



ONE PAGE RULES PRESENTS

ONE PAGE KILLTEAM

Introduction

One Page Kill Team is a single-page miniature wargame set in the Warhammer 40,000 universe. The gameplay was designed to be played with just a handful of miniatures and has dynamic mechanics for an action packed skirmish.

All you need to play are some Warhammer 40,000 miniatures, a flat 4'x4' playing area, a measuring tape in inches and a couple of six-sided dice. The game can also be played with miniatures from other manufacturers.

Find more free games at onepagerules.wordpress.com, and more awesome art at rosscarlisle.tumblr.com.

If you'd like to get news & updates you can follow us here:

- Facebook: facebook.com/onepagerules
- Reddit: reddit.com/r/onepagerules
- Twitter: twitter.com/OnePageRules

If you wish to get involved in development or have any questions feel free to contact us:

- Forum: onepagerules.proboards.com
- E-Mail: onepageanon@gmail.com

Thank you for playing and happy wargaming!

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

Index

1. *Cover*
2. *Introduction & Index*
3. *Rules*
4. *Advanced Rules*
5. *Space Marines*
6. *Imperial Guard / Astra Militarum*
7. *Orks*
8. *Eldar*
9. *Chaos Space Marines*
10. *Tau*
11. *Necrons*
12. *Tyrannids*
13. *Dark Eldar*
14. *Chaos Daemons*
15. *Space Marine Chapters*
16. *Sisters of Battle / Adepta Sororitas*
17. *Inquisition*
18. *Harlequins*
19. *Adeptus Mechanicus / Skitarii*
20. *Genestealer Cult*

One Page Kill Team – Main Rulebook v3.2.1

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

General Principles

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

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

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

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

Before we begin...

Army Composition: Each player may take up to 150pts worth of units and upgrades in his army. Each army may only have one Hero 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 table edge to deploy first, then players alternate in placing one unit each within 12" of their edge.

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

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if assaulting. All members of a unit must remain within 2" of at least one other member and within 6" of all other members.

Shooting

All models in a unit that are in range and have line of sight to an enemy unit may fire at it. Models may fire all their weapons when using Hold actions, and only one when using Walk actions. Shooting models take one Quality test per Attack, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound. All non-melee weapons 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 defenders do the same by moving 3". All assaulting models within 2" of an enemy may attack with all melee weapons, which is resolved like shooting. Then any remaining defenders may strike back in the same way. If either unit is destroyed the other may move by up to 3", if not then assaulting models must move back by 1".

Morale & Routing

Units that must take a morale test simply take one Quality test. If at the beginning of a round an army is down to half of its original size then it must take a Rout test. Pick one model that is not stunned and take a morale test with it. If the test is failed, then all stunned models are killed and the rest Rout (remove from play). If there are only stunned models left then 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)
3-6	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 assaulted 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 don't roll on the wound table, instead each wound kills one model until only one last model remains. Roll on the table as usual for any wound that the last model takes.

Terrain

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

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

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

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

Units Types

Heroes: As long as one hero in your army is alive you may re-roll results of 1 on Rout tests.

Weapons

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

CCW/Claws: No special rules.

Powersword: Counts as Piercing.

Powerfist: Counts as Piercing and Rending.

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

p = Weapon counts as having the Piercing rule.

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

Special Rules

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

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

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

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

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

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

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

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

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

Limited: This weapon may only be used once.

Linked: This weapon may re-roll failed hits.

Piercing: This weapon ignores the Armored special rule. If a unit without Armored is by hit then it must re-roll successful blocks instead.

Poison: Enemies must re-roll successful blocks.

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

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

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

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

Sniper: Models firing this weapon always hit on 2+ and ignore cover. The attacker may pick which model from the target unit is hit.

Stealth: This unit always counts as being in Cover.

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

Tough(X): This model must accumulate X wounds before 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.

Unwieldy: This weapon must re-roll hits.

Advanced Rules

Advanced Psykery

When an enemy Psyker tries to manifest a Psychic Power you may try to deny it. Both players declare the number of power dice they are using, and then roll at the same time. If you have a Psyker in your army then you may add +X to the result, however then if you roll two or more 6s it immediately takes D3 automatic wounds. If you roll a higher number than the manifesting Psyker, then the power's effects are not resolved.

Mysterious Terrain

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

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

Mysterious Objectives

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

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

Pushing

Whenever a model rolls a Stunned result whilst being within 2" of a piece of Dangerous Terrain or Elevation, then roll one die. On a 4+ the model is moved 2" into the Dangerous Terrain (roll to see if it takes a wound) or it falls off the edge.

Falling Models: If a model is pushed over the edge of a piece of Elevation at least 2" tall, then the model takes X+1 automatic hits, where X is one hit for every full 3" it fell. Then the model is placed Stunned within 2" of the bottom.

Dropping

Models may drop off steep elevation up to 6" high instead of climbing down. The model must take X+1 tests at Quality 3+, where X is one test for every full 3" it drops. If all tests are passed you may place the model at the bottom of the steep elevation, and it may continue moving normally. If the model fails one or more tests it falls down instead.

Leaping

Models may leap off steep elevation up to 6" high onto enemies within 2" of the bottom. The model must take X+1 tests at Quality 3+, where X is one test for every full 3" it leaps. If all tests are passed you may place the model in contact with the target and deal as many hits as tests taken. If the model fails one or more tests it falls down instead.

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 test for every full 3" it jumps. If all tests are passed the model may move across the gap as if it was solid ground. If the model fails one or more tests it falls down 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 have routed. The player with the most points wins.

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

3 – Relic Hunt: Before deploying armies place 3 relic markers on the table. Roll-off to see who goes first, and then alternate in placing one relic marker each at least 12" away from any table edge and from any other relic marker. If a unit moves into contact with the marker it picks it up, and if it is destroyed the marker is dropped on the spot. Units holding markers may move off any table edge, removing the unit and the marker. After 4 rounds the game is over, and both players sum how many relic markers they are holding or they moved off the table. The player with the most relic markers wins.

4 – Sabotage: Before deploying armies place two relay markers on the table. Roll-off to see who goes first, and then place one relay marker within your deployment zone, at least 6" away from any table edge. If a unit that is not stunned is within 3" of an enemy relay marker, and no enemy units are within 3" of that marker, then it is destroyed. After 4 rounds the game is over, and if one of the players destroyed the enemy relay marker whilst keeping his own marker intact, then he wins.

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

6 – King of the Hill: After 4 rounds the game ends, and both players sum the point value of all units that they have within 12" of the table center that are not stunned. The player with most points within the table center wins.

Multi-Player Games

The game can be played with more than two players by adjusting the rules a little, and these rules can also be used to play with armies consisting of allies from different factions.

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 choose where to deploy going from highest ranking player to lowest. The players then alternate in placing one unit each within 12" of their edge following the same ranking.

Playing the Game: The player that won deployment goes first on the first round, and players alternate in activating one unit each in order of ranking. In each new round the player that finished activating first in the previous round goes first, and the rest roll-off to determine a new ranking order.

