

Inquisimunda Rules Addendum for Necromunda

Version 1.3

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RULEBOOK CHANGES

Version 1.3

These are the changes to the regular Necromunda ruleset, that are necessary for the Inquisimunda gameplay.

The Rules - Characteristics – Base Size (New!)

Most models in Inquisimunda use a 25mm round base. This is the minimum base size that may be used. Models with the Large attribute must be mounted on a 40mm round base and models with the Giant attribute must be mounted on a 60mm base.

Models may be mounted on larger bases than what their size calls for, but may never be mounted on a base smaller than the size called for.

The Rules – Characteristics – Maximum Values (New!)

The maximum values for ALL models are as follows:

M	WS	BS	S	T	W	I	A	Ld
10	7	7	7	7	6	8	6	10

Movement - Moving – Burrow (New!)

Some models have the unique ability to burrow below the surface and move underground. These models have the Burrow ability. Burrowing models move above ground as normal. When they wish to burrow, the controller announces the model is Burrowing and the model may move up to its full Movement underground, unaffected by any terrain. While burrowing, the model may not run or charge but may end its movement underground. If it does, place a suitable marker where the Burrowing model ends its move. The model may not shoot or be shot at, engage or be engaged in HtH combat; though it may use and be targeted by psychic powers.

Burrowing models may not Catch Fire and, if on fire before burrowing, automatically stop burning upon burrowing.

Models may not burrow up and down buildings or other terrain features.

Movement - Moving – Floating (New!)

Some models possess special power, anti-gravity motors, and Warp powers which allow them to hover a few inches above the ground. These models are said to have the Float ability. Floating models are unaffected by terrain, though they may not end their movement over Impassable terrain. Additionally, Floating models may fall as normal, but never suffer damage from falling.

Movement - Moving – Flight (New!)

Some models have wings, rockets, or some arcane power which lets them fly. These models are said to have the Flight ability. Flying models may choose to move as normal (unless otherwise prohibited from doing so) or may Fly. A model which is Flying can fly up to his normal movement or double by charging or running. Flying upwards cost 2" per 1" moved, flying down costs ½" per 1" moved.

Unlike Floating models, Flying models can take damage from falling!

Movement – Mounting & Unmounting (New!)

Models may mount or unmount a beast or vehicle in their Movement phase if they can do so. Mounting & unmounting cost ½ the model's total movement and may be done at the beginning or end of a model's move. A model may not both mount & unmount in a single Movement phase. Mounted models should be changed to a model depicting both rider & beast/vehicle (if applicable) and vice versa for unmounted models.

Movement – Mounted Models (New!)

Mounted models move using their mount's Movement characteristic. Beasts run and charge as normal (i.e. double their Move).

Additionally, mounted models may attempt to "jump" small obstacles or gaps with a height

of 1 1/2" or less and a width of 4" or less. The model(s) must have sufficient Movement left to move up to the obstacle at least 2", across the width of the obstacle itself, and enough room left on the other side to land with its base fully supported on the opposite side.

Roll a D6. On a roll of 2-5, the rider and mount cross it with no penalty. On a 1 or 6, the mount refuses to cross the obstacle or the rider is unnerved. The model(s) end their movement against the obstacle but do not cross it. They may move no further this turn, unless forced to do so.

Movement - Terrain

[Insert the following]

Note that Warp Creatures are unaffected by Difficult and Very Difficult terrain. Warp Creatures must still follow the rules for Impassable terrain and moving up/down, as normal.

Some beasts and species have special rules for terrain. These are explained under the particular entry.

Shooting – Closest Target

[Insert the following after all rules]

The above rules are for models of Leadership 6 or less. Models of Leadership 7-8 may make a Leadership test at the beginning of the Shooting phase. If passed, they may target any model within LOS. If failed, they follow the above rules. Models of Leadership 9 or more, Warp Creatures, and Constructs may target any model they choose within LOS.

Shooting – Shooting While Mounted (New!)

Shooting while mounted is difficult even for trained riders. Models wishing to shoot weaponry not mounted on the beast or vehicle itself, suffer a -1 to Hit penalty at short range and a -2 to Hit penalty at long range.

This effect cannot be negated by any skills, other than the "Light Cavalry" Riding skill. However, this penalty does not apply to any pistol weapon or carbine Basic weapon. In ad-

dition, models mounted on beasts may not use Sustained Fire from any weapons while mounted, as this scares the hell out of any beast!

Shooting – Shooting At Mounted Models (New!)

