



WAAAAAGH

ONE PAGE RULES PRESENTS

ONE PAGE 40,000

Introduction

One Page 40k is a single-page miniature wargame set in the Warhammer 40,000 universe. Gameplay is focused around alternating activations and simple combat mechanics that keep both players engaged at all times.

All you need to play are some Warhammer 40,000 miniatures, a flat 6'x4' playing area, a measuring tape in inches and a couple of six-sided dice. The game can also be played with miniatures from other manufacturers.

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Thank you for playing and happy wargaming!

One Page Anon (Rules), Ross Carlisle (Cover)

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One Page 40k – Main Rulebook v3.0.0

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. Have fun!

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 worth of units and upgrades in his army. Each army may only have one Hero unit.

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 table edge to deploy first, then players alternate in placing one unit each within 12" of their edge.

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 2" 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 to an enemy unit may fire at it. Models may fire all their weapons when using Hold actions, and only one when using Walk actions. Shooting models take one Quality test per Attack, 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 defenders do the same by moving 3". All assaulting models within 2" of an enemy may attack with all melee weapons, which is resolved like shooting. Then any remaining defenders may strike back in the same way. Once both sides have attacked compare how many wounds each unit caused, and if one caused less then it must take a morale test. If either unit is destroyed the other may move by up to 3", if not then assaulting models must move back by 1".

Morale

Whenever a unit takes a wound which brings it down to half or less of its total size/tough, then it must take a morale test. The unit takes a Quality test and if failed it is Pinned (spends next activation idle and gets Unwieldy). If the failed test was from Melee and it is down to half or less of its total size/tough, then it Routs (remove from play).

Terrain

Cover (forests, ruins, sandbags, etc.): Units with most models within or behind cover terrain ignore shooting hits on 5+ (doesn't stack with Armored).

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain can't move more than 6" at a time, regardless of action.

Dangerous Terrain (quicksand, razor wire, mine fields, etc.): Roll one die for every model that moves across dangerous terrain or activates in it. The model takes one automatic wound if you roll a 1.

Elevation (cliffs, roofs, ledges, etc.): Units assaulting onto higher elevation get Unwieldy, and units taking shots from lower elevation count as in Cover.

Units Types

Infantry: Any unit that is not a Vehicle 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.

Vehicles: Always have Armored and Impact(D6). Move by up to 12" when using Walk actions and 18" when using Run/Assault actions. When using Hold actions they may pivot by up to 180°, else they may pivot once by up to 90° at any point. When using Walk actions they may move sideways or backward by half their move. Whenever a Vehicle takes one or more wounds roll one die and add the number of wounds taken to the roll:

Result	Effect
2-5	Glanced (Doesn't suffer any further negative effects)
6-7	Shaken (Must re-roll successful hits until the end of its next activation)
8+	Immobile (May not move or pivot for the rest of the game)

If the Vehicle is hit in the side add +1 to this roll, if it is hit in the rear add +2 to this roll. Vehicles that are Immobile and suffer an additional Immobile result take a wound instead (don't roll again).

Weapons

Weapons with a range value provide attack dice to shooting, others to melee. Units without a melee weapon count as using Light CCWs/Claws.

CCW/Claws: No special rules.

Powerword: Counts as Piercing.

Powerfist: Counts as Piercing and Unwieldy.

Name	Range	Attacks
Light	-	1
Medium	-	2
Heavy	-	3
Master	-	4
Force	-	5
Pistol	12"	1
Shotgun	12"	2
Flamer	12"	6
Heavy Flamer	12"	6p
Plasma Pistol	12"	3x
Meltagun	12"	6x
Carbine	18"	1
Assault Rifle	24"	1
Minigun	24"	3
Grenade Launcher	24"	D3p
Plasmagun	24"	3x
Multi-Melta	24"	6x
Rifle	30"	1
Machinegun	36"	3
Plasma Cannon	36"	3p
Autocannon	48"	2p
Missile Launcher	48"	D3p
Battle Cannon	48"	9p
Lascannon	48"	6x

p = Weapon counts as having the Piercing rule.

x = Weapon counts as having the Piercing rule and all wounds must be assigned to a single model.

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). On the last round the unit arrives automatically.

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 get Unwieldy 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 half its move to disembark from transports.

Impact(X): This unit deals X automatic hits for each model with this rule when assaulting.

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: Infantry must re-roll successful blocks.

Precise: Models firing this weapon have Quality 2+.

Psyker(X): Every round all players get D6 power dice to use for that round. Psykers may manifest Powers at any point before attacking, and they require no line of sight. You may try to manifest any Power once per round by rolling any number of power dice and adding +X to the result. If you roll the same number or higher than the one in brackets you may resolve all effects. If a Psyker rolls two or more 6s it immediately takes D3 automatic wounds.

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

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).

Stealth: This unit always counts as being in Cover.

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

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.

Unwieldy: This weapon must re-roll hits.

Advanced Rules

Advanced Psykery

When an enemy Psyker tries to manifest a Psychic Power you may try to deny it. Both players declare the number of power dice they are using, and then roll at the same time. If you have a Psyker in your army then you may add +X to the result, however then if you roll two or more 6s it immediately takes D3 automatic wounds. If you roll a higher number than the manifesting Psyker, then the power's 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 assaulting into this terrain get the Unwieldy 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 Fear 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 always count as shooting from the topmost firing port. When shooting at units inside a building the target counts as in Cover. Whenever a unit assaults a building, only one unit inside of it 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
Wooden Sheds	6
Brick Houses	11
Apartment Blocks	21
Small Bunkers	11
Large Bunkers	21

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	King of the Hill

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

3 – Relic Hunt: Before deploying armies place 3 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. If a unit moves into contact with the marker it picks it up, and if it is destroyed the marker is dropped on the spot. Units holding markers may move off any table edge, removing the unit and the marker. After 4 rounds the game is over, and both players sum how many relic markers they are holding or they moved off the table. The player with the most 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. If a unit that is not pinned is within 3" of an enemy relay marker, and no enemy units are within 3" of that marker, then it is destroyed. After 4 rounds the game is over, and if one of the players destroyed the enemy relay marker whilst keeping his own marker intact, then he wins.

5 – Breakthrough: After 4 rounds the game ends, and both players sum the point value of all units that they have in the opponent's deployment zone that are not pinned. The player with most points within the opponent's deployment zone wins.

6 – King of the Hill: After 4 rounds the game ends, and both players sum the point value of all units that they have within 12" of the table center that are not pinned. The player with most points within the table center 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 750pts game with two players per side each player may take 375pts worth of units, but only one of them may take a Hero unit.

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

Mission: Points, objectives, deployment zones, 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. Players on each side 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
750	0-1
1500	0-2
2250	0-3
3000	0-4
3750	0-5
4500	0-6
5250	0-7
6000	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, H	65pts
Chaplain [1]	3+	Assault Rifle	Fearless, Hero, Tough(3), Zealot	A	55pts
Librarian [1]	3+	Assault Rifle	Fearless, Psyker(1), Tough(3)	A, H	55pts
Techmarine [1]	3+	Pistol, Medium Powersword	Armored, Fearless, Servo Arm, Tough(3)	-	60pts
Scout Squad [5]	4+	Assault Rifles	Fearless, Scout, Strider	A, C, F	115pts
Tactical Marines [5]	3+	Assault Rifles	Fearless	A, D, E, F	120pts
Terminators [5]	3+	Stormbolters(24",A2), Medium Powerfists	Armored, Deep Strike, Fearless	H	220pts
Centurions [3]	3+	Linked Flamers, Medium CCWs	Armored, Fearless, Tough(3)	J	225pts
Scout Bikers [3]	4+	Linked Assault Rifles, Assault Rifles	Fast, Fearless, Scout	A, F	95pts
Bike Squad [3]	3+	Linked Assault Rifles, Assault Rifles	Fast, Fearless	A, D, F	115pts
Attack Bike [1]	3+	Linked Assault Rifle, Machinegun	Fast, Fearless	G	65pts
Thunderfire [1]	3+	Thunderfire Cannon (48", A12, Indirect)	Fearless, Tough(3)	-	270pts
Land Speeder [1]	3+	Minigun (Rending)	Armored, Deep Strike, Fast, Strider, Tough(3)	M, O	80pts
Dreadnought [1]	3+	Linked Heavy Flamer, Stormbolter(24",A2), Master CCW (Piercing, Rending)	Armored, Impact(D3), Tough(6)	K, M	170pts
Drop Pod [1]	3+	Stormbolter (24", A2)	Armored, Drop Pod, Tough(6), Transport(11)	-	55pts
Rhino [1]	3+	Stormbolter (24", A2)	Tough(3), Transport(11), Vehicle	B, M	75pts
Razorback [1]	3+	Linked Minigun (Rending)	Tough(3), Transport(6), Vehicle	B, M, L	90pts
Predator [1]	3+	Autocannon	Tough(6), Vehicle	B, M, N	120pts
Land Raider [1]	3+	Linked Minigun (Rending), 2x Hurricane Bolters (24", A3, Linked)	Tough(9), Transport(11), Vehicle	B, I, M	225pts

A | Replace one Assault Rifle:

Pistol, Medium CCW	Free
Stormbolter (24", A2)	+10pts
Plasma Pistol, Medium CCW	+15pts

Replace one Medium CCW:

Medium Powerfist	Free
Medium Powersword	+5pts

Take one Assault Rifle attachment:

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

Upgrade one model with one:

Jump Pack (Deep Strike, Flying)	+10pts
Bike (Linked Assault Rifle, Fast)	+15pts
Terminator Armor (Armored, Deep Strike)	+15pts

Upgrade Psyker(1):

Psyker(2)	+5pts
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B | Upgrade with any:

Dozer Blade (Strider)	+5pts
Hunter-Killer Missile (Missile Launcher (Limited))	+10pts
Pintle Mount(Stormbolter(24",A2))	+15pts

C | Replace any Assault Rifle:

Shotgun	Free
Sniper Rifle (36", A3x, Precise)	+50pts

Replace one Assault Rifle:

Machinegun	+20pts
Missile Launcher	+30pts

D | Replace one Assault Rifle:

Flamer	+15pts
Meltagun	+20pts
Plasmagun	+30pts

Upgrade all models with any:

Veterans (+1A in Melee)	+20pts
Jump Packs (Deep Strike, Flying)	+40pts

E | Replace one Assault Rifle:

Machinegun	+30pts
Missile Launcher	+40pts
Plasma Cannon	+45pts
Multi-Melta	+50pts
Lascannon	+110pts

Upgrade one model with one:

Nartheicum	+25pts
Battle Standard	+90pts

F | Replace all Assault Rifles:

Pistols and Medium CCWs	Free
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G | Replace Machinegun:

Multi-Melta	+25pts
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H | Replace one Stormbolter:

Storm Shield (Tough(3))	+5pts
Minigun (Rending)	+15pts
Heavy Flamer	+20pts

Replace all Stormbolters:

Storm Shields (Tough(3))	+30pts
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Equip one model with:

Missile Launcher	+50pts
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I | Replace 2x Hurricane Bolters:

2x Heavy Flamers	+10pts
2x Linked Lascannons	+240pts

Replace Linked Minigun:

Linked Machinegun	+5pts
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Take one:

Multi-Melta	+60pts
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J | Replace all Medium CCWs:

Siege Drills (A2, Piercing, Rending)	+30pts
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Replace any Linked Flamer:

Linked Meltagun	+10pts
Linked Machinegun	+15pts
Linked Lascannon	+120pts

Upgrade any model with one:

Hurricane Bolter (24", A3, Linked)	+30pts
Missile Launcher	+50pts

K | Replace Stormbolter:

Meltagun	+15pts
Heavy Flamer	+20pts

Replace Stormbolter and Master CCW:

Missile Launcher	Free
Linked Autocannon	+10pts

Replace Linked Heavy Flamer:

Hurricane Bolter (24", A3, Linked)	Free
Minigun (Rending)	Free
Linked Machinegun	Free
Stormbolter (24", A2) and Master CCW (Piercing, Rending)	+5pts

Plasma Cannon	+10pts
Multi-Melta	+15pts
Linked Autocannon	+15pts
Linked Lascannon	+105pts

Take up to two:

Hunter-Killer Missile (Missile Launcher (Limited))	+10pts
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L | Replaced Linked Minigun:

Linked Heavy Flamer	+5pts
Linked Machinegun	+5pts
Linked Lascannon	+110pts
Lascannon, Linked Plasmagun	+125pts

M | Upgrade with:

Extra Armor (Tough(+3))	+35pts
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N | Replace Autocannon:

Icarus Stormcannon (48", A3p, Linked)	+40pts
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Demolisher Cannon (24", A9p, Rending)	+85pts
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Linked Lascannon	+100pts
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Skyspear Missile Launcher (48", A6x, Linked)	+100pts
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Whirlwind Missile Launcher (48", A9, Indirect)	+130pts
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Take one:

2x Machineguns	+70pts
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2x Lascannons	+240pts
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O | Replace Minigun:

Heavy Flamer	+5pts
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Machinegun	+5pts
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Multi-Melta	+25pts
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Take one:

Heavy Flamer	+35pts
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Minigun (Rending)	+35pts
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Machinegun	+35pts
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Missile Launcher	+50pts
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Multi-Melta	+60pts
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Upgrade with:

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

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

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 carry one Dreadnought.