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
150	0-1
300	0-2
450	0-3
600	0-4
750	0-5
900	0-6
1050	0-7
1200	0-8

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

Space Marines

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Captain [1]	3+	Assault Rifle	Fearless, Hero, Tactics, Tough(3)	A, H	45pts
Chaplain [1]	3+	Assault Rifle	Fearless, Hero, Tough(3), Zealot	A	50pts
Librarian [1]	3+	Assault Rifle	Fearless, Psyker(1), Tough(3)	A, H	45pts
Techmarine [1]	3+	Pistol, Medium Powersword	Armored, Fearless, Tough(3)	-	55pts
Scout [1]	4+	Assault Rifle	Fearless, Scout, Strider	A, C, F	25pts
Tactical Marine [1]	3+	Assault Rifle	Fearless	A, D, E, F	25pts
Terminator [1]	3+	Stormbolter (24", A2), Medium Powerfist	Armored, Deep Strike, Fearless	H	55pts
Centurion [1]	3+	Linked Flamer, Medium CCW	Armored, Fearless, Tough(3)	B	75pts
Scout Biker [1]	4+	Linked Assault Rifle, Assault Rifle	Fast, Fearless, Scout	A, F	30pts
Marine Biker [1]	3+	Linked Assault Rifle, Assault Rifle	Fast, Fearless	A, D, F	40pts
Attack Bike [1]	3+	Linked Assault Rifle, Machinegun	Fast, Fearless	G	65pts

A | Replace Assault Rifle:

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

Replace Medium CCW:

Medium Powersword	+5pts
Medium Powerfist	+10pts

Take one Assault Rifle attachment:

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

Upgrade with one:

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

Upgrade Psyker(1):

Psyker(2)	+5pts
-----------	-------

B | Replace Medium CCW:

Siege Drill (A2, Piercing, Rending)	+10pts
-------------------------------------	--------

Replace Linked Flamer:

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

Upgrade with one:

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

C | Replace Assault Rifle:

Shotgun	Free
Machinegun	+20pts
Missile Launcher	+30pts
Sniper Rifle (36", A1p, Sniper)	+40pts

D | Replace Assault Rifle:

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

Upgrade with any:

Veteran (+1A in Melee)	+5pts
Jump Pack (Deep Strike, Flying)	+10pts

E | Replace Assault Rifle:

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

Upgrade with one:

Narthecium	+10pts
Battle Standard	+20pts

F | Replace Assault Rifle:

Pistol and Medium CCW	Free
-----------------------	------

G | Replace Machinegun:

Multi-Melta	+25pts
-------------	--------

H | Replace Stormbolter:

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

Equip with:

Missile Launcher	+50pts
------------------	--------

Army Special Rules

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

Narthecium: The unit and all friendly units within 3" get Regeneration.

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 3" get the Furious special rule.

Psychic Powers

Telekine Dome (5+): The psyker and all friendly units within 3" count as being in Cover until the end of the round.

Banishment (6+): Target enemy unit within 12" must re-roll blocks until the end of the round.

Prescience (6+): Target friendly unit within 12" gets Linked until the end of the round.

Warp Speed (6+): The psyker gets +3A in Melee until the end of the round.

Flame Breath (7+): Target enemy unit within 12" takes D3 automatic hits.

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

Imperial Guard / Astra Militarum

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	4+	Assault Rifle	Hero, Officer, Tough(3)	A	35pts
Command Assistants [2]	4+	Assault Rifles	-	B, C, E	30pts
Commissar [1]	5+	Assault Rifle	Executioner, Tough(3)	A	20pts
Priest [1]	5+	Assault Rifle	Spiritual Leader, Tough(3)	A	30pts
Psyker [1]	5+	Assault Rifle	Psyker(1), Tough(3)	A	25pts
Conscript [3]	6+	Assault Rifles	-	-	15pts
Guardsmen [3]	5+	Assault Rifles	-	A, B, D	30pts
Veteran [1]	4+	Assault Rifle	-	A, B, C, H	15pts
Storm Trooper [1]	4+	Carbine (Piercing)	Deep Strike, Strider	A, B	20pts
Weapon Team [1]	5+	Machinegun	-	D	25pts
Ogryn [1]	4+	Ripper Gun (12", A3), Heavy Powersword	Armored, Impact(1), Tough(3)	G	55pts
Ratling [1]	6+	Sniper Rifle (36", A1p, Sniper)	Scout	-	50pts
Rough Rider [1]	5+	Pistol, Light Powersword	Fast, Impact(1)	F	15pts

A | Replace one Assault Rifle/Carbine:

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

Replace one Medium CCW:

Medium Powersword	+5pts
Medium Powerfist	+10pts

Upgrade Psyker(1):

Psyker(2)	+5pts
-----------	-------

B | Replace up to two Assault Rifles/Carbine:

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

C | Replace up to two Assault Rifles:

Shotgun	Free
Sniper Rifle (36", A1p, Sniper)	+40pts

D | Take one:

Weapons Team (Machinegun)	+25pts
---------------------------	--------

Replace Machinegun:

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

E | Equip up to two models with any:

Vox-Caster	+5pts
Medipack	+15pts
Battle Standard	+15pts

F | Replace Pistol:

Plasma Pistol	+5pts
Flamer	+10pts
Grenade Launcher	+10pts
Meltagun	+15pts
Plasmagun	+15pts

Replace Light Powersword:

Medium Powersword	+5pts
-------------------	-------

G | Upgrade with:

Slabshield (Tough(+3))	+20pts
------------------------	--------

H | Upgrade with one:

Demolitions (Demo Charge)	+5pts
Sentry (Stealth)	+5pts
Grenadier (Armored)	+5pts

Army Special Rules

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

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

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

Medipack: The unit gets Regeneration.

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

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

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

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

Psychic Powers

Telekine Dome (5+): The psyker and all friendly units within 3" count as being in Cover until the end of the round.

Banishment (6+): Target enemy unit within 12" must re-roll blocks until the end of the round.

Prescience (6+): Target friendly unit within 12" gets Linked until the end of the round.

Warp Speed (6+): The psyker gets +3A in Melee until the end of the round.

Flame Breath (7+): Target enemy unit within 12" takes D3 automatic hits.

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

Orks

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Warboss [1]	4+	Pistol, Medium CCW	Fearless, Furious, Hero, Tough(3), Waagh!	A	35pts
Boss [1]	5+	Pistol, Medium CCW	Fearless, Furious, Hero, Tough(3), Waagh!	A	25pts
Big Mek [1]	5+	Pistol, Medium CCW	Fearless, Furious, Hero, Tough(3)	A, C	20pts
Weirdboy [1]	5+	Heavy Powersword	Fearless, Furious, Psyker(1), Tough(3)	B	30pts
Painboy [1]	5+	Heavy CCW (Poison)	Dok Tools, Fearless, Furious	-	30pts
Runtherd [1]	6+	Master CCW	Furious, Runtherd, Tough(3)	-	15pts
Gretchin [3]	6+	Pistols	Git Shootaz	-	15pts
Boyz [3]	5+	Pistols, Medium CCWs	Fearless, Furious	A, D	40pts
Kommando [1]	5+	Pistol, Medium CCW	Fearless, Furious, Scout, Strider	A, D	15pts
Specialist Boy [1]	5+	Flamer, Medium CCW	Fearless, Furious	A, F	25pts
Nob [1]	4+	Pistol, Medium CCW	Fearless, Furious	A, E	20pts
Meganob [1]	4+	Linked Carbine, Heavy Powerfist	Armored, Fearless, Furious	A	40pts
Warbiker [1]	5+	Linked Carbine, Pistol, Medium CCW	Fast, Fearless, Furious	A	20pts
Nob Biker [1]	4+	Linked Carbine, Pistol, Medium CCW	Fast, Fearless, Furious	A	30pts

A | Replace one Medium CCW:

Medium Powersword	+5pts
Medium Powerfist	+10pts

Replace one Pistol:

Carbine	+5pts
Linked Carbine	+10pts

Take one Carbine attachment:

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

Equip one model with any:

Attack Squig (+1A in Melee)	+5pts
Ammo Runt (may take three)	+5pts
'Eavy Armor (Armored)	+10pts
Cybork Body (Tough(+3))	+10pts
Warbike (Fast, Linked Carbine)	+10pts
Mega Armor (Armored, replace equipment for Linked Carbine, Medium Powerfist)	+20pts

B | Upgrade Psyker(1):

Psyker(2)	+5pts
-----------	-------

C | Replace Pistol:

Plasmagun	+15pts
Kustom Force Field	+20pts
Shokk Attack Gun	+40pts

D | Replace all Pistols:

Carbines	+5pts
----------	-------

Replace one Pistol:

Grenade Launcher	+10pts
Machinegun	+15pts

Upgrade all models with any:

'Eavy Armor (Armored)	+10pts
Rokkit Packs (Deep Strike, Flying)	+10pts

E | Upgrade with:

'Eavy Armor (Armored)	+5pts
-----------------------	-------

F | Replace Flamer:

Grenade Launcher	Free
Snazzgun (24", AD6)	+5pts
Deffgun (48", AD3p)	+10pts

Upgrade with one:

Ammo Runt	+5pts
Bomb Squig (18", A6x, Limited)	+5pts

Replace Grenade Launcher and Medium CCW:

Tankhammer (A6x, Unwieldy)	Free
----------------------------	------

Army Special Rules

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

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

Git Shootaz: This unit shoots at Quality 4+.