Vehicles and beasts tend to get in the way during a firefight. When a model wishes to shoot at any mounted model, that model rolls to Hit as normal. If the mounted model is Hit, the firing model then rolls a D6. In the case of most mounts; on a 1-2 the mount is Hit, on a 3-6 the rider is Hit. In the case of vehicles or Large & Giant beasts; on a 1-3 the mount is Hit, on a 4-6 the rider is Hit. Damage is worked out as normal.

Shooting – Hit Modifiers – Giant Targets & Mounted Targets (New!)

[Insert the following after all other modifiers]

+2 Giant Target - The target is over 3" tall and/or wide.

+1 Target Is Mounted (Short Range Only!) - The target is mounted and within short range

Shooting – Pinning & Injuries To Mounts (New!)

If a shot hits the mount and it is a beast, the mount is Pinned. The rider is automatically unmounted but is not itself Pinned (unless it was also hit and Pinned). Vehicles may never be Pinned.

If the mount is injured by the hit and suffers its last wound, it rolls a D6. Mounts are generally tougher than most humanoid models. As such, a 1-2 is a Flesh Wound, 3-5 is Down, and a 6 is Out of Action. Vehicle models roll on their applicable damage chart. Downed mounts may not be re-mounted until they are either healed or suffer the Flesh Wound result. Mounts that go Out of Action are removed and the rider (if uninjured/un-Pinned) may fight on normally.

Shooting – Pinning & Injuries While Mounted (New!)

A rider who is hit is considered to be Pinned.

However, if uninjured, the rider automatically recovers from Pinning next turn.

If the rider is injured, roll the injury as normal. If it suffers a Flesh Wound, the model remains mounted but still suffers the effects of the Flesh Wound. If it suffers a Down result, take an immediate Initiative test. If failed, the rider is automatically unmounted and suffers the Down result. If passed, the rider remains mounted but the mount (if a beast) is considered Broken, until the rider is healed, receives a Flesh Wound result, or goes Out of Action.

If the rider goes Out of Action, the rider is removed from play and the mount (if a beast) is considered Broken until another friendly model remounts it or it leaves play.

Shooting – Injuries

[Insert the following after all rules]

Note that some species have their own Injury Chart. This is detailed on the applicable entry. Note that some weapons (i.e. those with the Toxic or Stun attributes, etc.) have their own special Injury Chart. This is always detailed under that weapons entry in the Expanded Armory section.

Shooting – Moving and Shooting

[EDIT]

Models which run or charge may not shoot, unless otherwise stated.

Shooting – Ammo Rolls

[Insert the following after all rules]

Note that some weapons, species, and warbands are considered to automatically passed Ammo Rolls. This is detailed under the applicable entry.

Hand-to-Hand Combat While Mounted (New!)

Hand-to-Hand combat involving any number of mounted and/or unmounted models is considered a multiple combat for all models, unless the mounts are vehicles (which do not fight in HtH combat normally). Work out each

model as normal. Mounted models fighting unmounted models in Hand-to-Hand combat always benefit from the +1 Higher Up combat score modifier.

Hand-to-Hand Combat – Fighting With Two Weapons

[EDIT – Replace the following]

This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons, not to fighters who carry other basic, special or heavy weapons.

[with]

This bonus does not apply to fighters armed with Special, Heavy, and/or Move and Fire weapons.

Hand-to-Hand Combat – The Parry

[EDIT – Replace the following]

Fighters armed with swords are allowed to parry...

[with]

Fighters armed with a weapon with the Parry attribute are allowed to parry or...

Hand-to-Hand Combat – Breaking From Combat

[EDIT – Replace the following]

When a fighter breaks off from a fight he simply turns his back and runs off. His opponent automatically hits the fighter as he breaks, inflicting 1 hit which is worked out immediately.

[with]

When a fighter breaks off from a fight, he simply turns his back and runs off. His opponent may take an Initiative test to make one hit before he flees. If passed, the fighter hits opponent automatically as he breaks, inflicting 1 hit which is worked out immediately.

Advanced Rules - Investigation Rating (New!)

A warband's Investigation Rating is a representation of how knowledgeable, efficient, and/or lucky a warband is at figuring out what

is occurring during a campaign. This rating is represented on a scale of 1 through 10 – 1 being the lowest, and 10 the highest. Most average groups of Imperial citizens have an Investigation Rating of about 4, whilst high-ranking members of the Inquisition can have an Investigation Rating of 8 or more!

