ONE PAGE RULES PRESENTS

ONE PAGE KILLTEAM

Introduction

Hello, and welcome to One Page Kill Team!

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

Gameplay is focused around individual models and moving through the environment, with features such as leaping onto enemies from roofs or pushing them into deadly terrain making for an action packed skirmish.

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

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

If you'd like to get news & updates you can follow us at facebook.com/onepagerules, reddit.com/r/onepagerules or twitter.com/OnePageRules.

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

Thank you for playing and happy wargaming,
One Page Anon (Rules) and Ross Carlisle (Cover, Logo)

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One Page Kill Team – Main Rulebook v2.16
by OnePageAnon (http://onepagerules.wordpress.com/)

General Principles

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

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

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

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

Before we begin...

Army Composition: Each player may take up to 150pts or 300pts worth of units and upgrades in his army (you decide). Each army may only have one Hero unit and one Special unit.

Preparation: The game is played on a flat 4'x4' surface, with at least 15 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that have routed. 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 base contact.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if assaulting. All members of a unit must remain within 1" of at least one other member and within 6" of all other members.

Shooting

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

All non-melee weapons with multiple Attacks may target a single unit or split Attacks as evenly as possible among all enemy units within 3" of a single model (defender chooses how).

Melee

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

Morale

If at the beginning of a round an army is down to half of its original size, then it must take a morale test. Pick one models that is not stunned and take a Quality test with it. If the test is failed all stunned models are immediately killed and the rest Rout (remove from play). If there are only stunned models left the test is failed automatically.

Wounds

Roll one die for each wound a model has taken, pick the lowest result and consult this table:

Result	Effect
1-2	Killed (Remove model as a casualty)
3-4	Pushed (Model is moved up to 2" by the attacker and is stunned)
5-6	Stunned (Model counts as activated and is placed on its side to indicate its status)

Stunned models must spend their next activation idle to recover (stand model back up). Stunned models that take hits from shooting or that are attacked in a subsequent melee are immediately killed and can't strike back.

Groups and Wounds: When a unit with more than one model takes wounds you must distribute them as evenly as possible among all members (defender chooses how), and roll for each model individually. If the majority of a unit is stunned then the entire unit counts as activated. Unless the entire unit is stunned recovering models from groups may move at up to half speed (otherwise remain idle).

Terrain

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

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

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

Elevation (*cliffs, roofs, ledges, etc.*): Units assaulting from higher elevation/being assaulted from lower elevation strike first in the ensuing melee, and units taking shots from lower elevation count as in Cover. If a model is pushed and any part of its base goes over the edge of a piece of elevation at least 2" tall the model falls. The model takes X+1 automatic hits, where X is one hit for every full 3" it fell.

Units Types

Infantry: Any unit that is not a Special unit counts as Infantry.

Heroes: As long as this unit is alive and not stunned you may re-roll failed Rout tests.

Special: Always have the Armored and Relentless special rules.

Weapons

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

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

Special Rules

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

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

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

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

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

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

Furious: This model has +1 Attack in melee when using Assault actions.

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

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

Limited: This weapon may only be used once.

Linked: This weapon may re-roll failed hits.

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

Poison: This weapon counts as Piercing against Infantry units.

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

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

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

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

Scope: Models firing this weapon have Quality 2+.

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

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

Tough(X): This model must accumulate X wounds before rolling on the wound table. 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.

Advanced Rules

Advanced Psykery

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

Mysterious Terrain

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

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

Mysterious Objectives

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

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

Dropping, Jumping and Leaping

Dropping, Jumping and Leaping are advanced techniques that can be used to widen the array of movement and attack options your models have.

Dropping: Models may drop off steep elevation up to 6" high instead of climbing down, allowing them to move faster. The model must take X+1 tests at Quality 3+, where X is one Quality test for every full 3" the model is dropping down. If the model passes all tests you may place it at the bottom of the steep elevation, and it may continue its move without counting the height dropped toward it. If the model fails one or more tests it takes as many automatic hits as tests it failed.

Jumping: Models may cross gaps up to 1" wide as if they were solid ground, however they must jump to cross gaps up to 6" wide. The model must take X+1 tests at Quality 3+, where X is one Quality test for every full 3" the model is jumping across. If the model passes all tests you may move it across as if it was moving on solid ground. If the model fails one or more tests it falls and takes X+1 automatic hits, where X is one hit for every full 3" it falls.

Leaping: Models may leap off steep elevation up to 6" high onto enemies within 2" of the bottom border of the terrain in order to perform a leaping attack. The model must take X+1 tests at Quality 3+, where X is one Quality test for every full 3" the model is leaping down. If the model passes all tests you may place it in contact with the target and the attacker deals as many automatic hits as tests it passed, which are resolved before combat begins. If the model fails one or more tests it takes as many automatic hits as tests it failed.

Advanced Wounds/Pushing

Whenever an enemy model rolls a "push" result on the wound table, you may move it up to 2" into a model from another unit or into a piece of terrain, and the model immediately takes one automatic hit (treat further "push" results as "stunned" instead).

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 stunned. The player with the most points wins.

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

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

4 – Sabotage: Before deploying armies place as many relay markers on the table as players. Roll-off to see who goes first, and then place one relay marker within your deployment zone, at least 6" away from any table edge. Relay markers may only be attacked in melee, they have Quality 4+ and Tough(3). After 4 rounds the game is over, and if one player destroyed an enemy relay marker whilst keeping its own marker alive, then he wins.

5 – Breakthrough: Before deploying armies the players roll-off, and the winner counts as the defender. After 4 rounds the game is over, and if an opposing player's force bigger than the defender's (worked out by point cost, stunned units don't count) is within his deployment zone, then he wins. Else the defender wins.

6 – King of the Hill: Before deploying armies place a beacon marker at the center of the table. After 4 rounds the game is over, and both players check if they have any units within 3" of the beacon marker that are not stunned, and if no enemy units are within 3" of the beacon marker it counts as seized. The player that seized the beacon wins.

Multi-Player Games

The game can be played with more than two players by adjusting the rules a little.

Roll-offs: Whenever having to roll-off all players take part of the roll and are ordered from highest result to lowest. Any ties must continue rolling off until there is a clear ranking between the players.

Preparation: The table edge must be divided equally by the number of players, so that the deployment zones don't overlap. The players roll-off, and then alternate in choosing where they deploy and place their army within 6" of their table edge, going from highest ranking player to lowest.

Playing the Game: The player that won deployment goes first on the first round, and the rest roll-off to determine in what order they activate. In each new round the player that finished activating first in the previous round goes first, and the rest roll-off to determine in what order they activate.

Playing Bigger Games

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

Points	Heroes	Special
150	0-1	0-1
300	0-1	0-1
450	0-2	0-2
600	0-2	0-2
750	0-2	0-2
900	0-3	0-3
1050	0-3	0-3
1200	0-3	0-3

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	40pts
Terminator Cpt. [1]	3+	Linked Assault Rifle, Power Fist	Armored,DeepStrike,Fearless,Hero,Tactics,Tough(3)	F	70pts
Chaplain [1]	3+	Assault Rifle	Fearless, Hero, Tough(3), Zealot	A	40pts
Librarian [1]	3+	Assault Rifle	Fearless, Tough(3), Psyker(1)	A	50pts
Techmarine [1]	3+	Pistol, Power Fist	Armored, Fearless, Tough(3)	-	50pts
Scout [1]	4+	Assault Rifle	Fearless, Scout, Strider	A, C, G	20pts
Tactical Marine [1]	3+	Assault Rifle	Fearless	A,B,D,E,G	25pts
Terminator [1]	3+	Linked Assault Rifle, Power Fist	Armored, Deep Strike, Fearless	F	45pts
Centurion [1]	3+	Linked Flamer, Hurricane Bolter (24", A6)	Armored, Fearless, Relentless, Tough(3)	I	115pts
Scout Biker [1]	4+	Linked Assault Rifle, Assault Rifle	Fast, Fearless, Relentless, Scout	A	35pts
Marine Biker [1]	3+	Linked Assault Rifle, Assault Rifle	Fast, Fearless, Relentless	A, D	40pts
Attack Bike [1]	3+	Linked Assault Rifle, Machinegun	Fast, Fearless, Relentless	H	70pts
Thunderfire [1]	3+	ThunderfireCannon(48",A9,Ignores cover)	Fearless, Tough(3)	-	250pts
Land Speeder [1]	3+	Linked Flamer	Deep Strike, Fast, Flying, Special	B	45pts
Dreadnought [1]	3+	Linked Flamer, Linked Assault Rifle, Dreadnought Fist	Special, Tough(3)	J	90pts

A | *Replace Assault Rifle:*

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

Replace Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Take one Assault Rifle attachment:

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

Equip with one:

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

Upgrade Psyker(1):

Psyker(2)	+10pts

B | *Replace Linked Flamer:*

Minigun (Rending)	+5pts
Machinegun	+5pts
Multi-Melta	+30pts

Take one:

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

Upgrade with:

Extra Armor (Tough(3))	+20pts

C | *Replace Assault Rifle:*

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

D | *Replace Assault Rifle:*

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

Equip with any:

Veteran Training (+1A in Melee)	+5pts
Jump Pack (Deep Strike, Flying)	+5pts

E | *Replace Assault Rifle:*

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

Equip with one:

Narthecium	+5pts
Battle Standard	+10pts

F | *Replace Linked Assault Rifle:*

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

Equip with:

Cyclone Missile Launcher (Missile Launcher)	+95pts

G | *Replace Assault Rifle:*

Pistol and Hand Weapon	Free

H | *Replace Machinegun:*

Multi-Melta	+25pts

I | *Equip with:*

Linked Dreadnought Fist	+25pts

Replace Linked Flamer:

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

Replace Hurricane Bolter:

Missile Launcher	+50pts

J | *Replace Linked Assault Rifle:*

Meltagun	+20pts
Linked Flamer	+20pts

Replace Linked Assault Rifle and Dreadnought Fist:

Linked Autocannon	+30pts
Missile Launcher	+60pts

Replace Linked Flamer:

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

Take up to two:

Hunter-Killer Missile (Missile Launcher (Limited))	+25pts

Upgrade with:

Ironclad Armor (Tough(+3))	+20pts

Army Special Rules

Battle Standard: This unit and all friendly Infantry units within 6" roll one extra die and pick the highest result when taking morale tests.