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

Runtherd: This model may be deployed as part of a Gretchin unit. This model and its unit take morale tests at Quality 5+.

Shokk Attack Gun: When shooting the Shokk Attack Gun (48", AD6p), if you roll double 1 the Big Mek is removed from play, if you roll double 2 the target unit is removed from play.

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

Psychic Powers

Da Jump (6+): The psyker and all friendly units within 3" may Deep Strike anywhere on the table.

Warpath (6+): The psyker and friendly units within 3" get +1A in Melee until the end of the round.

'Eadbanger (8+): Target enemy model within 24" takes one automatic hit with Piercing.

Power Vomit (8+): Target enemy unit within 12" takes D3p automatic hits.

Frazzle (8+): Target enemy unit within 18" takes D3 automatic hits.

Da Krunch (13+): Target enemy unit within 24" takes D3+2p automatic hits.

Eldar

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Autarch [1]	3+	Shotgun (Rending)	Focus, Hero, Tough(3)	E	45pts
Exarch [1]	4+	Shotgun (Rending)	Focus, Hero, Tough(3)	E	35pts
Farseer [1]	3+	Pistol (Rending), Light Powersword	Focus, Hero, Psyker(3), Tough(3)	L	50pts
Warlock [1]	3+	Pistol (Rending), Light Powersword	Focus, Psyker(1)	L	30pts
Guardian [1]	4+	Shotgun (Rending)	Focus	C, E	25pts
Dire Avenger [1]	4+	Carbine	Focus	H	15pts
Ranger [1]	4+	Sniper Rifle (36", A1p, Sniper)	Focus, Scout, Strider	-	60pts
Scorpion [1]	4+	Pistol (Rending), Light Powersword	Focus, Scout, Strider	-	25pts
Banshee [1]	4+	Pistol (Rending), Light Powersword	Fast, Fear, Focus	-	25pts
Fire Dragon [1]	4+	Meltagun	Focus	F	35pts
Hawk [1]	4+	Minigun	Deep Strike, Flying, Focus	G	35pts
Warp Spider [1]	4+	Shotgun (Rending)	Deep Strike, Focus, Teleporter	I	35pts
Dark Reaper [1]	4+	Missile Launcher	-	M	45pts
Wraithguard [1]	3+	Medium Powersword	Armored, Fearless	K	25pts
Windrider [1]	4+	Linked Shotgun (Rending)	Fast, Focus, Strider	B, J	30pts
Gun Platform [1]	-	Shuriken Cannon (24", A3, Rending)	Focus, Gun Platform	A	-

A | Replace Shuriken Cannon:

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

B | Replace Linked Shotgun:

Shuriken Cannon (24", A3, Rending)	+15pts
------------------------------------	--------

C | Upgrade with one:

Gun Platform	+30pts
--------------	--------

E | Replace Shotgun:

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

Replace Medium CCW:

Medium Powersword	+5pts
-------------------	-------

F | Replace Meltagun:

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

G | Replace Minigun:

Minigun (Blind)	+5pts
Minigun (Piercing)	+10pts

H | Replace Carbine:

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

I | Replace Shotgun:

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

Upgrade with:

Powerblades (Piercing in Melee)	+5pts
---------------------------------	-------

J | Upgrade with:

Laser Lance (+2A when Assaulting)	+5pts
-----------------------------------	-------

K | Replace Medium Powersword:

Wraithcannons (12", A1p, Rending)	Free
Medium Powerfists and Force Shields (Tough(3))	+30pts
Flamers (Rending)	+30pts

L | Replace Light Powersword:

Light Powersword (Rending)	+5pts
----------------------------	-------

Upgrade with:

Jetbike (Fast, Strider)	+5pts
-------------------------	-------

M | Replace Missile Launcher:

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

Army Special Rules

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

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

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

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

Psychic Powers

Conceal (5+): The psyker and all friendly units within 3" get the Stealth special rule until the end of the round.

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

Guide (6+): Target friendly unit within 24" gets Linked shooting until the end of the round.

Destructor (7+): Target enemy unit within 12" takes D3 automatic hits.

Executioner (8+): Target enemy unit within 24" takes one automatic hit with Piercing.

Renewer (10+): Target friendly model within 18" removes 1 Wound from its Tough count.

Chaos Space Marines

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Chaos Lord [1]	3+	Assault Rifle	Hero, Tough(3)	A, B	35pts
Sorcerer [1]	3+	Assault Rifle	Psyker(1), Tough(3)	A, B	45pts
Zombies [5]	5+	Light Claws	Fearless, Regeneration, Slow	-	30pts
Cultists [3]	5+	Assault Rifles	-	F	30pts
Chaos Marine [1]	3+	Assault Rifle	-	A, B, D, E	20pts
Possessed [1]	3+	Medium CCW	Fearless, Mutations	-	25pts
Raptor [1]	3+	Assault Rifle	Deep Strike, Fear, Flying	A, B, C, D	30pts
Chaos Terminator [1]	3+	Linked Assault Rifle, Medium Powersword	Armored, Deep Strike	A, B, G	35pts
Noise Marine [1]	3+	Sonic Blaster (24", A2, Ignores Cover)	Fast, Fearless	I	40pts
Chaos Biker [1]	3+	Linked Assault Rifle, Assault Rifle	Fast	A, B, D	35pts
Mutilator [1]	3+	Medium Claws (Piercing)	Armored, Deep Strike, Tough(3)	A, H	50pts
Chaos Spawn [1]	4+	Mutated Limbs (AD6 in Melee)	Fast, Fear, Fearless, Furious, Mutations, Tough(3)	A	45pts

A | Upgrade with one:

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

B | Replace Assault Rifle:

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

Replace Medium CCW:

Medium Powersword	+5pts
Medium Powerfist	+10pts

Take one Assault Rifle attachment:

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

Equip with one:

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

Upgrade Psyker(1):

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

C | Replace Assault Rifle:

Pistol and Medium CCW	Free
Medium Powerfist (Rending)	+5pts

D | Replace Assault Rifle:

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

E | Replace Assault Rifle:

Pistol and Medium CCW	Free
Machinegun	+30pts
Autocannon	+40pts
Missile Launcher	+40pts
Lascannon	+110pts

Upgrade with:

Veteran (Fearless)	+5pts
--------------------	-------

F | Replace all Assault Rifles:

Pistols and Medium CCWs	Free
-------------------------	------

Replace one Assault Rifle:

Shotgun	Free
Flamer	+15pts
Machinegun	+15pts

G | Replace Linked Assault Rifle:

Heavy Flamer	+15pts
Linked Autocannon	+50pts

H | Equip with one:

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

I | Replace Sonic Blaster:

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

Army Special Rules

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

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

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

Psychic Powers

Virus (5+): Target enemy unit within 24" takes one automatic hit for every 1 it rolls when shooting until the end of the round.

Frenzy (5+): Target friendly unit within 12" gets Piercing Melee or +1A in Melee until the end of the round (pick one).

Doombolt (7+): Target enemy model within 18" takes one automatic hit with Piercing.

