

One Page Kill Team – Fan Armybook v2.16

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

Introduction

Hello, and welcome to One Page Kill Team Fan Armies!

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

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

We got you covered!

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

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

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

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

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

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

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Squats / Space Dwarfs by ATM87

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Warlord [1]	3+	Pistol, Hand Weapon	Fearless, Hero, Stout, Tough(3)	A, B, C, D	40pts
Guildmaster [1]	4+	Pistol, Hand Weapon	Hero, Stout, Tough(3)	A, B, C, D	25pts
Living Ancestor [1]	3+	Pistol, Power Weapon	Fearless, Stout, Psyker(1), Tough(3)	A	55pts
Guild Warrior [1]	4+	Pistol, Hand Weapon	Stout	F	15pts
Brother Warrior [1]	4+	Assault Rifle, Hand Weapon	Stout	B, C, E	20pts
Engineer [1]	4+	Pistol, Hand Weapon	Mines, Stout	B, C, D, E	45pts
Hearthguard [1]	3+	Pistol, Hand Weapon	Fearless, Stout	B, C	25pts
Thunderer [1]	4+	Machinegun	Stout	E	35pts
Exo-Suit [1]	3+	Linked Assault Rifle, Power Weapon	Armored, Fearless, Stout	F	40pts
Drakon Wing [1]	3+	Linked Flamer	Fearless, Flying, Stout	-	50pts
Squat Biker [1]	4+	Linked Assault Rifle, Hand Weapon	Fast	B	20pts
Squat Trike [1]	4+	Linked Flamer	Fast, Tough(3)	H	35pts
Iron Ancestor [1]	3+	Linked Autocannon, Dreadnought Fist, Linked Flamer	Special, Tough(3)	G	135pts

A | Take up to three:

Rune (Furious)	+5pts
Rune (Strikes Fist)	+5pts
Rune (Scout)	+5pts
Rune (Deep Strike)	+5pts
Rune (Armored)	+10pts
Rune (Psyker(1))	+20pts

B | Replace Pistol/Hand Weapon:

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

C | Replace Pistol/Assault Rifle:

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

D | Replace Pistol:

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

Replace Hand Weapon:

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

Teleporter	+5pts
Ranger Training (Scout)	+5pts
Beacon	+10pts

E | Replace Pistol/Assault Rifle/ Machinegun:

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

F | Replace Pistol/Linked Assault Rifle:

Dreadnought Fist	+10pts
Multi-Melta	+45pts

G | Replace Dreadnought Fist and Linked Flamer:

Linked Autocannon	+70pts
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H | Replace Linked Flamer:

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

Army Special Rules

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

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

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

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

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

Psychic Powers

Telekine Dome (1): The psyker and all friendly units within 3" count as being in Cover until the end of the round.

Warp Speed (1): The psyker and all friendly units within 3" get the Fast and Furious rules until the end of the round.

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

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

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

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

Inquisition by JustCabal

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Ordo Malleus Inquisitor [1]	4+	Pistol, Hand Weapon	Hero, Tough(3)	A, C, F	25pts
Ordo Hereticus Inquisitor [1]	4+	Pistol, Hand Weapon	Hero, Tough(3)	A, C, G	25pts
Ordo Xenos Inquisitor [1]	4+	Pistol, Hand Weapon	Hero, Tough(3)	A, C, H	25pts
Ministorum Priest [1]	4+	Pistol, Hand Weapon	Fearless, Hero	I	25pts
Mystic [1]	4+	Pistol	Beacon	-	15pts
Acolyte [1]	4+	Pistol, Hand Weapon	-	B, C	15pts
Daemonhost [1]	4+	Power Weapon	-	-	15pts
Jokaero [1]	4+	Linked Hand Weapon	Armored	D	15pts
Arco Flagellant [1]	4+	Power Fist	-	-	20pts
Banisher [1]	4+	Pistol, Power Weapon	-	-	20pts
Crusader [1]	4+	Power Weapon	Armored	-	20pts
Servitor [1]	4+	Power Fist	-	E	20pts
Psyker [1]	4+	Pistol	Psyker(1)	-	30pts
Culexus Assassin [1]	3+	Linked Shotgun (Scope), Power Fist	Armored, Etherium, Fearless, Strider, Tough(3)	-	85pts
Eversor Assassin [1]	3+	Pistol (Poison), Linked Power Fist (Poison)	Armored, Fearless, Frenzon, Furious, Strider, Tough(3)	-	85pts
Vindicare Assassin [1]	3+	Sniper Rifle (36", A3x, Scope), Plasma Pistol (Scope), Power Fist	Armored, Fearless, Strider, Tough(3)	-	115pts
Callidus Assassin [1]	3+	Linked Flamer, Power Fist (Rending)	Armored, Fearless, Polymorphine, Strider, Tough(3)	-	110pts

A | Replace Pistol:

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

Replace Hand Weapon:

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

Terminator Armor (Armored)	+10pts
3x Servo-Skull	+15pts
Psyker(1)	+20pts

B | Replace Pistol:

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

Equip with:

Shield (Armored)	+5pts
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C | Replace Pistol:

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

Take one Assault Rifle attachment:

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

Replace Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

D | Upgrade with one:

Linked Flamer	+15pts
Multi-Melta	+45pts
Lascannon	+90pts

E | Replace Power Fist:

Machinegun	+25pts
Multi-Melta	+35pts
Plasma Cannon	+40pts

F | Upgrade with one:

Daemonhunter (+1 Melee attacks against Chaos Daemon units)	+5pts
Incorruptible (+1 Shooting attacks against Chaos Daemon units)	+15pts
Forbidden Lore (Psyker(1))	+20pts

G | Upgrade with one:

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

H | Upgrade with one:

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

I | Replace Pistol:

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

Take one Assault Rifle attachment:

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

Replace Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Equip with:

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

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

Army Special Rules

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

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

Frenzon: This unit gets +D6 Attacks in Melee.

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

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

Psychic Powers

Telekine Dome (1): The psyker and all friendly units within 3" count as being in Cover until the end of the round.

Warp Speed (1): The psyker and all friendly units within 3" get the Fast and Furious rules until the end of the round.

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

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

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

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

Veer-myn / Space Rats by Tanuzzo

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Night Lord [1]	3+	Linked Flamer, Power Fist	Fast, Fearless, Hero, Night Master, Tough(3)	-	95pts
Night Spawn [1]	4+	Linked Flamer, Power Fist	Fast, Fearless, Hero, Tough(3)	-	60pts
Night Crawlers [3]	5+	Carbines	Fast, Pack	A	35pts
Stalkers [3]	5+	Pistols, Hand Weapons	Fast, Pack	A	40pts
Gouger [1]	5+	Power Fist	Fast, Pack	A	15pts
Scourger [1]	5+	Meltagun	Fast, Pack	A	25pts
Predator [1]	4+	Carbine, Hand Weapon	Fast, Pack, Scout	A, B	25pts
Nightmare [1]	4+	Flamer, Power Weapon	Fast, Pack	A	40pts
Ravenous Horde [5]	6+	Hand Weapons	Fast, Fearless	-	35pts
Shredder [1]	4+	Linked Power Fist	Fast, Fearless, Tough(3)	-	35pts
Night Terror [1]	3+	4x Dreadnought Fist	Fear, Fearless, Special, Tough(6)	-	125pts

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

Flamer +10pts

Take one:

Hand Weapon +5pts

Power Weapon +10pts

Power Fist +15pts

B | *Replace Carbine:*

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

Army Special Rules

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

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

US Army by Mattcaron

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Platoon HQ [1]	4+	Carbine	Hero, Tough(3)	A	25pts
HQ Assistants [2]	4+	Carbines	-	B	30pts
Air Controller [1]	4+	Carbine	JTAC	A	35pts
Regular Squad [3]	5+	Carbines	-	A, C	25pts
Veteran [1]	4+	Carbine	-	A, C	15pts
Special Forces Operator [1]	3+	Carbine	Scout	E	20pts
Sniper [1]	4+	Sniper Rifle (36", A3x, Scope)	Scout	D	65pts
Spotter [1]	-	Carbine	Scout, Spotter	A	-

A | *Replace any Carbine:*
Assault Rifle +5pts

B | *Equip with any:*
Medipack +10pts
Binoculars +25pts

C | *Replace one Carbine:*
Machinegun +25pts
Take one Carbine attachment:
Grenade Launcher (Limited) +5pts
Equip one model with:
Missile Launcher (Limited) +20pts

D | *Take one:*
Spotter +15pts
Equip with:
Binoculars +25pts

E | *Replace Carbine:*
Assault Rifle +5pts
Machinegun +30pts
Upgrade Carbine with:
Grenade Launcher (Limited) +10pts
Equip with any:
Missile Launcher (Limited) +25pts
Binoculars +25pts

Army Special Rules

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

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

Medipack: Whenever this unit and all friendly Infantry units within 6" take Wounds roll one die for each, on a 5+ it is ignored.

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

Insurgents / Guerrillas by Mattcaron

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	5+	Assault Rifle	Hero, Tough(3)	A	20pts
Conscripts [3]	6+	Assault Rifles	-	B	15pts
Regulars [3]	5+	Assault Rifles	-	A	30pts
Veteran [1]	4+	Assault Rifle	-	C	15pts
Sniper [1]	5+	Sniper Rifle (36", A3x, Scope)	Scout	-	60pts

A | *Replace any Assault Rifle:*

RPG-7 (Grenade Launcher) +10pts

Machinegun +15pts

Upgrade with:

Scout +10pts

B | *Replace any Assault Rifle:*

RPG-7 (Grenade Launcher) +5pts

Machinegun +10pts

Upgrade with:

Scout +10pts

C | *Replace Assault Rifle:*

RPG-7 (Grenade Launcher) +20pts

Machinegun +20pts

Upgrade with:

Scout +5pts