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

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

Zealot: The hero and all friendly units within 6" count as having the Hatred special rule.

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.

Imperial Guard / Astra Militarum

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	4+	Assault Rifle	Hero, Officer, Tough(3)	A	30pts
Command Assistants [2]	4+	Assault Rifles	-	B, C, E	30pts
Commissar [1]	5+	Assault Rifle	Executioner, Tough(3)	A	15pts
Priest [1]	5+	Assault Rifle	Spiritual Leader, Tough(3)	A	20pts
Psyker [1]	5+	Assault Rifle	Psyker(1), Tough(3)	A	35pts
Conscripts [5]	6+	Assault Rifles	-	-	25pts
Guardsmen [3]	5+	Assault Rifles	-	A, B	30pts
Veteran [1]	4+	Assault Rifle	-	A, B, C, I	15pts
Storm Trooper [1]	4+	Assault Rifle	Deep Strike, Scout	A, B	20pts
Weapons Team [1]	5+	Machinegun	-	D	25pts
Ogryn [1]	4+	Shotgun, Power Weapon	Furious, Tough(3)	H	30pts
Ratling [1]	6+	Sniper Rifle (36", A3x, Scope)	Scout	-	65pts
Rough Riders [3]	5+	Pistols, Power Weapons (Limited)	Fast	G	35pts
Sentinel [1]	4+	Linked Flamer	Special	F	40pts

A — Replace Assault Rifle:

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

Replace Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Upgrade Psyker(1):

Psyker(2)	+10pts

B — Replace one Assault Rifle:

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

C — Replace any Assault Rifle:

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

D — Replace Machinegun:

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

E — Equip any model with any:

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

F — Replace Linked Flamer:

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

Take any:

Extra Armor (Tough(3))	+20pts
Hunter-Killer Missile (Missile Launcher (Limited))	+20pts
Pintle Mount (Machinegun)	+25pts

G — Replace one Pistol:

Plasma Pistol	+5pts

Replace one Power Weapon:

Power Weapon	+5pts

Replace one Pistol and Power Weapon:

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

H — Replace Shotgun and Power Weapon:

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

I — Equip with one:

Sentry Training (Camo Gear)	+5pts
Grenadier Training (Armored)	+10pts
Demolition Training (Demo Charge)	+15pts

Army Special Rules

Battle Standard: This unit and all friendly Infantry units within 6" roll one extra die and pick the highest result when taking morale tests.

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

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

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

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

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

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

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

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

Psychic Powers

Telekine Dome (1): The psyker and 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.

Orks

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warboss [1]	4+	Pistol, Hand Weapon	Fearless, Furious, Hero, Tough(3), Waagh!	A	55pts
Big Mek [1]	5+	Pistol, Hand Weapon	Fearless, Furious, Hero, Tough(3)	A, C	20pts
Weirdboy [1]	5+	Power Weapon	Fearless, Furious, Psyker(1), Tough(3)	B	40pts
Painboy [1]	5+	Hand Weapon (Poison)	Dok Tools, Fearless, Furious	-	40pts
Runtherd [1]	6+	Power Fist	Furious, Runtherd, Tough(3)	-	10pts
Gretchin [5]	6+	Pistols	Git Shootaz	-	30pts
Boyz [3]	5+	Pistols, Hand Weapons	Fearless, Furious	A, H	40pts
Stormboy [1]	5+	Pistol, Hand Weapon	Deep Strike, Fearless, Flying, Furious	A	20pts
Kommando [1]	5+	Pistol, Hand Weapon	Fearless, Furious, Scout	A, H	15pts
Burna Boy [1]	5+	Flamer, Power Weapon	Fearless, Furious	-	25pts
Flash Git [1]	5+	Snazzgun (24", AD6), Hand Weapon	Ammo Runt, Fearless, Furious	A	30pts
Tankbusta [1]	5+	Grenade Launcher	Fearless, Furious	F	35pts
Loota [1]	5+	Deffgun (48", AD3, Indirect, Piercing)	Fearless, Furious	-	40pts
Nob [1]	4+	Pistol, Hand Weapon	Fearless, Furious	A	20pts
Meganob [1]	4+	Linked Carbine, Power Fist	Armored, Fearless, Furious	A	30pts
Warbiker [1]	5+	Linked Carbine, Hand Weapon	Armored, Fast, Fearless, Furious	A	20pts
Deffkopta [1]	5+	Kustom Mega-Blasta (Plasmagun)	Fast, Fearless, Flying, Furious, Scout, Special	E	35pts
Warbuggy [1]	4+	Linked Flamer	Special	G, K	40pts
Killa Kan [1]	4+	Flamer, Dreadnought Fist	Special	J, K	40pts
Deff Dred [1]	4+	4x Dreadnought Fist	Special, Tough(3)	D, K	85pts

A | Replace one Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Replace one Pistol:

Carbine	+5pts
Linked Carbine	+10pts

Take one Carbine attachment:

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

Equip one model with any:

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

B | Upgrade Psyker(1):

Psyker(2)	+15pts

C | Replace Pistol:

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

D | Replace up to two Dreadnought Fists:

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

E | Replace any Kuston Mega-Blasta:

Linked Machinegun	+15pts
Linked Grenade Launcher	+25pts

Take any:

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

F | Take any:

Bomb Squig (Grenade Launcher, Limited, Scope, may take three)	+15pts

Replace Grenade Launcher:

Tankhammer (+10x Melee Attacks)	+5pts

G | Replace Linked Flamer:

Linked Machinegun	+10pts
Linked Grenade Launcher	+25pts

H | Replace all Pistols:

Carbines	+5pts

Replace one Pistol:

Machinegun	+15pts
Grenade Launcher	+20pts

Equip all models with:

'Eavy Armor (Armored)	+10pts

J | Replace Flamer:

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

K | Upgrade with any:

Red Paint Job (Fast)	+5pts
'Ard Case (Tough(+3))	+20pts

Army Special Rules

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

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

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

Git Shootaz: This unit shoots at Quality 4+.

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

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

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

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

Psychic Powers

Warpath (1): The psyker and all friendly units within 3" get +1 Melee Attack each until the end of the round.

Frazzle (1): Target enemy unit within 18" takes D3 automatic hits.

'Eadbanger (1): Target enemy model within 24" takes D3 automatic hits.

Da Jump (2): The psyker and all friendly units within 3" may immediately Deep Strike anywhere on the table.

Da Krunch (2): Target enemy unit within 12" takes D6 hits. If you roll 6+ the target takes D6 more hits, and this continues until you don't roll 6+

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

Eldar

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Autarch [1]	3+	Pistol, Power Weapon (Strikes First)	Fast, Focus, Hero, Tough(3)	E, G	40pts
Farseer [1]	3+	Pistol, Power Weapon	Focus, Hero, Psyker(3), Tough(3)	-	85pts
Warlock [1]	3+	Pistol, Power Weapon	Focus, Psyker(1)	D	45pts
Avatar [1]	2+	Dreadnought Fist	Fast, Fear, Fearless, Hero, Special, Tough(6)	-	100pts
Guardian [1]	4+	Pistol, Hand Weapon	Focus	E	15pts
Dire Avenger [1]	3+	Carbine	Focus	H	20pts
Weapon Platform [1]	4+	Minigun	Focus, Weapon Platform	A	20pts
Ranger [1]	4+	Sniper Rifle (36", A3x, Scope)	Focus, Scout	-	70pts
Hawk [1]	3+	Assault Rifle	Deep Strike, Fast, Flying, Focus	G	30pts
Scorpion [1]	3+	Pistol, Power Weapon	Fast, Focus, Scout	-	30pts
Warp Spider [1]	3+	Plasma Pistol	Deep Strike, Focus, Teleporter	I	30pts
Banshee [1]	3+	Pistol, Power Weapon (Strikes First)	Fast, Focus	-	30pts
Fire Dragon [1]	3+	Meltagun	Fast, Focus	-	45pts
Wraithguard [1]	3+	2x Power Weapons	Armored, Fearless	K	40pts
Dark Reaper [1]	3+	Missile Launcher	-	M	110pts
Windrider [1]	3+	Linked Shotgun	Fast, Flying, Focus	B	35pts
Vyper [1]	4+	Minigun, Linked Shotgun	Fast, Flying, Special	A, B, C	50pts
War Walker [1]	4+	2x Minigun, Hand Weapon	Fast, Focus, Special	C, L	55pts
Wraithlord [1]	2+	2x Shotgun, Dreadnought Fist	Fear, Special, Tough(3)	F, L	90pts
Wraithknight [1]	2+	Power Fist, Ghost Glaive (Dreadnought Fist), Scattershield (Tough(+3))	Fear, Flying, Special, Tough(6)	J, L	135pts