Firestorm (8+): Target enemy unit within 24" takes one automatic hit with piercing.

Overload (9+): Target enemy unit within 24" takes D2 automatic hits and must take a morale test, regardless of casualties.

Rot (9+): All enemy units within 6" take D2 automatic hits with Poison.

Tau

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Ethereal [1]	4+	Heavy CCW	Hero, Inspirational, Tough(3)	A, D	40pts
XV8 Commander [1]	4+	Master CCW	Deep Strike, Flying, Hero, Tough(3)	A, B	35pts
Cadre Fireblade [1]	5+	Rifle, Heavy CCW, Markerlight	Hero, Optics, Tough(3)	A	30pts
Kroot Shaper [1]	5+	Assault Rifle, Heavy CCW	Hero, Scout, Strider, Tough(3)	G	25pts
Kroot Carnivore [1]	5+	Assault Rifle	Scout, Strider	G	15pts
Kroot Hound [1]	5+	Medium Claws	Fast, Scout, Strider	-	15pts
Krootox [1]	5+	Autocannon, Medium Claws (Piercing)	Scout, Strider, Tough(3)	-	45pts
Vespid [1]	5+	Carbine	Deep Strike, Flying	-	15pts
Fire Warriors [3]	5+	Carbines	Optics	A, C, H	25pts
Pathfinder [1]	5+	Carbine, Markerlight	Optics, Scout	A, F	20pts
Stealth Suit [1]	5+	Burst Cannon (18", A4), Medium CCW	Deep Strike, Flying, Optics, Scout, Stealth	A, C, E	30pts
Gun Drone [1]	5+	Linked Carbine, Markerlight	Deep Strike, Flying, Optics	-	20pts
Sniper Drone [1]	5+	Longshot Rifle (48", A1p), Markerlight	Controller, Deep Strike, Flying, Optics	-	40pts
XV8 Crisis Suit [1]	4+	Medium CCW	Deep Strike, Flying, Tough(3)	A, B	30pts
Drone [1]	-	-	Drone	-	-
Support Turret [1]	-	Missile Pod (36", A2p)	Optics, Support Turret	-	-

A | Take up to two:

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

B | Equip with up to three:

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

C | Equip one model with one:

Beacon	+5pts
Markerlight	+5pts

D | Replace Heavy CCW:

Master CCW	+5pts
Heavy Powersword	+5pts

E | Replace Burst Cannon:

Fusion Blaster (18", A6x)	+15pts
---------------------------	--------

F | Replace Carbine and Markerlight:

Rail Rifle (30", A1p)	+5pts
Ion Rifle (30", A3p)	+25pts

Take one:

Drone (Inhibitor)	+5pts
Drone (Accelerator)	+5pts
Drone(Beacon,BurstCannon(18",A4))	+25pts

G | Replace Assault Rifle:

Kroot Rifle (24", A1p, Sniper)	+25pts
--------------------------------	--------

H | Replace all Carbines:

Shotguns	+5pts
Rifles	+10pts

Take one:

Support Turret	+30pts
----------------	--------

Replace Missile Pod:

Smart Missiles (30", A4, Indirect)	+10pts
------------------------------------	--------

Army Special Rules

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

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

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

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

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

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

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

Optics: This unit shoots at Quality 4+.

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

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

Necrons

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Necron Lord [1]	3+	Staff of Light (12", A3), Medium CCW	Hero, Robot, Tough(3)	A	55pts
Destroyer Lord [1]	3+	Staff of Light (12", A3), Heavy CCW	Armored, Deep Strike, Hero, Flying, Robot, Tough(3)	A	75pts
Cryptek [1]	3+	Staff of Light (12", A3), Light CCW	Hero, Robot, Technomancer, Tough(3)	A, F	55pts
Necron Warrior [1]	3+	Assault Rifle (Rending)	Robot	-	25pts
Immortal [1]	3+	Assault Rifle (Tesla)	Robot	B	25pts
Lychguard [1]	3+	Medium Powersword (Rending)	Robot	D	25pts
Flayed One [1]	3+	Master Claws (Piercing)	Deep Strike, Fear, Robot, Scout	-	35pts
Praetorian [1]	3+	Rod of Covenant (12", A1), Medium CCW	Armored, Fearless, Robot	E	25pts
Deathmark [1]	3+	Synaptic Disintegrator (24", A1p, Sniper)	Deep Strike, Hyperspace Hunter, Robot	-	50pts
Scarab Swarm [1]	6+	Master Claws (Rending)	Fearless, Tough(3)	-	30pts
Tomb Blade [1]	3+	Linked Assault Rifle (Tesla)	Fast, Robot, Strider	C	30pts
Wraith [1]	3+	Heavy Claws (Piercing, Rending)	Fast, Fearless, Flying, Robot, Tough(3)	G	70pts
Destroyer [1]	3+	Gauss Cannon (24", A2, Rending)	Armored, Deep Strike, Flying, Robot, Tough(3)	H	75pts

A | Take up to two:

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

Take one:

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

B | Replace Assault Rifle (Tesla):

Assault Rifle (Rending)	+5pts
-------------------------	-------

C | Replace Assault Rifle (Tesla):

Linked Assault Rifle (Rending)	+5pts
Particle Beamer (24", A3p)	+25pts

Equip with one:

Shadowlooms	+5pts
Shield Vanes (Armored)	+5pts
Nebuloscopes (Ignores Cover)	+5pts

D | Replace Medium Powersword:

Medium CCW, Shield (Armored)	Free
------------------------------	------

E | Replace Rod of Covenant and Medium CCW:

Particle Caster (12", A1p) and Medium CCW (Rending)	+10pts
---	--------

F | Take up to two:

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

G | Upgrade with one:

Whip Coils (Fear)	+5pts
Particle Casters (12", A1p)	+10pts
Transdimensional Beamers (12", A1, Rending)	+10pts

H | Replace Gauss Cannon:

Heavy Gauss Cannon (36", A6x, Rending)	+30pts
--	--------

Army Special Rules

Chronometron: The Hero and all friendly units within 3" may re-roll all failed blocks.

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

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

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

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

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

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

Shadowloom: The Hero and all friendly units within 3" get the Stealth special rule.

Technomancer: The Hero and all friendly units within 3" may ignore wounds from Regeneration on a 4+ (instead of 5+).

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

Veil of Darkness: Once per game, when the Hero is activated, he and his all friendly units within 3" may Deep Strike anywhere on the table.

Tyranids

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Tyranid Prime [1]	3+	Linked Pistol, Master Claws	Hero, Synapse, Tough(3)	B, C, E, K	60pts
Tyranid Warrior [1]	3+	Linked Pistol, Heavy Claws	Synapse, Tough(3)	A,B,D,E,K,L	55pts
Genestealer [1]	3+	Medium Claws (Rending)	Scout, Strider	J, L	30pts
Termagants [3]	5+	Pistols	Strider	I, L	25pts
Hormagaunts [3]	5+	Medium Claws	Fast, Strider	L	35pts
Gargoyles [3]	5+	Pistols, Light Claws (Poison)	Deep Strike, Flying	L	35pts
Ripper Swarms [3]	6+	Master Claws	Fearless, Tough(3)	H, L	35pts
Tyrant Guard [1]	3+	Medium Claws (Rending)	Armored, Tough(3)	B, C	45pts
Hive Guard [1]	3+	Impaler (24", A2p, Indirect), Medium Claws	Armored, Tough(3)	C, G	70pts
Zoanthrope [1]	3+	Light Claws	Psyker(1), Synapse, Tough(3)	-	50pts
Venomthrope [1]	3+	Medium Claws (Poison), Lash Whip (Fear)	Spore Cloud, Tough(3)	-	50pts
Ravener [1]	3+	Master Claws	Deep Strike, Fast, Strider, Tough(3)	F	50pts
Lictor [1]	3+	Flesh Hooks (6", A2), Heavy Claws (Piercing, Rending)	Deep Strike, Fast, Fear, Scout, Stealth, Strider, Tough(3)	-	75pts
Pyrovore [1]	4+	Flamer, Medium Claws (Poison)	Acid Blood, Tough(3)	-	45pts
Biovore [1]	4+	Mine Launcher, Medium Claws	Tough(3)	-	50pts
Spore Mines [3]	6+	Explosive Head	Deep Strike, Float	-	20pts
Mucolid Spore [1]	6+	Explosive Head	Deep Strike, Float, Stealth, Tough(3)	-	20pts