Nartheicum: The unit gets Regeneration.

Servo Arm: This model may be deployed as part of an Infantry unit of same Quality. Once per turn, if this unit is inside or within 2" of a Vehicle, then 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 get Furious.

Psychic Powers

Warp Speed (5+): The psyker gets +3A in Melee until the end of the round.

Telekine Dome (6+): The psyker and his unit count as being in Cover until the end of the round.

Flame Breath (7+): Target enemy unit within 12" takes D6 automatic hits.

Banishment (7+): Target enemy unit within 12" must re-roll blocks until the end of the round.

Prescience (7+): Target friendly unit within 12" gets Linked until the end of the round.

Psychic Shriek (7+): Target enemy unit within 18" must take a morale test. If failed the unit takes D3 automatic wounds.

Imperial Guard / Astra Militarum

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	4+	Assault Rifle	Hero, Officer, Tough(3)	A	40pts
Command Assistants [4]	4+	Assault Rifles	-	B, C, E	60pts
Tank Commander [1]	4+	Battle Cannon, Heavy Flamer	Hero, Officer, Tough(9), Vehicle	H, N	290pts
Commissar [1]	5+	Assault Rifle	Executioner, Tough(3)	A	20pts
Priest [1]	5+	Assault Rifle	Spiritual Leader, Tough(3)	A	45pts
Psyker [1]	5+	Assault Rifle	Psyker(1), Tough(3)	A	30pts
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, Strider	A, B	100pts
Weapon Teams [3]	5+	Machineguns	-	D	70pts
Ogryns [3]	4+	Ripper Guns (12", A3), Heavy Powerswords	Armored, Impact(1), Tough(3)	L	160pts
Ratlings [3]	6+	Sniper Rifles (36", A3x, Precise)	Scout	-	180pts
Rough Riders [5]	5+	Pistols, Light Powerswords	Fast, Impact(1)	J	70pts
Sentinel [1]	4+	Heavy Flamer	Impact(D3), Tough(3)	F, I	55pts
Taurox [1]	4+	Linked Assault Rifle	Strider, Tough(3), Transport(11), Vehicle	H, I, M	60pts
Chimera [1]	4+	Machinegun	Tough(3), Transport(11), Vehicle	H, I	80pts
Hellhound [1]	4+	Chem Cannon (12", A6, Poison), Heavy Flamer	Tough(3), Vehicle	G, H, I	80pts
Artillery Tank [1]	4+	2x Hydra Autocannons (48", A2p, Linked), Machinegun	Tough(3), Vehicle	H, I, K	155pts
Leman Russ [1]	4+	Battle Cannon, Heavy Flamer	Tough(9), Vehicle	H, I, N	275pts

A | Replace one Assault Rifle:

Pistol and Medium CCW	Free
Plasma Pistol and Medium CCW	+10pts

Replace one Medium CCW:

Medium Powerfist	Free
Medium Powersword	+5pts

Upgrade Psyker(1):

Psyker(2)	+5pts
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B | Replace up to two Assault Rifles:

Flamer	+10pts
Grenade Launcher	+10pts
Meltagun	+15pts
Heavy Flamer	+20pts
Plasmagun	+20pts

C | Replace up to two Assault Rifles:

Shotgun	Free
Sniper Rifle (36", A3x, Precise)	+50pts

D | Take one:

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

Autocannon	+5pts
Missile Launcher	+5pts
Mortar (48", A3, Indirect)	+10pts
Lascannon	+40pts

E | Equip up to two models with any:

Vox-Caster	+10pts
Medipack	+25pts
Battle Standard	+45pts

F | Replace Heavy Flamer:

Machinegun	Free
Autocannon	+10pts
Missile Launcher	+10pts
Plasma Cannon	+15pts
Lascannon	+65pts

Upgrade with:

Scout Sentinel (Scout, Strider)	+5pts
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G | Replace Heavy Flamer:

Machinegun	Free
Multi-Melta	+20pts

Replace Chem Cannon:

Inferno Cannon (18", A6p)	+20pts
Melta Cannon (24", A5p)	+25pts

H | Take any:

Dozer Blade (Strider)	+5pts
Hunter-Killer Missile (Missile Launcher (Limited))	+10pts
Pintle Mount (Machinegun)	+25pts

I | Upgrade with:

Extra Armor (Tough(+3))	+25pts
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J | Replace one Pistol:

Plasma Pistol	+5pts
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Replace one Light Powersword:

Medium Powersword	+5pts
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Replace up to two Pistols:

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

K | Replace 2x Hydra Autocannons:

Deathstrike Missile	Free
Earthshaker Cannon (48", 9p, Indirect, Rending)	+135pts
2x Stormshield Mortars (48", A6p, Indirect, Linked)	+265pts
Eagle Rockets (48", D3*9p, Indirect, Rending)	+365pts

L | Upgrade any model with:

Slabshield (Tough(+3))	+20pts
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M | Replace Linked Assault Rifle:

Linked Autocannon	+40pts
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Take one:

Linked Minigun	+25pts
Autocannon	+35pts
Linked Missile Launcher	+50pts

N | Replace Heavy Flamer:

Machinegun	Free
Lascannon	+65pts

Replace Battle Cannon:

Demolisher Cannon (24", A9p, Rending)	Free
Punisher Cannon (24", A20)	Free
Executioner Cannon (36", A9p)	Free
Eradicator Cannon (36", A9p, Ignores Cover)	Free
Vanquisher Cannon (48", A6x)	Free
Exterminator Cannon (48", A4p, Linked)	Free

Take one:

2x Heavy Flamers	+55pts
2x Machineguns	+55pts
2x Plasma Cannons	+80pts
2x Multi-Meltas	+90pts

O | Upgrade all models with one:

Demolitions (Demo Charge)	+5pts
Sentries (Stealth)	+10pts
Grenadiers (Armored)	+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.

Deathstrike Missile: After round 1 you may roll one die at the beginning of each round, and on a 4+ the missile is fired and you may place a marker anywhere on the table. Then roll one die, on a 1-2 the opponent may move the marker by up to 6" (must be in a valid position). All units within 6" of the marker take 2D6 hits with Piercing and Rending. The missile may only be fired once per game, and on the last round the missile is fired automatically.

Demo Charge: Once per game, when this unit is activated, it may throw an Explosive (6", A9p).

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 you may sacrifice one model and re-roll the morale test.

Medipack: The unit gets Regeneration.

Officer: When this model is activated you may pick one friendly 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 an Infantry unit of same Quality. Whenever this unit uses an Assault action roll on this table:

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

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

Warp Speed (5+): The psyker gets +3A in Melee until the end of the round.

Telekine Dome (6+): The psyker and his unit count as being in Cover until the end of the round.

Flame Breath (7+): Target enemy unit within 12" takes D6 automatic hits.

Banishment (7+): Target enemy unit within 12" must re-roll blocks until the end of the round.

Prescience (7+): Target friendly unit within 12" gets Linked until the end of the round.

Psychic Shriek (7+): Target enemy unit within 18" must take a morale test. If failed the unit takes D3 automatic wounds.

Orks

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warboss [1]	4+	Pistol, Medium CCW	Fearless, Furious, Hero, Tough(3), Waagh!	A	60pts
Boss [1]	5+	Pistol, Medium CCW	Fearless, Furious, Hero, Tough(3), Waagh!	A	50pts
Big Mek [1]	5+	Pistol, Medium CCW	Fearless, Furious, Hero, Mek Tools, Tough(3)	A, N	25pts
Weirdboy [1]	5+	Heavy Powersword	Fearless, Furious, Psyker(1), Tough(3)	B	40pts
Painboy [1]	5+	Heavy CCW (Poison)	Dok Tools, Fearless, Furious	-	60pts
Runtherd [1]	6+	Master CCW	Furious, Runtherd, Tough(3)	-	10pts
Gretchin [10]	6+	Pistols	Git Shootaz	-	50pts
Boyz [10]	5+	Pistols, Medium CCWs	Fearless, Furious	A, H	130pts
Kommandos [5]	5+	Pistols, Medium CCWs	Fearless, Furious, Scout, Strider	A, H	80pts
Specialist Boyz [5]	5+	Flamers, Medium CCWs	Fearless, Furious	A, F	115pts
Nobz [5]	4+	Pistols, Medium CCWs	Fearless, Furious	A, E	100pts
Meganobz [3]	4+	Linked Carbines, Heavy Powerfists	Armored, Fearless, Furious	A	85pts
Warbikers [3]	5+	Linked Carbines, Pistols, Medium CCWs	Fast, Fearless, Furious	A	60pts
Nob Bikers [3]	4+	Linked Carbines, Pistols, Medium CCWs	Fast, Fearless, Furious	A	85pts
Mek Gun [1]	5+	Kannon (36", AD3p)	Armored, Git Shootaz, Tough(3)	I	50pts
Deffkopta [1]	5+	Plasmagun, Medium CCW	Armored, Fast, Fearless, Flying, Furious, Scout	L	35pts
Warbuggy [1]	4+	Linked Grenade Launcher	Armored, Fast, Tough(3)	G, K	55pts
Killa Kan [1]	5+	Grenade Launcher, Medium CCW (Piercing)	Armored, Git Shootaz, Impact(D3), Tough(3)	J, K	50pts
Deff Dred [1]	4+	4x Light Powerfist (Rending)	Armored, Impact(D3), Tough(6)	D, K	85pts
Gorkanaut [1]	4+	Plasma Cannon, 4x Linked Machineguns, Master CCW (Piercing, Rending, Shake)	Armored, Impact(D3), Tough(9), Transport(6)	M	325pts
Trukk [1]	4+	Machinegun	Tough(3), Transport(11), Vehicle	K	80pts
Battlewagon [1]	4+	-	Tough(6), Transport(21), Vehicle	C, K	100pts

A | Replace one Medium CCW:

Medium Powerfist	Free
Medium Powersword	+5pts

Replace one Pistol:

Carbine	+5pts
Linked Carbine	+10pts

Take one Carbine attachment:

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

Equip one model with any:

Attack Squig (+1A in Melee)	+5pts
Ammo Runt (may take three)	+5pts
'Eavy Armor (Armored)	+10pts
Cybork Body (Tough(+3))	+10pts
Warbike (Fast, Linked Carbine)	+10pts
Mega Armor	+10pts
(Armored, replace equipment for Linked Carbine, Medium Powerfist)	

B | Upgrade Psyker(1):

Psyker(2)	+5pts
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C | Take one:

Kannon (36", AD3p)	+25pts
Lobba (48", A3, Indirect)	+45pts
Zzap Gun (36", AD6x, Shake)	+50pts

Take up to four:

Grenade Launcher	+20pts
Machinegun	+25pts

Take one:

Killkannon (24", A9x)	+70pts
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Upgrade with:

Deff Rolla (Reinforced Ram, Impact(+D6))	+25pts
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D | Replace up to two Light Powerfists:

Grenade Launcher	+10pts
Heavy Flamer	+10pts
Plasmagun	+20pts
Machinegun	+20pts

E | Upgrade all models with:

'Eavy Armor (Armored)	+15pts
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F | Replace all Flamers:

Grenade Launchers	Free
Snazzguns (24", AD6)	+10pts
Deffguns (48", AD3p)	+60pts

Upgrade with one:

Ammo Runt (may take five)	+5pts
Bomb Squig (18", A6x, Precise, Limited)	+15pts

Replace up to two Grenade Launchers and Medium CCWs:

Tankhammer (A6x, Unwieldy)	Free
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G | Replace Linked Grenade Launcher:

Heavy Flamer	+5pts
Linked Machinegun	+10pts

Upgrade with:

Tracked (Strider)	+5pts
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H | Replace all Pistols:

Carbines	+10pts
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Replace one Pistol:

Grenade Launcher	+10pts
Machinegun	+15pts

Upgrade all models with any:

'Eavy Armor (Armored)	+30pts
Rokkit Packs (Deep Strike, Flying)	+40pts

I | Replace Kannon:

Smasha Gun (36", AD6x)	+10pts
Plasma Cannon	+15pts
Traktor Kannon (36", A3x, Shake)	+15pts
Zzap Gun (36", AD6x, Shake)	+20pts
Lobba (48", A3, Indirect)	+20pts
Bubblechukka (36", AD6+6)	+60pts

J | Replace Grenade Launcher:

Heavy Flamer	+10pts
Plasmagun	+10pts
Machinegun	+10pts
Grotzooka (18", A6p)	+25pts

K | Upgrade with any:

Red Paint Job (Fast)	+5pts
Grot Riggers (Mek Tools)	+5pts
Boarding Plank	+10pts
Grabbin Klaw (Shake)	+10pts
Reinforced Ram	+10pts
Wreckin' Ball (Impact(+D6))	+10pts
'Ard Case (Tough(+3))	+25pts

L | Replace Plasmagun:

Linked Grenade Launcher	Free
Linked Machinegun	+10pts

Replace Medium CCW:

Medium Powerfist	Free
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Take one:

Bigbomm	+5pts
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M | Replace Plasma Cannon:

Mega-Shoota (36", A3D6p)	+100pts
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Replace 2x Linked Machineguns:

2x Linked Grenade Launchers	Free
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Take one:

Heavy Flamer	+25pts
Plasmagun	+25pts

Upgrade with:

Kustom Force Field	+75pts
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N | Replace Pistol:

Plasmagun	+15pts
Kustom Force Field	+55pts

Shokk Attack Gun	+80pts
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Army Special Rules

Ammo Runt: Place an Ammo Runt model next to this model. Once per game you may remove the Ammo Runt to give this model the Linked rule.

Bigbomm: When this unit flies over enemy units it may drop a Bigbomm (0", A9, Limited)

Boarding Plank: If this unit Assaults an enemy whilst transporting units it gets Impact(+D6)

Dok Tools: This model may be deployed as part of a unit of same Quality. The unit gets Regeneration.

Git Shootaz: This unit shoots at Quality 4+.

Kustom Force Field: This model and all friendly Infantry units within 6" get Regeneration.

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.

Reinforced Ram: This unit gets Strider and when using Assault actions it may re-roll all failed blocks.

Runtherd: This model may be deployed as part of a Gretchin unit. Whenever a unit this model is part of fails a morale test you may sacrifice one model and re-roll the morale test.

Shake: Whenever this weapon hits an enemy unit roll one die. On a 4+ the target may not move until the end of its next activation.

Shokk Attack Gun: When shooting the Shokk Attack Gun (48", A2D6p), if you roll double 1 the Big Mek and his unit is removed from play, if you roll double 2 the target unit is removed from play.

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

Psychic Powers

'Eadbanger (7+): Target enemy model within 24" takes D3x automatic hits.

Power Vomit (8+): Target enemy unit within 12" takes D6p automatic hits.

Frazzle (8+): Target enemy unit within 18" takes D6 automatic hits.

Da Jump (8+): The psyker and his unit may immediately Deep Strike anywhere on the table.

Warpath (8+): The psyker and his unit get +1A in Melee until the end of the round.

Da Krunch (13+): Target enemy unit within 24" takes D6+3p automatic hits.

Eldar

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Autarch [1]	3+	Shotgun (Rending)	Focus, Hero, Tough(3)	E	45pts
Exarch [1]	4+	Shotgun (Rending)	Focus, Hero, Tough(3)	E	35pts
Farseer [1]	3+	Pistol (Rending), Light Powersword	Focus, Hero, Psyker(3), Tough(3)	P	60pts
Warlocks [3]	3+	Pistols (Rending), Light Powerswords	Brothers, Focus	P	85pts
Avatar [1]	2+	Meltagun, Force Powersword (Rending)	Armored,Fear,Fearless,Hero,Impact(D3),Tough(6)	-	185pts
Guardians [5]	4+	Shotguns (Rending)	Focus	E, S	115pts
Dire Avengers [5]	4+	Carbines	Focus	H	75pts
Rangers [5]	4+	Sniper Rifles (36", A3x, Precise)	Focus, Scout, Strider	-	355pts
Scorpions [5]	4+	Pistols (Rending), Light Powerswords	Focus, Scout, Strider	-	115pts
Banshees [5]	4+	Pistols (Rending), Light Powerswords	Fast, Fear, Focus	-	120pts
Fire Dragons [5]	4+	Meltaguns	Focus	R	165pts
Hawks [5]	4+	Miniguns	Deep Strike, Flying, Focus	G	175pts
Warp Spiders [5]	4+	Shotguns (Rending)	Deep Strike, Focus, Teleporter	I	175pts
Dark Reapers [5]	4+	Missile Launchers	-	N	225pts
Wraithguard [5]	3+	Medium Powerswords	Armored, Fearless	K	135pts
Support Gun [1]	4+	Vibro cannon (48", A3x, Vibro)	Armored, Focus, Tough(3)	M	85pts
Windriders [3]	4+	Linked Shotguns (Rending)	Focus, Strider	B, Q	80pts
Vyper [1]	4+	Linked Shotgun (Rending), Shuriken Cannon (24", A3, Rending)	Armored, Fast, Strider, Tough(3)	A, B, C	75pts
War Walker [1]	4+	Linked Shotgun (Rending)	Armored, Impact(D3), Tough(3)	C, O	50pts
Wraithlord [1]	3+	2x Shotgun (Rending), Heavy CCW	Armored, Fear, Fearless, Impact(D3), Tough(3)	F, O	90pts
Wraithknight [1]	3+	2x Wraithcannons (12", A1p, Rending), Master Powersword (Rending)	Armored, Fear, Fearless, Impact(D3), Tough(6)	J, O	135pts
Wave Serpent [1]	3+	Linked Shuriken Cannon (24", A3, Rending), Linked Shotgun (Rending)	Fast, Strider, Transport(11), Tough(6), Vehicle	D, C	150pts
Falcon [1]	3+	Linked Shotgun (Rending), Autocannon, Shuriken Cannon (24", A3, Rending)	Fast, Strider, Transport(6), Tough(6), Vehicle	A, B, C, L	185pts
Gun Platform [1]	-	Shuriken Cannon (24", A3, Rending)	Focus, Gun Platform	A	-

A | Replace Shuriken Cannon:

Starcannon (36", A2p)	+5pts
Missile Launcher	+15pts
Bright Lance (36", A6x)	+55pts
Scatter Laser (36", A4p, Linked)	+55pts

B | Replace one Linked Shotgun:

Shuriken Cannon (24",A3,Rending)	+15pts
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C | Upgrade with any:

Star Engine	+5pts
Vector Engine (Focus)	+5pts
Spirit Stones (Resilient)	+10pts
Power-Field (Tough (+3))	+35pts

D | Replace Linked Shuriken Cannon:

Linked Starcannon (36", A2p)	+5pts
Linked Missile Launcher	+20pts
Scatter Laser (36", A4p, Linked)	+50pts
Linked Bright Lance (36", A6x)	+75pts

E | Replace one Shotgun:

Pistol (Rending), Medium CCW	Free
Flamer	+10pts
Meltagun	+10pts

Replace all Shotguns:

Pistols (Rending), Medium CCWs	Free
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Replace one Medium CCW:

Medium Powersword	+5pts
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F | Replace any Shotgun:

Flamer	+10pts
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Upgrade with:

Ghost Glaive (Rending in Melee)	+10pts
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G | Replace one Minigun:

Minigun (Piercing)	+10pts
Minigun (Blind)	+10pts

H | Replace one Carbine:

Linked Carbine	+5pts
Pistol and Medium CCW (Rending)	+10pts
Pistol and Medium Powersword	+10pts
Shield (Tough(3)) and Medium Powersword	+15pts

I | Replace one Shotgun:

Carbine (Piercing, Rending)	Free
Linked Shotgun (Rending)	+5pts

Upgrade one model with one:

Powerblades (Piercing in Melee)	+5pts
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J | Replace 2x Wraithcannons:

Ghostglaive (Linked in Melee) and Scattershield (Tough(+3))	+20pts
Suncannon (48", A9p) and Scattershield (Tough(+3))	+230pts

K | Replace all Medium Powerswords:

Wraithcannons (12", A1p, Rending)	Free
Medium Powerfists and Force Shields (Tough (3))	+95pts
Flamers (Rending)	+150pts

L | Replace Shuriken Cannon and Autocannon:

Prism Cannon (48", AD3*3p)	+65pts
Doomweaver (48", A9p, Indirect, Rending)	+215pts

M | Replace Vibro Cannon:

D-Cannon (24", A3p, Indirect, Deadly)	Free
Shadow Weaver (48", A3p, Indirect, Rending)	+25pts

N | Replace one Missile Launcher:

Shuriken Cannon (24",A3,Rending)	Free
Tempest launcher(36",A6,Indirect)	+30pts

O | Take up to two:

Shuriken Cannon (24", A3, Rending)	+35pts
Starcannon (36", A2p)	+35pts
Missile Launcher	+50pts
Bright Lance (36", A6x)	+90pts
Scatter Laser (36", A4p, Linked)	+90pts

P | Replace any Light Powersword:

Light Powersword (Rending)	+5pts
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Upgrade any model with:

Jetbike (Fast, Strider)	+5pts
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Q | Upgrade all models:

Laser Lances (+2A when Assaulting)	+10pts
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R | Replace one Meltagun:

Heavy Flamer	+5pts
Firepike (18", A6x)	+10pts

S | Upgrade with one:

Gun Platform	+30pts
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Army Special Rules

Blind: Whenever this weapon deals one or more hits roll one die. On a 4+ the target must re-roll successful hits until the end of its next activation.

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

Deadly: Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

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.

Gun Platform: This model has the same Quality value as its unit, it has no Melee attacks and doesn't take up transport space. If all models from the upgrading unit are killed this model is removed.

Resilient: Whenever this unit rolls a Shaken result roll one die, on a 4+ it is ignored.

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

Teleporter: This unit moves +2D6" and may move through units and obstacles, ignoring terrain effects.

Vibro: Whenever you roll 6 to hit with this weapon you may immediately roll one more attack die. This rule does not apply to attack dice generated by this.

Psychic Powers

Reveal (6+): Target enemy unit within 18" doesn't get benefits from cover until the end of the round.

Conceal (6+): The psyker and his unit get the Stealth special rule until the end of the round.

Destructor (7+): Target enemy unit within 12" takes D6 automatic hits.

Renewer (7+): Target friendly model within 18" removes 1 Wound from its Tough count.

Guide (9+): Target friendly unit within 24" gets Linked shooting until the end of the round.

Executioner (10+): Target enemy unit within 24" takes 3p automatic hits.