A | *Replace Minigun:*
Machinegun	+15pts
Linked Machinegun	+25pts
Plasma Cannon	+40pts
Missile Launcher	+60pts

B | *Replace Linked Shotgun:*
Minigun	+10pts

Equip with:
Power Weapon	+10pts

C | *Upgrade with any:*
Star Engine (+3" move on Walk, +6" move on Run/Assault)	+5pts
Vector Engine (Focus)	+5pts
Power-Field (Tough (+3))	+20pts

D | *Replace Power Weapon:*
Power Fist	+5pts

Equip with:
Jetbike (Fast, Flying)	+5pts

E | *Replace Pistol and Hand Weapon:*
Shotgun	+5pts
Flamer	+15pts
Meltagun	+20pts

Replace Hand Weapon:
Power Weapon	+5pts

F | *Take up to two:*
Flamer	+30pts

Take one:
Ghost Glaive (Dreadnought Fist)	+30pts

G | *Replace Pistol/Assault Rifle:*
Minigun	+20pts

H | *Replace Carbine:*
Pistol and Hand Weapon	Free
Pistol and Power Weapon	+5pts
Linked Carbine	+5pts
Power Weapon and Simmer Shield (Tough (+3))	+15pts

I | *Replace Plasma Pistol:*
Linked Plasma Pistol	+5pts
Spinneret Rifle (18", A3)	+5pts

Equip with one:
Linked Hand Weapon	+5pts
Linked Power Weapon	+10pts

J | *Replace Scattershield and Ghost Glaive:*
Scattershield (Tough(+3)) and Missile Launcher	+95pts
2x Lascannon	+240pts

K | *Replace all Power Weapons:*
Meltagun	+10pts
Linked Flamer	+10pts
Ghost Axe (Power Fist) and Force Shield (Tough (+3))	+10pts
Multi-Melta	+40pts

L | *Take up to two:*
Minigun	+20pts
Machinegun	+25pts
Linked Machinegun	+35pts
Plasma Cannon	+55pts
Missile Launcher	+70pts

M | *Replace Missile Launcher:*
Tempest Launcher (36", A9)	+10pts
Battle Cannon	+50pts

Army Special Rules

Focus: This unit may move up to 3" in any direction after shooting.

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

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

Psychic Powers

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

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

Conceal (1): The psyker and all friendly units within 3" get the Armored special rule until the end of the round.

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

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

Executioner (3): Target enemy unit within 24" takes D3 automatic hits with Piercing.

Chaos Space Marines

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Chaos Lord [1]	3+	Pistol, Hand Weapon	Hero, Tough(3)	A, B	35pts
Terminator Lord [1]	3+	Linked Assault Rifle, Power Weapon	Armored, Deep Strike, Hero, Tough(3)	A, B, G	55pts
Sorcerer [1]	3+	Pistol, Power Weapon	Psyker(1), Tough(3)	A, B	55pts
Zombies [5]	6+	Power Fists (Strikes Last)	Zombie	-	25pts
Cultists [3]	5+	Pistols, Hand Weapons	-	F	30pts
Chaos Marine [1]	3+	Pistol, Hand Weapon	-	A, B, D, E	20pts
Possessed Marine [1]	3+	Hand Weapon	Fast, Fearless, Mutations	-	25pts
Chaos Chosen [1]	3+	Pistol, Hand Weapon	Fearless, Furious	B	25pts
Raptor [1]	3+	Pistol, Hand Weapon	Deep Strike, Fast, Fear, Flying	A,B, C, D	30pts
Chaos Terminator [1]	3+	Linked Assault Rifle, Power Weapon	Armored, Deep Strike	A, B, G	35pts
Noise Marine [1]	3+	Sonic Guitar (Minigun)	Fearless	K	40pts
Mutilator [1]	3+	2x Power Fists	Armored, Deep Strike, Tough(3)	A	60pts
Obliterator [1]	3+	Linked Flamer, Power Fist	Armored, Deep Strike, Relentless, Tough(3)	A, H	80pts
Chaos Biker [1]	3+	Linked Assault Rifle, Pistol, Hand Weapon	Fast, Relentless	A, B, D	35pts
Chaos Spawn [1]	4+	Power Fist	Fear, Furious, Special, Tough(3)	A	40pts
Daemon Prince [1]	2+	Dreadnought Fist	Deep Strike,Fear, Special, Tough(3)	A, I	65pts
Helbrute [1]	3+	Dreadnought Fist, Power Fist	Special, Tough(3)	J	85pts
Maulerfiend [1]	3+	2x Power Fists, 2x Dreadnought Fists	Fast, Special, Tough(6)	-	120pts
Forgefiend [1]	3+	2x Plasma Cannons	Fast, Special, Tough(6)	-	195pts
Defiler [1]	3+	Battle Cannon, 3x Dreadnought Fists, Power Fist	Special, Tough(3)	L	245pts

A | *Upgrade with one:*

Slaneesh (Fast)	+5pts
Khorne (Furious)	+5pts
Nurgle (Armored)	+15pts
Tzeentch (Psyker(1))	+20pts

B | *Replace Pistol:*

Assault Rifle	+5pts
Linked Assault Rifle	+10pts
Plasma Pistol	+10pts
Replace Hand Weapon:	
Power Weapon	+5pts
Power Fist	+10pts
Take one Assault Rifle attachment:	
Flamer (Limited)	+5pts
Meltagun (Limited)	+5pts
Plasmagun (Limited)	+5pts
Equip with one:	
Bike (Linked Assault Rifle, Fast, Relentless)	+5pts
Terminator Armor (Armored, Deep Strike)	+10pts
Upgrade Psyker(1):	
Psyker(2)	+15pts
Psyker(3)	+30pts

C | *Replace Hand Weapon:*

Linked Lightning Claws (A4, Piercing)	+20pts

D | *Replace Pistol:*

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

E | *Replace Pistol and Hand Weapon:*

Assault Rifle	Free
Machinegun	+30pts
Autocannon	+45pts
Missile Launcher	+90pts
Lascannon	+115pts
Upgrade with:	
Veteran Training (Fearless)	+5pts

F | *Replace all Pistols and Hand Weapons:*

Assault Rifles	Free
Replace one Pistol and Hand Weapon:	
Shotgun	Free
Flamer	+10pts
Machinegun	+15pts

G | *Replace Linked Assault Rifle:*

Linked Flamer	+20pts
Linked Machinegun	+35pts

H | *Equip with one:*

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

I | *Upgrade with:*

Wings (Fast, Flying)	+10pts
Take one:	
Psyker(1)	+20pts
Psyker(2)	+35pts
Psyker(3)	+50pts

J | *Replace Dreadnought Fist:*

Linked Machinegun	+25pts
Multi-Melta	+40pts
Plasma Cannon	+50pts
Linked Lascannon	+130pts
Replace Power Fist:	
Dreadnought Fist	+5pts
Missile Launcher	+80pts
Take up to two Dreadnought Fist attachments:	
Linked Assault Rifle	+10pts
Linked Flamer	+30pts

K | *Replace Sonic Guitar:*

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

L | *Replace one Dreadnought Fist:*

Linked Flamer	+10pts
Missile Launcher	+75pts
Replace Power Fist:	
Linked Machinegun	+30pts
Autocannon	+30pts
Linked Lascannon	+135pts

Army Special Rules

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

Result	Effect
1-2	The unit gets First Strike.
3-4	The unit gets Rending weapons.
5-6	The unit gets Hatred.

Zombie: This unit automatically passes all morale tests and may not move more than 6" at a time. Note that this unit may only be used to take rout tests if there are no other units without this special rule left in your army.

Psychic Powers

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

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

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

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

Slaanesh's Overload (2): Target enemy unit within 24" takes D3 automatic hits and must take a morale test. If failed it may do nothing during its next activation and strikes last.