A | Upgrade with one:

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

B | Upgrade with one:

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

C | Upgrade with any:

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

D | Upgrade with:

Shrike (Deep Strike, Flying)	+10pts
------------------------------	--------

E | Replace Linked Pistol:

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

F | Upgrade with:

Linked Pistols	+5pts
Rending Claws (Rending in Melee)	+10pts
Devourer (18", A3)	+20pts
Deathspitter (18", A3p)	+25pts

G | Replace Impaler:

Shockcannon (18", A3, Haywire)	+5pts
--------------------------------	-------

H | Upgrade all models with any:

Deep Strike	+5pts
Linked Pistols	+5pts

I | Replace one Pistol:

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

Replace any Pistol:

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

J | Upgrade with:

Scything Talons (+1A in Melee)	+5pts
Broodlord (+2A in Melee, Psyker(1), Tough(3))	+40pts

K | Upgrade any model with:

Flesh Hooks (6", A2)	+5pts
----------------------	-------

L | Upgrade all models with any:

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

Army Special Rules

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

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

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

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

Haywire: This weapon ignores Armored and is only blocked on rolls of 6.

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

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

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

Psychic Powers

Catalyst (6+): The psyker and one friendly unit within 12" get the Regeneration special rule until the end of the round.

Horror (6+): Target enemy unit within 24" must take a morale test and re-roll if successful.

Onslaught (6+): Target friendly unit within 24" may shoot after using Run actions until the end of the round.

Psychic Scream (8+): All enemy units within 6" must take a morale test. If failed they take one automatic wound.

Warp Blast (8+): Target enemy unit within 24" takes one automatic hit with Piercing.

Paroxysm (8+): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Dark Eldar

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Archon [1]	4+	Pistol (Poison), Medium CCW	Hero, Pain, Tough(3)	A, D, I, J	30pts
Succubus [1]	4+	Pistol (Poison), Medium CCW	Dodge, Hero, Pain, Tough(3)	A, G, I, J	35pts
Haemonculus [1]	4+	Pistol (Poison), Medium CCW (Poison)	Hero, Pain, Regeneration, Tough(3)	E, I, M	45pts
Ur-Ghul [1]	4+	Heavy CCW	Fear, Furious, Regeneration	-	20pts
Lhamaean [1]	4+	Pistol (Poison), Light CCW (Deadly)	Pain	-	25pts
Medusae [1]	4+	Eyeburst (12", A6)	Pain	-	30pts
Sslyth [1]	4+	Shardcarbine (18", A3, Poison), Pistol (Poison), Heavy CCW	Regeneration	-	40pts
Beastmaster [1]	4+	Splinter Pods (18", A2, Poison)	Fast, Strider	K	25pts
Khymera [1]	4+	Heavy Claws	Fast, Fear, Regeneration, Strider	-	25pts
Razorwing Flock [1]	4+	Master Claws (Rending)	Fast, Strider, Tough(3)	-	45pts
Clawed Fiend [1]	4+	Master Claws	Armored, Fast, Furious, Strider, Tough(3)	-	45pts
Warrior [1]	4+	Assault Rifle (Poison)	Pain	A, B, N	20pts
Wych [1]	4+	Pistol (Poison), Medium CCW	Dodge, Drugs, Pain	A, G, J, O	25pts
Scourge [1]	4+	Shardcarbine (18", A3, Poison)	Deep Strike, Flying, Pain	B, L	35pts
Hellion [1]	4+	Splinter Pod (18", A2, Poison)	Deep Strike, Drugs, Flying, Pain	T	30pts
Wrack [1]	4+	Medium CCW (Poison)	Pain, Regeneration	E, R	20pts
Incubus [1]	3+	Medium Powersword	Pain	P	25pts
Mandrake [1]	3+	Baleblast (18", A2), Medium CCW	Fear, Pain, Scout, Stealth, Strider	-	45pts
Grotesque [1]	4+	Heavy CCW (Deadly)	Armored, Pain, Regeneration, Rampage, Tough(3)	Q	80pts
Reaver [1]	4+	Assault Rifle (Poison), Pistol (Poison)	Drugs, Fast, Impact(1), Pain, Strider	H	35pts
Cronos [1]	4+	Spirit Syphon (12", A6), Heavy CCW	Armored, Fear, Fearless, Impact(D3), Regeneration, Tough(3)	C	80pts
Talos [1]	4+	Linked Haywire Blaster (24", A1, Haywire), Master CCW (Piercing)	Armored, Fear, Fearless, Impact(D3), Regeneration, Tough(3)	F	80pts

A | Replace Medium CCW:

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

B | Replace Assault Rifle or Shardcarbine:

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

C | Take one:

Spirit Probe	+5pts
Spirit Vortex (18", A9)	+40pts

D | Take any:

Clone Field (Armored)	+10pts
Phantasm Launcher (18", A3, Fright)	+30pts
Replace Medium CCW:	
Medium CCW (Deadly)	+20pts

E | Replace Medium CCW:

Medium CCW (Deadly)	+20pts
Replace Pistol or Medium CCW:	
Pistol (Poison)	Free
Liqifier Gun (12", A6p)	+25pts
Hexriffler (36", A1p, Sniper, Deadly)	+50pts

F | Replace Master CCW:

Ichor Injector (A1, Deadly)	Free
Linked Liqifier Gun (12", A6p)	+10pts
Replace Linked Haywire Blaster:	
Stinger Pod (24", A6)	+25pts
Linked Heat Lance (18", A7x)	+40pts
Linked Splinter Cannon (36", A5, Poison)	+65pts

G | Replace Pistol and Medium CCW:

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

H | Replace Assault Rifle:

Blaster (18", A6x)	+25pts
Heat Lance (18", A7x)	+30pts
Upgrade with one:	
Cluster Caltrops (Impact(+D6))	+10pts

I | Upgrade with:

Webway Portal (Deep Strike)	+5pts
-----------------------------	-------

J | Replace Pistol:

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

K | Upgrade with one:

Pistol (Poison), Medium CCW	+10pts
Phantasm Launcher (18", A3, Fright)	+30pts
Replace Medium CCW:	
Medium CCW (Poison)	+5pts
Medium CCW (Piercing)	+10pts
Medium CCW (Deadly)	+20pts

L | Replace Shardcarbine:

Pistol (Poison), Medium CCW	Free
Blast Pistol (6", A6x), Medium CCW	+5pts
Replace Medium CCW:	
Medium CCW (Poison)	+5pts
Medium CCW (Piercing)	+10pts

M | Take one:

Crucible of Malediction (3D6", A3x, Limited)	+5pts
--	-------

N | Replace Assault Rifle:

Pistol (Poison), Medium CCW	Free
Blast Pistol (6", A6x), Medium CCW	+10pts
Phantasm Launcher (18", A3, Fright)	+25pts
Upgrade with:	
Trueborn (+1A in Melee)	+5pts

O | Replace Pistol:

Phantasm Launcher (18", A3, Fright)	+25pts
Upgrade with:	
Bloodbrides (+1A in Melee)	+5pts

P | Replace Medium Powersword:

Heavy Powersword	+5pts
------------------	-------

Q | Replace Heavy CCW:

Liqifier Gun (12", A6p), Heavy CCW	Free
------------------------------------	------

R | Upgrade with:

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

Army Special Rules

Calcific: Whenever a model is killed by this weapon all enemy units within 3" take D6 automatic hits.