Chaos Space Marines

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Chaos Lord [1]	3+	Assault Rifle	Hero, Tough(3)	A, B	35pts
Sorcerer [1]	3+	Assault Rifle	Psyker(1), Tough(3)	A, B	50pts
Daemon Prince [1]	2+	Force Powersword	Armored, Fear, Hero, Impact(D3), Tough(3)	A, I	90pts
Zombies [10]	5+	Light Claws	Fearless, Regeneration, Slow	-	90pts
Cultists [10]	5+	Assault Rifles	-	F	100pts
Chaos Marines [5]	3+	Assault Rifles	-	A, B, D, E	100pts
Possessed [5]	3+	Medium CCWs	Fearless, Mutations	-	115pts
Raptors [5]	3+	Assault Rifles	Deep Strike, Fear, Flying	A, B, C, D	160pts
Chaos Terminators [5]	3+	Linked Assault Rifles, Medium Powerswords	Armored, Deep Strike	A, B, G	185pts
Noise Marines [5]	3+	Sonic Blasters (24", A2, Ignores Cover)	Fast, Fearless	K	190pts
Chaos Bikers [3]	3+	Linked Assault Rifles, Assault Rifles	Fast	A, B, D	100pts
Mutilators [3]	3+	Medium Claws (Piercing)	Armored, Deep Strike, Tough(3)	A, H	145pts
Chaos Spawn [3]	4+	Mutated Limbs (AD6 in Melee)	Fast, Fear, Fearless, Furious, Mutations, Tough(3)	A	130pts
Helbrute [1]	3+	Medium Powerfist (Rending)	Armored, Impact(D3), Tough(6)	M	85pts
Maulerfiend [1]	4+	Medium Powerfist, Lasher Tendrils (Fear)	Armored, Impact(D3), Regeneration, Strider, Tough(6)	N	90pts
Defiler [1]	4+	Battle Cannon, Linked Heavy Flamer, Master Powerfist	Armored, Impact(D3), Regeneration, Tough(6)	L	295pts
Chaos Rhino [1]	3+	Linked Assault Rifle	Tough(3), Transport(11), Vehicle	O	70pts
Chaos Predator [1]	3+	Autocannon	Tough(6), Vehicle	J, O	120pts
Chaos Land Raider [1]	3+	2x Linked Lascannons, Linked Machinegun	Tough(9), Transport(11), Vehicle	O	470pts

A | Upgrade all models with one:

Khorne (Furious)	+10pts
Nurgle (Regeneration)	+15pts
Tzeentch (Brothers)	+15pts
Slaneesh (Fast)	+20pts

B | Replace one Assault Rifle:

Pistol and Medium CCW	Free
Linked Assault Rifle	+5pts
Plasma Pistol and Medium CCW	+15pts

Replace one Medium CCW:

Medium Powerfist	Free
Medium Powersword	+5pts

Take one Assault Rifle attachment:

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

Equip one model with one:

Bike (Linked Assault Rifle, Fast)	+15pts
Terminator Armor (Armored, Deep Strike)	+15pts

Upgrade Psyker(1):

Psyker(2)	+5pts
Psyker(3)	+10pts

C | Replace all Assault Rifles:

Pistols and Medium CCWs	Free
Medium Powerfists (Rending)	+15pts

D | Replace one Assault Rifle:

Flamer	+15pts
Meltagun	+20pts
Plasmagun	+30pts

E | Replace one Assault Rifle:

Machinegun	+30pts
Autocannon	+40pts
Missile Launcher	+40pts
Lascannon	+110pts

Replace all Assault Rifles:

Pistols and Medium CCWs	Free
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Upgrade all models with:

Veterans (Fearless)	+20pts
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F | Replace all Assault Rifles:

Pistols and Medium CCWs	Free
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Replace one Assault Rifle:

Shotgun	Free
Flamer	+15pts
Machinegun	+15pts

G | Replace one Linked Assault Rifle:

Heavy Flamer	+15pts
Linked Autocannon	+50pts

H | Equip any model with one:

Linked Flamer	+30pts
Heavy Flamer	+35pts
Minigun (Rending)	+35pts
Linked Meltagun	+40pts
Linked Plasmagun	+45pts
Plasma Cannon	+55pts
Multi-Melta	+60pts
Lascannon	+120pts

I | Upgrade with:

Wings (Flying)	+5pts
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Upgrade with one:

Psyker(1)	+15pts
Psyker(2)	+20pts
Psyker(3)	+25pts

J | Replace Autocannon:

Demolisher Cannon (24", A9p, Rending)	+85pts
Linked Lascannon	+100pts

Take one:

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

K | Replace one Sonic Blaster:

Doom Siren (12", A6, Ignores Cover)	+10pts
Blastmaster (36", A2, Ignores Cover)	+10pts

L | Replace Linked Heavy Flamer:

Flail (A3x in Melee)	Free
Havoc Launcher (48", A3, Linked)	+10pts

Take one:

Extra Powerfist (+1A in Melee)	+5pts
Linked Machinegun	+35pts
Linked Autocannon	+50pts
Linked Lascannon	+120pts

M | Take one:

Extra Powerfist (+1A in Melee)	+5pts
Linked Machinegun	+45pts
Multi-Melta	+60pts
Linked Autocannon	+60pts
Plasma Cannon	+55pts
Linked Lascannon	+150pts

Take up to two Powerfist attachments:

Linked Assault Rifle	+10pts
Heavy Flamer	+35pts

N | Replace Lasher Tendrils:

Magma Cutters (A3x in Melee, Rending)	+20pts
2x Ectoplasma Cannons (24", A3p)	+70pts
2x Hades Autocannons (36", A4p)	+140pts

Take one:

Ectoplasma Cannon (24", A3p)	+35pts
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O | Take any:

Dozer Blade (Strider)	+5pts
Pintle Mount (Linked Assault Rifle)	+10pts
Havoc Launcher (48", A3, Linked)	+60pts

Equip with one Pintle Mount attachment:

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

Upgrade with:

Extra Armor (Tough(+3))	+35pts
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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 on the following table:

Result	Effect
1-2	All models get Rending.
3-4	All models get Piercing.
5-6	All models get +1 Attack.

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

Psychic Powers

Virus (6+): Target enemy unit within 24" takes one automatic hit for every 1 it rolls when shooting until the end of the round.

Rot (7+): All enemy units within 6" take D3+1 automatic hits with Poison.

Frenzy (7+): Target friendly unit within 12" gets Piercing Melee or +1A in Melee until the end of the round (pick one).

Doombolt (8+): Target enemy unit within 18" takes D3x automatic hits.

Firestorm (8+): Target enemy unit within 24" takes D3p automatic hits.

Overload (10+): Target enemy unit within 24" takes D3+1 automatic hits and must take a morale test, regardless of casualties.

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Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Ethereal [1]	4+	Heavy CCW	Hero, Inspirational, Tough(3)	A, D	55pts
XV8 Commander [1]	4+	Master CCW	Deep Strike, Flying, Hero, Tough(3)	A, B	35pts
Cadre Fireblade [1]	5+	Rifle, Heavy CCW, Markerlight	Hero, Optics, Tough(3)	A	35pts
Kroot Shaper [1]	5+	Assault Rifle, Heavy CCW	Hero, Scout, Strider, Tough(3)	J	25pts
Kroot Carnivores [5]	5+	Assault Rifle	Scout, Strider	J	65pts
Kroot Hounds [3]	5+	Medium Claws	Fast, Scout, Strider	-	65pts
Krootox [1]	5+	Autocannon, Medium Claws (Piercing)	Scout, Strider, Tough(3)	-	45pts
Vespids [5]	5+	Carbines	Deep Strike, Flying	-	65pts
Fire Warriors [5]	5+	Carbines	Optics	A, C, L	45pts
Pathfinders [5]	5+	Carbines, Markerlights	Optics, Scout	A, F	115pts
Stealth Team [3]	5+	Burst Cannons (18", A4), Medium CCWs	Deep Strike, Flying, Optics, Scout, Stealth	A, C, E	95pts
Gun Drone Squad [5]	5+	Linked Carbines, Markerlights	Deep Strike, Flying, Optics	-	130pts
Sniper Drone Team [3]	5+	Longshot Rifles (48", A3x), Markerlights	Controller, Deep Strike, Flying, Optics	-	195pts
XV8 Crisis Suits [3]	4+	Medium CCWs	Deep Strike, Flying, Tough(3)	A, B	90pts
XV95 Ghostkeel [1]	4+	Fusion Collider (18", A4p), Linked Flamer, Heavy CCW (Piercing), 2x Drones (Stealth)	Deep Strike, Fear, Flying, Impact(D3), Tough(3)	N	115pts
XV88 Broadside [1]	4+	Linked Heavy Rail Rifle (48", A3x), Linked Plasmagun, Medium CCW	Armored, Tough(3)	A, M	130pts
XV104 Riptide [1]	4+	Heavy Burst Cannon (36", A12p, Rending), Linked Plasmagun, Heavy CCW (Piercing)	Armored, Deep Strike, Fear, Flying, Impact(D3), Tough(6)	A, K	315pts
Piranha [1]	4+	BurstCannon(18", A4), 2x Linked Carbines	Armored, Fast, Strider, Tough(3)	G, H	65pts
Devilfish [1]	4+	BurstCannon(18", A4), 2x Linked Carbines	Strider, Tough(6), Transport(11), Vehicle	H	110pts
Hammerhead [1]	4+	6x Seeker Missiles, 2x Linked Carbines	Strider, Tough(6), Vehicle	H, I	125pts
Drone [1]	-	-	Drone	-	-
Support Turret [1]	-	Missile Pod (36", A2p)	Optics, Support Turret	-	-

A | Take up to two:

Drone (Linked Carbine)	+10pts
Drone (Markerlight)	+15pts
Drone (Shield)	+25pts
Drone (Missile Pod (36", A2p))	+30pts

B | Equip any model with up to three:

Flamer	+20pts
Burst Cannon (18", A4)	+20pts
Cyclic Ion Blaster (18", A3p)	+20pts
Missile Pod (36", A2p)	+25pts
Plasmagun	+25pts
Fusion Blaster (18", A6x)	+35pts
High Output Bust Cannon (18", A6, Linked)	+35pts
Airburst Fragmentation Projector (18", A9, Indirect, Ignores Cover)	+55pts

C | Equip one model with one:

Beacon	+10pts
Markerlight	+10pts

D | Replace Heavy CCW:

Master CCW	+5pts
Heavy Powersword	+5pts

E | Replace one Burst Cannon:

Fusion Blaster (18", A6x)	+15pts
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F | Replace one Carbine and Markerlight:

Rail Rifle (30", A1p)	Free
Ion Rifle (30", A3p)	+20pts

Take one:

Drone (Inhibitor)	+10pts
Drone (Accelerator)	+10pts
Drone(Beacon,BurstCannon(18",A4))	+30pts

G | Replace Burst Cannon:

Fusion Blaster (18", A6x)	+15pts
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H | Replace 2x Linked Carbines:

Linked Burst Cannon (18", A4)	+10pts
Linked Smart Missiles (30", A4, Indirect))	+40pts

Take up to two:

Seeker Missile	+10pts
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Upgrade with any:

Automated Repair System	+5pts
Flachette Discharger	+25pts
Disruption Pod (Tough(+3))	+25pts

I | Replace Railgun:

Railgun (48", A6x, Rending)	+55pts
Ion Cannon (48", A9p)	+110pts

J | Replace any Assault Rifle:

Kroot Rifle (24", A3x, Precise)	+35pts
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K | Replace Heavy Burst Cannon:

Ion Accelerator (48", A9p, Rending)	Free
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Replace Linked Plasmagun:

Linked Fusion Blaster (18", A6x)	+10pts
Linked Smart Missiles (30", A4, Indirect))	+15pts

L | Replace all Carbines:

Shotguns	+10pts
Rifles	+15pts

Take one:

Support Turret	+30pts
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Replace Missile Pod:

Smart Missiles (30", A4, Indirect)	+10pts
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M | Replace Heavy Rail Rifle:

Linked High Yield Pod (36", A4p)	+10pts
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Replace Linked Plasmagun:

Smart Missiles (30", A4, Indirect))	Free
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Take one:

Seeker Missile	+10pts
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N | Replace Fusion Collider:

Cyclic Ion Raker (24", A9p)	+55pts
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Replace Linked Flamer:

Linked Burst Cannon (18", A4)	Free
Linked Fusion Blaster (18", A6x)	+20pts

Army Special Rules

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

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

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

Controller: Place a controller model next to this unit, which gives the unit the Precise special rule. If this unit takes any wounds, then the controller model is removed.