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

Tau

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	3+	-	Crisis Suit, Hero, Support, Tough(3)	A, B	35pts
Cadre Fireblade [1]	4+	Rifle, Power Weapon, Markerlight	Hero, Support, Tough(3)	A	40pts
Ethereal [1]	4+	Hand Weapon	Hero, Inspirational	D	40pts
Kroot Carnivore [1]	5+	Assault Rifle, Hand Weapon	Scout	L	15pts
Kroot Hounds [3]	5+	Hand Weapons	Scout	-	35pts
Krootox [1]	5+	Multi-Laser, Power Weapon	Scout, Tough(3)	-	35pts
Vespid [1]	4+	Carbine	Fast, Flying	-	20pts
Fire Warrior [1]	4+	Carbine	Support	A, C, O	15pts
Pathfinder [1]	4+	Carbine, Markerlight	Scout, Support	A, F	25pts
Stealth Suit [1]	3+	Burst Cannon (18", A2)	Deep Strike, Flying, Scout, Support	A, C, E	35pts
XV8 Crisis Suit [1]	3+	-	Crisis Suit, Support, Tough(3)	A, B	30pts
XV95 Ghostkeel [1]	3+	Fusion Collider (18", A3x), Linked Burst Cannon (18", A2), Power Weapon, 2x Stealth Drone	Electrowarfare Suite, Ghostkeel Suit, Support, Tough(3)	M	135pts
Piranha [1]	4+	Burst Cannon (18", A2), 2x Gun Drones	Fast, Flying, Special	G, H, I	60pts
XV88 Broadside [1]	3+	Linked Heavy Rail Rifle (48", A5x), Linked Plasmagun	Fear, Special, Support, Tough(3)	A, J	220pts
XV104 Riptide [1]	3+	Heavy Burst Cannon (18", A4), Linked Plasmagun, Power Weapon	Deep Strike, Fear, Flying, Special, Support, Tough(9)	A, K	160pts
KV128 Stormsurge [1]	3+	Pulse Blastcannon (30", A9), Linked Missile Pod (36", A4), 4x Destroyer Missiles (48", A4x, Limited), Cluster Rocket System (48", A4D6)	Special, Tough(9)	N	520pts
Gun Drone [1]	4+	Linked Carbine	Flying, Support	A	20pts
Sniper Drone [1]	4+	Sniper Rifle (36", A3x, Scope), Markerlight	Flying, Support	-	90pts
Marker Drone [1]	-	Markerlight	Drone	-	-
Inhibitor Drone [1]	-	-	Drone, Inhibitor	-	-
Accelerator Drone [1]	-	-	Accelerator, Drone	-	-
Shield Drone [1]	-	-	Drone, Shield	-	-
Stealth Drone [1]	-	-	Drone, Stealth	.	.
Gun Drone [1]	-	Linked Carbine	Drone	-	-
Recon Drone [1]	-	Burst Cannon (18", A2)	Beacon, Drone	-	-
Missile Drone [1]	-	Missile Pod (36", A4)	Drone	-	-

A | Take up to two:
Marker Drone	+15pts
Shield Drone	+20pts
Gun Drone	+20pts
Missile Drone	+60pts

B | Equip with up to three:
Burst Cannon (18", A2)	+15pts
Plasmagun	+25pts
Flamer	+30pts
High Output Burst Cannon (18",A6)	+45pts
Fusion Blaster (18", A6x)	+55pts
Missile Pod (36", A4)	+60pts

C | Equip with one:
Beacon	+10pts
Markerlight	+10pts

D | Replace Hand Weapon:
Equaliser (Power Weapon)	+5pts
Honor Blade (Power Fist)	+10pts

E | Replace Burst Cannon:
Fusion Blaster (18", A6x)	+40pts

F | Replace Carbine and Markerlight:
Ion Rifle (30", A3)	+25pts
Rail Rifle (30", A5x)	+55pts

Take one:
Inhibitor Drone	+15pts
Accelerator Drone	+15pts
Recon Drone	+20pts

G | Replace Burst Cannon:
Fusion Blaster (18", A6x)	+35pts

H | Take up to two:
Seeker Missile	+20pts

I | Upgrade with any:
Flachette Discharger	+10pts
Disruption Pod (Tough(+3))	+20pts
Point Defence Relay (Support)	+25pts

J | Replace Linked Heavy Rail Rifle:
2x Linked Missile Pod (36", A4)	Free

Replace Linked Plasmagun:
Linked Missile Pod (36", A4)	+40pts

Take one:
Seeker Missile	+20pts

K | Replace Heavy Burst Cannon:
Ion Accelerator (48", A10)	+135pts

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

L | Replace Assault Rifle:
Kroot Rifle (24", A3x, Scope)	+35pts

M | Replace Fusion Collider:
Cyclic Ion Raker (24", A5)	+25pts

Replace Burst Cannon:
Linked Flamer	+15pts
Linked Fusion Blaster (18", A6x)	+40pts

N | Replace Pulse Blastcannon:
Pulse Driver Cannon (48", A12)	+100pts

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

O | Equip with one:
Support Turret	+40pts

Replace Carbine:
Pulse Blaster (12", A1, Piercing)	Free
Rifle	+5pts

Army Special Rules

Accelerator: All weapons of friendly models within 3" of this unit extend their range by +6".

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

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

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

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

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

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

Inhibitor: Enemy units assaulting friendly models within 3" reduce their movement by -3".

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

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

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

Shield: All models within 3" of this unit count as having the Armored special rule.

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

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

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

Necrons

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Necron Lord [1]	3+	Staff of Light (Power Weapon, Shotgun)	Hero, Robot, Tough(3)	A	50pts
Destroyer Lord [1]	3+	Warscythe (Power Fist)	Hero, Flying, Robot, Tough(3)	A	45pts
C'tan Shard [1]	3+	Power Fist	Fearless, Hero, Necrodermis, Tough(3)	I	40pts
Cryptek [1]	3+	Staff of Light (Power Weapon, Shotgun)	Hero, Robot, Tough(3)	J	50pts
Necron Warrior [1]	3+	Assault Rifle (Rending)	Robot	-	25pts
Immortal [1]	3+	Assault Rifle (Rending)	Armored, Robot	B	30pts
Lychguard [1]	3+	Power Weapon	Robot	D	20pts
Flayed One [1]	3+	Power Weapon	Deep Strike, Robot, Scout	-	20pts
Praetorian [1]	3+	Rod of Covenant (Flamer, Power Weapon)	Fearless, Flying, Robot	E	50pts
Deathmark [1]	3+	Sniper Rifle (36", A3x, Scope)	Deep Strike, Robot	-	75pts
Scarab Swarm [1]	5+	Power Weapon (Rending)	Fearless, Tough(3)	-	25pts
Tomb Blade [1]	3+	Linked Assault Rifle (Tesla)	Fast, Flying, Robot	C	30pts
Wraith [1]	3+	Power Weapon	Armored, Fast, Fearless, Flying	G	30pts
Destroyer [1]	3+	Minigun (Rending)	Flying, Robot	H	50pts
Stalker [1]	3+	Multi-Melta	Special, Tough(3)	H	115pts
Spyder [1]	3+	Hand Weapon	Fear, Hive, Special, Tough(6)	F	95pts

A — Take any:

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

B — Replace Assault Rifle (Rending):

Assault Rifles (Tesla)	Free

C — Replace Assault Rifle (Tesla):

Linked Assault Rifle (Rending)	Free
Miniguns	+10pts

Equip with any:

Shadowloom (May re-roll failed blocks when in cover)	+5pts
Nebuloscope (Scope)	+5pts
Shield Vane (Tough(3))	+10pts

D — Equip with:

Dispersion Shield (Armored)	+5pts

E — Replace Rod of Covenant:

Voidblade (Dreadnought Fist) and Particle Caster (Shotgun)	+5pts

F — Take one:

Linked Minigun	+30pts

G — Equip with one:

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

H — Replace Minigun/Multi-Melta:

Lascannon	+60pts

I — Take up to two:

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

J — Take up to two:

Seismic Crucible (Units assaulting the cryptek and all friendly units within 3" reduce their movement by D6")	+5pts
Chronometron (Once per round the cryptek or a friendly unit within 3" may re-roll one die of any kind)	+5pts
Ether Crystal (Enemy units Deep Striking within 18" take D6 hits)	+15pts
Nightmare Shroud (Once per round one enemy unit within 18" must take a morale test. If failed it may do nothing during its next activation and strikes last)	+15pts
Veil of Darkness (Once per round the cryptek and all friendly units within 3" may be placed in reserves and immediately attempt to Deep Strike anywhere)	+15pts
Gaze of Flame (Units assaulting the cryptek and all friendly units within 3" get the Strikes Last rule in the ensuing melee)	+15pts
Lightning Field (Units assaulting the cryptek and all friendly units within 3" take 2D6 automatic hits before melee starts)	+20pts
Solar Pulse (Once per game all friendly units get Armored until the end of the round)	+25pts
Timesplinter Cloak (The cryptek and all friendly units within 3" count as Armored)	+30pts
Harp of Dissonance (Once per game one enemy unit within line of sight automatically fails all blocks until the end of the round)	+50pts

Army Special Rules

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

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

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

Resurrection Orb: The lord and all friendly units within 3" ignore wounds on 4+ instead of on 5+.