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

Dodge: This unit gets Armored when in Melee.

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

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

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

Haywire: This weapon ignores Armored and is only blocked on rolls of 6.

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

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

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

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

Chaos Daemons

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Herald of Khorne [1]	3+	Heavy CCW	Deep Strike, Furious, Hero, Tough(3)	B	40pts
Herald of Tzeentch [1]	5+	Medium CCW	Deep Strike, Hero, Horrors, Psyker(1), Tough(3)	C	25pts
Herald of Nurgle [1]	4+	Heavy CCW (Poison)	Deep Strike, Hero, Psyker(1), Stealth, Tough(3)	D	45pts
Herald of Slaanesh [1]	4+	Master CCW	Deep Strike, Fast, Hero, Psyker(1), Tough(3)	G	45pts
Bloodletter [1]	3+	Light CCW	Deep Strike, Furious	E, H	20pts
Pink Horrors [3]	5+	Light Claws	Deep Strike, Horrors	E, I	25pts
Plaguebearer [1]	4+	Light CCW (Poison)	Deep Strike, Stealth	E, J	15pts
Daemonette [1]	4+	Medium Claws	Deep Strike, Fast	E, K	20pts
Nurglings [1]	5+	Master Claws	Deep Strike, Scout, Stealth, Tough(3)	-	30pts
Bloodcrusher [1]	3+	Heavy CCW	Deep Strike, Fast, Furious, Impact(1), Tough(3)	E, H	50pts
Flamer [1]	3+	Flamer, Medium Claws	Deep Strike, Flying, Tough(3)	-	65pts
Nurgle Beast [1]	4+	Tongue (AD6+1 in Melee, Poison)	Deep Strike, Fast, Regeneration, Stealth, Strider, Tough(3)	-	60pts
Fiend [1]	3+	Heavy Claws	Deep Strike, Fast, Fear, Strider, Tough(3)	-	50pts
Flesh Hound [1]	3+	Medium Claws	Deep Strike, Fast, Furious, Scout, Strider, Tough(3)	-	45pts
Screamer [1]	4+	Heavy Claws	Deep Strike, Fast, Impact(D3), Strider, Tough(3)	-	40pts
Plague Drone [1]	4+	Heavy CCW (Poison)	Deep Strike, Fast, Flying, Impact(1), Stealth, Tough(3)	E, F, J	45pts
Chaos Fury [1]	4+	Light Claws	Deep Strike, Flying	A	15pts
Seeker [1]	4+	Heavy Claws	Deep Strike, Fast, Impact(1), Scout	E, K	25pts

A | Upgrade with one:

Khorne (Furious)	+5pts
Nurgle (Stealth)	+5pts
Slaanesh (Fast)	+5pts
Tzeentch (Psyker(1))	+5pts

B | Take one:

Locus of Fury (The hero and all friendly units within 3" get +1A when assaulting)	+5pts
Locus of Wrath (The hero and all friendly units within 3" get the Linked rule)	+5pts
Locus of Abjuration (The hero and all friendly units within 3" get the Fearless rule)	+10pts

C | Take one:

Locus of Transmogrification (The hero and all friendly units within 3" place D3 markers for the Horrors rule)	+5pts
Locus of Change (The hero and all friendly units within 3" get Piercing on a 4+)	+5pts
Locus of Conjunction (The hero's Psychic Powers all get the Piercing special rule)	+10pts

D | Take one:

Locus of Virulence (The hero and all friendly units within 3" get the Rending rule)	+5pts
Locus of Contagion (The hero and all friendly units within 3" get the Impact(1) rule)	+5pts
Locus of Fecundity (The hero and all friendly units within 3" get Regeneration)	+15pts

E | Take one:

Chaos Icon (Beacon)	+5pts
---------------------	-------

F | Equip with one:

Death's Heads (12", A2, Poison)	+10pts
Rot Proboscis (Rending)	+10pts
Venom Sting (Deadly)	+25pts

G | Take one:

Locus of Grace (The hero and all friendly units within 3" get the Strider rule)	+5pts
Locus of Beguilement (The hero and all friendly units within 3" get the Linked rule)	+5pts
Locus of Swiftess (The hero and all friendly units within 3" get the Fear special rule)	+10pts

H | Take one:

Blood Banner (+D6" when assaulting)	+5pts
--	-------

I | Take one:

Blasted Standard (Targets of Psychic Powers take one automatic hit)	+5pts
Psyker(1)	+5pts

J | Take one:

Plague Banner (Rending in Melee)	+5pts
----------------------------------	-------

K | Take one:

Rapturous Standard (Enemies get Unwieldy in Melee)	+10pts
---	--------

Army Special Rules

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

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

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

Psychic Powers

Acquiescence (6+): Target enemy unit within 18" can't attack in Melee until the end of the round.

Corruption (7+): Target enemy unit within 12" takes D3 automatic hits with Poison.

Plague Wind (9+): Target enemy unit within 12" takes D3+1 automatic hits with Poison.

Flickering Fire (9+): Target enemy unit within 24" takes D3 automatic hits.

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

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

Space Marine Chapters

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Sanguinary Priest [1]	3+	Medium CCW	Blood Chalice, Furious, Fearless, Hero, Narthecium, Tough(3)	A	55pts
Death Comp. Marine [1]	3+	Pistol, Medium CCW	Fearless, Rage, Regeneration	B	30pts
Sanguinary Guard [1]	3+	Angelus Boltgun (12", A2), Medium CCW	Deep Strike, Fearless, Furious, Flying	C	40pts
Deathwing Knight [1]	3+	Medium Powerfist	Armored, Deep Strike, Deathwing, Fearless, Impact(1), Tough(3)	-	65pts
Black Knight [1]	3+	Plasma Talon (18", A1p, Linked), Pistol, Medium CCW	Fast, Fearless, Scout	E	45pts
Brother Champion [1]	3+	Stormbolter (24", A2), Medium Powersword	Aegis, Fearless, Hero, Psyker(1), Tough(3)	-	75pts
Striker [1]	3+	Stormbolter (24", A2), Light Powersword	Aegis, Fearless, Psyker(1)	H	40pts
Grey Knights Terminator [5]	3+	Stormbolter(24",A2),Medium Powersword	Aegis, Armored, Deep Strike, Fearless, Psyker(1)	G	55pts
Wulfen [1]	3+	Heavy CCW	Counter-Attack, Fast, Fearless, Rage, Regeneration, Tough(3)	F	60pts
Thunderwolf Cavalry [1]	3+	Pistol, Master CCW	Armored, Counter-Attack, Fast, Fearless, Impact(1), Tough(3)	D	65pts
Fenrisian Wolf [1]	3+	Medium Claws	Counter-Attack, Fast, Strider	-	25pts
Wolf [1]	-	Medium Claws	Counter-Attack, Fast, Strider, Wolf	-	-

A | Take one:

Pistol	+5pts
Assault Rifle	+10pts
Inferno Pistol (6", A3x)	+10pts
Hand Flamer (12", A4)	+15pts
Stormbolter (24", A2)	+15pts
Plasma Pistol	+20pts

Replace Medium CCW:

Medium Powersword	+5pts
Medium Powerfist	+10pts

Take one Assault Rifle attachment:

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

B | Replace Pistol:

Assault Rifle	+5pts
Inferno Pistol (6", A3x)	+10pts
Hand Flamer (12", A4)	+15pts
Plasma Pistol	+20pts

Replace Medium CCW:

Medium Powersword	+5pts
Medium Powerfist	+10pts

Upgrade with:

Jump Pack (Deep Strike, Flying)	+10pts
---------------------------------	--------

C | Replace Angelus Boltgun:

Inferno Pistol (6", A3x)	Free
Plasma Pistol	+10pts

Replace Medium CCW:

Medium Powersword	+5pts
Medium Powerfist	+10pts

Upgrade with:

Death Mask (Fear)	+5pts
-------------------	-------

D | Replace Pistol:

Assault Rifle	+5pts
Plasma Pistol	+15pts

E | Replace Plasma Talon:

Linked Grenade Launcher	+20pts
-------------------------	--------

F | Take one:

Auto-Launcher (12", AD3)	+10pts
Storm Shield (Tough(+3))	+25pts

Replace Heavy CCW:

Master CCW	+5pts
Heavy Powerfist	+15pts

G | Replace Stormbolter:

Incinerator (Heavy Flamer)	+20pts
Psilencer (24", A6)	+30pts
Psychannon (24", A3p, Rending)	+30pts

H | Replace Stormbolter:

Incinerator (Heavy Flamer)	+20pts
Psilencer (24", A6)	+30pts
Psychannon (24", A3p, Rending)	+30pts

Upgrade with:

Teleporter	+5pts
------------	-------

Space Marine Chapters

Units from this page can be added to Space Marine armies to play as specific chapters. When using these units you may take any units and upgrade from the Space Marine army with the following changes, based on each chapter:

Blood Angels

- Infantry get Furious for +5pts

Dark Angels

- Terminators get Deathwing for +20pts
- Bikers get Scout for +5pts
- Assault Bikes get Scout for +5pts

Grey Knights

- Infantry get Aegis for +5pts

Space Wolves

- Heroes may take one Wolf for +30pts
- Infantry get Counter-Attack for +5pts

Special Rules

Aegis: This unit may re-roll results of 1 when denying Psychic Powers.

Blood Chalice: The hero and all friendly units within 3" get the Linked special rule in Melee.

Counter-Attack: This unit gets +1A in Melee when Assaulted by an enemy.

Deathwing: This unit arrives from Deep Strike automatically and can do so from round 1.

Narthecium: The hero and all friendly units within 3" get the Regeneration special rule.

Rage: This unit has the Furious special rule but gets +2 attacks when Assaulting.

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

Wolf: This model has the same Quality value as its hero and doesn't take up transport space. If the upgrading hero is killed this model is removed.

Sisters of Battle / Adepta Sororitas

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Canoness [1]	3+	Assault Rifle	Faith(Passion), Hero, Martyr, Tough(3)	A, B	45pts
Ministorum Priest [1]	4+	Assault Rifle	Armored, Hero, Hymns, Zealot	A, E	25pts
Crusader [1]	4+	Light Powersword	Armored	-	15pts
Cult Assassin [1]	4+	Heavy Powersword	-	-	20pts
Arco Flagellant [1]	4+	Master CCW	Regeneration	-	20pts
Battle Sister [1]	4+	Assault Rifle	Faith(Light)	A, C, D, F	15pts
Retributor [1]	4+	Assault Rifle	Faith(Guidance)	A, F, G	15pts
Dominion [1]	4+	Assault Rifle	Faith(Fusillade), Scout	A, C, F	20pts
Celestian [1]	3+	Assault Rifle	Faith(Hand)	A, C, D, F	20pts
Seraphim [1]	3+	Linked Pistol	Deep Strike, Faith(Deliverance), Flying	H	25pts
Sister Repentia [1]	3+	Heavy CCW (Piercing)	Faith(Spirit), Fearless, Furious	-	35pts

A | Replace Assault Rifle:

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

Replace Pistol:

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

Take one Assault Rifle attachment:

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

B | Upgrade with:

Rosarius (Armored)	+10pts
--------------------	--------

C | Replace Assault Rifle:

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

D | Replace Assault Rifle:

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

E | Replace Assault Rifle:

Plasmagun	+20pts
-----------	--------

F | Equip with one:

Simulacrum Imperialis	+5pts
Laud Hailer	+5pts
Chirurgion's Tools	+10pts
Battle Standard	+20pts

G | Replace Assault Rifle:

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

H | Replace Linked Pistol:

Pistol and Medium CCW	+5pts
Linked Inferno Pistol (6", A3x)	+5pts
Linked Hand Flamer (12", A4)	+15pts
Plasma Pistol and Medium CCW	+20pts

Replace Medium CCW:

Medium Powersword	+5pts
-------------------	-------

Army Special Rules

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

Chirurgion's Tools: This unit and all friendly units within 3" get Regeneration.

Faith: When this unit is activated you may try to use its act of faith. Roll one die, on a 4+ the unit gets a bonus until the end of the round:

Act of Faith	Effect
Deliverance	All weapons get Piercing.
Fusillade	All weapons ignore Cover.
Guidance	All weapons get Rending.
Hand	All models get Furious.
Light	All weapons get Linked.
Spirit	All models get Regeneration.
Passion	The model gets Zealot.

Hymns: Whenever this unit and all friendly units within 3" use an Assault action roll one die, on a 4+ you may pick one of these rules for that Melee:

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

Laud Hailer: This unit and all friendly units within 12" may re-roll failed act of faith rolls.

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

Simulacrum Imperialis: This unit and all friendly units within 3" may re-roll failed act of faith rolls.

Zealot: The hero and all friendly units within 3" get the Furious special rule.

Inquisition

Name	Quality	Equipment	Special Rules	Upgrades	Cost
Inquisitor [1]	4+	Pistol, Heavy CCW	Hero, Tough(3)	A, B	30pts
Acolyte [1]	4+	Pistol	-	A, C	10pts
Daemonhost [1]	4+	Light CCW	Daemonic	-	10pts
Servitor [1]	4+	Light Powerfist	-	D	15pts
Cult Assassin [1]	4+	Heavy Powersword	-	-	15pts
Banisher [1]	4+	Pistol, Light Powesword	-	-	15pts
Crusader [1]	4+	Light Powersword	Armored	-	15pts
Mystic [1]	4+	Pistol	Beacon	-	15pts
Arco Flagellant [1]	4+	Master CCW	Regeneration	-	20pts
Psyker [1]	4+	Pistol	Psyker(1)	-	20pts
Jokaero [1]	4+	Digital Weapons	-	-	45pts
Eversor Assassin [1]	3+	Executioner Pistol (12", A4, Poison), Master Powersword	Bio-Meltdown, Fearless, Frenzon, Regeneration, Scout, Strider, Tough(3)	-	100pts
Callidus Assassin [1]	3+	Shredder (12", A6, Poison), Force CCW (Poison, Rending)	Fearless, Polymorphine, Strider, Tough(3)	-	110pts
Culexus Assassin [1]	3+	Animus Speculum (18", A3), Master CCW (Deadly)	Etherium, Fear, Fearless, Scout, Strider, Tough(3)	-	125pts
Vindicare Assassin [1]	3+	Exitus Rifle (48", A3x, Sniper), Master CCW	Fearless, Scout, Stealth, Strider, Tough(3)	-	205pts

A | Replace Pistol:

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

Take one Assault Rifle attachment:

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

B | Replace Pistol:

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

Replace Heavy CCW:

Heavy Powersword	+5pts
Heavy Powerfist	+15pts

Upgrade with:

Psyker (1)	+5pts
Terminator Armor (Deep Strike, Armored)	+10pts
3x Servo Skull	+15pts

C | Replace Pistol:

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

Take one:

Light Powersword	+5pts
Storm Shield (Armored)	+5pts
Light Powerfist	+10pts

D | Take one:

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

Army Special Rules

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

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

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

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

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

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

- Heavy Flamer
- Multi-Melta

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

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

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

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

Psychic Powers

Telekine Dome (5+): The psyker and all friendly units within 3" count as being in Cover until the end of the round.

Banishment (6+): Target enemy unit within 12" must re-roll blocks until the end of the round.

Prescience (6+): Target friendly unit within 12" gets Linked until the end of the round.