Drone: This model has the same Quality value as its unit, it has no Melee attacks and doesn't take up transport space. If no models from the upgrading unit are left this model is killed.

Flachette Discharger: Whenever enemy Infantry assaults this unit, the assaulting unit counts as moving through Dangerous Terrain.

Inhibitor: Enemy units assaulting a unit this model is part of reduce their movement by -D3".

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

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.

Optics: This unit shoots at Quality 4+.

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.

Support Turret: This model has the same Quality value as its unit, it has no Melee attacks and doesn't take up transport space. If all models from the upgrading unit are killed this model is removed.

Necrons

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Necron Lord [1]	3+	Staff of Light (12", A3), Medium CCW	Hero, Robot, Tough(3)	A	55pts
Command Barge [1]	3+	Tesla Cannon (24", A2p, Tesla), Staff of Light (12", A3), Heavy CCW	Fast, Fearless, Hero, Resilient, Robot, Strider, Tough(6), Vehicle	A, C	150pts
Destroyer Lord [1]	3+	Staff of Light (12", A3), Heavy CCW	Armored, Deep Strike, Hero, Flying, Robot, Tough(3)	A	75pts
C'tan Shard [1]	2+	Master Powersword	Armored, Deep Strike, Fear, Fearless, Flying, Necrodermis, Impact(D3), Tough(6)	J	145pts
Cryptek [1]	3+	Staff of Light (12", A3), Light CCW	Hero, Robot, Technomancer, Tough(3)	A, I	65pts
Necron Warriors [10]	3+	Assault Rifles (Rending)	Robot	-	250pts
Immortals [5]	3+	Assault Rifles (Tesla)	Robot	B	120pts
Lychguard [5]	3+	Medium Powerswords (Rending)	Robot	D	130pts
Flayed Ones [5]	3+	Master Claws (Piercing)	Deep Strike, Fear, Robot, Scout	-	185pts
Praetorians [5]	3+	Rods of Covenant (12", A1), Medium CCWs	Armored, Fearless, Robot	E	140pts
Deathmarks [5]	3+	Synaptic Disintegrators (24", A3x, Precise)	Deep Strike, Hyperspace Hunter, Robot	-	290pts
Scarab Swarms [3]	6+	Master Claws (Rending)	Fearless, Tough(3)	-	70pts
Tomb Blades [3]	3+	Linked Assault Rifles (Tesla)	Fast, Robot, Strider	K	100pts
Wraiths [3]	3+	Heavy Claws (Piercing, Rending)	Fast, Fearless, Flying, Robot, Tough(3)	G	205pts
Destroyers [3]	3+	Gauss Cannons (24", A2, Rending)	Armored, Deep Strike, Flying, Robot, Tough(3)	H	225pts
Spyder [1]	4+	Medium Claws (Piercing)	Armored, Fear, Hive, Impact(D3), Tough(3)	F	125pts
Stalker [1]	3+	Heat Ray (24", A3p), Heavy Claws (Piercing)	Armored, Impact(D3), Resilient, Tough(6)	L	135pts
Ghost Ark [1]	3+	Gauss Flayer Array (24", A5, Rending)	Resilient, Tough(6), Transport(11), Vehicle	-	155pts
Annihilation Barge [1]	3+	Gauss Cannon (24", A2, Rending), Linked Tesla Destructor (24", A4p, Tesla)	Resilient, Strider, Tough(6), Vehicle	C	175pts
Doomsday Ark [1]	3+	Doomsday Cannon (48", A9p, Rending), Gauss Flayer Array (24", A5, Rending)	Resilient, Strider, Tough(6), Vehicle	-	380pts
Monolith [1]	3+	4x Gauss Flux Arc (24", A3, Rending), Particle Whip (24", A9p)	Deep Strike, Resilient, Strider, Tough(9), Transport(21), Vehicle	-	400pts

A | Take up to two:

Fabricator Claw Array	+5pts
Mindshackle Scarabs	+5pts
Nebuloscope (Ignores Cover)	+5pts
Resurrection Orb	+5pts
Shadowloom	+20pts
Chronometron	+35pts
Gloom Prism	+95pts

Take one:

Gauntlet of Fire (Flamer)	+25pts
Tachyon Arrow (48", A9x, Limited)	+45pts

B | Replace all Assault Rifles (Tesla):

Assault Rifles (Rending)	+5pts
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C | Replace Gauss Cannon:

Tesla Cannon (24", A2p, Tesla)	+5pts
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D | Replace all Medium Powerswords:

Medium CCWs, Shields (Armored)	Free
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E | Replace all Rods of Covenant and Medium CCWs:

Particle Casters (12", A1p) and Medium CCWs (Rending)	+40pts
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F | Take any:

Fabricator Claw Array	+5pts
Particle Beamer (24", A3p)	+25pts
Gloom Prism	+65pts

G | Upgrade all models with one:

Whip Coils (Fear)	+10pts
Particle Casters (12", A1p)	+20pts
Transdimensional Beamers (12", A1, Rending)	+20pts

H | Replace any Gauss Cannon:

Heavy Gauss Cannon (36", A6x, Rending)	+85pts
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I | Take up to two:

Gauntlet of the Conflagrator (Heavy Flamer (Limited))	+5pts
Nightmare Shroud	+5pts
Veil of Darkness	+5pts
Voidreaper (Rending and Piercing in Melee)	+5pts
Solar Staff (12", A3)	+10pts

J | Take up to two:

Grand Illusion	+10pts
Writhing Worldscape	+10pts
Gaze of Death	+35pts
Dread	+45pts

Take one:

Transdimensional Thunderbolt (24", A6x, Tesla)	+85pts
Time's Arrow (24", A9x)	+115pts
Antimatter Meteor (24", A9p)	+135pts
Cosmic Fire (24", A9p, Ignores Cover)	+150pts
Seismic Assault (24", A10p)	+150pts
Sky of Falling Stars (24", A18p, Indirect)	+340pts

K | Replace all Assault Rifles (Tesla):

Linked Assault Rifles (Rending)	+5pts
Particle Beamers (24", A3p)	+70pts

Equip all models with one:

Shadowlooms	+5pts
Shield Vanes (Armored)	+10pts
Nebulosopes (Ignores Cover)	+15pts

L | Replace Heat Ray:

Particle Shredder (24", A9p)	+70pts
Linked Heavy Gauss Cannon (36", A6x, Rending)	+95pts

Army Special Rules

Chronometron: The Hero and his unit may re-roll all failed blocks.

Dread: All enemy units within 12" must re-roll successful morale tests.

Fabricator Claw Array: 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.

Gaze of Death: Whenever this unit is activated you may pick one enemy unit within 12" and inflict D3 automatic wounds.

Gloom Prism: The Hero, his unit and all friendly units within 12" get Fearless.

Grand Illusion: You may re-deploy D3 units within 12" of this unit after Scouts are deployed.

Hive: When this unit is activated you may target a friendly Scarab Swarm unit within 6", add one Scarab Swarm model to it and roll one die. On a 1 this unit takes one automatic wound.

Hyperspace Hunter: On the round in which this unit arrives from Deep Strike this unit counts as having the Rending special rule when shooting.

Mindshackle Scarabs: The Hero gets the Fear special rule and enemies must re-roll successful morale tests from it.

Necrodermis: If this unit is killed any unit within D6" takes as many automatic hits as models in it.

Nightmare Shroud: Once per game, when this unit is activated, target enemy unit within 18" must take a morale test.

Resilient: Whenever this unit rolls a Shaken result roll one die, on a 4+ it is ignored.

Resurrection Orb: Once per game, when this model fails a Regeneration roll, you may re-roll it.

Robot: This unit has the Unwieldy and the Regeneration special rule.

Shadowloom: The Hero and his unit get the Stealth special rule.

Technomancer: The Hero and his unit may ignore wounds from Regeneration on 4+.

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

Veil of Darkness: Once per game, when the Hero is activated, he and his unit may immediately Deep Strike anywhere on the table.

Writhing Worldscape: All enemy units within 6" treat open ground as Difficult Terrain.

Tyranids

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Hive Tyrant [1]	3+	Force Claws (Piercing)	Hero, Monster, Psyker(2), Synapse, Tough(3)	A,B,C,D,G	125pts
Tervigon [1]	3+	Spawn, Stinger Salvo (18", A4), Heavy Claws	Hero, Monster, Psyker(1), Synapse, Tough(6)	C, D, J	225pts
Tyrant Prime [1]	3+	Linked Pistol, Master Claws	Hero, Synapse, Tough(3)	B, E, C, K	75pts
Tyrant Warriors [3]	3+	Linked Pistols, Heavy Claws	Synapse, Tough(3)	A,B,E,K,L,R	145pts
Genestealers [5]	3+	Medium Claws (Rending)	Scout, Strider	L, M	140pts
Termagants [10]	5+	Pistols	Strider	L, N	90pts
Hormagaunts [10]	5+	Medium Claws	Fast, Strider	L	110pts
Gargoyles [10]	5+	Pistols, Light Claws (Poison)	Deep Strike, Flying	L	115pts
Ripper Swarms [3]	6+	Master Claws	Fearless, Tough(3)	L, O	35pts
Tyrant Guard [3]	3+	Medium Claws (Rending)	Armored, Tough(3)	B, C	140pts
Hive Guard [3]	3+	Impalers (24", A2p, Indirect), Medium Claws	Armored, Tough(3)	C, P	215pts
Zoanthropes [3]	3+	Light Claws	Brothers, Synapse, Tough(3)	-	130pts
Venomthropes [3]	3+	Medium Claws (Poison), Lash Whips (Fear)	Spore Cloud, Tough(3)	-	145pts
Raveners [3]	3+	Master Claws	Deep Strike, Fast, Strider, Tough(3)	Q	150pts
Lictor [1]	3+	Flesh Hooks (6", A2), Heavy Claws (Piercing, Rending)	Deep Strike, Fast, Fear, Scout, Stealth, Strider, Tough(3)	-	75pts
Pyrovore [1]	4+	Flamer, Medium Claws (Poison)	Acid Blood, Tough(3)	-	45pts
Biovore [1]	4+	Mine Launcher, Medium Claws	Tough(3)	-	85pts
Spore Mines [3]	6+	Explosive Head	Deep Strike, Float	-	20pts
Mucolid Spore [1]	6+	Explosive Head	Deep Strike, Float, Stealth, Tough(3)	-	20pts
Carnifex [1]	4+	Master Claws (Piercing)	Monster, Tough(3)	A, C, I	60pts
Haruspex [1]	4+	Grasping Tongue (12", A1p, Precise), Heavy Claws (Piercing)	Acid Blood, Monster, Tough(6)	C	90pts
Exocrine [1]	4+	Bio-Cannon (24", A9p), Heavy Claws (Piercing)	Monster, Tough(6)	-	160pts
Mawloc [1]	4+	Heavy Claws (Piercing)	Devour, Monster, Tough(6)	C	90pts
Trygon [1]	4+	Bio-Pulse (12", A6), Force Claws (Piercing)	Deep Strike, Monster, Tough(6)	C	110pts
Maleceptor [1]	4+	Heavy Claws (Piercing)	Monster, Psyker(2), Synapse, Tough(6)	-	130pts
Toxicrene [1]	4+	Choking Cloud (12", A9, Poison), Force Claws (Poison)	Acid Blood, Monster, Stealth, Tough(6)	-	135pts
Tyrannofex [1]	4+	Acid Spray (18", A6p), Stinger Salvo (18", A4), Heavy Claws (Piercing)	Monster, Tough(6)	C, D, F	140pts
Tyrantid Cyst [1]	4+	5x Deathspitters (18", A3p)	Armored, Fearless, Float, Tough(6)	H	160pts

A | Upgrade one model with one:

Venom Cannon (36", A3p)	+55pts
Barbed Strangler (36", A9)	+110pts

B | Upgrade any model with one:

Rending Claws (Rending in Melee)	+10pts
Boneswords (Deadly in Melee)	+35pts
Lash Whip and Bonesword (Fear and Deadly in Melee)	+40pts

C | Upgrade with any:

Toxin Sacs (Poison in Melee)	+5pts
Adrenal Glands (Furious)	+5pts
Acid Blood	+5pts
Regeneration	+20pts

D | Take one:

Desiccator (Flamer (Rending))	+40pts
Electroshock (Flamer (Haywire))	+50pts

E | Replace any Linked Pistol:

Scything Talons (+1A in Melee)	Free
Devourer (18", A3)	+15pts
Deathspitter (18", A3p)	+20pts

F | Replace Acid Spray:

Rupture Cannon (48", A2p, Rending)	Free
Fleshborer Hive (18", A20)	+50pts

G | Upgrade with any:

Wings (Flying)	+5pts
Prehensile Pincer (+1A in Melee)	+5pts

H | Replace 5x Deathspitters:

5x Venom Cannons (36", A3p)	+100pts
5x Barbed Stranglers (36", A9)	+305pts

Upgrade with one:

Tyrannocyte (Transport(21))	+40pts
Sporocyst (Mine Launcher)	+60pts

I | Take one:

Spinke Banks (6", A3)	+5pts
Bio-Plasma (12", A3p)	+15pts

J | Upgrade with:

Crushing Claws (Piercing in Melee)	+5pts
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Replace Stinger Salvo:

Cluster Spines (18", A9)	+30pts
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K | Upgrade any model with:

Flesh Hooks (6", A2)	+5pts
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L | Upgrade all models with any:

Toxin Sacs (Poison in Melee)	+5pts
Adrenal Glands (Furious)	+10pts

M | Upgrade any model with:

Scything Talons (+1A in Melee)	+5pts
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Upgrade one model with:

Broodlord	+45pts
(+2A in Melee, Psyker(1), Tough(3))	

N | Replace one Pistol:

Strangleweb	+15pts
(12", A1, Target takes Morale Test)	

Replace any Pistol:

Linked Pistol	+5pts
Spike Rifle (18", A1)	+5pts
Devourer (18", A3)	+10pts

O | Upgrade all models with any:

Deep Strike	+5pts
Linked Pistols	+5pts

P | Replace any Impaler:

Shockcannon (18", A3, Haywire)	+5pts
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Q | Upgrade any model with:

Rending Claws (Rending in Melee)	+10pts
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Upgrade any model with one:

Linked Pistols	+5pts
Devourer (18", A3)	+20pts
Deathspitter (18", A3p)	+25pts

R | Upgrade all models with:

Shrikes (Deep Strike, Flying)	+25pts
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Army Special Rules

Acid Blood: Whenever this model takes wounds in Melee the attacker takes 1 automatic hit.

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

Deadly: Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

Devour: This unit may Deep Strike up to 1" away from enemy units. All enemy units within 3" when the unit is placed take D6 hits with Piercing.

Explosive Head: When engaged in Melee this model is immediately killed and the enemy takes D3 hits for Spore Mines or D3p hits for Mucolid Spores.

Float: This unit moves 3" when using Walk actions and 6" when using Run/Assault actions, and it has the Strider special rule.

Haywire: When hitting Vehicles this weapon ignores Armored and is only blocked on rolls of 6.

Mine Launcher: After this unit has moved, you may target one enemy unit within 48" and roll one die. On a 4+ the target takes D3+3 automatic hits, else you may Deep Strike a unit of 3 Spore Mines or 1 Mucolid Spore exactly 6" away from the target.

Monster: This unit has the Armored, Fear, Fearless and Impact(D3) special rules.

Spawn: After this unit has moved, you may place a new unit of 2D6 Termagants fully within 6" of it.

Spore Cloud: This unit and all friendly units within 6" get the Stealth special rule.

Synapse: When taking morale tests this unit and all friendly units within 12" roll one extra die and pick the highest result.

Psychic Powers

Psychic Scream (6+): All enemy units within 6" must take a morale test. If failed they take D3 automatic wounds.

Catalyst (8+): The Psyker, his unit and one friendly unit within 12" get the Regeneration special rule until the end of the round.

Warp Blast (8+): Target enemy unit within 24" takes D3p automatic hits.

Horror (9+): Target enemy unit within 24" must take a morale test and re-roll if successful.

Onslaught (9+): Target friendly unit within 24" may shoot after using Run actions until the end of the round.

Paroxysm (13+): 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), Medium CCW	Hero, Pain, Tough(3)	A, D, I, J	30pts
Succubus [1]	4+	Pistol (Poison), Medium CCW	Dodge, Hero, Pain, Tough(3)	A, G, I, J	35pts
Haemonculus [1]	4+	Pistol (Poison), Medium CCW (Poison)	Hero, Pain, Regeneration, Tough(3)	E, I, M	45pts
Ur-Ghul [1]	4+	Heavy CCW	Court, Fear, Furious, Regeneration	-	20pts
Lhamaean [1]	4+	Pistol (Poison), Light CCW (Deadly)	Court, Pain	-	25pts
Medusae [1]	4+	Eyeburst (12", A6)	Court, Pain	-	30pts
Sslyth [1]	4+	Shardcarbine (18", A3, Poison), Pistol (Poison), Heavy CCW	Court, Regeneration	-	40pts
Beastmaster [1]	4+	Splinter Pods (18", A2, Poison)	Beastmaster, Fast, Strider	T	25pts
Khymera [1]	4+	Heavy Claws	Beastmaster, Fast, Fear, Regeneration, Strider	-	25pts
Razorwing Flock [1]	4+	Master Claws (Rending)	Beastmaster, Fast, Strider, Tough(3)	-	45pts
Clawed Fiend [1]	4+	Master Claws	Armored, Beastmaster, Fast, Furious, Strider, Tough(3)	-	45pts
Warriors [5]	4+	Assault Rifles (Poison)	Pain	A, B, N	100pts
Wyches [5]	4+	Pistols (Poison), Medium CCWs	Dodge, Drugs, Pain	A, G, J, O	115pts
Scourges [5]	4+	Shardcarbines (18", A3, Poison)	Deep Strike, Flying, Pain	B, S	175pts
Hellions [5]	4+	Splinter Pods (18", A2, Poison)	Deep Strike, Drugs, Flying, Pain	T	160pts
Wracks [5]	4+	Medium CCWs (Poison)	Pain, Regeneration	E, R	100pts
Incubi [5]	3+	Medium Powerswords	Pain	P	115pts
Mandrakes [5]	3+	Baleblasts (18", A2), Medium CCWs	Fear, Pain, Scout, Stealth, Strider	-	215pts
Grotesques [3]	4+	Heavy CCWs (Deadly)	Armored, Pain, Regeneration, Rampage, Tough(3)	Q	235pts
Reavers [3]	4+	Assault Rifles (Poison), Pistols (Poison)	Drugs, Fast, Impact(1), Pain, Strider	U	100pts
Venom [1]	4+	Splinter Cannon (36", A5, Poison), Linked Assault Rifle (Poison)	Armored, Deep Strike, Fast, Stealth, Strider, Tough(3), Transport(6)	H, K	120pts
Cronos [1]	4+	Spirit Syphon (12", A6), Heavy CCW	Armored, Fear, Fearless, Impact(D3), Regeneration, Tough(3)	C	80pts
Talos [1]	4+	Linked Haywire Blaster (24", A1, Haywire), Master CCW (Piercing)	Armored, Fear, Fearless, Impact(D3), Regeneration, Tough(3)	F	80pts
Raider [1]	4+	Disintegrator Cannon (36", A3p)	Deep Strike, Fast, Strider, Tough(3), Transport(11), Vehicle	H, L	100pts
Ravager [1]	4+	3x Disintegrator Cannons (36", A3p)	Deep Strike, Fast, Strider, Tough(3), Vehicle	H, L	160pts

A | Replace one Medium CCW:

Medium CCW (Poison)	+5pts
Medium Powersword	+10pts

B | Replace one Assault Rifle or Shardcarbine:

Shredder (12", A3p)	+5pts
Haywire Blaster (24", A1, Haywire)	+5pts
Blaster (18", A6x)	+25pts
Heat Lance (18", A7x)	+30pts
Splinter Cannon (36", A5, Poison)	+50pts
Dark Lance (36", A6x)	+60pts

C | Take one:

Spirit Probe	+10pts
Spirit Vortex (18", A9)	+40pts

D | Take any:

Clone Field (Armored)	+10pts
Phantasm Launcher (18", A3, Fright)	+30pts

Replace Medium CCW:

Medium CCW (Deadly)	+20pts
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E | Replace one Medium CCW:

Medium CCW (Deadly)	+20pts
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Replace one Pistol or Medium CCW:

Pistol (Poison)	Free
Liqifier Gun (12", A6p)	+25pts
Hexriffler (36", A3x, Precise, Deadly)	+80pts

F | Replace Master CCW:

Ichor Injector (A1, Deadly)	Free
Linked Liqifier Gun (12", A6p)	+10pts

Replace Linked Haywire Blaster:

Stinger Pod (24", A6)	+25pts
Linked Heat Lance (18", A7x)	+40pts
Linked Splinter Cannon (36", A5, Poison)	+65pts

G | Replace one Pistol and Medium CCW:

Medium CCW (Linked)	Free
Medium CCW (Piercing)	Free
Medium CCW (Linked, Piercing)	+5pts

H | Upgrade with any:

Chain-Snares (Impact(+D3))	+5pts
Aethersails	+5pts
Night Shields (Stealth)	+5pts
Torment Launcher (24", A3, Fright)	+30pts

I | Upgrade with:

Webway Portal	+25pts
(The hero's unit gets Deep Strike)	

J | Replace one Pistol:

Blast Pistol (6", A6x)	+10pts
Blaster (18", A6x)	+30pts

K | Replace Linked Assault Rifle:

Splinter Cannon (36", A5, Poison)	+45pts
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L | Replace any Disintegrator Cannon:

Dark Lance (36", A6x)	+30pts
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M | Take one:

Crucible of Malediction (3D6", A3x, Limited)	+5pts
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N | Replace one Assault Rifle:

Pistol (Poison), Medium CCW	Free
Blast Pistol (6", A6x), Medium CCW	+10pts
Phantasm Launcher (18", A3, Fright)	+25pts

Upgrade all models:

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

Phantasm Launcher (18", A3, Fright)	+25pts
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Upgrade all models:

Bloodbrides (+1A in Melee)	+15pts
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P | Replace one Medium Powersword:

Heavy Powersword	+5pts
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Q | Replace any Heavy CCW:

Liqifier Gun (12", A6p), Heavy CCW	Free
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R | Upgrade one model with:

Ossefector (24", A1p, Calcific)	+20pts
Liqifier Gun (12", A6p)	+25pts

S | Replace one Shardcarbine:

Pistol (Poison), Medium CCW	Free
Blast Pistol (6", A6x), Medium CCW	+5pts

Replace one Medium CCW:

Medium CCW (Poison)	+5pts
Medium CCW (Piercing)	+10pts

T | Upgrade one model with one:

Pistol (Poison), Medium CCW	+10pts
Phantasm Launcher (18", A3, Fright)	+30pts

Replace Medium CCW:

Medium CCW (Poison)	+5pts
Medium CCW (Piercing)	+10pts
Medium CCW (Deadly)	+20pts

U | Replace one Assault Rifle:

Blaster (18", A6x)	+25pts
Heat Lance (18", A7x)	+30pts

Upgrade one model with one:

Cluster Catapults (Impact(+D6))	+10pts
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Army Special Rules

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

Beastmaster/Court: You may deploy up to 10 models with this rule together to form a single unit.

Calcific: Whenever an Infantry model is killed by this weapon its unit takes D6 automatic hits.

Deadly: Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

Dodge: This unit gets Armored when in Melee.