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

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

Tyranids

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Hive Tyrant [1]	2+	Dreadnought Fist	Fear, Hero, Psyker(2), Special, Synapse, Tough(3)	A, C, D, E, I	120pts
Tyrant Guard [1]	2+	Power Fist (Rending), Lash Whip (Strikes First)	Fear, Special, Tough(3)	A, F	80pts
Tervigon [1]	3+	Stinger Salvo (18", A3), Power Weapon	Fear, Hero, Psyker(1), Spawn, Special, Synapse, Tough(6)	A, D, E	200pts
Tyranid Prime [1]	3+	Carbine, Power Fist	Hero, Relentless, Synapse, Tough(3)	A, B, E, M	65pts
Tyranid Warrior [1]	3+	Hand Weapon	Synapse, Tough(3)	A, B, M	40pts
Genestealer [1]	4+	Hand Weapon (Rending)	Fast, Fearless, Scout	K, L	25pts
Termagants [3]	5+	Pistols	Strider	K	25pts
Hormagaunts [3]	5+	Hand Weapons	Fast, Strider	K	35pts
Gargoyles [3]	5+	Pistols	Fast, Flying	K	40pts
Ripper Swarm [1]	5+	Power Fist	Fearless, Tough(3)	A, J	20pts
Hive Guard [1]	4+	Impaler (24", A4x, Indirect), Hand Weapon	Tough(3)	A	55pts
Zoanthrope [1]	4+	Hand Weapon	Psyker(1), Synapse, Tough(3)	-	55pts
Ravener [1]	4+	Power Weapon	Deep Strike, Fast, Tough(3)	H	25pts
Venomthrope [1]	4+	Hand Weapon (Poison), Lash Whip (Strikes First)	Armored, Tough(3)	-	30pts
Lictor [1]	4+	Pistol, Power Weapon (Rending)	Armored, Fast, Fearless, Scout, Tough(3)	-	50pts
Shrike [1]	4+	Carbine, Power Weapon	Fast, Flying, Synapse, Tough(3)	A, B	50pts
Biovore [1]	4+	Hand Weapon, Mine Launcher	Tough(3)	-	160pts
Spore Mines [3]	6+	Explosive Heads	Deep Strike, Fearless	-	20pts
Mucolid Spore [1]	5+	Explosive Head	Armored, Deep Strike, Fearless, Tough(3)	-	20pts
Pyrovore [1]	3+	Linked Flamer, Dreadnought Fist	Acid Blood, Tough(3)	-	70pts
Carnifex [1]	3+	Dreadnought Fist	Fear, Special, Tough(6)	A, C, E	70pts
Haruspex [1]	3+	Shotgun, Dreadnought Fist	Acid Blood, Monster, Tough(6)	A, E	85pts
Exocrine [1]	3+	Plasmagun, Power Weapon	Fear, Special, Tough(6)	A, E	90pts
Trygon [1]	3+	Bio-Electric Pulse (12", A8), Dreadnought Fist	Fast, Fear, Special, Tough(6)	A, E	105pts
Mawloc [1]	3+	Dreadnought Fist	Devour, Fast, Fear, Special, Tough(6)	A, E	110pts
Maleceptor [1]	3+	Power Weapon	Psyker(2), Special, Synapse, Tough(6)	-	115pts
Toxicrene [1]	3+	Choking Cloud (12", A8, Poison), Power Fist (Strikes First, Poison)	Special, Tough(6)	-	120pts
Tyrannofex [1]	3+	Stinger Salvo (18", A3), Acid Spray (18", A9), Power Weapon	Fear, Special, Tough(6)	A, D, E, G	135pts
Tyrannocyte [1]	3+	5x Deathspitters (18", A3)	Deep Strike, Drifter, Special, Tough(6)	N	145pts
Sporocyst [1]	3+	5x Deathspitters (18", A3), Mine Launcher	Immobile, Resonator, Scout, Special, Tough(6)	N	180pts

A	*Equip with any:*	
Adrenal Glands (+1A when assaulting)		+5pts
Toxin Sacs (Poison in Melee)		+10pts

B	*Equip with any:*	
Lash Whip (Strikes First)		+5pts
Power Fist (Rending)		+30pts

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

D	*Take one:*	
Desiccator (12", A5, Piercing)		+30pts
Shreddershard (12", A5, Rending)		+35pts
Electroshock (12", A10x)		+50pts

E	*Upgrade with any:*	
Acid Blood		+5pts
Regeneration		+10pts

F	*Replace Power Fist:*	
Dreadnought Fists (Rending)		+10pts

G	*Replace Acid Spray:*	
Fleshborer Hive (18", A10)		+5pts
Rupture Cannon (Lascannon)		+65pts

H	*Equip with one:*	
Spinefists (Linked Pistol)		+5pts
Devourer (Linked Carbine)		+10pts
Deathspitter (18", A3)		+15pts

I	*Upgrade with:*	
Wings (Fast, Flying)		+10pts

J	*Equip all models:*	
Spinefists (Linked Pistols)		+10pts
Upgrade all models with any:		
Wings (Flying)		+10pts
Deep Strike		+10pts

K	*Equip all models with any:*	
Adrenal Glands (+1A when assaulting)		+10pts
Toxin Sacs (Poison in Melee)		+10pts

L	*Upgrade with:*	
Broodlord Training (Tough(3), Psyker(1), Hand Weapon(Rending))		+40pts

M	*Equip with one:*	
Spinefists (Linked Pistol)		+5pts
Devourer (Linked Carbine)		+10pts
Deathspitter (18", A3)		+20pts
Venom Cannon (36", A3, Piercing)		+40pts
Barbed Strangler (Plasma Cannon)		+70pts

N	*Replace all Deathspitters:*	
5x Venom Cannons (36", A3, Piercing)		+180pts
5x Barbed Stranglers (Plasma Cannons)		+270pts

Army Special Rules

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

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

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

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

Immobile: This unit may only use Hold actions.

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

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

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

Spawn: Once per round, when this model is activated, you may spawn a unit of Termagants with D3 models within 3" of this unit.

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

Psychic Powers

Psychic Scream (1): Target enemy unit within 6" must take a morale test, if failed it takes 2D6 automatic hits.

Warp Blast (2): Target enemy unit within 24" takes either D3 or D3x automatic hits (pick one).

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

Horror (2): Target enemy unit within 24" must take a morale test and re-roll it if successful. If failed it may do nothing during its next activation and strikes last.

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

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

Dark Eldar

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Archon [1]	4+	Pistol (Poison), Hand Weapon	Fast, Fearless, Hero, Pain, Tough(3)	A, B	35pts
Succubus [1]	4+	Pistol (Poison), Hand Weapon	Dodge, Drugs, Fast, Hero, Pain, Tough(3)	A, C	40pts
Haemonculus [1]	4+	Pistol (Poison), Hand Weapon	Hero, Pain, Tough(3)	A, D	30pts
Ur-Ghul [1]	4+	Power Weapon	Armored, Fast, Furious	-	25pts
Lhamaean [1]	4+	Pistol (Poison), Hand Weapon (Poison)	Fast, Pain	-	25pts
Sslyth [1]	4+	Carbine (Poison), Power Weapon	Armored, Fast	-	25pts
Medusa [1]	4+	Linked Flamer	Fast, Pain	-	40pts
Warrior [1]	4+	Pistol (Poison), Hand Weapon	Fast, Pain	G, H	20pts
Wych [1]	4+	Pistol (Poison), Hand Weapon	Dodge, Drugs, Fast, Pain	C, H	25pts
Bloodbride [1]	4+	Pistol (Poison), Power Weapon	Dodge, Drugs, Fast, Pain	C, H	30pts
Incubus [1]	3+	Power Weapon	Fast, Pain	E	25pts
Grotesque [1]	4+	Power Weapon	Drugs, Pain, Tough(3)	F, I	30pts
Wrack [1]	4+	Power Weapon (Poison)	Drugs, Pain	F, I	25pts
Mandrake [1]	4+	Carbine, Power Weapon	Armored, Fast, Fear, Pain, Scout, Strider	-	35pts
Razorwing Flock [1]	5+	Power Fist	Flying, Tough(6)	-	25pts
Clawed Fiend [1]	4+	Power Fist	Furious, Tough(3)	-	25pts
Khymera [1]	4+	Power Weapon	Armored	-	20pts
Scourge [1]	4+	Carbine (Poison)	Fast, Flying, Pain	H, L	25pts
Hellion [1]	4+	Carbine (Poison), Power Weapon	Drugs, Fast, Flying, Pain	K	30pts
Reaver [1]	4+	Assault Rifle (Poison), Hand Weapon	Drugs, Fast, Flying, Pain	H, M	30pts
Venom [1]	4+	Machinegun (Poison), Linked Assault Rifle (Poison)	Fast, Flying, Special	O	65pts
Cronos [1]	3+	Linked Flamer, Power Fist	Fear, Pain, Special, Tough(3)	N	80pts
Talos [1]	3+	Linked Assault Rifle (Haywire), 2x Power Fists	Fear, Pain, Special, Tough(3)	J	90pts

A | Replace Hand Weapon:

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

Replace Pistol:

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

Equip with:

Webway Portal (Deep Strike)	+5pts

B | Equip with any:

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

C | Replace Pistol and Hand Weapon:

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

D | Take up to two:

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

E | Replace Power Weapon:

Demiklaive (Choose either A6 or A6x when fighting Melee)	+10pts

F | Replace Power Weapon:

Liquifier Gun (12", A2D6)	+10pts

Equip with one:

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

G | Replace Pistol:

Assault Rifle (Poison)	+5pts
Shredder (12", A5)	+10pts
Blaster (18", A6x)	+30pts
Machinegun (Poison)	+30pts
Dark Lance (36", A6x)	+65pts

Upgrade with:

Trueborn (+1A in Melee)	+5pts

H | Replace Pistol:

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

Replace Hand Weapon/Power Weapon:

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

I | Equip with one:

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

J | Take one:

Power Fist	+20pts

Replace one Power Fist:

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

Replace Linked Assault Rifle:

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

K | Equip with:

Grenade Launcher	+35pts

Replace Power Weapon:

Power Weapon (Poison)	+5pts

L | Replace Carbine:

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

M | Replace Assault Rifle:

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

N | Take any:

Spirit Probe	+10pts
Spirit Vortex (12", A8)	+30pts

O | Replace Linked Assault Rifle:

Machinegun (Poison)	+25pts

Upgrade with any:

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

Take one:

Grisly Trophies (Friendly units within 6" get Fearless)	+10pts

Army Special Rules

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

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

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

Result	Drug
1-2	Adrenalight (+1 Melee Attack)
3-4	Hypex (Strikes First)
5-6	Serpenting (Linked Melee)

Haywire: When hitting a Special unit roll one die, on a 3+ it takes an automatic wound.