Warp Speed (6+): The psyker gets +3A in Melee until the end of the round.

Flame Breath (7+): Target enemy unit within 12" takes D3 automatic hits.

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

Harlequins

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Solitaire [1]	3+	Force CCW (Deadly)	Deep Strike, Fear, Fearless, Furious, Hero, Prismatic Blur, Strider, Tough(3)	-	110pts
Shadowseer [1]	3+	Hallucinogen Launcher (18", A3, Hallucinogen), Pistol (Rending), Heavy Powersword	Fear, Furious, Hero, Psyker(1), Strider, Tough(3)	A	85pts
Death Jester [1]	3+	Shrieker Cannon (24", A1, Poison, Hallucinogen), Heavy CCW	Fear, Furious, Hero, Strider, Tough(3)	-	60pts
Player [1]	3+	Pistol (Rending), Medium CCW	Fear, Furious, Strider	B	30pts
Skyweaver [1]	3+	Shuriken Cannon (24", A3, Rending), Heavy CCW	Fast, Fear, Furious, Strider	C	65pts

Army Special Rules

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

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

Haywire: This weapon ignores Armored and is only blocked on rolls of 6.

Prismatic Blur: This unit always moves +6".

Psychic Powers

Dance of Shadows (5+): Target friendly unit within 18" gets Stealth until the end of the round.

Veil of Tears (7+): The psyker and all friendly units within 3" may not be targeted by enemies over 12" away until the end of the round.

Fog of Dreams (8+): Target enemy unit within 24" only hits on 6s until the end of the round.

Peal of Discord (12+): All enemy units within 9" take D3 automatic hits.

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

Shards of Light (13+): Target enemy unit within 24" takes D3+2 automatic hits.

A | Upgrade Psyker(1):

Psyker(2) +5pts

Replace Pistol:

Pistol (Piercing) Free

B | Replace Pistol:

Neuro Disruptor (12", A1p) Free

Fusion Pistol (6", A6x) +10pts

Replace Medium CCW:

Medium Powersword +5pts

Medium CCW (Impact(D3)) +5pts

Medium CCW (Rending) +5pts

Medium CCW (Deadly) +20pts

C | Equip with:

Zephyrglaive (Impact(1)) +5pts

Star Bolas (12", A3p) +20pts

Replace Shuriken Cannon:

Haywire Cannon (24", A3, Haywire) +15pts

Adeptus Mechanicus / Skitarii

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Skitarii Alpha [1]	5+	Pistol (Ignores Cover), Medium CCW	Doctrines, Hero, Tough(3)	A	20pts
Sicarian Princeps [1]	3+	Heavy CCW (Rending)	Doctrines, Fast, Furious, Hero, Regeneration, Tough(3)	B	65pts
Tech-Priest [1]	3+	Eradication Ray (24", A3p), Carbine (Ignores Cover), Medium Powersword	Armored, Doctrines, Hero, Regeneration, Tough(3)	C	115pts
Skitarii Ranger [1]	5+	Rifle	Doctrines, Strider	D	15pts
Skitarii Vanguard [1]	5+	Radium Carbine (18", A3, Radium)	Doctrines	D	30pts
Sicarian Rustalker [1]	3+	Medium CCW (Rending)	Doctrines, Fast, Furious, Regeneration	E	30pts
Sicarian Infiltrator [1]	3+	Stubcarbine (18", A3), Medium Powersword	Doctrines, Fast, Regeneration, Scout, Stealth	F	60pts
Corpuscarii Priest [1]	5+	Gauntlets (12", A2, Linked), Medium CCW (Shock)	Doctrines, Furious, Regeneration	-	25pts
Fulgurite Priest [1]	5+	Gauntlets (12", A2, Linked), Medium CCW (Deadly)	Doctrines, Furious, Regeneration	-	35pts
Destroyer [1]	4+	Plasma Culverine (24", A6p), Carbine (Ignores Cover)	Armored, Doctrines, Tough(3)	G	110pts
Breacher [1]	4+	Heavy Arc Rifle (36", A2p, Haywire), Light CCW (Piercing, Haywire)	Armored, Doctrines, Tough(3)	H	110pts
Kastelan Robot [1]	4+	Assault Rifle (Ignores Cover), Heavy Powerfist	Armored, Datasmith, Doctrines, Fear, Fearless, Impact(D3), Repulsor, Tough(3)	I	75pts

A | Replace Radium Carbine:

Pistol (Radium)	+5pts
Pistol (Haywire)	+5pts
Radium Carbine (18", A3, Radium)	+20pts

Replace Medium CCW:

Medium Powersword	+5pts
Medium CCW (Taser)	+5pts
Medium CCW (Haywire)	+5pts

B | Take one:

Dataspikes (A1 in Melee, Haywire)	+10pts
-----------------------------------	--------

C | Replace Eradication Ray:

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

Replace Carbine:

Macrostubber (12", A5)	+15pts
------------------------	--------

D | Replace Radium Carbine or Rifle:

Assault Rifle (Haywire)	+5pts
Plasma Caliver (18", A3p)	+15pts
Arquebus (48", A3x, Sniper)	+145pts

E | Replace Medium CCW:

Heavy CCWs (Rending)	+10pts
----------------------	--------

F | Replace Stubcarbine and Medium Powersword:

Flechette Blaster (12", A5), Medium CCW (Taser)	Free
--	------

G | Replace Plasma Culverin:

Heavy Grav-Cannon (30", A5p)	Free
------------------------------	------

Replace Carbine:

Flamer	+15pts
--------	--------

H | Replace Heavy Arc Rifle:

Torsion Cannon (24", A3x, Contortion)	Free
--	------

Replace Light CCW:

Light Powerfist (Haywire)	+5pts
---------------------------	-------

I | Replace Heavy Powerfist:

Linked Machinegun (Ignores Cover)	+25pts
-----------------------------------	--------

Replace Assault Rifle:

Incendine Combustor (18", A6)	+25pts
-------------------------------	--------

Army Special Rules

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

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

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

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

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

Haywire: This weapon ignores Armored and is only blocked on rolls of 6.

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.

Genestealer Cult

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Patriarch [1]	3+	Master Claws (Piercing, Rending)	Armored, Fear, Fearless, Hero, Psyker(2), Scout, Stealth, Strider, Tough(3)	A	100pts
Magus [1]	5+	Pistol, Medium CCW	Hero, Psyker(2), Tough(3)	B	30pts
Primus [1]	5+	Pistol (Poison), Heavy CCW (Deadly)	Hero, Tough(3), Zealot	-	50pts
Neophytes [3]	5+	Assault Rifles	-	C	30pts
Acolyte [1]	4+	Pistol, Medium CCW (Rending)	Fearless	-	25pts
Purebreed [1]	3+	Medium Claws (Rending)	Scout, Stealth, Strider	-	30pts
Aberrant [1]	3+	Medium CCW (Rending)	Fearless, Regeneration, Tough(3)	D	50pts

A | Take one:

Genestealer Familiar +20pts
(+2A in Melee)

B | Take one:

Genestealer Familiar +5pts
(+2A in Melee)

C | Replace one Assault Rifle with any:

Grenade Launcher +10pts
Mining Laser (24", A6x) +25pts

D | Replace Medium CCW:

Medium Powerfist (Rending) +5pts

Special Rules

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

Zealot: The hero and all friendly units within 3" get the Furious special rule.

Psychic Powers

Catalyst (6+): The psyker and one friendly unit within 12" get the Regeneration special rule until the end of the round.

Horror (6+): Target enemy unit within 24" must take a morale test and re-roll if successful.

Onslaught (6+): Target friendly unit within 24" may shoot after using Run actions until the end of the round.

Psychic Scream (8+): All enemy units within 6" must take a morale test. If failed they take one automatic wound.

Warp Blast (8+): Target enemy unit within 24" takes one automatic hit with Piercing.

Paroxysm (8+): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.