Drugs: Whenever this unit fights in Melee, roll one die on the following table:

Result	Drug
1-2	Hypex (Fear)
3-4	Adrenalight (+1A in Melee)
5-6	Serpenting (Linked in Melee)

Fright: Whenever a unit takes hits from this weapon it must take a morale test. If failed the unit immediately takes D3 automatic wounds.

Haywire: When hitting Vehicles this weapon ignores Armored and is only blocked on rolls of 6.

Pain: This unit gains new special rules based on the current game round:

Round	Power
1	n/a
2	Regeneration
3	Furious
4	Fearless

Rampage: This model gets +D3 Attacks in Melee if it is fighting a unit with more models.

Spirit Probe: Friendly units within 6" may ignore wounds from Regeneration on 4+.

Chaos Daemons

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Bloodthirster [1]	2+	Lash (12", A1p), Axe (A6p in Melee, Deadly)	Armored, Deep Strike, Fear, Flying, Furious, Hero, Impact(D3), Tough(6)	-	205pts
Lord of Change [1]	2+	Force CCW (Piercing)	Armored, Deep Strike, Fear, Flying, Hero, Impact(D3), Psyker(2), Tough(6)	A	160pts
Great Unclean One [1]	2+	Force CCW (Poison)	Armored, Deep Strike, Fear, Hero, Impact(D3), Psyker(1), Stealth, Tough(6)	A	155pts
Keeper of Secrets [1]	2+	Force CCW (Piercing)	Armored, Deep Strike, Fast, Fear, Hero, Impact(D3), Psyker(1), Tough(6)	A	150pts
Daemon Prince [1]	2+	Force Powersword	Armored, Deep Strike, Fear, Hero, Impact(D3), Tough(3)	M, N	90pts
Herald of Khorne [1]	3+	Heavy CCW	Deep Strike, Furious, Hero, Tough(3)	B	40pts
Herald of Tzeentch [1]	5+	Medium CCW	Deep Strike, Hero, Horrors, Psyker(1), Tough(3)	C	35pts
Herald of Nurgle [1]	4+	Heavy CCW (Poison)	Deep Strike, Hero, Psyker(1), Stealth, Tough(3)	D	55pts
Herald of Slaanesh [1]	4+	Master CCW	Deep Strike, Fast, Hero, Psyker(1), Tough(3)	G	55pts
Bloodletters [5]	3+	Light CCWs	Deep Strike, Furious	E, H	90pts
Pink Horrors [5]	5+	Light Claws	Deep Strike, Horrors	E, I	45pts
Plaguebearers [5]	4+	Light CCWs (Poison)	Deep Strike, Stealth	E, J	75pts
Daemonettes [5]	4+	Medium Claws	Deep Strike, Fast	E, K	90pts
Nurglings [3]	5+	Master Claws	Deep Strike, Scout, Stealth, Tough(3)	-	85pts
Bloodcrushers [3]	3+	Heavy CCWs	Deep Strike, Fast, Furious, Impact(1), Tough(3)	E, H	145pts
Flamers [3]	3+	Flamers, Medium Claws	Deep Strike, Flying, Tough(3)	-	190pts
Nurgle Beast [1]	4+	Tongue (AD6+1 in Melee, Poison)	Deep Strike, Fast, Regeneration, Stealth, Strider, Tough(3)	-	60pts
Fiends [3]	3+	Heavy Claws	Deep Strike, Fast, Fear, Strider, Tough(3)	-	150pts
Flesh Hounds [5]	3+	Medium Claws	Deep Strike, Fast, Furious, Scout, Strider, Tough(3)	-	220pts
Screamers [3]	4+	Heavy Claws	Deep Strike, Fast, Impact(D3), Strider, Tough(3)	-	120pts
Plague Drones [3]	4+	Heavy CCWs (Poison)	Deep Strike, Fast, Flying, Impact(1), Stealth, Tough(3)	E, J, L	140pts
Chaos Furies [5]	4+	Light Claws	Deep Strike, Flying	M	75pts
Seekers [5]	4+	Heavy Claws	Deep Strike, Fast, Impact(1), Scout	E, K	120pts
Soul Grinder [1]	4+	Harvester Cannon (48", A3p), Master CCW (Piercing, Rending)	Armored, Deep Strike, Impact(D3), Tough(6)	M, O	145pts
Blood Throne [1]	3+	-	Deep Strike, Tough(6), Transport(1), Vehicle	-	75pts
Skull Cannon [1]	3+	Skull Cannon (36", A9p)	Deep Strike, Tough(6), Vehicle	-	235pts
Burning Chariot [1]	3+	Fire of Tzeentch (18", A6p)	Deep Strike, Fast, Tough(3), Vehicle	F	100pts
Seeker Chariot [1]	4+	Master CCW	Deep Strike, Fast, Tough(3), Vehicle	P	45pts

A | Upgrade Psyker(1):

Psyker(2)	+5pts
Psyker(3)	+10pts

Upgrade Psyker(2):

Psyker(3)	+5pts
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B | Take one:

Locus of Fury (The hero and his unit get +1A in Melee when assaulting)	+15pts
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Locus of Wrath (The hero and his unit get the Linked special rule)	+25pts
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Locus of Abjuration (The hero and his unit get the Fearless special rule)	+35pts
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C | Take one:

Locus of Conjunction (The hero's Psychic Powers all get the Piercing special rule)	+10pts
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Locus of Transmogrification (The hero and his unit place D3 markers for the Horrors rule)	+10pts
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Locus of Change (The hero and his unit get Piercing in Melee on a 4+)	+15pts
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D | Take one:

Locus of Virulence (The hero and his unit get the Rending special rule)	+25pts
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Locus of Contagion (The hero and his unit get the Impact(1) special rule)	+25pts
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Locus of Fecundity (The hero and his unit get the Regeneration special rule)	+30pts
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E | Take one:

Chaos Icon (Beacon)	+10pts
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F | Upgrade with:

Horror Crew (Enemy units within 6" must re-roll successful morale tests)	+25pts
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G | Take one:

Locus of Grace (The hero and his unit get the Strider special rule)	+15pts
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Locus of Beguilement (The hero and his unit get the Linked special rule)	+25pts
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Locus of Swiftness (The hero and his unit get the Fear special rule)	+25pts
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Locus of Swiftness (The hero and his unit get the Fear special rule)	+25pts
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Locus of Swiftness (The hero and his unit get the Fear special rule)	+25pts
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H | Take one:

Blood Banner (+D6" when assaulting)	+10pts
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I | Take one:

Blasted Standard (Targets of Psychic Powers take D3 automatic hits)	+10pts
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Brothers	+15pts
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J | Take one:

Plague Banner (Rending in Melee)	+15pts
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K | Take one:

Rapturous Standard (Enemies get Unwieldy in Melee)	+40pts
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L | Equip all models with one:

Death's Heads (12", A2, Poison)	+25pts
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Rot Proboscis (Rending)	+25pts
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Venom Sting (Deadly)	+80pts
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M | Upgrade all models with one:

Khorne (Furious)	+10pts
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Nurgle (Stealth)	+10pts
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Slaanesh (Fast)	+15pts
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Tzeentch (Brothers)	+15pts
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N | Upgrade with:

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

Psyker(1)	+15pts
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Psyker(2)	+25pts
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Psyker(3)	+30pts
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O | Take one:

Baleful Torrent (18", A6p)	+40pts
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Warp Gaze (24", A6x)	+45pts
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Phlegm Bombardment (36", A9p)	+120pts
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Take one:

Warpsword (Linked in Melee)	+5pts
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P | Upgrade with:

Shredder (Impact(+D3))	+5pts
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Flyer (Impact(+D6))	+10pts
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Army Special Rules

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

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

Deadly: Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

Horrors: If this model is killed in Melee place a marker next to the unit that killed it. Once both sides have attacked the target takes as many hits as markers, and all markers are removed.

Psychic Powers

Corruption (7+): Target enemy unit within 12" takes D6 automatic hits with Poison.

Acquiescence (8+): Target enemy unit within 18" can't attack in Melee until the end of the round.

Choir (8+): All enemy units within 12" must take a morale test. If failed they take D3 wounds.

Flickering Fire (9+): Target enemy unit within 24" takes D6 automatic hits.

Plague Wind (9+): Target enemy unit within 12" takes D6+3 automatic hits with Poison.

Bolt of Change (12+): Target enemy unit within 24" takes D3 automatic wounds.

Sisters of Battle / Adepta Sororitas

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Canoness [1]	3+	Assault Rifle	Faith(Passion), Hero, Martyr, Tough(3)	A, B	45pts
Ministorum Priest [1]	4+	Assault Rifle	Armored, Hero, Hymns, Zealot	A, E	45pts
Crusader [1]	4+	Light Powersword	Armored, Conclave	-	15pts
Cult Assassin [1]	4+	Heavy Powersword	Conclave	-	20pts
Arco Flagellant [1]	4+	Master CCW	Conclave, Regeneration	-	20pts
Battle Sisters [5]	4+	Assault Rifles	Faith(Light)	A, C, D, F	85pts
Retributors [5]	4+	Assault Rifles	Faith(Guidance)	A, F, G	85pts
Dominions [5]	4+	Assault Rifles	Faith(Fusillade), Scout	A, C, F	100pts
Celestians [5]	3+	Assault Rifles	Faith(Hand)	A, C, D, F	110pts
Seraphim [5]	3+	Linked Pistols	Deep Strike, Faith(Deliverance), Flying	H	135pts
Sisters Repentia [5]	3+	Heavy CCWs (Piercing)	Faith(Spirit), Fearless, Furious	-	170pts
Penitent Engine [1]	4+	Master CCW (Piercing, Rending), 2x Heavy Flamers	Armored, Furious, Impact(D3), Tough(3)	-	120pts
Sororitas Rhino [1]	4+	Linked Assault Rifle	Tough(3), Transport(11), Vehicle	I	60pts
Immolator [1]	4+	Linked Heavy Flamer	Tough(3), Transport(6), Vehicle	I, J	85pts
Exorcist [1]	4+	Exorcist Missile Launcher (48", AD6p)	Tough(6), Vehicle	I	120pts

A | Replace one Assault Rifle:

Shotgun	Free
Pistol and Medium CCW	Free
Pistol and Powersword	+5pts
Linked Assault Rifle	+5pts

Replace Pistol:

Inferno Pistol (6", A3x)	+5pts
Plasma Pistol	+15pts

Take one Assault Rifle attachment:

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

B | Upgrade with:

Rosarius (Armored)	+10pts
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C | Replace one Assault Rifle:

Linked Assault Rifle	+5pts
Flamer	+10pts
Meltagun	+15pts

D | Replace one Assault Rifle:

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

E | Replace Assault Rifle:

Plasmagun	+20pts
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F | Equip one model with one:

Simulacrum Imperialis	+5pts
Laud Hailer	+15pts
Chirurgion's Tools	+25pts
Battle Standard	+65pts

G | Replace any Assault Rifle:

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

H | Replace one Linked Pistol:

Linked Inferno Pistol (6", A3x)	+5pts
Linked Hand Flamer (12", A4)	+15pts

Replace one Linked Pistol:

Pistol and Medium CCW	+5pts
Plasma Pistol and Medium CCW	+20pts

Replace Medium CCW:

Medium Powersword	+5pts
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I | Upgrade with any:

Dozer Blade (Strider)	+5pts
Linked Assault Rifle	+10pts
Hunter-Killer Missile (Missile Launcher (Limited))	+10pts
Laud Hailer	+10pts
Extra Armor (Tough(+3))	+25pts

J | Replace Linked Heavy Flamer:

Linked Machinegun	Free
Linked Multi-Melta	+25pts

Army Special Rules

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

Chirurgion's Tools: The unit gets Regeneration.

Conclave: You may deploy up to 10 models with this rule together to form a single unit.

Faith: When this unit is activated 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 Regeneration.
Passion	The model gets Zealot.

Hymns: Whenever this unit uses an Assault action roll one die, on a 4+ you may pick one of the following special rules for that Melee:

Hymn	Effect
Protection	All models get Armored.
Strength	All models get Piercing.
Righteousness	All models get Linked.