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

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

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

Sisters of Battle / Adepta Sororitas

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Canoness [1]	3+	Pistol, Hand Weapon	Faith(Passion), Fearless, Hero, Martyr, Tough(3)	A, B	45pts
Ministorum Priest [1]	4+	Pistol, Hand Weapon	Fearless, Hero, Martyr	A, B	30pts
Cult Assassin [1]	4+	Power Weapon	Fast	-	15pts
Crusader [1]	4+	Power Weapon	Armored	-	20pts
Arco Flagellant [1]	4+	Power Fist	-	-	20pts
Battle Sister [1]	4+	Assault Rifle	Faith(Light)	A, C, D	15pts
Retributor [1]	4+	Assault Rifle	Faith(Guidance)	A, C, E	15pts
Dominion [1]	4+	Assault Rifle	Faith(Fusillade), Scout	A, C	20pts
Celestian [1]	3+	Assault Rifle	Faith(Hand)	A, C, D	20pts
Seraphim [1]	3+	Linked Pistol	Faith(Deliverance), Flying	A, F	20pts
Repentia Sister [1]	3+	Eviscerator (Power Fist)	Faith(Spirit), Fast, Fearless, Furious	-	35pts
Penitent Engine [1]	4+	2x Dreadnought Fists, 2x Linked Flamers	Furious, Special, Tough(3)	-	100pts

A | Replace Pistol/Assault Rifle:

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

Take one Assault Rifle attachment:

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

Take one or Replace Hand Weapon:

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

B | Replace Pistol:

Plasmagun	+20pts

Equip with:

Rosarius (Tough(+3))	+10pts

C | Equip with one:

Laud Hailer	+5pts
Simulacrum Imperialis	+5pts
Chirurgeon's Tools	+5pts
Battle Standard	+10pts

D | Replace Assault Rifle:

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

E | Replace Assault Rifle:

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

F | Replace Linked Pistol:

Linked Flamer	+20pts
Linked Meltagun	+30pts

Army Special Rules

Battle Standard: This unit and all friendly Infantry units within 6" roll one extra die and pick the highest result when taking morale tests.

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

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

Act of Faith	Effect
Deliverance	Weapons get Piercing
Fusillade	Weapons ignore cover.
Guidance	Weapons get Rending
Hand	Model gets Furious.
Light	Weapons get Linked.
Spirit	Model gets Armored.
Passion	Model gets Hatred.

Laud Hailer: All friendly units within 6" 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 and all friendly units within 6" may use act of faith twice per game.

Daemonhunters / Grey Knights

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Brotherhood Champion [1]	3+	Linked Assault Rifle, Power Weapon	Aegis, Armored, Fearless, Hero, Psyker(1), Tough(6)	-	110pts
Inquisitor [1]	4+	Pistol, Hand Weapon	Hero, Tough(3)	A, C	25pts
Librarian [1]	3+	Pistol, Power Weapon	Aegis, Fearless, Psyker(2), Tough(3)	H	80pts
Techmarine [1]	3+	Pistol, Power Fist	Aegis, Armored, Fearless, Tough(3)	C	60pts
Mystic [1]	4+	Pistol	Beacon	-	15pts
Acolyte [1]	4+	Pistol, Hand Weapon	-	B, C	15pts
Daemonhost [1]	4+	Power Weapon	-	-	15pts
Cult Assassin [1]	4+	Power Weapon	Fast	-	15pts
Jokaero [1]	4+	Linked Hand Weapon	Armored	F	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)	-	35pts
Striker [1]	3+	Linked Assault Rifle, Hand Weapon	Aegis, Deep Strike, Fearless, Psyker(1)	D	65pts
Terminator [1]	3+	Linked Assault Rifle, Hand Weapon	Aegis, Armored, Deep Strike, Fearless, Psyker(1)	D, I	70pts
Culexus Assassin [1]	3+	Linked Shotgun (Scope), Power Fist	Armored, Etherium, Fearless, Strider, Tough(3)	-	85pts
Eversor Assassin [1]	3+	Pistol (Poison), Linked Power Fist (Poison)	Armored, Fearless, Frenzon, Furious, Strider, Tough(3)	-	85pts
Vindicare Assassin [1]	3+	Sniper Rifle (36", A3x, Scope), Plasma Pistol (Scope), Power Fist	Armored, Fearless, Strider, Tough(3)	-	115pts
Callidus Assassin [1]	3+	Linked Flamer, Power Fist (Rending)	Armored, Fearless, Polymorphine, Strider, Tough(3)	-	110pts
Dreadknight [1]	2+	2x Dreadnought Fist	Aegis, Deep Strike, Fear, Fearless, Psyker(2), Special, Tough(3)	G	160pts

A | _Replace Pistol:_

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

Replace Hand Weapon:

Hand Weapon (Poison)	+5pts

Upgrade with any:

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

B | _Replace Pistol:_

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

Equip with:

Shield (Armored)	+5pts

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 | _Replace Linked Assault Rifle:_

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

Replace Hand Weapon:

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

Equip with:

Teleporter	+5pts

E | _Replace Power Fist:_

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

F | _Upgrade with one:_

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

G | _Take up to two:_

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

Upgrade with any:

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

H | _Upgrade Psyker(2):_

Psyker(3)	+15pts

I | _Upgrade all models with:_

Paladin Training (Tough(3))	+15pts

Psychic Powers

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

Infinity Gate (1): The psyker and all friendly units within 3" may Deep Strike anywhere.

Hammerhand (1): The psyker and all friendly units within 3" get Piercing Melee until the end of the round.

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

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

Vortex of Doom (2): Target enemy unit within 12" takes D3 automatic wounds.

Army Special Rules

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

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

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.

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

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

Dark Angels

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Jetbike Captain [1]	3+	Linked Assault Rifle, Plasma Cannon, Power Weapon	Armored, Fast, Fearless, Flying, Hero, Relentless, Scout, Tactics, Tough(3)	-	145pts
Land Speeder Captain [1]	3+	Linked Minigun (Rending), Linked Machinegun, Power Weapon	Deep Strike, Fast, Flying, Hero, Scout, Special, Tactics, Tough(9)	-	185pts
Deathwing Terminator Captain [1]	3+	Linked Assault Rifle, Power Fist	Armored, Deathwing Assault, Hero, Fearless, Tactics, Tough(3)	A	75pts
Deathwing Knight Captain [1]	3+	Power Fist, Storm Shield (Tough(+3))	Armored, Deathwing Assault, Fearless,Fortress of Shields,Hatred,Hero,Tactics,Tough(3)	B	100pts
Deathwing Terminator [1]	3+	Linked Assault Rifle, Power Fist	Armored, Deathwing Assault, Fearless	A	50pts
Deathwing Knight [1]	3+	Power Fist, Storm Shield (Tough(3))	Armored, Deathwing Assault, Fearless, Fortress of Shields, Hatred	-	65pts
Ravenwing Biker [1]	3+	Linked Assault Rifle	Fast, Fearless, Scout	C	35pts
Ravenwing Black Knight [1]	3+	Linked Plasma Talon (18", A3), Hand Weapon (Rending)	Fast, Fearless, Scout	G	55pts
Ravenwing Attack Bike [1]	3+	Linked Assault Rifle, Machinegun	Fast, Fearless, Relentless, Scout	D	75pts
Ravenwing Land Speeder [1]	3+	Linked Flamer	Deep Strike, Fast, Flying, Scout, Special	E, H	55pts
Ravenwing Darkshroud [1]	3+	Minigun (Rending)	Deep Strike, Fast, Flying, Scout, Shroud of Angels, Special	F, H	65pts

A		Replace Linked Assault Rifle:
Storm Shield (Tough(3))		+5pts
Linked Flamer		+20pts
Minigun (Rending)		+25pts
Plasma Cannon		+60pts
Replace Linked Assault Rifle and Power Fist:		
Linked Lightning Claws (A4, Piercing)		+5pts
Equip with:		
Cyclone Missile Launcher (Missile Launcher)		+95pts

B		Upgrade with:
Relic of the Unforgiven (Fear)		+5pts

C		Take one:
Grav Pistol (12", A3x)		+10pts
Plasma Pistol		+10pts
Flamer		+25pts
Plasmagun		+25pts
Meltagun		+30pts
Take one:		
Hand Weapon		+5pts
Power Weapon		+10pts
Power Fist		+15pts

D		Replace Machinegun:
Multi-Melta		+20pts

E		Replace Linked Flamer:
Minigun (Rending)		+15pts
Machinegun		+15pts
Multi-Melta		+30pts
Take one:		
Plasmagun		+25pts
Linked Flamer		+30pts
Minigun (Rending)		+35pts
Machinegun		+35pts
Multi-Melta		+60pts
Missile Launcher		+95pts

F		Replace Minigun (Rending):
Machinegun		Free
Take one:		
Plasmagun		+25pts

G		Replace Plasma Talon:
Grenade Launcher		+25pts
Replace Hand Weapon (Rending):		
Power Fist		Free

H		Upgrade with:
Extra Armor (Tough(+3))		+20pts

Space Marines Chapter

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

Army Special Rules

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

Fortress of Shields: As long as this model is in base contact with another model with this special rule it may re-roll unsuccessful Armored rolls.