This rating has two effects, detailed below:

1. At the beginning of every scenario, each warband rolls a number of D6 equal to its Investigation Rating. The total of each warband is then ranked highest to lowest and warbands deploy in this order. This total may be affected by negative modifiers or the Subversion Rating of opposing warbands. This total may also dictate where a warband deploys on the board and, occasionally, whether its Allies can even join it!
2. Between scenarios, the GM may provide more detailed information about the upcoming scenario based on this rating.

Advanced Rules - Subversion Rating (New!)

A warband's Subversion Rating is a representation of how cunning, subversive, or just plain destructive the warband is to its enemies. This rating is represented on a scale of 1 through 10 – 1 being the lowest, and 10 the highest. An average group of Imperial citizens has a Subversion Rating of about 3, whilst some well-organized cults can have a Subversion Rating of 7 or more!

This rating has two effects, detailed below:

1. At the beginning of every scenario, a warband may roll a number of D6 equal to this rating and subtract that amount from opposing warbands totals. The warband doing so may apply all its D6 to one opposing warband or may split it amongst any number of opposing warbands. However, the warband must declare how many D6 it is rolling against which warband before rolling.
2. Between scenarios, the warband may do one of the following to any one opposing

warband:

- a. False Flag: It may attempt to deny an opposing warband access to information. Each warband rolls a number of D6 equal to its Subversion Rating. If the warband utilizing this is successful, the opposing warband is denied any further knowledge of upcoming scenarios. If the opposing warband is successful, the warband who utilized this is denied any further knowledge of upcoming scenarios
- b. Assassination: It may attempt to wound one non-leader member of an opposing warband. The utilizing warband rolls a number of D6 equal to its Subversion Rating while the chosen enemy model rolls a number of D6 equal to both its Initiative & Attacks characteristic (without the aid of mutations/drugs/bionics/psychic powers). If the utilizing warband is successful, the chosen enemy model must roll on the Serious Injuries Chart. If the enemy model is successful, one non-leader fighter in the utilizing warband may not take part in the next scenario.

Advanced Rules – Summoning (New!)

Summoning is the process used to summon Daemonic Creatures before each scenario. Any warband whose listing says that they may perform a summoning may do so before the battle starts. The summoning player selects one Daemonic Creature to summon.

The opposing player rolls a D66 (2 D6s; one as 10s, the other as 1s). The total amount is the total amount the summoning player must roll equal to or more than to successfully summon the Daemonic Creature. If the opposing warband is either an Ordo Malleus team or Chaos Coven, it may re-roll one (1) of the dice, but must accept the second result!

The summoning player then rolls a D6 for each friendly model in its warband. Beasts, constructs, Daemons, allies, and Hired Guns do not count as a “friendly model” when making these rolls. Each D6 result is added together.

If this total is equal to or greater than the opposing players D66 amount, the summoning is successful – the Daemon may be setup as if it were a friendly model and functions as if it were an ally.

If the result is unsuccessful, the Daemon is not summoned this scenario. The summoning player may try again in the next scenario.

Note that these rules are in BETA and may be subject to removal by the Inquisition!

Optional Rule – Upkeep & Starvation

Note: The following rules are optional and must be agreed upon by all players to be used!

Some warbands are not as well-supplied as others. To accurately reflect this, after each scenario's income generation and before spending income at the Bazaar, the warband must equip and feed its fighters. Each friendly model (that is not a construct, beast, Daemon, or Hired Gun) must be given supplies in the equivalent of 2 Geld per fighter.

If the warband can't or won't pay this cost, some members may starve to death. Any model which did not receive the 2 Geld before the scenario suffer a -1 modifier to their Strength and Toughness for the duration of the battle.

These effects are cumulative and, if a fighter reaches 0 Toughness and/or Strength, they starve to death and are removed from the warband roster.

Optional Rule – Marks Of Chaos

Note: The following rules are optional and must be agreed upon by all players to be used!

Some models may be zealously devoted to the powers of Chaos or one particular deity. To reward their dedication and obedience, Chaos may mark that individual with a physical mark or item. This may take many forms, from oddly shifting tattoos to a ring that burns to an archaic item that should not exist in the material world.

A Mark of Chaos may be taken by any Radical or Chaos model. A Mark is not consid-

ered to be equipment, weaponry, or armor so it may never be destroyed, traded away, or sold.

If the model dies, the Mark is removed from the warband roster. Warband models with less than 15 Experience may not be given a Mark, this does not apply to Hired Gun models.