Laud Hailer: This unit and 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.

Simulacrum Imperialis: This unit may re-roll failed act of faith rolls.

Zealot: The hero and his unit get Furious.

Inquisition

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Inquisitor [1]	4+	Pistol, Heavy CCW	Hero, Tough(3)	A, B	30pts
Acolyte [1]	4+	Pistol	Warband	A, C	10pts
Daemonhost [1]	4+	Light CCW	Daemonic, Warband	-	10pts
Servitor [1]	4+	Light Powerfist	Warband	D	10pts
Cult Assassin [1]	4+	Heavy Powersword	Warband	-	15pts
Banisher [1]	4+	Pistol, Light Powesword	Warband	-	15pts
Crusader [1]	4+	Light Powersword	Armored, Warband	-	15pts
Mystic [1]	4+	Pistol	Beacon, Warband	-	20pts
Arco Flagellant [1]	4+	Master CCW	Regeneration, Warband	-	20pts
Psyker [1]	4+	Pistol	Psyker(1), Warband	-	25pts
Jokaero [1]	4+	Digital Weapons	Warband	-	45pts
Eversor Assassin [1]	3+	Executioner Pistol (12", A4, Poison), Master Powersword	Bio-Meltdown, Fearless, Frenzon, Regeneration, Scout, Strider, Tough(3)	-	100pts
Callidus Assassin [1]	3+	Shredder (12", A6, Poison), Force CCW (Poison, Rending)	Fearless, Polymorphine, Strider, Tough(3)	-	110pts
Culexus Assassin [1]	3+	Animus Speculum (18", A3), Master CCW (Deadly)	Etherium, Fear, Fearless, Scout, Strider, Tough(3)	-	125pts
Vindicare Assassin [1]	3+	Exitus Rifle (48", A6x, Precise), Master CCW	Fearless, Scout, Stealth, Strider, Tough(3)	-	205pts

A | Replace Pistol:

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

Take one Assault Rifle attachment:

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

B | Replace Pistol:

Inferno Pistol (6", A3x)	+5pts
Pistol (Poison)	+5pts
Hellrifle (36", A1p, Rending)	+15pts
Heavy Flamer	+25pts
Psycannon (24", A3p, Rending)	+35pts
Conversion Beamer (48", A3p, Rending)	+60pts

Replace Heavy CCW:

Heavy Powerfist	Free
Heavy Powersword	+5pts

Upgrade with:

Terminator Armor (Deep Strike, Armored)	+10pts
3x Servo Skull	+15pts
Psyker (1)	+15pts

C | Replace Pistol:

Flamer	+15pts
Meltagun	+20pts
Plasmagun	+25pts

Take one:

Light Powerfist	Free
Light Powersword	+5pts
Storm Shield (Armored)	+5pts

D | Take one:

Machinegun	+25pts
Plasma Cannon	+40pts
Multi-Melta	+45pts

Army Special Rules

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

Bio-Meltdown: When this unit is killed all units within 3" take D6 automatic hits.

Daemonic: Whenever this model is activated roll one die on the following table:

Result	Effect
1-2	Gets the Piercing rule.
3-4	Gets the Rending rule.
5-6	Gets the Regeneration rule.

Deadly: Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

Digital Weapons: Whenever this unit is activated it may use one of the following weapons:

- Heavy Flamer
- Multi-Melta

Etherium: Enemy units attacking this model in melee or shooting only hit on rolls of 6.

Frenzon: This model has +3 Attacks in melee when using Assault actions.

Polymorphine: This model counts as having the Scout special rule, but may be deployed up to 1" away from enemy units.

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

Warband: You may deploy up to 10 models with this rule together to form a single unit.

Psychic Powers

Warp Speed (5+): The psyker gets +3A in Melee until the end of the round.

Telekine Dome (6+): The psyker and his unit count as being in Cover until the end of the round.

Flame Breath (7+): Target enemy unit within 12" takes D6 automatic hits.

Banishment (7+): Target enemy unit within 12" must re-roll blocks until the end of the round.

Prescience (7+): Target friendly unit within 12" gets Linked until the end of the round.

Psychic Shriek (7+): Target enemy unit within 18" must take a morale test. If failed the unit takes D3 automatic wounds.

Harlequins

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Solitaire [1]	3+	Force CCW (Deadly)	Deep Strike, Fear, Fearless, Furious, Hero, Prismatic Blur, Strider, Tough(3)	-	110pts
Shadowseer [1]	3+	Hallucinogen Launcher (18", A3, Hallucinogen), Pistol (Rending), Heavy Powersword	Fear, Furious, Hero, Psyker(1), Strider, Tough(3)	A	100pts
Death Jester [1]	3+	Shrieker Cannon (24", A1, Poison, Hallucinogen), Heavy CCW	Fear, Furious, Hero, Strider, Tough(3)	-	70pts
Troupe [5]	3+	Pistols (Rending), Medium CCWs	Fear, Furious, Strider	B	155pts
Skyweavers [3]	3+	Shuriken Cannons (24", A3, Rending), Heavy CCWs	Fast, Fear, Furious, Strider	C	195pts
Voidweaver [1]	3+	2x Shuriken Cannon (24", A3, Rending)	Armored, Fast, Fear, Strider, Tough(3)	D	115pts
Starweaver [1]	3+	2x Shuriken Cannon (24", A3, Rending)	Armored, Fast, Fear, Strider, Tough(3), Transport(6)	-	125pts

A | Upgrade Psyker(1):
Psyker(2) +5pts

Replace Pistol:
Pistol (Piercing) Free

B | Replace any Pistol:
Neuro Disruptor (12", A1p) Free
Fusion Pistol (6", A6x) +10pts

Replace any Medium CCW:
Medium CCW (Impact(D3)) +5pts
Medium CCW (Rending) +5pts
Medium CCW (Deadly) +20pts

Replace one Medium CCW:
Medium Powersword +5pts

C | Equip any model with:
Zephyrglaive (Impact(1)) +5pts
Star Bolas (12", A3p) +20pts

Replace any Shuriken Cannon:
Haywire Cannon (24", A3, Haywire) +15pts

D | Take one:
Haywire Cannon (24", A3, Haywire) +50pts
Prismatic Cannon (24", AD3*3p) +70pts

Army Special Rules

Deadly: Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

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

Haywire: When hitting Vehicles this weapon ignores Armored and is only blocked on rolls of 6.

Prismatic Blur: This unit always moves +6".

Psychic Powers

Dance of Shadows (7+): Target friendly unit within 18" gets Stealth until the end of the round.

Peal of Discord (8+): All enemy units within 9" take D6 automatic hits.

Veil of Tears (9+): The psyker and his unit may not be targeted by enemies over 12" away until the end of the round.

Laugh of Sorrows (12+): Target enemy unit within 24" must take two morale tests. For each failed morale test it takes D3 automatic wounds.

Fog of Dreams (13+): Target enemy unit within 24" only hits on 6s until the end of the round.

Shards of Light (13+): Target enemy unit within 24" takes D6+4 automatic hits.

Adeptus Mechanicus / Skitarii

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Skitarii Alpha [1]	5+	Pistol (Ignores Cover), Medium CCW	Doctrines, Hero, Tough(3)	A	20pts
Sicarian Princes [1]	3+	Heavy CCW (Rending)	Doctrines, Fast, Furious, Hero, Regeneration, Tough(3)	B	65pts
Tech-Priest [1]	3+	Eradication Ray (24", A3p), Carbine (Ignores Cover), Medium Powersword	Armored, Doctrines, Hero, Machine Master, Regeneration, Tough(3)	C	125pts
Skitarii Rangers [5]	5+	Rifles	Doctrines, Strider	D	80pts
Skitarii Vanguard [5]	5+	Radium Carbines (18", A3, Radium)	Doctrines	D	150pts
Sicarian Rustalkers [5]	3+	Medium CCWs (Rending)	Doctrines, Fast, Furious, Regeneration	E	165pts
Sicarian Infiltrators [5]	3+	Stubcarbines (18", A3), Medium Powerswords	Doctrines, Fast, Regeneration, Scout, Stealth	F	295pts
Corpuscarii Priests [5]	5+	Gauntlets (12", A2, Linked), Medium CCWs (Shock)	Doctrines, Furious, Regeneration	-	120pts
Fulgurite Priests [5]	5+	Gauntlets (12", A2, Linked), Medium CCWs (Deadly)	Doctrines, Furious, Regeneration	-	190pts
Destroyers [3]	4+	Plasma Culverines (24", A6p), Carbines (Ignores Cover)	Armored, Doctrines, Tough(3)	G	330pts
Breachers [3]	4+	Heavy Arc Rifles (36", A2p, Haywire), Light CCWs (Piercing, Haywire)	Armored, Doctrines, Tough(3)	H	335pts
Kastelan Robots [2]	4+	Assault Rifles (Ignores Cover), Heavy Powerfists	Armored, Datasmith, Doctrines, Fear, Fearless, Impact(D3), Repulsor, Tough(3)	I	130pts
Dragoon [1]	3+	Heavy CCW (Joust, Piercing, Taser)	Armored, Doctrines, Fast, Impact(D3), Tough(3)	J	70pts
Ballistrarius [1]	3+	Linked Autocannon, Medium CCW	Armored, Doctrines, Fast, Impact(D3), Tough(3)	K	115pts
Dunecrawler [1]	3+	Linked Machinegun (Ignores Cover)	Armored, Doctrines, Strider, Tough(6)	L	125pts

A | Replace Radium Carbine:

Pistol (Radium) +5pts

Pistol (Haywire) +5pts

Radium Carbine (18", A3, Radium) +20pts

Replace Medium CCW:

Medium Powersword +5pts

Medium CCW (Taser) +5pts

Medium CCW (Haywire) +5pts

B | Take one:

Dataspikes (A1 in Melee, Haywire) +10pts

C | Replace Eradication Ray:

Volkite Blaster (24" A3p, Deflagrate) +10pts

Replace Carbine:

Macrostubber (12", A5) +15pts

D | Replace one Radium Carbine or Rifle:

Assault Rifle (Haywire) +5pts

Plasma Caliver (18", A3p) +15pts

Arquebus (48", A6x, Precise) +145pts

E | Replace all Medium CCWs:

Heavy CCWs (Rending) +40pts

F | Replace all Stubcarbines and Medium Powerswords:

Flechette Blasters (12", A5),
Medium CCWs (Taser) Free

G | Replace any Plasma Culverin:

Heavy Grav-Cannon (30", A5p) Free

Replace any Carbine:

Flamer +15pts

H | Replace any Heavy Arc Rifle:

Torsion Cannon Free
(24", A3x, Contortion)

Replace any Light CCW:

Light Powerfist (Rending) Free

I | Replace any Heavy Powerfist:

Linked Machinegun (Ignores Cover) +25pts

Replace any Assault Rifle:

Incendine Combustor (18", A6) +25pts

J | Replace Heavy CCW:

Jezzail (30", A2p, Precise, Radium) +15pts

Upgrade with:

Carbine (Ignores Cover) +5pts

K | Replace Linked Autocannon:

Linked Lascannon +90pts

L | Replace Eradication Beamer:

Neutron Laser (48", A3p, Rending), +95pts

Machinegun

Eradication Beamer (36", A9p) +150pts

Icarus Array (48", A8p) +190pts

Take one:

Machinegun +45pts

Army Special Rules

Datasmith: Place a datasmith model next to this unit, which gives the unit the Regeneration special rule. If this unit fails to ignore any Wounds, then the datasmith model is removed.

Deadly: Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

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.

Doctrines: Whenever this unit is activated you may pick one of the following doctrines, which gives a special rule to all models:

- **Protector:** Linked in Melee
- **Conqueror:** Linked in Shooting

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

Haywire: When hitting Vehicles this weapon ignores Armored and is only blocked on rolls of 6.

Joust: This unit gets Impact(+1).

Machine Master: Once per turn, if this unit is inside or within 2" of a Kastelan Robot, Dragoon, Ballistrarius or Dunecrawler, it may try to repair it. Roll one die, on a 2+ it may re-gain one wound.

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.