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

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

Blood Angels

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Sanguinary Priest [1]	3+	Power Weapon	Blood Chalice, Fearless, Furious, Hero	A	40pts
Librarian Dreadnought [1]	3+	Linked Assault Rifle, 2x Dreadnought Fist	Psyker(1), Special, Tough(3)	B	100pts
Death Company Marine [1]	3+	Pistol, Hand Weapon	Death Company, Fearless, Furious	C	30pts
Sanguinary Guard [1]	3+	Linked Pistol, Power Weapon	Fearless, Flying, Furious	D	35pts
Assault Terminator [1]	3+	Linked Lightning Claws (A4, Piercing)	Armored, Deep Strike, Fearless, Furious	E	50pts
Furioso Dreadnought [1]	3+	Linked Assault Rifle, Meltagun, 2x Power Fist	Furious, Special, Tough(3)	F	100pts

A — Take one:

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

Take one Assault Rifle attachment:

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

Replace Power Weapon:

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

B — Replace Linked Assault Rifle:

Meltagun	+20pts
Linked Flamer	+20pts

Upgrade Psyker(1):

Psyker(2)	+15pts

C — Replace Pistol:

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

Replace Hand Weapon:

Power Weapon	+5pts
Power Fist	+10pts

Equip with:

Jump Pack (Deep Strike, Flying)	+5pts

D — Replace Linked Pistol:

Plasma Pistol	+5pts
Flamer	+20pts

Replace Power Weapon:

Power Fist	+5pts

Equip with:

Death Mask (Fear)	+5pts

E — Replace Linked Lightning Claw:

Power Fist and Storm Shield (Tough(3))	Free

F — Replace 2x Power Fists:

2x Dreadnought Fists	+10pts

Replace Linked Assault Rifle:

Linked Flamer	+20pts

Replace Meltagun:

Linked Flamer	+5pts

Replace Linked Assault Rifle and Power Fist:

Linked Flamer (Rending)	+20pts

Replace Meltagun and Power Fist:

Linked Flamer (Rending)	Free

Upgrade with any:

Extra Armor (Tough(+3))	+20pts

Space Marines Chapter

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

Army Special Rules

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

Blood Chalice: The hero and all friendly units within 3" count as having Linked melee weapons, and whenever they take Wounds roll one die for each, on a 5+ it is ignored.

Psychic Powers

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

Sanguinius Shield (1): The Psyker and all friendly models within 3" may ignore wounds on a 5+ until the end of the round.

Fear of Darkness (1): Target enemy unit within 12" must take a morale test and re-roll if successful. If failed it may do nothing during its next activation and strikes last.

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

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

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

Space Wolves

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Wolf Lord [1]	3+	Pistol, Hand Weapon	Counter-Attack, Fearless, Hero, Tactics, Tough(3)	A	40pts
Sled Wolf Lord [1]	3+	Linked Assault Rifle, Power Weapon	Counter-Attack, Fearless, Special, Tactics, Tough(3)	-	60pts
Terminator Wolf Lord [1]	3+	Linked Assault Rifle, Power Weapon	Armored, Counter-Attack, Deep Strike, Fearless, Hero, Tactics, Tough(3)	B	60pts
Thunderwolf Cavalry [1]	3+	Pistol, Hand Weapon (Rending)	Counter-Attack, Fast, Fearless, Tough(3)	C	40pts
Fenrisian Wolf [1]	3+	Hand Weapon	Counter-Attack, Fast	-	20pts
Fenrisian Wolf [1]	-	Hand Weapon	Counter-Attack, Wolf	-	-

A	*Replace Pistol:*	
Linked Assault Rifle	+5pts
Plasma Pistol	+10pts
Storm Shield (Tough(+3))	+10pts

Take one Assault Rifle attachment:	
Flamer (Limited)	+5pts
Meltagun (Limited)	+5pts
Plasmagun (Limited)	+5pts

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

Take up to two:	
Fenrisian Wolf	+20pts

Upgrade with:	
Thunderwolf Mount (Fast, Rending Melee, Tough(+3))	+20pts

B	*Take one Assault Rifle attachment:*	
Flamer (Limited)	+5pts
Meltagun (Limited)	+5pts
Plasmagun (Limited)	+5pts

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

Take up to two:	
Fenrisian Wolf	+20pts

C	*Replace Pistol:*	
Assault Rifle	+5pts
Plasma Pistol	+10pts
Storm Shield (Tough(+3))	+10pts

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

Space Marines Chapter

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

Army Special Rules

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

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

Wolf: This model may only be deployed as part of a unit that buys it as an upgrade. As long as it is alive the model has the same Quality value as its unit, and it doesn't take up any transport space.

Psychic Powers

Storm Caller (1): The Psyker and all friendly units within 3" count as being in Cover until the end of the round.

Wolf Spirits' Fury (1): Target enemy unit within 18" takes D3 automatic hits.

World Wolf's Jaws (1): Target enemy unit within 18" takes one Quality test. If failed the unit takes D3 automatic wounds.

Murderous Hurricane (2): Target enemy unit within 18" takes D3 automatic hits with Rending.

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

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

Chaos Daemons

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Bloodthirster [1]	2+	Lash (12", A3x), Dreadnought Fist	Deep Strike, Fear, Flying, Furious, Hero, Special, Tough(6)	-	120pts
Lord of Change [1]	2+	Power Fist	Deep Strike, Fear, Flying, Hero, Psyker(2), Special, Tough(6)	A	125pts
Great Unclean One [1]	2+	Power Fist (Poison)	Deep Strike, Fear, Hero, Psyker(1), Special, Tough(9)	A	140pts
Keeper of Secrets [1]	2+	Power Fist (Strikes First)	Deep Strike, Fast, Fear, Hero, Psyker(1), Special, Tough(6)	A	115pts
Herald of Khorne [1]	4+	Power Weapon	Deep Strike, Furious, Hero, Tough(3)	B	30pts
Herald of Tzeentch [1]	4+	Hand Weapon	Deep Strike, Fast, Flying, Hero, Psyker(1), Tough(3)	C	50pts
Herald of Nurgle [1]	4+	Hand Weapon (Poison)	Armored, Deep Strike, Hero, Tough(3)	D	35pts
Herald of Slaanesh [1]	4+	Hand Weapon (Strikes First)	Deep Strike, Fast, Hero, Tough(3)	F	25pts
Bloodletter [1]	4+	Hand Weapon	Deep Strike, Furious	E, G	15pts
Pink Horror [1]	4+	Fists/Claws	Deep Strike, Horrors	E, H	15pts
Plaguebearer [1]	4+	Fists/Claws	Armored, Deep Strike	E, I	15pts
Daemonette [1]	4+	Fists/Claws	Deep Strike, Fast	E, J	15pts
Nurglings [1]	5+	Power Fist	Armored, Deep Strike, Scout, Tough(3)	-	30pts
Bloodcrusher [1]	4+	Power Weapon	Deep Strike, Fast, Furious, Tough(3)	E, G	30pts
Flamer [1]	4+	Flamer, Hand Weapon	Deep Strike, Fast, Flying, Psyker(1), Tough(3)	-	65pts
Beast [1]	4+	Power Fist (Poison)	Armored, Deep Strike, Tough(3)	-	40pts
Fiend [1]	4+	Hand Weapon	Deep Strike, Fast, Tough(3)	-	25pts
Flesh Hound [1]	4+	Hand Weapon	Collar, Deep Strike, Furious, Scout	-	20pts
Screamer [1]	4+	Power Weapon (Rending), Slashing Attack	Deep Strike, Fast, Flying, Psyker(1), Tough(3)	-	85pts
Plague Drone [1]	4+	Power Weapon	Armored, Deep Strike, Fast, Flying, Tough(3)	E, I, K	40pts
Chaos Fury [1]	4+	Fists/Claws	Deep Strike, Flying	L	15pts
Seeker [1]	4+	Power Weapon	Deep Strike, Fast	E, J	20pts
Daemon Prince [1]	2+	Dreadnought Fist	Deep Strike, Fear, Special, Tough(3)	L, M	65pts
Soul Grinder [1]	3+	Autocannon, 2x Dreadnought Fist	Deep Strike, Special, Tough(3)	L, N	120pts

A | *Upgrade Psyker(1):*

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

Upgrade Psyker(2):

Psyker(3)	+15pts

B | *Take one:*

Locus of Abjuration (The herald and all friendly units within 3" get the Armored rule against Psychic Powers)	+5pts
Locus of Wrath (The herald and all friendly units within 3" get the Hatred rule)	+5pts
Locus of Fury (The herald and all friendly units within 3"get the Fast rule)	+5pts

C | *Take one:*

Locus of Transmogrification (All friendly units with Horror within 3" place D3 markers instead of 1)	+5pts
Locus of Conjuration (The herald provides +1 power dice per round)	+10pts
Locus of Change (The herald gets +D6 melee attacks)	+10pts

D | *Take one:*

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

E | *Take one:*

Chaos Icon (Beacon)	+10pts

F | *Take one:*

Locus of Grace (The herald and all friendly units within 3" get the Strider rule)	+5pts
Locus of Beguilement (The herald and all friendly units within 3" get Linked weapons)	+5pts
Locus of Swiftness (The herald and all friendly units within 3" get the Strikes First rule)	+5pts

G | *Take one:*

Blood Banner (Once per game the herald and all friendly units within 3" move +6" when assaulting)	+5pts

H | *Take one:*

Blasted Standard (Once per game the herald and all friendly units within 3" deal 2D6 hits to a unit they target for psychic powers)	+10pts
Psyker(1)	+20pts

I | *Take one:*

Plague Banner (Once per game the herald and all friendly units within 3" get Poison melee weapons)	+5pts

J | *Take one:*

Rapturous Standard (Once per game if the herald or a friendly unit within 3" is in melee the enemy must re-roll successful hits)	+5pts

K | *Equip with one:*

Linked Pistol (Poison)	+5pts
Power Weapon (Poison)	+10pts
Power Weapon (Rending)	+20pts

L | *Upgrade with one:*

Slaneesh (Fast)	+5pts
Khorne (Furious)	+5pts
Nurgle (Armored)	+10pts
Tzeentch (Psyker(1))	

M | *Upgrade with:*

Wings (Fast, Flying)	+10pts

Take one:

Psyker(1)	+20pts
Psyker(2)	+35pts
Psyker(3)	+50pts

N | *Take one:*

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

Take one:

Linked Dreadnought Fist	+25pts

Army Special Rules

Beacon: Friendly unit may that Deep Strike within 6" of this unit don't scatter.
Collar: Whenever this unit is the target of enemy Psychic Powers you may re-roll failed deny rolls.
Horrors: Every time this unit suffers a wound in melee place a marker next to it, and if it is not killed then the enemy it fought takes as many hits as markers, and all markers are removed.
Slashing Attack: Once per turn this unit may deal D3 automatic hits to one enemy unit it passes over.