- Mark of Chaos Undivided – 10pts – This model always adds +1 to the amount shown on its dice for Summoning. If this model is a Hired Gun, it may be included in the Summoning Pool [Ed. - You DO roll a D6 for this model.]. Additionally,

- Mark of Khorne – 20pts – This model gains +1 WS, +1 Strength, and a 5+ save against psychic attacks, AFTER it takes at least 3 models Out Of Action in HtH combat, until the end of the scenario. If this model fails to take any enemy models Out Of Action in HtH combat in a scenario, then it may only earn a maximum of 5 Experience for this scenario.

Marks of Khorne may NOT be taken by Wyrds or Psykers. If the model gains a psychic ability in any way, it loses the MoK and suffers a permanent -1 Strength.

- Mark of Nurgle – 25pts – This model gains the True Grit skill, however it must always be equipped with at least one weapon with the Toxic attribute. In each scenario, the model must take at least one model (friend or foe!) Down or Out Of Action, with that Toxic weapon. If it fails to do so, the model must roll on the Serious Injury Chart after the scenario. Even if it must roll for wounds suffered, it must roll again for this effect. Models with the MoN lower the cost of their first mutation by 5 points.

- Mark of Slaanesh – 20pts – When this model suffers its last wound, instead of removing the model from play, stand it back up. The model must now try to move into HtH combat with the nearest enemy model as soon as possible. It will always run or charge towards the nearest enemy model and is +1 WS and +1 Initiative. If it wins HtH combat, it continues to try to move into HtH combat with the nearest enemy.

If this model is wounded after suffering its final wound, it automatically goes Out of Action and MUST roll on the Serious Injuries Chart.

- Mark of Tzeentch – 15pts – If this model takes an enemy model Out of Action using a psychic power or if this model takes an enemy model Out of Action that was equipped with a Holy weapon, it may move an additional 2” after making the attack. Additionally, the model gains an extra +D6 Experience for each model taken Out of Action in this manner each scenario.

If this model is a psyker, who fails to use ANY psychic power successfully in a scenario, that model must, in the post-game sequence, either: roll on the Serious Injury Chart OR select at least one mutation [remember the Chaos Spawn rule!].

Armory

This entire section is replaced by the Inquisimunda Expanded Armory.

Creating A Gang & Gang Recruitment

These sections are replaced by each Inquisimunda warband listing.

Experience - Skill Tables

Replaced per each individual Inquisimunda warband listing.

Experience – Riding Skills (New!)

This skill set is available to any model who has the Beast-Whisper skill, the Beastmaster power, or is “equipped” with a mount. As such, it is not listed in the warband listings as normal.

1. Light Cavalry: The rider does not suffer the regular to Hit penalty when firing while mounted and gains an additional +1 modifier to its combat score in HtH combat while mounted.
2. Meat Shield: While mounted, this model may choose to have any Hits that would normally hit the rider to hit the mount instead.
3. Trick Rider: While mounted, both the mount and rider gain an additional unmodified

6+ save against shooting attacks. This has no effect against psychic shooting attacks.

4. Heavy Cavalry: When charging into HtH combat while mounted, both mount and rider receive a +2 combat score modifier for charging this turn. This replaces the normal +1 combat score modifier.

5. Daredevil: While mounted, the rider can attempt to “jump” obstacles or gaps up to 3” in height and 6” in width.

6. Running Start: Mounting and unmounting only cost the model ¼ it total Movement. It still may not mount and unmount in the same turn, unless forced to do so.

Territory – Territory Tables

[The following territory names are replaced, only to accommodate fluff, the income and any special effects are unaffected]

- 11 – Rad Zone
- 12-16 – Old Ruins
- 21-25 – Wasteland
- 26 – Natural Area
- 31-35 – Settlement
- 36 – Mine Workings
- 41-42 – Teleportarium
- 43-43 – Orbital Facility
- 45-46 – Agri-Dome
- 51-52 – Fresh Water Source
- 53-54 – Saloon
- 55-56 – Free Merchant Contact
- 61 – Genetor Contact
- 62 – Manufactory
- 63 – Gambling Establishment
- 64 – Fungi Caves
- 65 – Archeotech Hoard
- 66 – New Opportunity

Trading Posts

This section is replaced by the Inquisimunda Bazaar supplement

Hired Guns

This section is replaced by the Inquisimunda Hired Guns supplement.

Scenarios

This section will be replaced by the Inquisimunda Scenario supplement

Update Log

Version 1.1 Updates

- BETA rules for Summoning included
- Added Starvation rules

Version 1.2 Updates

- