
Meltagun	12"	6x
Carbine	18"	1
Assault Rifle	24"	1
Minigun/Plasmagun	24"	3
Grenade Launcher	24"	6
Multi-Melta	24"	6x
Rifle	30"	1
Machinegun/Multi-Laser	36"	3
Plasma Cannon	36"	6
Autocannon	48"	3
Mortar/Missile Launcher	48"	6
Lascannon	48"	6x
Battle Cannon	48"	9

Special Rules

Armored: Whenever this unit takes hits roll one die for each hit, on a 4+ it is ignored. This rule only applies if at least half of the models in a unit have it.

Deep Strike: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit anywhere over 6" away from enemy units. Then roll one die, on a 1-2 the opponent may move the unit by up to 12" (must be in a valid position).

Fast: This unit moves +3" when using Walk actions and +6" when using Run/Assault actions.

Fear: Enemy units without the Fear special rule must take a morale test before fighting melee with this unit. If failed they strike last for that melee.

Fearless: When taking morale tests roll one extra die and pick the highest result.

Flying: This unit may move through other units and obstacles, and it may ignore terrain effects.

Furious: This model has +1 Attack in melee when using Assault actions, and may use an Assault action at Walk distance to disembark from transports.

Hatred: This unit may re-roll failed melee attacks when using Assault actions.

Indirect: This weapon may be fired at enemies that are not within line of sight, however targets not within line of sight count as being in Cover.

Limited: This weapon may only be used once.

Linked: This weapon may re-roll failed hits.

Piercing: This weapon either ignores Armored or enemies must re-roll successful blocks (pick one).

Poison: This weapon counts as Piercing against Infantry and Monster units.

Psyker(X): Every round you receive D3+X power dice (max. 6 dice) to use for that round, where X is the number of Psyker levels in your army. Psykers may manifest Psychic Powers at any point before attacking, and they require no line of sight. You may try to manifest any Psychic Power once per round by rolling any number of power dice, trying to score a 4+. If you roll as many successes as the number in brackets you may resolve all effects. If a Psyker rolls two or more 6s it takes D3 automatic wounds.

Relentless: This unit may fire all of its weapons when using Hold actions, even at different targets.

Rending: Whenever this weapon hits on a roll of 6 it causes one automatic wound. Note that these hits can't be ignored by the Armored special rule.

Scout: This unit is deployed after all other non-scout units have been deployed. You may place this unit anywhere on the table over 12" away from enemy units (if both players have Scout units roll-off to see who deploys first).

Scope: Models firing this weapon have Quality 2+.

Strider: This unit treats difficult terrain as open terrain for the purpose of movement.

Strikes First/Last: When fighting in melee this unit's attacks are resolved before/after those of the opponent, including the removal of any casualties.

Tough(X): This model must accumulate X wounds before being removed as a casualty. If a unit with the special rule joins a unit without it you must either accumulate wounds until all models with this rule have been killed, or remove regular models as casualties before starting to accumulate wounds. Note that you must first accumulate wounds on a single model with this special rule until it is killed before you start accumulating them on another.

Transport(X): This unit may transport up to X Infantry models in its cargo. Infantry units may embark by moving into contact with a transport, and embarked units may use a Walk action to disembark. Units may also be deployed within a transport at the beginning of the game. If a unit is within a transport when it is destroyed it takes D6 automatic hits, and any surviving models must be placed within 6" of the transport.

Advanced Rules

Advanced Psykery

When using advanced psykery every round both players receive power dice, regardless of if they have Psykers or not, and when an enemy Psyker tries to manifest Psychic Powers you may try to deny its effects. Declare any number of power dice you are using to deny the effects, and roll them at the same time as the manifesting unit, trying to score 4+. If you roll as many successes as your opponent, then the power effects are not resolved.

Mysterious Terrain

When using mysterious terrain rules roll on the table whenever a unit enters a piece of terrain for the first time. The result is permanent and is applied on top of any other rules the terrain has.

Result	Effect
1-2	None.
3	Units in this terrain take D3 wounds when moving into/through it.
4	Units in this terrain take D6 hits when moving into/through it.
5	Units in this terrain get the Linked special rule.
6	Units in this terrain get the Fear special rule.

Mysterious Objectives

When using mysterious objectives rules roll on the table whenever a unit moves within 3" of an objective marker for the first time. The result is permanent as long as the marker is alive.

Result	Effect
1-2	None.
3	Units within 3" of the marker count as being in Dangerous terrain.
4	Units within 3" of the marker count as being in Difficult terrain.
5	Units within 3" of the marker get the Strikes First special rule.
6	Units within 3" of the marker get the Armored special rule.

Solid Buildings

Solid buildings are terrain models that consist of one solid block which cannot be opened or reached into. Solid buildings have Quality 4+, the Armored, the Transport and the Tough special rule. Units may shoot into and out of any side of the building that has some sort of firing port (doors, windows, etc.), and they always count as shooting from the topmost firing port. Units may choose to fire at units inside a building, or at the building itself. When shooting at units inside a building the target counts as in Cover. Whenever a unit assaults a building, only one unit inside the building is targeted (defender may choose which), and the attackers are moved into base contact with the building. Solid buildings can come in many shapes and materials, so we have provided some examples you can use as a guideline for your games:

Building	Transport	Tough
Clay Hut	6	1
Wooden Shed	6	2
Brick House	11	3
Apartment Block	21	4
Small Bunker	11	5
Large Bunker	21	6

Missions

When using the following missions the table and armies are set up as described in the core rules. You can either choose any of these or play with a random objective by rolling one die on this table:

Result	Mission
1	Duel
2	Seize Ground
3	Relic Hunt
4	Sabotage
5	Breakthrough
6	Last Stand

1 – Duel: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are pinned. The player with the most points wins.

2 – Seize Ground: After 4 rounds the game is over, and the battlefield is divided into four equal quarters. Compare the point value of all units in each quarter that are not pinned, and if one player has more points in one quarter than the other he counts as having seized it. The player with the most seized table quarters wins.

3 – Relic Hunt: Before deploying armies place D3+2 relic markers on the table. Roll-off to see who goes first, and then alternate in placing one relic marker each at least 12" away from any table edge and from any other relic marker. After 4 rounds the game is over, and both players check if they have any units within 3" of a relic marker that are not pinned, and if no enemy units are within 3" of that relic marker it counts as seized. The player with the most seized relic markers wins.

4 – Sabotage: Before deploying armies place two relay markers on the table. Roll-off to see who goes first, and then place one relay marker within your deployment zone, at least 6" away from any table edge. Relay markers may only be attacked in melee, they have Quality 4+ and Tough(6). After 4 rounds the game is over, and if one player destroyed the enemy relay marker whilst keeping its own marker alive, then he wins.

5 – Breakthrough: Before deploying armies the players roll-off, and the winner counts as the attacker. After 4 rounds the game is over, and if an attacker's force bigger than the defender's (worked out by point cost) is within his deployment zone, then he wins. Else the defender wins. Note that pinned units do not count toward this percentage.

6 – Last Stand: Before deploying armies the players roll-off, and the winner counts as the attacker. The opposing player must split his army in half (worked out by point cost), and deploys one half within 12" of the table center, which will be referred to as the defenders. The other half of his army must be deployed within 6" of any table edge. The attacking player then deploys his army anywhere on the table, at least 12" away from enemy models. After 4 rounds the game is over, and if at least 75% of the defenders (worked out by point cost) have been killed, then the attacker wins.

Multi-Player Games

The game can be played with more than two players by adjusting the rules a little, and these rules can also be used to play with armies consisting of allies from different factions. Essentially the game is still played with two opposing forces, however more than one player takes control of each force.

Army Composition: Split the amount of points the players are allowed to take evenly amongst players on the same side. Each side still follows the same restrictions across all players, meaning that in a 1500pts game with two players per side each player may take 750pts worth of units, but only one of them may take a Hero and they may only take up to two Special units between them.

Preparation: Players on the same side deploy units on the same table edge.

Mission: Points, objectives, table quarters, etc. are counted for each side, not for each player.

Playing the Game: Whenever one side has the turn only one of the players may activate a single unit, and then activation passes to the other side.

Psychic Powers: Power dice are rolled per side and not per player, counting psyker levels across all players on the same side. Players then all use power dice from the same pool.

Playing Bigger Games

If you wish to play games that are bigger than described in the core rules you may use this table to determine what unit limits you must follow:

Points	Heroes	Special
750	0-1	0-2
1500	0-1	0-2
2250	0-2	0-3
3000	0-2	0-4
3750	0-2	0-5
4500	0-3	0-6
5250	0-3	0-7
6000	0-3	0-8

Note that the rules were not designed with such large games in mind, and as such your playtime might substantially increase.

Space Marines

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Captain [1]	3+	Assault Rifle	Fearless, Hero, Tactics, Tough(3)	A	60pts
Terminator Cpt. [1]	3+	Linked Assault Rifle, Power Fist	Armored, Deep Strike, Fearless, Hero, Tactics, Tough(3)	H	90pts
Chaplain [1]	3+	Assault Rifle	Fearless, Hero, Tough(3), Zealot	A	40pts
Librarian [1]	3+	Assault Rifle	Fearless, Psyker(1), Tough(3)	A	65pts
Techmarine [1]	3+	Pistol, Power Fist	Armored, Fearless, Servo Arm, Tough(3)	-	60pts
Scout Squad [5]	4+	Assault Rifles	Fearless, Scout, Strider	A, C, F	110pts
Tactical Marines [5]	3+	Assault Rifles	Fearless	A, D, E, F	120pts
Terminators [5]	3+	Linked Assault Rifles, Power Fists	Armored, Deep Strike, Fearless	H	220pts
Centurions [3]	3+	Linked Flamers, Hurricane Bolters (24", A6)	Armored, Fearless, Relentless, Tough(3)	J	345pts
Scout Bikers [3]	4+	Linked Assault Rifles, Assault Rifles	Fast, Fearless, Relentless, Scout	A, F	100pts
Bike Squad [3]	3+	Linked Assault Rifles, Assault Rifles	Fast, Fearless, Relentless	A, D, F	120pts
Attack Bike [1]	3+	Linked Assault Rifle, Machinegun	Fast, Fearless, Relentless	G	70pts
Thunderfire [1]	3+	Thunderfire Cannon(48", A9, Ignores cover)	Fearless, Tough(3)	-	250pts
Dreadnought [1]	3+	Linked Flamer, Linked Assault Rifle, Dreadnought Fist	Tough(3), Walker	K	85pts
Drop Pod [1]	3+	Linked Assault Rifle	Drop Pod, Transport(11), Vehicle	-	50pts
Land Speeder [1]	3+	Linked Flamer	Deep Strike, Fast, Flying, Vehicle	M, O	55pts
Rhino [1]	3+	Linked Assault Rifle	Tough(3), Transport(11), Vehicle	B, M	65pts
Razorback [1]	3+	Linked Flamer	Tough(3), Transport(6), Vehicle	B, M, L	75pts
Predator [1]	3+	Autocannon	Tough(6), Vehicle	B, M, N	100pts
Land Raider [1]	3+	2xLinkedFlamers, Linked Minigun(Rending)	Tough(9), Transport(11), Vehicle	B, I, M	195pts

A | Replace one Assault Rifle:

Pistol, Hand Weapon	Free
Plasma Pistol, Hand Weapon	+10pts
GravPistol (12", A3x), Hand Weapon	+20pts

Replace one Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Take one Assault Rifle attachment:

Flamer (Limited)	+5pts
Gravgun (18", A3x, Limited)	+5pts
Meltagun (Limited)	+5pts
Plasmagun (Limited)	+5pts

Equip one model with one:

Jump Pack (Deep Strike, Flying)	+5pts
Bike (Linked Assault Rifle, Fast, Relentless)	+5pts
Terminator Armor (Armored, Deep Strike)	+10pts

Upgrade Psyker(1):

Psyker(2)	+10pts
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B | Upgrade with any:

Dozer Blade (Re-roll dangerous terrain rolls)	+5pts
Pintle Mount (Linked Assault Rifle)	+10pts
Hunter-Killer Missile (Missile Launcher (Limited))	+25pts

C | Replace any Assault Rifle:

Shotgun	+5pts
Sniper Rifle (36", A3x, Scope)	+50pts
Replace one Assault Rifle:	
Machinegun	+25pts
Missile Launcher	+70pts

D | Replace one Assault Rifle:

Gravgun (18", A3x)	+15pts
Flamer	+15pts
Plasmagun	+15pts
Meltagun	+20pts

Equip all models with any:

Veteran Training (+1A in Melee)	+20pts
Jump Packs (Deep Strike, Flying)	+30pts

E | Replace one Assault Rifle:

Machinegun	+30pts
Multi-Melta	+50pts
Plasma Cannon	+65pts
Missile Launcher	+90pts
Lascannon	+110pts

Equip one model with one:

Narthecium	+20pts
Battle Standard	+60pts

F | Replace all Assault Rifles:

Pistols and Hand Weapons	Free
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G | Replace Machinegun:

Multi-Melta	+25pts
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H | Replace one Linked Assault Rifle:

Storm Shield (Tough(3))	+5pts
Linked Flamer	+20pts
Minigun (Rending)	+25pts

Replace all Linked Assault Rifles:

Storm Shields (Tough(3))	+20pts
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Equip one model with:

Cyclone Missile Launcher (Missile Launcher)	+95pts
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I | Replace 2x Linked Flamers:

2x Hurricane Bolter (24", A6)	+35pts
2x Linked Lascannons	+240pts

Replace Linked Minigun:

Linked Machinegun	+5pts
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Take one:

Multi-Melta	+60pts
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J | Equip any model:

Linked Dreadnought Fist	+25pts
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Replace any Linked Flamer:

Linked Meltagun	+10pts
Linked Machinegun	+15pts
Linked Grenade Launcher	+30pts
Linked Lascannon	+120pts

Replace any Hurricane Bolter:

Missile Launcher	+50pts
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K | Replace Linked Assault Rifle:

Meltagun	+20pts
Linked Flamer	+20pts

Replace Linked Assault Rifle and Dreadnought Fist:

Linked Autocannon	+30pts
Missile Launcher	+60pts

Replace Linked Flamer:

Linked Assault Rifle and Dreadnought Fist	Free
Minigun (Rending)	+5pts
Linked Machinegun	+15pts
Hurricane Bolter (24", A6)	+20pts
Multi-Melta	+30pts
Linked Autocannon	+30pts
Plasma Cannon	+40pts
Linked Lascannon	+120pts

Take up to two:

Hunter-Killer Missile (Missile Launcher (Limited))	+25pts
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Upgrade with:

Ironclad Armor (Tough(+3))	+20pts
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L | Replaced Linked Flamer:

Linked Minigun (Rending)	+10pts
Linked Machinegun	+15pts
Linked Lascannon	+120pts
Lascannon, Linked Plasmagun	+120pts

M | Upgrade with:

Extra Armor (Tough(+3))	+20pts
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N | Replace Autocannon:

Demolisher Cannon (24", A12)	+50pts
Icarus Stormcannon (48", A5, Linked)	+50pts

Linked Lascannon	+70pts
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Skyspear Missile Launcher (48", A9x)	+130pts
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Whirlwind Missile Launcher (48", A9, Indirect)	+130pts
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Take one:

2x Machineguns	+70pts
2x Lascannons	+240pts

O | Replace Linked Flamer:

Minigun (Rending)	+5pts
Machinegun	+5pts

Multi-Melta	+30pts
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Take one:

Linked Flamer	+30pts
Minigun (Rending)	+35pts

Machinegun	+35pts
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Multi-Melta	+60pts
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Missile Launcher	+95pts
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Upgrade with:

Open Sides (Transport(6))	+10pts
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Army Special Rules

Battle Standard: This unit and all friendly Infantry units within 12" roll one extra die and pick the highest result when taking morale tests.

Drop Pod: This unit must Deep Strike to enter the game and may only use Hold actions. It may use all of its transport slots to embark a single Walker unit.

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

Servo Arm: Once per turn, if this unit is inside or within 2" of a Vehicle, it may try to repair it. Roll one die, on a 4+ the vehicle stops being immobile.

Tactics: Once per game all friendly units may re-roll failed hits until the end of the round.

Zealot: The hero and his unit count as having the Hatred special rule.

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 get 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" gets Linked weapons until the end of the round.

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

Imperial Guard / Astra Militarum

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	4+	Assault Rifle	Hero, Officer, Tough(3)	A	50pts
Command Assistants [4]	4+	Assault Rifles	-	B, C, E	60pts
Tank Commander [1]	4+	Battle Cannon, Linked Flamer	Hero, Officer, Tough(9), Vehicle	H, N	225pts
Commissar [1]	5+	Assault Rifle	Executioner, Tough(3)	A	15pts
Priest [1]	5+	Assault Rifle	Spiritual Leader, Tough(3)	A	30pts
Psyker [1]	5+	Assault Rifle	Psyker(1), Tough(3)	A	45pts
Conscripts [10]	6+	Assault Rifles	-	-	50pts
Guardsmen [5]	5+	Assault Rifles	-	A, B, D	50pts
Veterans [5]	4+	Assault Rifles	-	A, B, C, O	75pts
Storm Troopers [5]	4+	Assault Rifles	Deep Strike, Scout	A, B	90pts
Weapon Teams [3]	5+	Machineguns	-	D	70pts
Ogryns [3]	4+	Shotguns, Power Weapons	Furious, Tough(3)	L	95pts
Ratlings [3]	6+	Sniper Rifles (36", A3x, Scope)	Scout	-	190pts
Rough Riders [5]	5+	Pistols, Power Weapons (Limited)	Fast	J	60pts
Sentinel [1]	4+	Linked Flamer	Walker	F, H, I	35pts
Taurox [1]	4+	Linked Assault Rifle	Fast, Transport(11), Vehicle	H, I, M	45pts
Chimera [1]	4+	Multi-Laser	Transport(11), Vehicle	H, I	65pts
Hellhound [1]	4+	2x Linked Flamer	Tough(3), Vehicle	G, H, I	75pts
Deathstrike [1]	4+	Deathstrike Missile, Machinegun	Tough(3), Vehicle	H, I	115pts
Manticore [1]	4+	Eagle Rockets (4x Missile Launcher (Indirect, Limited)), Machinegun	Vehicle	H, I	130pts
Leman Russ [1]	4+	Battle Cannon, Linked Flamer	Tough(9), Vehicle	H, I, N	195pts
Basilisk [1]	4+	Earthshaker Cannon (48", A12, Indirect), Machinegun	Vehicle	H, I, K	220pts

A | Replace one Assault Rifle:

Pistol and Hand Weapon	Free
Plasma Pistol and Hand Weapon	+5pts

Replace one Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Upgrade Psyker(1):

Psyker(2)	+10pts
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B | Replace up to two Assault Rifles:

Flamer	+5pts
Linked Flamer	+10pts
Plasmagun	+10pts
Meltagun	+15pts
Grenade Launcher	+30pts

C | Replace up to two Assault Rifles:

Shotgun	+5pts
Sniper Rifle (36", A3x, Scope)	+50pts

D | Take one:

Weapons Team (Machinegun)	+25pts
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Replace any Machinegun:

Autocannon	+5pts
Missile Launcher	+30pts
Mortar (Indirect)	+35pts
Lascannon	+40pts

E | Equip up to two models with any:

Medipack	+10pts
Vox-Caster	+15pts
Battle Standard	+45pts

F | Replace Linked Flamer:

Multi-Laser	+5pts
Autocannon	+10pts
Plasma Cannon	+30pts
Missile Launcher	+50pts
Lascannon	+65pts

G | Replace any Linked Flamer:

Machinegun	+5pts
Chem Cannon (18", A6, Poison)	+10pts
Multi-Melta (may take two)	+20pts

H | Take any:

Dozer Blade (Re-roll dangerous terrain rolls)	+5pts
Hunter-Killer Missile (Missile Launcher (Limited))	+20pts
Pintle Mount (Machinegun)	+25pts

I | Upgrade with:

Extra Armor (Tough(+3))	+20pts
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J | Replace one Pistol:

Plasma Pistol	+5pts
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Replace one Power Weapon:

Power Weapon	+5pts
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Replace up to two Pistols and Power Weapons:

Flamer	+10pts
Meltagun	+15pts
Plasmagun	+15pts
Grenade Launcher	+25pts

K | Replace Earthshaker:

2x Stormshard Mortars (Mortar (Indirect, Rending))	Free
2x Hyra Cannons (Linked Missile Launcher (Rending))	Free

L | Replace any Shotgun and Power Weapon:

Shotgun and Shield (Armored)	Free
Power Fist and Shield (Armored)	+5pts

M | Replace Linked Assault Rifle:

Linked Autocannon	+40pts
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Take one:

Linked Minigun	+25pts
Autocannon	+50pts
Linked Missile Launcher	+95pts

N | Replace Linked Flamer:

Machinegun	+5pts
Lascannon	+65pts

Replace Battle Cannon:

Demolisher Cannon (24", A12, Ignores cover)	Free
Executioner Cannon (36", A12)	Free
Eradicator Cannon (36", A9, Ignores cover)	Free
Punisher Cannon (24", A20)	+10pts
Vanquisher Cannon (48", A9x)	+25pts
Exterminator Cannon (48", A9, Linked)	+35pts

Take one:

2x Linked Flamer	+50pts
2x Machinegun	+55pts
2x Multi-Melta	+70pts
2x Plasma Cannon	+110pts

O | Equip all models with one:

Sentry Training (Camo Gear)	+10pts
Grenadier Training (Armored)	+15pts
Demolition Training (Demo Charge)	+15pts

Army Special Rules

Battle Standard: This unit and all friendly Infantry units within 12" roll one extra die and pick the highest result when taking morale tests.

Camo Gear: This unit may re-roll failed blocks when in cover.

Deathstrike Missile: After the first round you may shoot this weapon by using a Hold action and rolling one die. On a 4+ you may place a marker anywhere on the table and roll another die. On a 3+ all units within 6" of the marker take 3D6 automatic hits, and on a 1-2 your opponent may move the marker anywhere within 6" of its original position before hits are resolved. The missile may only be fired once per game, and if it has not been fired by the last round then it is fired automatically.

Demo Charge: Once per round one model may throw an Explosive (6", A9) instead of shooting.

Executioner: This model may be deployed as part of an Infantry unit of same Quality. Whenever a unit this model is part of fails a morale test, the unit takes one wound and must re-roll the morale test.

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

Officer: Once per round, when this model is activated, you may choose one Infantry unit within 12" and roll one die. On a 4+ the target unit may use any action, even if it had been activated already (this does not count as its activation).

Spiritual Leader: This model may be deployed as part of a unit of same Quality. Whenever this model or its unit uses an Assault action roll on this table:

Result	Effect
1-2	All models get Armored.
3-4	All models get Linked weapons.
5-6	All models get Piercing weapons.

Vox-Caster: If this unit is joined by a commander, then the range of its Officer special rule is extended from 12" to 24".

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 get 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" gets Linked weapons until the end of the round.

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

Orks

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warboss [1]	4+	Pistol, Hand Weapon	Fearless, Furious, Hero, Tough(3), Waagh!	A	50pts
Big Mek [1]	5+	Pistol, Hand Weapon	Fearless, Furious, Hero, Mek Tools, Tough(3)	A, M	25pts
Weirdboy [1]	5+	Power Weapon	Fearless, Furious, Psyker(1), Tough(3)	B	55pts
Painboy [1]	5+	Hand Weapon (Poison)	Dok Tools, Fearless, Furious	-	40pts
Runtherd [1]	6+	Power Fist	Furious, Runtherd, Tough(3)	-	10pts
Gretchin [10]	6+	Pistols	Git Shootaz	-	60pts
Boyz [10]	5+	Pistols, Hand Weapons	Fearless, Furious	A, H	130pts
Stormboyz [10]	5+	Pistols, Hand Weapons	Deep Strike, Fearless, Flying, Furious	A	190pts
Kommandos [5]	5+	Pistols, Hand Weapons	Fearless, Furious, Scout	A, H	80pts
Burna Boyz [5]	5+	Flamers, Power Weapons	Fearless, Furious	-	125pts
Flash Gitz [5]	5+	Snazzguns (24", AD6), Hand Weapons	Ammo Runt, Fearless, Furious	A	150pts
Tankbustas [5]	5+	Grenade Launchers	Fearless, Furious	F	165pts
Lootas [5]	5+	Deffguns (48", AD3, Indirect, Piercing)	Fearless, Furious	-	195pts
Nobz [5]	4+	Pistols, Hand Weapons	Fearless, Furious	A, E	100pts
Meganobz [3]	4+	Linked Carbines, Power Fists	Armored, Fearless, Furious	A	95pts
Mek Gunz [3]	6+	Bubblechukka (36", AD6)	Armored, Git Shootaz	I	115pts
Warbikers [3]	5+	Linked Carbines, Hand Weapons	Armored, Fast, Fearless, Furious	A	60pts
Deffkoptas [3]	5+	Kustom Mega-Blasta (Plasmagun)	Fast, Fearless, Flying, Furious, Scout	L	85pts
Killa Kan [1]	4+	Flamer, Dreadnought Fist	Walker	J, K	40pts
Deff Dred [1]	4+	4x Dreadnought Fist	Tough(3), Walker	D, K	85pts
Gorkanaut [1]	4+	Mega-Shoota (36", A3D6), 2x Grenade Launchers, 2x Linked Machineguns, Flamer	Klaw of Gork/Mork, Tough(9), Transport(6), Walker	-	350pts
Morkanaut [1]	4+	Plasma Cannon, Plasmagun, 2x Grenade Launchers, 2x Linked Machineguns	Klaw of Gork/Mork, Kustom Force Field, Tough(9), Transport(6), Walker	-	355pts
Warbuggy [1]	4+	Linked Flamer	Vehicle	G, K	40pts
Trukk [1]	4+	Machinegun	Transport(11), Vehicle	K	65pts
Battlewagon [1]	4+	-	Tough(6), Transport(21), Vehicle	C, K	85pts

A | Replace one Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Replace one Pistol:

Carbine	+5pts
Linked Carbine	+10pts

Take one Carbine attachment:

Linked Flamer (Limited)	+5pts
Grenade Launcher (Limited)	+5pts

Equip one model with any:

Attack Squig (+1 Melee Attack)	+5pts
Ammo Runt (may take three)	+5pts
'Eavy Armor (Armored)	+10pts
Cybork Body (Tough(+3))	+10pts
Warbike (Armored, Fast, Replace Pistol with a Linked Carbine)	+15pts
Mega Armor (Armored, Replace all weapons with a Linked Carbine and Power Fist)	+20pts

B | Upgrade Psyker(1):

Psyker(2)	+15pts
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C | Take one:

Kannon (36", A4)	+35pts
Lobba (48", A4, Indirect)	+60pts
Zzap Gun (36", A2D6)	+65pts

Take up to five:

Machinegun (may take four)	+25pts
Grenade Launcher (may take four)	+35pts
Killkannon (Multi-Melta)	+45pts

Upgrade with:

Deff Rolla (Re-roll dangerous terrain rolls, deals +D6 hits and may re-roll failed blocks when using Assault actions)	+25pts
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D | Replace up to two Dreadnought Fists:

Plasmagun	+5pts
Linked Flamer	+10pts
Machinegun	+10pts
Grenade Launcher	+20pts

E | Equip all models with:

'Eavy Armor (Armored)	+15pts
Warbikes (Armored, Fast, Replace all Pistols with Linked Carbines)	+35pts

F | Take any:

Bomb Squig (Grenade Launcher, Limited, Scope, may take three)	+15pts
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Replace up to two Grenade Launchers:

Tankhammer (+10x Melee Attacks)	+5pts
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G | Replace Linked Flamer:

Linked Machinegun	+10pts
Linked Grenade Launcher	+25pts

H | Replace all Pistols:

Carbines	+10pts
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Replace one Pistol:

Machinegun	+15pts
Grenade Launcher	+20pts

Equip all models with:

'Eavy Armor (Armored)	+30pts
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I | Replace any Bubblechukka:

Kannon (36", A4)	+5pts
Mega-Kannon (Plasma Cannon)	+20pts
Zzap Gun (36", A2D6)	+30pts
Lobba (48", A4, Indirect)	+30pts
Smasha Gun (36", AD6+4)	+35pts
Traktor Kannon	+45pts

J | Replace Flamer:

Grotzooka (18", A4)	Free
Kustom Mega-Blasta (Plasmagun)	Free
Machinegun	+10pts
Grenade Launcher	+20pts

K | Upgrade with any:

Red Paint Job (Fast)	+5pts
Grot Riggers (Mek Tools)	+10pts
Boarding Plank	+10pts
Grabbin Klaw	+10pts
Reinforced Ram (Re-roll dangerous terrain rolls, and re-roll failed blocks when using Assault actions)	+10pts
Wreckin' Ball (This unit deals +D6 hits when using Assault actions)	+20pts
'Ard Case (Tough(+3))	+20pts

L | Replace any Kustom Mega-Blasta:

Linked Machinegun	+15pts
Linked Grenade Launcher	+25pts

Take any:

Buzzsaw (Power Fist)	+10pts
Bigbomm	+20pts

M | Replace Pistol:

Kustom Mega-Blasta (Plasmagun)	+10pts
Kustom Force Field	+45pts
Shokk Attack Gun	+55pts

Army Special Rules

Ammo Runt: This model gets the Linked special rule when shooting once per game.

Bigbomm: Once per game this unit may deal 2D6 hits to one enemy unit it passes over.

Boarding Plank: When using Assault actions whilst transporting units this unit deals +D6 hits.

Dok Tools: This model may be deployed as part of a unit of same Quality. Whenever a unit this model is part of takes Wounds roll one die for each, on a 5+ it is ignored.

Git Shootaz: This unit shoots at Quality 4+.

Grabbin Klaw: When using Assault actions against Vehicles/Walkers roll one die, on a 4+ the target may not move until the end of the round.

Klaw of Gork/Mork: This weapon counts as a Dreadnought Fist, and if it causes any Wounds the target may not move until the end of the round.

Kustom Force Field: This unit and all friendly Infantry units within 6" roll one die whenever they take a Wound from shooting, on a 5+ it is ignored.

Mek Tools: Once per turn, if this unit is inside or within 2" of a Vehicle, it may try to repair it. Roll one die, on a 4+ the vehicle stops being immobile.

Runtherd: This model may be deployed as part of a Gretchin unit, and whenever his unit fails a morale test it takes one wound and must re-roll the test.

Shokk Attack Gun: When shooting the Shokk Attack Gun (48", A2D6), if a double 1 is rolled this model and its unit are immediately removed from play, and if a double 6 is rolled the target unit is immediately removed from play.

Traktor Kannon: When shooting the Traktor Kannon (36", A6x), all Wounds suffered from it cause Immobile results to Vehicles/Walkers.

Waagh! Once per game you may declare Waagh! during your turn. All friendly Infantry units move +3" when using Walk actions and +6" when using Run/Assault actions until the end of the round.

Psychic Powers

Warpath (1): The psyker and his unit get +1 Melee Attack each until the end of the round.

Frazzle (1): Target enemy unit within 18" takes D6 automatic hits.

'Eadbanger (1): Target enemy model within 24" takes D6 automatic hits.

Da Jump (2): The psyker and his unit may immediately Deep Strike anywhere on the table.

Da Krunch (2): Target enemy unit within 12" takes 2D6 hits. If you roll 10+ the target takes 2D6 more hits, and this continues until you don't roll 10+

Power Vomit (2): Target enemy unit within 12" takes 2D6+4x automatic hits.

Eldar

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Autarch [1]	3+	Pistol, Power Weapon (Strikes First)	Fast, Focus, Hero, Tough(3)	E, G	40pts
Farseer [1]	3+	Pistol, Power Weapon	Focus, Hero, Psyker(3), Tough(3)	-	95pts
Warlocks [3]	3+	Pistols, Power Weapons	Brothers, Focus	P	100pts
Avatar [1]	2+	Dreadnought Fist	Fast, Fearless, Hero, Monster, Tough(6)	-	95pts
Guardians [5]	4+	Pistols, Hand Weapons	Focus	E	80pts
Dire Avengers [5]	3+	Carbines	Focus	H	95pts
Weapon Platform [1]	4+	Minigun	Focus, Weapon Platform	A	20pts
Rangers [3]	4+	Sniper Rifles (36", A3x, Scope)	Focus, Scout	-	210pts
Hawks [5]	3+	Assault Rifles	Deep Strike, Fast, Flying, Focus	G	145pts
Scorpions [5]	3+	Pistols, Power Weapons	Fast, Focus, Scout	-	150pts
Warp Spiders [5]	3+	Plasma Pistols	Deep Strike, Focus, Teleporter	I	155pts
Banshees [5]	3+	Pistols, Power Weapons (Strikes First)	Fast, Focus	-	150pts
Fire Dragons [5]	3+	Meltaguns	Fast, Focus	-	225pts
Wraithguard [5]	3+	2x Power Weapons	Armored, Fearless	K	195pts
Dark Reapers [3]	3+	Missile Launchers	-	N	325pts
Support Battery [3]	3+	D-Cannons (24", A9)	-	M	250pts
Windriders [3]	3+	Linked Shotguns	Fast, Flying, Focus	B, Q	100pts
Wraithlord [1]	2+	2x Shotgun, Dreadnought Fist	Monster, Tough(3)	F, O	90pts
Wraithknight [1]	2+	Power Fist, Ghost Glaive (Dreadnought Fist), Scattershield (Tough(+3))	Flying, Monster, Tough(6)	J, O	135pts
War Walker [1]	4+	2x Minigun, Hand Weapon	Fast, Focus, Walker	C, O	55pts
Vyper [1]	4+	Minigun, Linked Shotgun	Fast, Flying, Vehicle	A, B, C	50pts
Wave Serpent [1]	3+	Linked Minigun, Linked Shotgun	Fast, Flying, Transport(11), Tough(3), Vehicle	D, C	105pts
Falcon [1]	3+	Lascannon, Linked Shotgun	Fast, Flying, Transport(6), Tough(3), Vehicle	A, B, C, L	185pts

A | Replace Minigun:

Machinegun	+15pts
Linked Machinegun	+25pts
Plasma Cannon	+40pts
Missile Launcher	+60pts

B | Replace Linked Shotgun:

Minigun	+10pts
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C | Upgrade with any:

Star Engine (+3" move on Walk, +6" move on Run/Assault)	+5pts
Vector Engine (Focus)	+5pts
Spirit Stones (Resilient)	+10pts
Power-Field (Tough (+3))	+20pts

D | Replace Linked Minigun:

Linked Machinegun	+15pts
Linked Plasma Cannon	+60pts
Linked Missile Launcher	+90pts

E | Replace all Pistols and Hand Weapons:

Shotguns	+15pts
Replace one Pistol and Hand Weapon:	
Flamer	+15pts
Meltagun	+20pts

Replace one Hand Weapon:

Power Weapon	+5pts
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F | Take up to two:

Flamer	+30pts
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Take one:

Ghost Glaive (Dreadnought Fist)	+30pts
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G | Replace one Pistol/Assault Rifle:

Minigun	+20pts
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H | Replace one Carbine:

Pistol and Hand Weapon	Free
Pistol and Power Weapon	+5pts
Linked Carbine	+5pts
Power Weapon and Simmer Shield (Tough (+3))	+15pts

I | Replace one Plasma Pistol:

Linked Plasma Pistol	+5pts
Spinneret Rifle (18", A3)	+5pts

Equip one model with one:

Linked Hand Weapon	+5pts
Linked Power Weapon	+10pts

J | Replace Scattershield and Ghost Glaive:

Scattershield (Tough(+3)) and Missile Launcher	+95pts
2x Lascannon	+240pts

K | Replace all Power Weapons:

Meltaguns	+50pts
Linked Flamers	+50pts
Ghost Axes (Power Fists) and Force Shields (Tough (+3))	+50pts
Multi-Meltas	+200pts

L | Replace Lascannon:

Linked Autocannon and Minigun	Free
Battle Cannon	+25pts

M | Replace all D-Cannons:

Vibro Cannons	Free
Mortars (Indirect)	+145pts

N | Replace one Missile Launcher:

Tempest Launcher (36", A9)	+10pts
Battle Cannon	+50pts

O | Take up to two:

Minigun	+20pts
Machinegun	+25pts
Linked Machinegun	+35pts
Plasma Cannon	+55pts
Missile Launcher	+70pts

P | Replace any Power Weapon:

Power Fist	+5pts
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Equip all models:

Jetbikes (Fast, Flying)	+10pts
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Q | Equip all models:

Power Weapons	+25pts
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Army Special Rules

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

Focus: This unit may move up to 3" in any direction after shooting. Vehicles with this rule may pivot to face any direction after shooting.

Resilient: Whenever this unit suffers from a "shaken" result roll one die, on a 4+ it is ignored.

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

Vibro Cannon: When shooting the Vibro Cannon (48", A3) all hits are multiplied by how many models in the unit are firing after the first.

Weapon Platform: This model may only be deployed as part of a Guardians unit, it has no melee attacks and is removed from play if it is the last model remaining in the unit.

Psychic Powers

Reveal (1): Target enemy unit within 18" does not get benefits from cover until the end of the round.

Renewer (1): Target friendly model within 18" removes 1 Wound from its Tough count.

Conceal (1): The psyker and his unit get the Armored special rule until the end of the round.

Destructor (1): Target enemy unit within 12" takes D6 hits and for each Wound suffered from this the unit takes an additional D3 hits.

Guide (2): Target friendly unit within 24" gets Linked weapons until the end of the round.

Executioner (3): Target enemy unit within 24" takes D6 automatic hits with Piercing.

Chaos Space Marines

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Chaos Lord [1]	3+	Pistol, Hand Weapon	Hero, Tough(3)	A, B	30pts
Terminator Lord [1]	3+	Linked Assault Rifle, Power Weapon	Armored, Deep Strike, Hero, Tough(3)	A, B, G	50pts
Sorcerer [1]	3+	Pistol, Power Weapon	Psyker(1), Tough(3)	A, B	65pts
Zombies [15]	6+	Power Fists (Strikes Last)	Zombie	-	75pts
Cultists [10]	5+	Pistols, Hand Weapons	-	F	100pts
Chaos Marines [5]	3+	Pistols, Hand Weapons	-	A, B, D, E	100pts
Possessed Marines [5]	3+	Hand Weapons	Fast, Fearless, Mutations	-	125pts
Chaos Chosen [5]	3+	Pistols, Hand Weapons	Fearless, Furious	B	130pts
Raptors [5]	3+	Pistols, Hand Weapons	Deep Strike, Fast, Fear, Flying	A, B, C, D	145pts
Chaos Terminators [5]	3+	Linked Assault Rifles, Power Weapons	Armored, Deep Strike	A, B, G	180pts
Noise Marines [5]	3+	Sonic Guitars (Miniguns)	Fearless	K	200pts
Mutilators [3]	3+	Power Fists (2x each)	Armored, Deep Strike, Tough(3)	A	180pts
Obliterators [3]	3+	Linked Flamers, Power Fists	Armored, Deep Strike, Relentless, Tough(3)	A, H	235pts
Chaos Bikers [3]	3+	Linked Assault Rifles, Pistols, Hand Weapons	Fast, Relentless	A, D	110pts
Daemon Prince [1]	2+	Dreadnought Fist	Deep Strike, Monster, Tough(3)	A, I	65pts
Chaos Spawn [3]	4+	Power Fists	Furious, Monster, Tough(3)	A	115pts
Helbrute [1]	3+	Dreadnought Fist, Power Fist	Tough(3), Walker	M	85pts
Maulerfiend [1]	3+	2x Power Fists, 2x Dreadnought Fists	Fast, Tough(6), Walker	-	120pts
Forgefiend [1]	3+	2x Plasma Cannons	Fast, Tough(6), Walker	-	195pts
Defiler [1]	3+	Battle Cannon, 3x Dreadnought Fists, Power Fist	Tough(3), Walker	L	245pts
Chaos Rhino [1]	3+	Linked Assault Rifle	Tough(3), Transport(11), Vehicle	N	65pts
Chaos Predator [1]	3+	Autocannon	Tough(6), Vehicle	J, N	100pts
Chaos Land Raider [1]	3+	2x Linked Lascannons, Linked Machinegun	Tough(9), Transport(11), Vehicle	N	440pts

A | Upgrade all models with one:

Slaanesh (Fast)	+10pts
Khorne (Furious)	+10pts
Nurgle (Armored)	+30pts
Tzeentch (Brothers)	+35pts

B | Replace one Pistol:

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

Replace one Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Take one Assault Rifle attachment:

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

Equip one model with one:

Bike (Linked Assault Rifle, Fast, Relentless)	+5pts
Terminator Armor (Armored, Deep Strike)	+10pts

Upgrade Psyker(1):

Psyker(2)	+15pts
Psyker(3)	+30pts

C | Replace all Hand Weapons:

Linked Lightning Claws (A4, Piercing)	+110pts
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D | Replace one Pistol:

Flamer	+25pts
Plasmagun	+25pts
Meltagun	+30pts

E | Replace one Pistol:

Machinegun	+30pts
Autocannon	+45pts
Missile Launcher	+90pts
Lascannon	+115pts

Replace all Pistols and Hand Weapons:

Assault Rifles	Free
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Upgrade all models with:

Veteran Training (Fearless)	+20pts
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F | Replace all Pistols and Hand Weapons:

Assault Rifles	Free
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Replace one Pistol and Hand Weapon:

Shotgun	Free
Flamer	+10pts
Machinegun	+15pts

G | Replace one Linked Assault Rifle:

Linked Flamer	+20pts
Linked Machinegun	+35pts

H | Equip any model with one:

Machinegun	+35pts
Autocannon	+50pts
Missile Launcher	+95pts
Lascannon	+120pts

I | Upgrade with:

Wings (Fast, Flying)	+10pts
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Take one:

Psyker(1)	+35pts
Psyker(2)	+50pts
Psyker(3)	+65pts

J | Replace Autocannon:

Demolisher Cannon (24", A12)	+50pts
Linked Lascannon	+100pts

Take one:

2x Machineguns	+70pts
2x Lascannons	+240pts

K | Replace one Sonic Guitar:

Doom Amp (12", A9)	+10pts
Sonic Bass (Battle Cannon)	+120pts

L | Replace one Dreadnought Fist:

Linked Flamer	+10pts
Missile Launcher	+75pts

Replace Power Fist:

Linked Machinegun	+30pts
Autocannon	+30pts
Linked Lascannon	+135pts

M | Replace Dreadnought Fist:

Linked Machinegun	+25pts
Multi-Melta	+40pts
Plasma Cannon	+50pts
Linked Lascannon	+130pts

Replace Power Fist:

Dreadnought Fist	+5pts
Missile Launcher	+80pts

Take up to two Dreadnought Fist attachments:

Linked Assault Rifle	+10pts
Linked Flamer	+30pts

N | Take any:

Dozer Blade (Re-roll dangerous terrain rolls)	+5pts
Pintle Mount (Linked Assault Rifle)	+10pts
Havoc Launcher (Linked Missile Launcher)	+120pts

Equip with one Pintle Mount attachment:

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

Upgrade with:

Extra Armor (Tough(+3))	+20pts
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Army Special Rules

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

Mutations: Whenever this unit fights in melee, roll one die and consult the following table:

Result	Effect
1-2	All models get First Strike.
3-4	All models get Rending weapons.
5-6	All models get Hatred.

Zombie: This unit automatically passes all morale tests and may not move more than 6" at a time.

Psychic Powers

Nurgle's Rot (1): All enemy units within 6" take D3 automatic hits with Poison.

Weapon Virus (1): Target enemy unit within 24" takes one automatic hit for every 1 it rolls when shooting until the end of the round.

Hysterical Frenzy (1): Target friendly unit within 12" has Strikes First, Piercing Melee or +1 Melee Attack until the end of the round (pick one).

Doombolt (2): Target enemy unit within 18" takes 2D6x automatic hits.

Slaanesh's Overload (2): Target enemy unit within 24" takes D6 automatic hits and must take a morale test, regardless of casualties.

Tzeentch's Firestorm (2): Target enemy unit within 24" takes D6 hits, and for each Wound suffered from this the unit takes an additional D3 hits.

Tau

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	3+	-	Crisis Suit, Hero, Support, Tough(3)	A, B	30pts
Cadre Fireblade [1]	4+	Rifle, Power Weapon, Markerlight	Hero, Support, Tough(3)	A	40pts
Ethereal [1]	4+	Hand Weapon	Hero, Inspirational	D	70pts
Kroot Carnivores [5]	5+	Assault Rifles, Hand Weapons	Scout	J	75pts
Kroot Hounds [5]	5+	Hand Weapons	Scout	-	55pts
Kroot Squad [3]	5+	Multi-Lasers, Power Weapons	Scout, Tough(3)	-	105pts
Vespids [5]	4+	Carbines	Fast, Flying	-	95pts
Fire Warriors [5]	4+	Carbines	Support	A, C, P	75pts
Pathfinders [5]	4+	Carbines, Markerlights	Scout, Support	A, F	140pts
Stealth Team [3]	3+	Burst Cannons (18", A2)	Deep Strike, Flying, Scout, Support	A, C, E	100pts
XV8 Crisis Suits [3]	3+	-	Crisis Suit, Support, Tough(3)	A, B	90pts
XV95 Ghostkeel [1]	3+	Fusion Collider (18", A3x), Linked Burst Cannon (18", A2), Power Weapon, 2x Stealth Drone	Electrowarfare Suite, Ghostkeel Suit, Support, Tough(3)	N	135pts
XV88 Broadside [1]	3+	Linked Heavy Rail Rifle (48", A5x), Linked Plasmagun	Monster, Support, Tough(3)	A, M	220pts
XV104 Riptide [1]	3+	Heavy Burst Cannon (18", A4), Linked Plasmagun, Power Weapon	Deep Strike, Flying, Monster, Support, Tough(9)	A, K	160pts
KV128 Stormsurge [1]	3+	Pulse Blastcannon (30", A9), Linked Missile Pod (36", A4), 4x Destroyer Missiles (48", A4x, Limited), Cluster Rocket System (48", A4D6)	Monster, Tough(9)	O	520pts
Piranha [1]	4+	Burst Cannon (18", A2), 2x Gun Drones	Fast, Flying, Vehicle	G, H, L	60pts
Devilfish [1]	4+	Burst Cannon (18", A2), 2x Gun Drones	Flying, Tough(3), Transport(11), Vehicle	H, L	90pts
Hammerhead [1]	4+	Ion Cannon (48", A5), 2x Gun Drones	Flying, Tough(3), Vehicle	H, I, L	115pts
Gun Drone Squad [5]	4+	Linked Carbines	Flying, Support	A	100pts
Sniper Drone Team [3]	4+	Sniper Rifles (36", A3x, Scope), Markerlights	Flying, Support	-	270pts
Marker Drone [1]	-	Markerlight	Drone	-	-
Inhibitor Drone [1]	-	-	Drone, Inhibitor	-	-
Accelerator Drone [1]	-	-	Accelerator, Drone	-	-
Shield Drone [1]	-	-	Drone, Shield	-	-
Stealth Drone [1]	-	-	Drone, Stealth	-	-
Gun Drone [1]	-	Linked Carbine	Drone	-	-
Recon Drone [1]	-	Burst Cannon (18", A2)	Beacon, Drone	-	-
Missile Drone [1]	-	Missile Pod (36", A4)	Drone	-	-

A | Take up to two:

Marker Drone	+20pts
Gun Drone	+20pts
Shield Drone	+30pts
Missile Drone	+60pts

B | Equip any model with up to three:

Burst Cannon (18", A2)	+15pts
Plasmagun	+25pts
Flamer	+30pts
High Output Burst Cannon (18", A6)	+45pts
Fusion Blaster (18", A6x)	+55pts
Missile Pod (36", A4)	+60pts

C | Equip one model with one:

Beacon	+10pts
Markerlight	+10pts

D | Replace Hand Weapon:

Equaliser (Power Weapon)	+5pts
Honor Blade (Power Fist)	+10pts

E | Replace one Burst Cannon:

Fusion Blaster (18", A6x)	+40pts
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F | Replace one Carbine and Markerlight:

Ion Rifle (30", A3)	+25pts
Rail Rifle (30", A5x)	+55pts

Take one:

Inhibitor Drone	+15pts
Accelerator Drone	+20pts
Recon Drone	+20pts

G | Replace Burst Cannon:

Fusion Blaster (18", A6x)	+35pts
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H | Replace 2x Gun Drones:

2x Linked Burst Cannon (18", A2)	Free
Linked Missile Pod (36", A4)	+20pts

Take up to two:

Seeker Missile	+20pts
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I | Replace Ion Cannon:

6x Seeker Missile	+50pts
Railgun (48", A10x)	+100pts

J | Replace all Assault Rifles:

Kroot Rifles (24", A3x, Scope)	+170pts
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K | Replace Heavy Burst Cannon:

Ion Accelerator (48", A10)	+135pts
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Replace Linked Plasmagun:

Linked Fusion Blaster (18", A6x)	+25pts
Linked Missile Pod (36", A4)	+40pts

L | Upgrade with any:

Automated Repair System	+10pts
Disruption Pod (Tough+3)	+20pts
Point Defence Relay (Support)	+25pts
Flachette Discharger	+30pts

M | Replace Linked Heavy Rail Rifle:

2x Linked Missile Pod (36", A4)	Free
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Replace Linked Plasmagun:

Linked Missile Pod (36", A4)	+40pts
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Take one:

Seeker Missile	+20pts
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N | Replace Fusion Collider:

Cyclic Ion Raker (24", A5)	+25pts
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Replace Burst Cannon:

Linked Flamer	+15pts
Linked Fusion Blaster (18", A6x)	+40pts

O | Replace Pulse Blastcannon:

Pulse Driver Cannon (48", A12)	+100pts
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Take one:

Linked Burst Cannon (18", A2)	+15pts
Linked Flamer	+30pts
Linked Airbursting Fragmentation Projector (18", A4, Ignores Cover)	+35pts

P | Equip one model with one:

Support Turret	+40pts
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Replace all Carbines:

Pulse Blasters (12", A1, Piercing)	Free
Rifles	+20pts

Army Special Rules

Accelerator: All weapons of models this unit is part of extend their range by +6".

Automated Repair System: Once per turn, this unit may try to repair itself from being immobile. Roll one die, on a 4+ it stops being immobile.

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

Crisis Suit: This unit has the Deep Strike, Flying and the Relentless special rules.

Drone: 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 doesn't take up any transport space.

Electrowarfare Suite: This unit's Armor from Cover ignores hits on a 2+ against attacks coming from over 12" range.

Flachette Discharger: Whenever this unit is assaulted Infantry the assaulting unit takes as many automatic hits as models in it.

Ghostkeel Suit: This unit has the Armored, Deep Strike, Flying and Relentless special rules.

Inhibitor: Enemy units assaulting a unit this model is part of reduce their movement by -3".

Inspirational: Friendly Infantry units within 12" of this model get the Fearless and Linked special rules.

Markerlight: Models may fire a markerlight at an enemy unit within 36" instead of shooting their weapons by taking a Quality test. If successful place 1 markerlight counter on the target. Friendly units targeting an enemy with markerlight counters may remove 1 to either ignore Cover or to get the Linked rule. Note that units may not fire markerlights and remove markerlights as part of the same shooting.

Seeker Missile: This weapon counts as a Missile Launcher (Limited) that may get the Indirect rule by removing 1 markerlight counter from the target.

Shield: All models this unit is part of count as having the Armored special rule.

Stealth: All models this unit is part of always count as being in cover.

Support: Whenever this unit is assaulted it may shoot as if in range and line of sight first, however it must re-roll successful hits.

Support Turret: This model is deployed as part of a Fire Warriors unit, it has no melee attacks and is removed from play if it is the last model remaining in the unit. The models counts as having Quality 4+ and has a Missile Pod (36", A4).

Necrons

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Necron Lord [1]	3+	Staff of Light (Power Weapon, Shotgun)	Hero, Robot, Tough(3)	A	45pts
Destroyer Lord [1]	3+	Warscythe (Power Fist)	Hero, Flying, Robot, Tough(3)	A	40pts
C'tan Shard [1]	3+	Power Fist	Fearless, Hero, Necrodermis, Tough(3)	I	35pts
Cryptek [1]	3+	Staff of Light (Power Weapon, Shotgun)	Hero, Robot, Tough(3)	J	45pts
Necron Warriors [5]	3+	Assault Rifles (Rending)	Robot	-	120pts
Immortals [5]	3+	Assault Rifles (Rending)	Armored, Robot	B	135pts
Lychguard [5]	3+	Power Weapons	Robot	D	95pts
Flayed Ones [5]	3+	Power Weapons	Deep Strike, Robot, Scout	-	110pts
Praetorians [5]	3+	Rods of Covenant (Flamers, Power Weapons)	Fearless, Flying, Robot	E	250pts
Deathmarks [3]	3+	Sniper Rifles (36", A3x, Scope)	Deep Strike, Robot	-	220pts
Scarab Swarms [3]	5+	Power Weapons (Rending)	Fearless, Tough(3)	-	75pts
Tomb Blades [3]	3+	Linked Assault Rifles (Tesla)	Fast, Flying, Robot	K	90pts
Wraiths [3]	3+	Power Weapons	Armored, Fast, Fearless, Flying	G	95pts
Destroyers [3]	3+	Miniguns (Rending)	Flying, Robot	H	145pts
Spyder [1]	3+	Hand Weapon	Hive, Monster, Tough(6)	F	95pts
Command Barge [1]	3+	Minigun (Tesla)	Resilient, Tough(3), Transport(1), Vehicle	C	75pts
Stalker [1]	3+	Multi-Melta	Resilient, Tough(3), Vehicle	H	100pts
Ghost Ark [1]	3+	5x Assault Rifles (Rending)	Resilient, Tough(3), Transport(11), Vehicle	-	220pts
Annihilation Barge [1]	3+	3x Minigun (Tesla)	Resilient, Tough(3), Vehicle	C	135pts
Doomsday Ark [1]	3+	Plasma Cannon, 5x Assault Rifles (Rending)	Resilient, Tough(3), Vehicle	-	170pts
Monolith [1]	3+	Multi-Melta, 4x Minigun (Tesla)	Deep Strike, Resilient, Tough(9), Transport(21), Vehicle	-	310pts

A | Take any:

Power Fist (Limited)	+5pts
Mindshackle Scarabs	+10pts
Sempiternal Weave (Armored)	+10pts
Resurrection Orb	+10pts
Tachyon Arrow (Lascannon (Limited))	+25pts

B | Replace all Assault Rifles (Rending):

Assault Rifles (Tesla)	Free
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C | Replace one Minigun (Tesla):

Minigun (Rending)	Free
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D | Equip all models with:

Dispersion Shields (Armored)	+15pts
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E | Replace all Rods of Covenant:

Voidblades (Dreadnought Fists and Particle Casters (Shotguns))	+20pts
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F | Take one:

Linked Minigun	+30pts
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G | Equip any model with one:

Whip Coils (Strikes First)	+5pts
Shotgun	+10pts
Linked Flamer	+30pts

H | Replace one Minigun/Multi-Melta:

Lascannon	+60pts
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I | Take up to two:

Entropic Touch (Rending Melee)	+10pts
Grand Illusion (May re-deploy D3 units after Scouts are deployed)	+10pts
Sentient Singularity (Enemy units may not deep strike within 18")	+10pts
Lord of Fire (Enemies within 12" using Flamers/Meltas roll one die before shooting, on 1 they take one automatic wound)	+10pts
Swarm of Spirit Dust (Armored)	+10pts
Gaze of Death (+D6 Melee Attacks)	+15pts
Times Arrow (Strikes Fist, even against units with Strikes First)	+15pts
Writhing Worldscape (Enemies count all terrain as dangerous, and take hits on results of 1-2)	+15pts
Pyreshards (18", A8)	+50pts
Moulder of Worlds (24", A8)	+65pts
Transdimensional Thunderbolt (24", A10x)	+100pts

J | Take up to two:

Seismic Crucible (Units assaulting the cryptek and his unit reduce their movement by D6")	+5pts
Chronometron (Once per round the cryptek or a model in his unit may re-roll one die of any kind)	+5pts
Ether Crystal (Enemy units Deep Striking within 18" take D6 hits)	+15pts
Nightmare Shroud (Once per round one enemy unit within 18" must take a morale test)	+15pts
Veil of Darkness (Once per round the cryptek and his unit may be placed in reserves and immediately attempt to Deep Strike anywhere)	+15pts
Gaze of Flame (Units assaulting the cryptek and his unit get the Strikes Last rule in the ensuing melee)	+15pts
Lightning Field (Units assaulting the cryptek and his unit take 2D6 automatic hits before melee starts)	+20pts
Solar Pulse (Once per game all friendly units get Armored until the end of the round)	+25pts
Timesplinter Cloak (The cryptek and his unit count as Armored)	+30pts
Harp of Dissonance (Once per game one enemy unit within line of sight automatically fails all blocks until the end of the round)	+50pts

K | Replace all Assault Rifles (Tesla):

Linked Assault Rifles (Rending)	Free
Miniguns	+35pts

Equip all models with any:

Shadowlooms (May re-roll failed blocks when in cover)	+5pts
Nebulosopes (Scope)	+15pts
Shield Vanes (Tough(3))	+35pts

Army Special Rules

Hive: Once per round, when this unit is activated, you may target a friendly scarab swarm unit within 6" and roll one die. On a 4+ add one scarab swarm model to that unit.

Mindshackle Scarabs: Every time an enemy unit fights melee against this unit it must take a morale test. If failed it takes D3 automatic hits before combat begins.

Necrodermis: If this unit is killed all units within D6" take one automatic hit.

Resilient: Whenever this unit suffers from a "shaken" result roll one die, on a 4+ it is ignored.

Resurrection Orb: The lord and his unit ignore wounds on 4+ instead of on 5+.

Robot: This unit has the Strikes Last special rule, and whenever it takes Wounds roll one die for each, on a 5+ it is ignored.

Tesla: For every 6 rolled when firing this weapon the target takes two additional automatic hits.

Tyranids

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Hive Tyrant [1]	2+	Dreadnought Fist	Hero, Monster, Psyker(2), Synapse, Tough(3)	A, C, D, E, I	170pts
Tyrant Guard [3]	2+	Power Fists (Rending), Lash Whips (Strikes First)	Monster, Tough(3)	A, F	235pts
Tervigon [1]	3+	Stinger Salvo (18", A3), Power Weapon	Hero, Monster, Psyker(1), Spawn, Synapse, Tough(6)	A, D, E	425pts
Tyrantid Prime [1]	3+	Carbine, Power Fist	Hero, Relentless, Synapse, Tough(3)	A, B, E, M	100pts
Tyrantid Warriors [3]	3+	Hand Weapons	Synapse, Tough(3)	A, B, M	130pts
Genestealers [5]	4+	Hand Weapons (Rending)	Fast, Fearless, Scout	K, L	130pts
Termagants [10]	5+	Pistols	Strider	K	90pts
Hormagaunts [10]	5+	Hand Weapons	Fast, Strider	K	110pts
Gargoyles [10]	5+	Pistols	Fast, Flying	K	130pts
Ripper Swarms [5]	5+	Power Fists	Fearless, Tough(3)	A, J	90pts
Hive Guard [3]	4+	Impalers (24", A4x, Indirect), Hand Weapons	Tough(3)	A	165pts
Zoanthropes [3]	4+	Hand Weapons	Brothers, Synapse, Tough(3)	-	145pts
Raveners [3]	4+	Power Weapons	Deep Strike, Fast, Tough(3)	H	80pts
Venomthropes [3]	4+	Hand Weapons (Poison), Lash Whips (Strikes First)	Armored, Tough(3)	-	90pts
Lictor [1]	4+	Pistol, Power Weapon (Rending)	Armored, Fast, Fearless, Scout, Tough(3)	-	50pts
Shrikes [3]	4+	Carbines, Power Weapons	Fast, Flying, Synapse, Tough(3)	A, B	150pts
Biovore [1]	4+	Hand Weapon, Mine Launcher	Tough(3)	-	160pts
Spore Mines [3]	6+	Explosive Heads	Deep Strike, Fearless	-	20pts
Mucolid Spore [1]	5+	Explosive Head	Armored, Deep Strike, Fearless, Tough(3)	-	20pts
Pyrovores [3]	3+	Linked Flamers, Dreadnought Fists	Acid Blood, Tough(3)	-	205pts
Carnifex [1]	3+	Dreadnought Fist	Monster, Tough(6)	A, C, E	70pts
Haruspex [1]	3+	Shotgun, Dreadnought Fist	Acid Blood, Monster, Tough(6)	A, E	85pts
Exocrine [1]	3+	Plasmagun, Power Weapon	Monster, Tough(6)	A, E	90pts
Trox [1]	3+	Bio-Electric Pulse (12", A8), Dreadnought Fist	Fast, Monster, Tough(6)	A, E	105pts
Mawloc [1]	3+	Dreadnought Fist	Devour, Fast, Monster, Tough(6)	A, E	110pts
Toxicrene [1]	3+	Choking Cloud (12", A8, Poison), Power Fist (Strikes First, Poison)	Monster, Tough(6)	-	120pts
Tyrannofex [1]	3+	Stinger Salvo (18", A3), Acid Spray (18", A9), Power Weapon	Monster, Tough(6)	A, D, E, G	135pts
Maleceptor [1]	3+	Power Weapon	Monster, Psyker(2), Synapse, Tough(6)	-	175pts
Tyrannocyte [1]	3+	5x Deathspitters (18", A3)	Deep Strike, Drifter, Monster, Transport Spore, Transport(21), Tough(6)	N	185pts
Sporocyst [1]	3+	5x Deathspitters (18", A3), Mine Launcher	Immobile, Monster, Resonator, Scout, Tough(6)	N	190pts

A | Equip all models with any:

Adrenal Glands (+1A when assaulting)	+5pts
Toxin Sacs (Poison in Melee)	+10pts

B | Equip all models with any:

Lash Whips (Strikes First)	+15pts
Power Fists (Rending)	+85pts

C | Take one:

Devourer (Linked Carbine)	+10pts
Deathspitter (18", A3)	+25pts
Stranglethorn (Plasma Cannon)	+70pts
Heavy Venom (36", A6, Piercing)	+110pts

D | Take one:

Desiccator (12", A5, Piercing)	+30pts
Shreddershard (12", A5, Rending)	+35pts
Electroshock (12", A10x)	+50pts

E | Upgrade with any:

Acid Blood	+5pts
Regeneration	+10pts

F | Replace all Power Fists:

Dreadnought Fists (Rending)	+35pts
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G | Replace Acid Spray:

Fleshborer Hive (18", A10)	+5pts
Rupture Cannon (Lascannon)	+65pts

H | Equip any model with one:

Spinefists (Linked Pistol)	+5pts
Devourer (Linked Carbine)	+10pts
Deathspitter (18", A3)	+15pts

I | Upgrade with:

Wings (Fast, Flying)	+10pts
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J | Equip all models:

Spinefists (Linked Pistols)	+10pts
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Upgrade all models with any:

Wings (Flying)	+10pts
Deep Strike	+10pts

K | Equip all models with any:

Adrenal Glands (+1A when assaulting)	+10pts
Toxin Sacs (Poison in Melee)	+10pts

L | Upgrade one model with:

Broodlord Training (Tough(3), Psyker(1), Hand Weapon(Rending))	+50pts
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M | Equip any model with one:

Spinefists (Linked Pistol)	+5pts
Devourer (Linked Carbine)	+10pts
Deathspitter (18", A3)	+20pts

Equip one model with one:

Venom Cannon (36", A3, Piercing)	+40pts
Barbed Strangler (Plasma Cannon)	+70pts

N | Replace all Deathspitters:

5x Venom Cannons (36", A3, Piercing)	+180pts
5x Barbed Stranglers (Plasma Cannons)	+270pts

Army Special Rules

Acid Blood: Whenever a model from this unit is killed in melee its attacker takes D3 automatic hits.

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

Devour: 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.

Drifter: This unit may not use Run/Assault actions.

Explosive Head: This model may never move more than 6" at a time. When engaged in melee this model is immediately removed as a casualty and the enemy takes D3 automatic hits for spore mines or D3*2 automatic hits for mucolid spores.

Immobile: This unit may only use Hold actions.

Mine Launcher: This weapon has 48" range and Attack 1, and if it hits it deals D3*3 automatic hits. If it misses place a unit of 3 spore mines or 1 mucolid spore at least 12" away from the target.

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

Resonator: Friendly units within 6" that have the Synapse special rule add +6" to their synapse range.

Spawn: Once per round, when this model is activated, you may spawn a unit of Termagants with 2D6 models within 3" of this unit.

Synapse: All friendly units within 12" roll two extra dice when taking morale tests and pick the highest result as long as this unit is alive.

Transport Spore: This unit must may use all of its transport slots to embark a single Monster unit.

Psychic Powers

Psychic Scream (1): Target enemy unit within 6" must take a morale test, if failed it takes 3D6 automatic hits.

Warp Blast (2): Target enemy unit within 24" takes either D6 or D6x automatic hits (pick one).

Catalyst (2): Target friendly unit within 12" gets the Armored rule until the end of the round.

Horror (2): Target enemy unit within 24" must take a morale test and re-roll it if successful.

Onslaught (2): Target friendly unit within 24" may shoot after using Run actions until the end of the round.

Paroxysm (3): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Dark Eldar

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Archon [1]	4+	Pistol (Poison), Hand Weapon	Fast, Fearless, Hero, Pain, Tough(3)	A, B	30pts
Succubus [1]	4+	Pistol (Poison), Hand Weapon	Dodge, Drugs, Fast, Hero, Pain, Tough(3)	A, C	35pts
Haemonculus [1]	4+	Pistol (Poison), Hand Weapon	Hero, Pain, Tough(3)	A, D	25pts
Ur-Ghuls [2]	4+	Power Weapons	Armored, Court, Fast, Furious	-	45pts
Lhamaeans [2]	4+	Pistols (Poison), Hand Weapons (Poison)	Court, Fast, Pain	-	50pts
Sslyth [2]	4+	Carbines (Poison), Power Weapons	Armored, Court, Fast	-	50pts
Medusae [2]	4+	Linked Flamers	Court, Fast, Pain	-	80pts
Warriors [5]	4+	Pistols (Poison), Hand Weapons	Fast, Pain	G, H	110pts
Wyches [5]	4+	Pistols (Poison), Hand Weapons	Dodge, Drugs, Fast, Pain	C, H	130pts
Bloodbrides [5]	4+	Pistols (Poison), Power Weapons	Dodge, Drugs, Fast, Pain	C, H	145pts
Incubi [5]	3+	Power Weapons	Fast, Pain	E	135pts
Grotesques [5]	4+	Power Weapons	Drugs, Pain, Tough(3)	F, I	140pts
Wracks [5]	4+	Power Weapons (Poison)	Drugs, Pain	F, I	120pts
Mandrakes [5]	4+	Carbines, Power Weapons	Armored, Fast, Fear, Pain, Scout, Strider	-	165pts
Razorwing Flock [3]	5+	Power Fists	Flying, Tough(6)	-	75pts
Clawed Fiends [3]	4+	Power Fists	Furious, Tough(3)	-	75pts
Khymeras [5]	4+	Power Weapons	Armored	-	90pts
Scourges [5]	4+	Carbines (Poison)	Fast, Flying, Pain	H, L	115pts
Hellions [5]	4+	Carbines (Poison), Power Weapons	Drugs, Fast, Flying, Pain	K	145pts
Reavers [3]	4+	Assault Rifles (Poison), Hand Weapons	Drugs, Fast, Flying, Pain	H, M	95pts
Cronos [1]	3+	Linked Flamer, Power Fist	Monster, Pain, Tough(3)	P	80pts
Talos [1]	3+	Linked Assault Rifle (Haywire), 2x Power Fists	Monster, Pain, Tough(3)	J	90pts
Venom [1]	4+	Machinegun (Poison), Linked Assault Rifle (Poison)	Fast, Flying, Transport(6), Vehicle	O, Q, R	75pts
Raider [1]	4+	Dark Lance (36", A6x)	Fast, Flying, Transport(11), Vehicle	N, Q	110pts
Ravager [1]	4+	3x Dark Lances (36", A6x)	Fast, Flying, Vehicle	N, Q, R	220pts

A | Replace Hand Weapon:

Hand Weapon (Poison)	+5pts
Power Weapon (Poison)	+10pts
Power Weapon (Deadly)	+35pts

Replace Pistol:

Corrosive Whip (Hand Weapon, Strikes First, Poison)	+5pts
Blast Pistol (6", A6x)	+10pts
Blaster (18", A6x)	+30pts

Equip with:

Webway Portal (The hero and his unit get the Deep Strike rule)	+35pts
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B | Equip with any:

Private Stash (Drugs)	+5pts
Ghostplate Armor (Armored)	+10pts
Clone Field (May re-roll blocks)	+10pts

C | Replace one Pistol and Hand Weapon:

Razorflails (Linked Power Fist)	+5pts
Hydra Gauntlets (Power Fist, Piercing)	+10pts
Shardnet and Impaler (Linked Power Fist, Piercing)	+15pts

D | Take up to two:

Vexator Mask (Fear)	+10pts
Liquifier Gun (12", A2D6)	+20pts
Scissorhand (Power Fist (Poison, Rending))	+25pts
Hexriffler (36", A3x, Scope, Deadly))	+100pts

E | Replace one Power Weapon:

Demiklaive (Choose either A6 or A6x when fighting Melee)	+10pts
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F | Replace one Power Weapon:

Liquifier Gun (12", A2D6)	+10pts
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Equip one model with one:

Hand Weapon (Poison)	+10pts
Scissorhand (Power Fist (Poison, Rending))	+25pts
Power Weapon (Poison, Deadly)	+40pts

G | Replace all Pistols:

Assault Rifles (Poison)	+20pts
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Replace one Pistol:

Shredder (12", A5)	+10pts
Blaster (18", A6x)	+30pts
Machinegun (Poison)	+30pts
Dark Lance (36", A6x)	+65pts

Upgrade all models:

Trueborn (+1A in Melee)	+15pts
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H | Replace one Pistol:

Blast Pistol (6", A6x)	+10pts
Grenade Launcher	+30pts

Replace one Hand Weapon/Power Weapon:

Hand Weapon (Poison)	+5pts
Power Weapon (Poison)	+10pts

I | Equip one model with one:

Corrosive Whip (Hand Weapon, Strikes First, Poison)	+10pts
Power Weapon (Poison)	+10pts
Hexriffler (36", A3x, Scope, Deadly))	+100pts

J | Take one:

Power Fist	+20pts
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Replace one Power Fist:

Chain Flails (Piercing in Melee)	Free
Linked Liquifier Gun (12", A2D6)	+5pts
Ichor Injector (Deadly in Melee)	+55pts

Replace Linked Assault Rifle:

Stinger Pod (24", A5)	+20pts
Linked Machinegun (Poison)	+25pts
Linked Heat Lance (18", A8x)	+55pts

K | Equip one model:

Grenade Launcher	+35pts
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Replace one Power Weapon:

Power Weapon (Poison)	+5pts
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L | Replace up to two Carbines:

Assault Rifle (Haywire)	+10pts
Shredder (12", A5)	+10pts
Blaster (18", A6x)	+25pts
Machinegun (Poison)	+30pts
Heat Lance (18", A8x)	+40pts

M | Replace one Assault Rifle:

Blaster (18", A6x)	+25pts
Heat Lance (18", A8x)	+40pts

N | Replace one Dark Lance (Raider) or replace any (Ravager):

Disintegrator Cannon (36", A8)	+20pts
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O | Replace Linked Assault Rifle:

Machinegun (Poison)	+25pts
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P | Take any:

Spirit Vortex (12", A8)	+30pts
Spirit Probe	+40pts

Q | Upgrade with any:

Enhanced Aethersails (+3" move on Walk actions, +6" move on Run/ Assault actions)	+5pts
Shock Prow (May re-roll failed blocks in melee)	+5pts
Night Shields (Tough(3))	+20pts
Grenade Launcher	+35pts

R | Take one:

Grisly Trophies (Friendly units within 6" get Fearless)	+30pts
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Army Special Rules

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

Deadly: Whenever this weapon causes one or more wounds to an Infantry or Monster model it is immediately killed, even if it has the Tough rule.

Dodge: This unit gets the Armored special rule when fighting melee.

Drugs: Before the game begins roll one die on the following table for each unit with this rule:

Result	Drug
1-2	Adrenalight (All models get +1 Melee Attack)
3-4	Hypex (All models get the Strikes First special rule)
5-6	Serpenting (All models get Linked Melee weapons)

Haywire: When hitting a Vehicle or Walker roll one die, on a 3+ it takes an automatic wound.

Pain: This unit gains new powers as the game progresses, which you can see on this table:

Round	Power
1	None.
2	May re-roll failed blocks.
3	Gets +1A when assaulting.
4	May re-roll failed morale tests.

Spirit Probe: This unit and all friendly units within 6" with the Pain rule may re-roll failed blocks.

Sisters of Battle / Adepta Sororitas

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Canoness [1]	3+	Pistol, Hand Weapon	Faith(Passion), Fearless, Hero, Martyr, Tough(3)	A, B	40pts
Ministorum Priest [1]	4+	Pistol, Hand Weapon	Fearless, Hero, Martyr	A, B	25pts
Cult Assassins [3]	4+	Power Weapons	Conclave, Fast	-	50pts
Crusaders [3]	4+	Power Weapons	Armored, Conclave	-	55pts
Arco Flagellants [3]	4+	Power Fists	Conclave	-	55pts
Battle Sisters [5]	4+	Assault Rifles	Faith(Light)	A, C, D	80pts
Retributors [5]	4+	Assault Rifles	Faith(Guidance)	A, C, G	80pts
Dominions [5]	4+	Assault Rifles	Faith(Fusillade), Scout	A, C	95pts
Celestians [5]	3+	Assault Rifles	Faith(Hand)	A, C, D	105pts
Seraphim [5]	3+	Linked Pistols	Faith(Deliverance), Flying	A, F	105pts
Sisters Repentia [5]	3+	Eviscerators (Power Fists)	Faith(Spirit), Fast, Fearless, Furious	-	165pts
Penitent Engine [1]	4+	2x Dreadnought Fists, 2x Linked Flamers	Furious, Rage, Tough(3), Walker	-	110pts
Sororitas Rhino [1]	4+	Linked Assault Rifle	Tough(3), Transport(11), Vehicle	H	55pts
Immolator [1]	4+	Linked Flamer	Tough(3), Transport(6), Vehicle	E, H	65pts
Exorcist [1]	4+	Exorcist Missile Launcher (48", AD12x)	Tough(6), Vehicle	H	200pts

A | Replace one Pistol/Assault Rifle:

Shotgun	+5pts
Assault Rifle	+5pts
Plasma Pistol	+10pts
Meltagun	+25pts
Linked Flamer	+35pts

Take one Assault Rifle attachment:

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

Take one or Replace Hand Weapon:

Hand Weapon	+5pts
Power Weapon	+10pts
Power Fist	+15pts

B | Replace Pistol:

Plasmagun	+20pts
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Equip with:

Rosarius (Tough(+3))	+10pts
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C | Equip one model with one:

Laud Hailer	+10pts
Simulacrum Imperialis	+10pts
Chirurgion's Tools	+10pts
Battle Standard	+45pts

D | Replace one Assault Rifle:

Linked Flamer	+20pts
Machinegun	+30pts
Multi-Melta	+50pts

E | Replace Linked Flamer:

Linked Machinegun	+10pts
Linked Multi-Melta	+35pts

F | Replace one Linked Pistol:

Linked Flamer	+20pts
Linked Meltagun	+30pts

G | Replace any Assault Rifle:

Linked Flamer	+20pts
Machinegun	+20pts
Multi-Melta	+40pts

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

Army Special Rules

Battle Standard: This unit and all friendly Infantry units within 12" roll one extra die and pick the highest result when taking morale tests.

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

Conclave: You may deploy up to 3 units with this rule together to form a single big unit.

Faith: Once per game, when you activate this unit, you may try to use its act of faith. Roll one die, on a 4+ the unit gets a bonus until the end of the round:

Act of Faith	Effect
Deliverance	All weapons get Piercing
Fusillade	All weapons ignore cover.
Guidance	All weapons get Rending
Hand	All models get Furious.
Light	All weapons get Linked.
Spirit	All models get Armored.
Passion	All models get Hatred.

Laud Hailer: All friendly units within 12" may re-roll failed act of faith rolls.

Martyr: If this model is killed all friendly units may use their act of faith without having to roll for it until the end of the round.

Rage: This unit ignores Shaken results.

Simulacrum Imperialis: This unit may use its act of faith twice per game.

Daemonhunters / Grey Knights

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Brotherhood Champion [1]	3+	Linked Assault Rifle, Power Weapon	Aegis, Armored, Fearless, Hero, Psyker(1), Tough(6)	-	120pts
Inquisitor [1]	4+	Pistol, Hand Weapon	Hero, Tough(3)	A, C	20pts
Librarian [1]	3+	Pistol, Power Weapon	Aegis, Fearless, Psyker(2), Tough(3)	H	100pts
Techmarine [1]	3+	Pistol, Power Fist	Aegis, Armored, Fearless, Servo Arm, Tough(3)	C	70pts
Mystics [3]	4+	Pistols	Beacon, Warband	-	45pts
Acolytes [3]	4+	Pistols, Hand Weapons	Warband	B, C	45pts
Daemonhosts [3]	4+	Power Weapons	Warband	-	45pts
Cult Assassins [3]	4+	Power Weapons	Fast, Warband	-	50pts
Jokaeros [3]	4+	Linked Hand Weapons	Armored, Warband	F	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
Strike Squad [5]	3+	Linked Assault Rifles, Hand Weapons	Aegis, Brothers, Deep Strike, Fearless	D	230pts
Terminators [5]	3+	Linked Assault Rifles, Hand Weapons	Aegis, Armored, Brothers, Deep Strike, Fearless	D, I	245pts
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
Dreadknight [1]	2+	2x Dreadnought Fist	Aegis, Deep Strike, Fearless, Monster, Psyker(2), Tough(3)	G	160pts

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
Upgrade with any:	
Terminator Armor (Armored)	+10pts
3x Servo-Skull	+15pts
Psyker(1)	+40pts

B | Replace any Pistol:

Flamer	+15pts
Plasmagun	+15pts
Meltagun	+20pts
Equip all models with:	
Shields (Armored)	+10pts

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 | Replace one Linked Assault Rifle:

Plasmagun	+15pts
Minigun (Rending)	+25pts
Incinerator (18", A6)	+25pts

Replace any Hand Weapon:

Halberd (Power Weapon)	+5pts
Falchions (Linked Power Weapons)	+10pts
Staff (Power Weapon, Ward)	+15pts
Daemon Hammer (Power Fist)	+10pts

Equip all models with:

Teleporters	+15pts
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E | Replace any Power Fist:

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

F | Upgrade any model with one:

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

G | Take up to two:

Linked Plasmagun	+30pts
Linked Minigun (Rending)	+45pts
Linked Incinerator (18", A6)	+55pts

Upgrade with any:

Teleporter	+10pts
Linked Dreadnought Fist	+30pts
Dreadnought Fist (Rending)	+45pts

H | Upgrade Psyker(2):

Psyker(3)	+15pts
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I | Upgrade all models with:

Paladin Training (Tough(3))	+70pts
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Imperial Force

When using this army you may take any of the following vehicles and their respective upgrades from the Space Marines and the Imperial Guard armies: Dreadnought, Rhino, Razorback, Land Raider and Chimera. Vehicles bought this way cost +15pts and have the Aegis and Resilient rules.

Army Special Rules

Aegis: Whenever this unit is the target of an enemy psychic power you may roll one die, on a 5+ all effects are ignored.

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.

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.

Resilient: Whenever this unit suffers from a "shaken" result roll one die, on a 4+ it is ignored.

Servo Arm: Once per turn, if this unit is inside or within 2" of a Vehicle, it may try to repair it. Roll one die, on a 4+ the vehicle stops being immobile.

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.

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

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

Ward: This unit may re-roll failed Aegis rolls.

Psychic Powers

Sanctuary (1): All enemy units within 12" treat all terrain as Dangerous until the end of the round.

Infinity Gate (1): The psyker and his unit may Deep Strike anywhere.

Hammerhand (1): The psyker and his unit get Piercing Melee until the end of the round.

Purge Soul (1): Target enemy unit within 24" must take a morale test. If failed the unit takes D3 automatic wounds.

Cleansing Flame (2): Target enemy unit within 12" takes 3D6 automatic hits.

Vortex of Doom (2): Target enemy unit within 12" takes D6 automatic wounds.

Dark Angels

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Jetbike Captain [1]	3+	Linked Assault Rifle, Plasma Cannon, Power Weapon	Armored, Fast, Fearless, Flying, Hero, Relentless, Scout, Tactics, Tough(3)	-	165pts
Land Speeder Captain [1]	3+	Linked Minigun (Rending), Linked Machinegun, Power Weapon	Deep Strike, Fast, Flying, Hero, Scout, Tactics, Tough(9), Vehicle	-	205pts
Deathwing Terminator Captain [1]	3+	Linked Assault Rifle, Power Fist	Armored, Deathwing Assault, Hero, Fearless, Tactics, Tough(3)	A	90pts
Deathwing Knight Captain [1]	3+	Power Fist, Storm Shield (Tough(+3))	Armored, Deathwing Assault, Fearless, Fortress of Shields, Hatred, Hero, Tactics, Tough(3)	B	120pts
Deathwing Terminators [5]	3+	Linked Assault Rifles, Power Fists	Armored, Deathwing Assault, Fearless	A	235pts
Deathwing Knights [5]	3+	Power Fists, Storm Shields (Tough(3))	Armored, Deathwing Assault, Fearless, Fortress of Shields, Hatred	-	330pts
Ravenwing Bike Squad [3]	3+	Linked Assault Rifles	Fast, Fearless, Scout	C	95pts
Ravenwing Black Knights [3]	3+	Linked Plasma Talons (18", A3), Hand Weapons (Rending)	Fast, Fearless, Scout	G	160pts
Ravenwing Attack Bike [1]	3+	Linked Assault Rifle, Machinegun	Fast, Fearless, Relentless, Scout	D	75pts
Ravenwing Land Speeder [1]	3+	Linked Flamer	Deep Strike, Fast, Flying, Scout, Vehicle	E, H	55pts
Ravenwing Darkshroud [1]	3+	Minigun (Rending)	Deep Strike, Fast, Flying, Scout, Shroud of Angels, Vehicle	F, H	85pts

A | Replace one Linked Assault Rifle:

Linked Flamer	+20pts
Minigun (Rending)	+25pts
Plasma Cannon	+60pts

Replace any Linked Assault Rifle:

Storm Shield (Tough(3))	+5pts
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Replace any Linked Assault Rifle and Power Fist:

Linked Lightning Claws (A4, Piercing)	+5pts
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Equip one model with:

Cyclone Missile Launcher (Missile Launcher)	+95pts
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B | Upgrade with:

Relic of the Unforgiven (Fear)	+20pts
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C | Take one:

Grav Pistol (12", A3x)	+10pts
Plasma Pistol	+10pts

Take one:

Hand Weapon	+5pts
Power Weapon	+10pts
Power Fist	+15pts

Take up to two:

Flamer	+25pts
Plasmagun	+25pts
Meltagun	+30pts

D | Replace Machinegun:

Multi-Melta	+20pts
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E | Replace Linked Flamer:

Minigun (Rending)	+15pts
Machinegun	+15pts
Multi-Melta	+30pts

Take one:

Plasmagun	+25pts
Linked Flamer	+30pts
Minigun (Rending)	+35pts
Machinegun	+35pts
Multi-Melta	+60pts
Missile Launcher	+95pts

F | Replace Minigun (Rending):

Machinegun	Free
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Take one:

Plasmagun	+25pts
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G | Replace one Plasma Talon:

Grenade Launcher	+25pts
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Replace one Hand Weapon (Rending):

Power Fist	Free
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H | Upgrade with:

Extra Armor (Tough(+3))	+20pts
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Space Marines Chapter

When using this army you may take any units and their respective upgrades from the Space Marines army page.

Army Special Rules

Deathwing Assault: You may choose not to deploy this unit with your army, and instead keep it in reserve. At the beginning of round 1 or 2 (pick one) this unit must Deep Strike automatically.

Fortress of Shields: As long as all models in this unit are in base contact with each other the unit may re-roll unsuccessful Armored rolls.

Shroud of Angels: All friendly Infantry units within 6" always count as being in Cover.

Tactics: Once per game all friendly units may re-roll failed hits until the end of the round.

Blood Angels

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Sanguinary Priest [1]	3+	Power Weapon	Blood Chalice, Fearless, Furious, Hero	A	70pts
Librarian Dreadnought [1]	3+	Linked Assault Rifle, 2x Dreadnought Fist	Psyker(1), Tough(3), Walker	B	105pts
Death Company Squad [5]	3+	Pistols, Hand Weapons	Death Company, Fearless, Furious	C	150pts
Sanguinary Guard [5]	3+	Linked Pistols, Power Weapons	Fearless, Flying, Furious	D	170pts
Assault Terminators [5]	3+	Linked Lightning Claws (A4, Piercing)	Armored, Deep Strike, Fearless, Furious	E	250pts
Furious Dreadnought [1]	3+	Linked Assault Rifle, Meltagun, 2x Power Fist	Furious, Tough(3), Walker	F	100pts
Baal Predator [1]	3+	Linked Minigun (Rending)	Tough(6), Vehicle	G	95pts

A | Take one:

Pistol	+5pts
Linked Assault Rifle	+10pts
Grav Pistol (12", A3x)	+10pts
Plasma Pistol	+10pts
Flamer	+25pts

Take one Assault Rifle attachment:

Flamer (Limited)	+5pts
Gravgun (18", A3x, Limited)	+5pts
Meltagun (Limited)	+5pts
Plasmagun (Limited)	+5pts

Replace Power Weapon:

Power Fist	+5pts
Lightning Claw (A4, Piercing)	+10pts

B | Replace Linked Assault Rifle:

Meltagun	+20pts
Linked Flamer	+20pts

Upgrade Psyker(1):

Psyker(2)	+15pts
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C | Replace any Pistol:

Assault Rifle	+5pts
Plasma Pistol	+10pts
Flamer	+20pts

Replace any Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Equip all models with:

Jump Packs (Deep Strike, Flying)	+30pts
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D | Replace any Linked Pistol:

Plasma Pistol	+5pts
Flamer	+20pts

Replace any Power Weapon:

Power Fist	+5pts
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Equip all models with:

Death Masks (Fear)	+10pts
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E | Replace any Linked Lightning Claw:

Power Fist and Storm Shield (Tough(3))	Free
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F | Replace 2x Power Fists:

2x Dreadnought Fists	+10pts
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Replace Linked Assault Rifle:

Linked Flamer	+20pts
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Replace Meltagun:

Linked Flamer	+5pts
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Replace Linked Assault Rifle and Power Fist:

Linked Flamer (Rending)	+20pts
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Replace Meltagun and Power Fist:

Linked Flamer (Rending)	Free
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Upgrade with any:

Death Company Training (Rage)	+10pts
Extra Armor (Tough(+3))	+20pts

G | Replace Linked Minigun:

Assault Rifle	+5pts
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Take one:

2x Linked Flamers	+60pts
2x Machineguns	+70pts

Upgrade with any:

Dozer Blade (Re-roll dangerous terrain rolls)	+5pts
Pintle Mount (Linked Assault Rifle)	+10pts
Extra Armor (Tough(+3))	+20pts
Hunter-Killer Missile (Missile Launcher (Limited))	+25pts

Space Marines Chapter

When using this army you may take any units and their respective upgrades from the Space Marines army page, with the following changes: All Infantry units get the Furious special rule and cost +10pts, and all Psykers may only use Psychic Powers from the Blood Angels army. All Vehicles, including the ones in the Blood Angels army may get the Fast special rule for +5pts.

Army Special Rules

Death Company: This model has +1 Attack from Furious, and whenever it takes Wounds roll one die for each, on a 5+ it is ignored.

Blood Chalice: The hero and his unit count as having Linked melee weapons, and whenever the hero or his unit take Wounds roll one die for each, on a 5+ it is ignored.

Rage: This unit ignores Shaken results.

Psychic Powers

Blood Lance (1): Target enemy unit within 12" takes 3x automatic hits.

Sanguinius Shield (1): The Psyker and all models in his unit may ignore wounds on a 5+ until the end of the round.

Fear of Darkness (1): Target enemy unit within 12" must take a morale test and re-roll if successful.

Blood Boil (1): Target enemy unit within 18" must take two Quality tests. For each failed roll the unit takes one automatic wound.

Sanguinius Wings (1): Target friendly unit within 12" may move by up to 12".

Unleash Rage (2): Target friendly unit within 18" gets +1 Attack in Melee until the end of the round.

Space Wolves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Wolf Lord [1]	3+	Pistol, Hand Weapon	Counter-Attack, Fearless, Hero, Tactics, Tough(3)	A	65pts
Sled Wolf Lord [1]	3+	Linked Assault Rifle, Power Weapon	Counter-Attack, Fearless, Tactics, Tough(3), Vehicle	-	85pts
Terminator Wolf Lord [1]	3+	Linked Assault Rifle, Power Weapon	Armored, Counter-Attack, Deep Strike, Fearless, Hero, Tactics, Tough(3)	B	85pts
Thunderwolf Cavalry [3]	3+	Pistols, Hand Weapons (Rending)	Counter-Attack, Fast, Fearless, Tough(3)	C	125pts
Fenrisian Wolves [5]	3+	Hand Weapons	Counter-Attack, Fast	-	100pts
Fenrisian Wolf [1]	-	Hand Weapon	Counter-Attack, Wolf	-	-

A | *Replace Pistol:*

Linked Assault Rifle	+5pts
Plasma Pistol	+10pts
Storm Shield (Tough(+3))	+10pts

Take one Assault Rifle attachment:

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

Replace Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts
Storm Shield (Tough(+3))	+10pts
Wolf Claw (A4, Piercing)	+15pts

Take up to two:

Fenrisian Wolf	+20pts
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Upgrade with:

Thunderwolf Mount (Fast, Rending Melee, Tough(+3))	+20pts
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B | *Take one Assault Rifle attachment:*

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

Replace Power Weapon:

Power Fist	+5pts
Storm Shield (Tough(+3))	+10pts
Wolf Claw (A4, Piercing)	+10pts

Take up to two:

Fenrisian Wolf	+20pts
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C | *Replace any Pistol:*

Assault Rifle	+5pts
Plasma Pistol	+10pts
Storm Shield (Tough(+3))	+10pts

Replace any Hand Weapon:

Power Weapon (Rending)	+5pts
Power Fist (Rending)	+15pts
Wolf Claw (A4, Piercing, Rending)	+30pts

Space Marines Chapter

When using this army you may take any units and their respective upgrades from the Space Marines army page, with the following changes: All Infantry units get the Counter-Attack special rule and cost +10pts. All Psykers may only use Psychic Powers from the Space Wolves army, and cost +5pts for Psyker(1) or +10pts for Psyker(2).

Army Special Rules

Counter-Attack: This model gets +1 Attack in melee when it is assaulted.

Tactics: Once per game all friendly units may re-roll failed hits until the end of the round.

Wolf: 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 doesn't take up any transport space.

Psychic Powers

Storm Caller (1): The Psyker and his unit count as being in Cover until the end of the round.

Wolf Spirits' Fury (1): Target enemy unit within 18" takes D6 automatic hits.

World Wolf's Jaws (1): Target enemy unit within 18" takes one Quality test. If failed the unit takes D6 automatic wounds.

Murderous Hurricane (2): Target enemy unit within 18" takes D6 automatic hits with Rending.

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

Tempest's Wrath (2): Target enemy unit within 18" treats all terrain as difficult and must re-roll all shooting rolls until the end of the round.

Chaos Daemons

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Bloodthirster [1]	2+	Lash (12", A3x), Dreadnought Fist	Deep Strike, Furious, Hero, Monster, Tough(6)	-	115pts
Lord of Change [1]	2+	Power Fist	Deep Strike, Flying, Hero, Monster, Psyker(2), Tough(6)	A	140pts
Great Unclean One [1]	2+	Power Fist (Poison)	Deep Strike, Hero, Monster, Psyker(1), Tough(9)	A	150pts
Keeper of Secrets [1]	2+	Power Fist (Strikes First)	Deep Strike, Fast, Hero, Monster, Psyker(1), Tough(6)	A	125pts
Herald of Khorne [1]	4+	Power Weapon	Deep Strike, Furious, Hero, Tough(3)	B	25pts
Herald of Tzeentch [1]	4+	Hand Weapon	Deep Strike, Fast, Flying, Hero, Psyker(1), Tough(3)	C	60pts
Herald of Nurgle [1]	4+	Hand Weapon (Poison)	Armored, Deep Strike, Hero, Tough(3)	D	30pts
Herald of Slaanesh [1]	4+	Hand Weapon (Strikes First)	Deep Strike, Fast, Hero, Tough(3)	F	25pts
Bloodletters [5]	4+	Hand Weapons	Deep Strike, Furious	E, G	85pts
Pink Horrors [5]	4+	Fists/Claws	Deep Strike, Horrors	E, H	65pts
Plaguebearers [5]	4+	Fists/Claws	Armored, Deep Strike	E, I	75pts
Daemonettes [5]	4+	Fists/Claws	Deep Strike, Fast	E, J	70pts
Nurplings [3]	5+	Power Fists	Armored, Deep Strike, Scout, Tough(3)	-	95pts
Bloodcrushers [3]	4+	Power Weapons	Deep Strike, Fast, Furious, Tough(3)	E, G	85pts
Flamers [3]	4+	Flamers, Hand Weapons	Brothers, Deep Strike, Fast, Flying, Tough(3)	-	170pts
Beasts [3]	4+	Power Fists (Poison)	Armored, Deep Strike, Tough(3)	-	115pts
Fiends [3]	4+	Hand Weapons	Deep Strike, Fast, Tough(3)	-	70pts
Flesh Hounds [5]	4+	Hand Weapons	Collar, Deep Strike, Furious, Scout	-	95pts
Screamers [3]	4+	Power Weapons (Rending), Slashing Attack	Brothers, Deep Strike, Fast, Flying, Tough(3)	-	190pts
Plague Drones [3]	4+	Power Weapons	Armored, Deep Strike, Fast, Flying, Tough(3)	E, I, K	115pts
Chaos Furies [5]	4+	Fists/Claws	Deep Strike, Flying	L	75pts
Seekers [5]	4+	Power Weapons	Deep Strike, Fast	E, J	100pts
Daemon Prince [1]	2+	Dreadnought Fist	Deep Strike, Monster, Tough(3)	L, M	65pts
Soul Grinder [1]	3+	Autocannon, 2x Dreadnought Fist	Deep Strike, Resilient, Tough(3), Walker	L, N	125pts
Blood Throne [1]	4+	-	Deep Strike, Transport(1), Tough(3), Vehicle	-	30pts
Seeker Chariot [1]	4+	Shredder (+D3 hits on assaults)	Deep Strike, Fast, Vehicle	-	30pts
Hellflyer [1]	4+	Flayer (+D6 hits on assaults)	Deep Strike, Fast, Vehicle	-	40pts
Burning Chariot [1]	4+	2x Linked Flamer	Deep Strike, Fast, Vehicle	O	70pts
Skull Cannon [1]	3+	Battle Cannon	Deep Strike, Fast, Tough(3), Vehicle	-	180pts

A | Upgrade Psyker(1):

Psyker(2)	+20pts
Psyker(3)	+35pts

Upgrade Psyker(2):

Psyker(3)	+20pts
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B | Take one:

Locus of Abjuration (The herald and his unit get the Armored rule against Psychic Powers)	+15pts
Locus of Wrath (The herald and his unit get the Hatred rule)	+15pts
Locus of Fury (The herald and his unit get the Fast rule)	+20pts

C | Take one:

Locus of Conjunction (The herald provides +1 power dice per round)	+10pts
Locus of Transmogrification (If the herald joins a unit with Horrors it may place D3 markers instead of 1)	+10pts
Locus of Change (The herald gets +D6 melee attacks)	+10pts

D | Take one:

Locus of Virulence (The herald and his unit have Poison Melee attacks on hit rolls of 6)	+5pts
Locus of Fecundity (The herald gets the Tough(3) rule)	+10pts
Locus of Contagion (Roll one die before melee, on a 6 the herald and his unit get +2 melee attacks)	+10pts

E | Take one:

Chaos Icon (Beacon)	+10pts
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F | Take one:

Locus of Grace (The herald and his unit get the Strider rule)	+10pts
Locus of Beguilement (The herald and his unit get Linked weapons)	+10pts
Locus of Swiftmess (The herald and his unit get the Strikes First rule)	+10pts

G | Take one:

Blood Banner (Once per game this unit moves +6" when assaulting)	+5pts
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H | Take one:

Blasted Standard (Once per game this unit deals 2D6 hits to a unit it targets for psychic powers)	+10pts
Brothers	+35pts

I | Take one:

Plague Banner (Once per game this unit gets Poison melee weapons)	+5pts
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J | Take one:

Rapturous Standard (Once per game if this unit is in melee the enemy must re-roll successful hits)	+10pts
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K | Equip all models with one:

Linked Pistols (Poison)	+15pts
Power Weapons (Poison)	+35pts
Power Weapons (Rending)	+55pts

L | Upgrade all models with one:

Slaanesh (Fast)	+10pts
Khorne (Furious)	+10pts
Nurgle (Armored)	+15pts
Tzeentch (Brothers)	+35pts

M | Upgrade with:

Wings (Fast, Flying)	+10pts
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Take one:

Psyker(1)	+35pts
Psyker(2)	+55pts
Psyker(3)	+70pts

N | Take one:

Baleful Torrent (18", A6)	+35pts
Multi-Melta	+60pts
Plasma Cannon (Indirect)	+90pts

Take one:

Linked Dreadnought Fist	+25pts
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O | Upgrade with:

Horror Crew (Enemy units within 6" must re-roll morale tests)	+10pts
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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.

Collar: Whenever this unit is the target of enemy Psychic Powers you may re-roll failed deny rolls.

Horrors: Every time this unit suffers a wound in melee place a marker next to it, and if it is not completely destroyed then the enemy it fought takes as many hits as markers (before determining who won the melee), and all markers are removed.

Resilient: Whenever this unit suffers from a "shaken" result roll one die, on a 4+ it is ignored.

Slashing Attack: Once per turn this unit may deal D6 automatic hits to one enemy unit it passes over.

Psychic Powers

Nurgle's Corruption (1): Target enemy unit within 12" takes D6 automatic hits with Poison.

Bolt of Change (1): Target enemy unit within 24" takes one automatic hit with Piercing, and for each Wound suffered from this the unit takes an additional D3 hits with Piercing.

Acquiescence (2): Target enemy unit within 18" gets Strikes Last until the end of the round.

Plague Wind (2): Target enemy unit within 12" takes 2D6 automatic hits with Poison.

Lash of Slaanesh (2): Target enemy unit within 24" takes D6 automatic hits with Rending.

Fire of Tzeentch (3): Target enemy unit within 24" takes 2D6 hits, and for each Wound suffered from this the unit takes an additional D3 hits.

Harlequins

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Solitaire [1]	3+	Dreadnought Fist (Rending, Kiss)	Armored, Deep Strike, Fear, Fearless, Furious, Hero, Prismatic Blur, Strider, Tough(3)	-	95pts
Shadowseer [1]	3+	Hallucinogen Launcher (18", A4, Hallucinogen), Power Weapon	Fast, Fear, Furious, Hero, Strider, Tough(3), Psyker(1)	A	110pts
Death Jester [1]	3+	Shrieker Cannon (24", A1, Poison, Hallucinogen), Power Weapon	Fast, Fear, Furious, Hero, Strider, Tough(3)	-	60pts
Troupe [5]	3+	Pistols, Hand Weapons	Fast, Fear, Furious, Strider	B	130pts
Skyweavers [3]	3+	Linked Shotguns, Power Weapons	Fast, Fear, Furious, Flying, Relentless	C	130pts
Starweaver [1]	3+	2x Linked Shotgun	Fast, Fear, Flying, Transport(6), Vehicle	-	65pts
Voidweaver [1]	3+	2x Linked Shotgun, Grenade Launcher (Haywire)	Fast, Fear, Flying, Vehicle	D	115pts

A | Upgrade Psyker(1):
Psyker(2) +20pts

B | Replace any Pistol:
Neuro Disruptor (12", A2) +5pts
Fusion Pistol (6", A6x) +10pts

Replace any Hand Weapon:
Hand Weapon (Rending) +5pts
Hand Weapon (Embrace) +10pts
Hand Weapon (Kiss) +15pts

Replace one Hand Weapon:
Power Weapon +5pts
Power Fist +10pts

C | Equip any model with:
Star Bolas (12", A4, Limited) +5pts
Zephyrglaive (+2A when assaulting) +5pts

Replace any Linked Shotgun:
Grenade Launcher (Haywire) +45pts

D | Replace Grenade Launcher:
Prismatic Cannon (24", A6 or A6x) +10pts

Eldar Force

When using this army you may take any units and their respective upgrades from the Eldar or Dark Eldar army pages.

Army Special Rules

Embrace: Whenever this unit assaults the target takes D3 automatic hits before melee begins.

Hallucinogen: Whenever a unit is hit by this weapon it must take a morale test.

Haywire: When hitting a Vehicle or Walker roll one die, on a 3+ it takes an automatic wound.

Kiss: Whenever this unit attacks in melee roll one extra attack. If this attack causes a wound to an Infantry or Monster model it is immediately killed, even if it has the Tough rule.

Prismatic Blur: This unit always moves +6".

Psychic Powers

Peal of Discord (1): Target enemy unit within 9" takes 2D6 automatic hits.

Veil of Tears (1): The psyker and his unit may not be targeted by units further than 4D6" until the end of the round.

Dance of Shadows (1): Target friendly unit within 18" gets the Armored special rule until the end of the round.

Laugh of Sorrows (2): Target enemy unit within 24" must take two morale tests. If the first is failed it takes D3 automatic wounds, and if the second one is passed it takes D3 automatic wounds.

Fog of Dreams (3): Target enemy unit within 24" must re-roll successful hits in shooting and melee until the end of the round.

Shards of Light (3): Target enemy unit within 24" takes 3D6 automatic hits.

Adeptus Mechanicus / Skitarii

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Skitarii Alpha [1]	5+	Pistol (Radium), Hand Weapon	Armored, Doctrina Imperatives, Hero, Tough(3)	A	25pts
Sicarian Princeps [1]	3+	Power Weapon	Doctrina Imperatives, Furious, Hero, Tough(3)	B	30pts
Tech-Priest Dominus [1]	2+	Phosphor Serpenta (18", A2), Volkite Blaster (24", A3, Deflagrate), Power Weapon	Armored, Canticles, Hero, Machine Master, Relentless, Tough(3)	H	120pts
Skitarii Vanguard [5]	5+	Carbines (Radium)	Armored, Doctrina Imperatives	C	70pts
Skitarii Rangers [5]	5+	Rifles	Armored, Doctrina Imperatives, Strider	C	75pts
Sicarian Ruststalkers [5]	3+	Hand Weapons (Rending)	Doctrina Imperatives, Fast, Furious	D	130pts
Sicarian Infiltrators [5]	3+	Linked Carbines, Hand Weapons	Doctrina Imperatives, Fast, Scout	E	145pts
Fulgurite Priests [5]	5+	Linked Pistols, Linked Hand Weapons	Armored, Canticles	-	95pts
Corpuscarii Priests [5]	5+	Linked Pistols, Linked Hand Weapons (Shock)	Canticles	-	100pts
Kataphron Destroyers [3]	3+	Plasmaguns, Phosphor Blasters(24", A2)	Canticles, Relentless, Tough(3)	K	190pts
Kataphron Breachers [3]	3+	Machineguns (Arc), Hand Weapons(Arc)	Armored, Canticles, Tough(3)	J	290pts
Kastelan Robots [2]	3+	Incendine Combustors (18", A4), 2x Power Fists	Armored, Datasmith, Fearless, Repulsor, Tough(3)	L	180pts
Sydonian Dragoon [1]	3+	Power Weapon (Joust, Taser)	Broad Spectrum Data-Ether, Doctrina Imperatives, Fast, Walker	F	45pts
Ironstrider Ballistarius [1]	3+	Linked Autocannon	Broad Spectrum Data-Ether, Doctrina Imperatives, Fast, Walker	G	110pts
Onager Dunecrawler [1]	3+	Heavy Phosphor Blaster (36", A2)	Broad Spectrum Data-Ether, Doctrina Imperatives, Strider, Tough(3), Walker	I	65pts

A | Replace Carbine:

Phosphor Pistol (12", A2)	Free
Carbine (Radium)	+5pts
Plasma Caliver (18", A3x)	+5pts
Pistol (Arc)	+10pts
Assault Rifle (Arc)	+15pts
Arquebus (48", A3x, Scope)	+70pts

Replace Hand Weapon:

Power Weapon	+5pts
Hand Weapon (Taser)	+5pts
Hand Weapon (Arc)	+10pts

B | Take one:

Linked Pistol	+5pts
Linked Carbine	+10pts
Assault Rifle (Arc)	+20pts
Plasma Caliver (18", A3x)	+25pts
Arquebus (48", A3x, Scope)	+75pts

Replace Power Weapon:

Power Weapon (Taser)	+5pts
Power Weapon (Rending)	+10pts

Take one:

Prehensile Spike	+10pts
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C | Replace up to two Carbines/Rifles:

Plasma Caliver (18", A3x)	+5pts
Assault Rifle (Arc)	+10pts
Arquebus (48", A3x, Scope)	+70pts

Upgrade with one:

Enhanced Data-Ether (Fearless)	+10pts
Omnispex (Piercing Shooting)	+10pts

D | Replace all Hand Weapons:

Power Weapons (Rending)	+35pts
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Upgrade with one:

Enhanced Data-Ether(Fearless)	+20pts
Omnispex (Piercing Melee)	+45pts

E | Replace all Linked Carbines and Hand Weapons:

Linked Pistols and Hand Weapons (Taser)	Free
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F | Replace Power Weapon:

Jezzail (30", A3x, Scope, Radium)	+35pts
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Equip with:

Phosphor Serpenta (18", A2)	+10pts
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G | Replace Linked Autocannon:

Linked Lascannon	+40pts
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H | Replace Phosphor Serpenta:

Macrostubber (12", A5)	+10pts
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Replace Volkite Blaster:

Eradication Ray (24", A5)	+15pts
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I | Replace Heavy Phosphor Blaster:

Eradicator Beamer (36", A5)	+35pts
Icarus Array (48", A8)	+105pts
Lascannon and Machinegun	+110pts

Upgrade with any:

Power Weapon	+10pts
Mindscanner Probe	+15pts
Machinegun	+35pts

J | Replace any Machinegun:

Torsion Cannon (24", A3, Gravitic Contortion)	Free
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Replace any Hand Weapon:

Dreadnought Fist	Free
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K | Replace Plasmagun:

Heavy Grav-Cannon (30", A6x)	+50pts
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Replace Phosphor Blaster:

Cognis Flamer (12", A4+D3)	+10pts
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L | Replace any 2x Power Fists:

Linked Heavy Phosphor Blaster (36", A2)	Free
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Replace any Heavy Phosphor Blaster:

Incendine Combustors (18", A6)	+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, Grey Knights, Dark Angels, Blood Angels and Space Wolves armies.

Army Special Rules

Arc: When hitting a Vehicle or Walker roll one die, on a 3+ it takes an automatic wound.

Broad Spectrum Data-Ether: All friendly units within 6" get the Fearless special rule.

Canticles: At the beginning of each round you may pick one of the following canticles. Each canticle may only be chosen once, and affects all units with this special rule until the end of the round:

- **Iron Soul:** All models get the Fearless special rule.
- **Electromancy:** All models deal one automatic hit in melee.
- **Remorsless Fist:** All models may re-roll failed hits of 1 in melee.
- **Shroudpsalm:** All models count as being in cover.
- **Machine Might:** All models gets +1 attack when in melee.
- **Omniscience:** All models may re-roll failed hits of 1 when shooting.

Datasmith: Place a datasmith model next to this unit as long as it is alive. At the beginning of each round you may pick one of the following protocols:

- **Conqueror:** All models double their melee attacks, but may not shoot.
- **Aegis:** All models may ignore incoming hits on a roll of 5+.
- **Protector:** All models may fire their weapons twice, but may not move.

If this unit ever loses in melee the datasmith model is removed and the unit may not use any protocols.

Deflagrate: Whenever this weapon causes one or more wounds the target immediately takes as many automatic hits as wounds. This rule does not apply to wounds generated by these hits.

Doctrina Imperatives: Once per game, when this unit is activated, you may declare to use one of the following doctrines until the end of the round:

- **Protector:** The unit may re-roll all failed hits in melee, but must re-roll all successful hits when shooting.
- **Conqueror:** The unit may re-roll all failed hits when shooting, but must re-roll all successful hits in melee.

Gravitic Contortion: This weapon causes D3 wounds instead of just 1.

Joust: This unit gets the Strikes First special rule when using Assault actions.

Machine Master: Once per turn, if this unit is inside or within 2" of a Vehicle, it may try to repair it. Roll one die, on a 2+ the vehicle stops being immobile or may re-gain one wound (pick one).

Mindscanner Probe: Enemy units within 6" don't get the bonus attack for assaulting.

Prehensile Spike: Whenever this unit is in melee, before either side strikes, it may take one Quality test. If passed the enemy takes one automatic hit with the Arc special rule.

Radium: For every 6 rolled when firing this weapon the target takes one additional automatic wound if it fails to block any hits.

Repulsor: For every 6 rolled when blocking ranged attacks the shooting unit takes one automatic hit.

Shock: For every 6 rolled when attacking with this weapon the target takes two additional hits.

Taser: For every 6 rolled when firing this weapon the target takes one additional automatic hit.