Psychic Powers

Nurgle's Corruption (1): Target enemy unit within 12" takes D3 automatic hits with Poison.
Bolt of Change (1): Target enemy unit within 24" takes one automatic hit with Piercing, and for each Wound suffered from this the unit takes an additional hit with Piercing.
Acquiescence (2): Target enemy unit within 18" gets Strikes Last until the end of the round.
Plague Wind (2): Target enemy unit within 12" takes D6 automatic hits with Poison.
Lash of Slaanesh (2): Target enemy unit within 24" takes D3 automatic hits with Rending.
Fire of Tzeentch (3): Target enemy unit within 24" takes D6 hits, and for each Wound suffered from this the unit takes an additional hit.

Harlequins

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Solitaire [1]	3+	Dreadnought Fist (Rending, Kiss)	Armored, Deep Strike, Fear, Fearless, Furious, Hero, Prismatic Blur, Strider, Tough(3)	-	100pts
Shadowseer [1]	3+	Hallucinogen Launcher (18", A4, Hallucinogen), Power Weapon	Fast, Fear, Furious, Hero, Strider, Tough(3), Psyker(1)	A	100pts
Death Jester [1]	3+	Shrieker Cannon (24", A1, Poison, Hallucinogen), Power Weapon	Fast, Fear, Furious, Hero, Strider, Tough(3)	-	65pts
Troupe Player [1]	3+	Pistol, Hand Weapon	Fast, Fear, Furious, Strider	B	25pts
Skyweaver [1]	3+	Linked Shotgun, Power Weapon	Fast, Fear, Furious, Flying, Relentless	C	45pts
Starweaver [1]	3+	2x Linked Shotgun	Fast, Fear, Flying, Special	-	55pts
Voidweaver [1]	3+	2x Linked Shotgun, Grenade Launcher (Haywire)	Fast, Fear, Flying, Special	D	115pts

A	Upgrade Psyker(1):	
Psyker(2)		+15pts

B	Replace Pistol:	
Neuro Disruptor (12", A2)		+5pts
Fusion Pistol (6", A6x)		+10pts
Replace Hand Weapon:		
Power Weapon		+5pts
Hand Weapon (Rending)		+5pts
Power Fist		+10pts
Hand Weapon (Embrace)		+10pts
Hand Weapon (Kiss)		+15pts

C	Equip with:	
Star Bolas (12", A4, Limited)		+5pts
Zephyrglaive (+2A when assaulting)		+5pts
Replace Linked Shotgun:		
Grenade Launcher (Haywire)		+45pts

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

Eldar Force

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

Army Special Rules

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

Hallucinogen: Whenever a unit is hit by this weapon it must take a morale test. If failed it may do nothing during its next activation and strikes last.

Haywire: When hitting a Special unit roll one die, on a 3+ it takes an automatic wound.

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

Prismatic Blur: This unit always moves +6".

Psychic Powers

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

Veil of Tears (1): The psyker all friendly units within 3" may not be targeted by units further than 4D6" until the end of the round.

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

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

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

Shards of Light (3): Target enemy unit within 24" takes 2D6 automatic hits.

Adeptus Mechanicus / Skitarii

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Skitarii Alpha [1]	5+	Pistol (Radium), Hand Weapon	Armored, Doctrina Imperatives, Hero, Tough(3)	A	30pts
Sicarian Princeps [1]	3+	Power Weapon	Doctrina Imperatives, Furious, Hero, Tough(3)	B	35pts
Tech-Priest Dominus [1]	2+	Phosphor Serpenta (18", A2), Volkite Blaster (24", A3, Deflagrate), Power Weapon	Armored, Canticles, Hero, Relentless, Tough(3)	H	105pts
Skitarii Vanguard [1]	5+	Carbine (Radium)	Armored, Doctrina Imperatives	C	15pts
Skitarii Ranger [1]	5+	Rifle	Armored, Doctrina Imperatives, Strider	C	15pts
Sicarian Ruststalker [1]	3+	Hand Weapon (Rending)	Doctrina Imperatives, Fast, Furious	D	25pts
Sicarian Infiltrator [1]	3+	Linked Carbine, Hand Weapon	Doctrina Imperatives, Fast, Scout	E	30pts
Fulgurite Priest [1]	5+	Linked Pistol, Linked Hand Weapon	Armored, Canticles	-	20pts
Corpuscarii Priest [1]	5+	Linked Pistol, Linked Hand Weapon (Shock)	Canticles	-	20pts
Kataphron Destroyer [1]	3+	Plasmagun, Phosphor Blaster (24", A2)	Canticles, Relentless, Tough(3)	K	65pts
Kataphron Breacher [1]	3+	Machinegun (Arc), Hand Weapon (Arc)	Armored, Canticles, Tough(3)	J	95pts
Kastelan Robot [1]	3+	Incendine Combustor (18", A4), 2x Power Fists	Armored, Datasmith, Fearless, Repulsor, Tough(3)	L	90pts
Sydonian Dragoon [1]	3+	Power Weapon (Joust, Taser)	Broad Spectrum Data-Ether, Doctrina Imperatives, Fast, Walker	F	45pts
Ironstrider Ballistarius [1]	3+	Linked Autocannon	Broad Spectrum Data-Ether, Doctrina Imperatives, Fast, Walker	G	110pts
Onager Dunecrawler [1]	3+	Heavy Phosphor Blaster (36", A2)	Broad Spectrum Data-Ether, Doctrina Imperatives, Strider, Tough(3), Walker	I	70pts

A	*Replace Carbine:*	
Phosphor Pistol (12", A2)		Free
Carbine (Radium)		+5pts
Plasma Caliver (18", A3x)		+5pts
Pistol (Arc)		+10pts
Assault Rifle (Arc)		+15pts
Arquebus (48", A3x, Scope)		+55pts
	Replace Hand Weapon:	
Power Weapon		+5pts
Hand Weapon (Taser)		+5pts
Hand Weapon (Arc)		+10pts

B	*Take one:*	
Linked Pistol		+5pts
Linked Carbine		+10pts
Assault Rifle (Arc)		+20pts
Plasma Caliver (18", A3x)		+25pts
Arquebus (48", A3x, Scope)		+75pts
	Replace Power Weapon:	
Power Weapon (Taser)		+5pts
Power Weapon (Rending)		+10pts
	Take one:	
Prehensile Spike		+10pts

C	*Replace Carbine/Rifle:*	
Plasma Caliver (18", A3x)		+5pts
Assault Rifle (Arc)		+10pts
Arquebus (48", A3x, Scope)		+70pts
	Upgrade with one:	
Enhanced Data-Ether (Fearless)		+5pts
Omnispex (Piercing Shooting)		+5pts

D	*Replace Hand Weapon:*	
Power Weapon (Rending)		+5pts
	Upgrade with one:	
Enhanced Data-Ether(Fearless)		+5pts
Omnispex (Piercing Melee)		+10pts

E	*Replace Linked Carbine and Hand Weapon:*	
Linked Pistol and Hand Weapon (Taser)		Free

F	*Replace Power Weapon:*	
Jezzail (30", A3x, Scope, Radium)		+35pts
	Equip with:	
Phosphor Serpenta (18", A2)		+10pts

G	*Replace Linked Autocannon:*	
Linked Lascannon		+40pts

H	*Replace Phosphor Serpenta:*	
Macrostubber (12", A5)		+10pts
	Replace Volkite Blaster:	
Eradication Ray (24", A5)		+15pts

I	*Replace Heavy Phosphor Blaster:*	
Eradicator Beamer (36", A5)		+35pts
Icarus Array (48", A8)		+105pts
Lascannon and Machinegun		+110pts
	Upgrade with any:	
Mindscanner Probe		+5pts
Power Weapon		+10pts
Machinegun		+35pts

J	*Replace Machinegun:*	
Torsion Cannon (24", A3, Gravitic Contortion)		Free
	Replace Hand Weapon:	
Dreadnought Fist		Free

K	*Replace Plasmagun:*	
Heavy Grav-Cannon (30", A6x)		+50pts
	Replace Phosphor Blaster:	
Cognis Flamer (12", A4+D3)		+10pts

L	*Replace 2x Power Fists:*	
Linked Heavy Phosphor Blaster (36", A2)		Free
	Replace any Heavy Phosphor Blaster:	
Incendine Combustors (18", A6)		+10pts

Imperial Force

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

Army Special Rules

Arc: When hitting a Special unit roll one die, on a 3+ it takes an automatic wound.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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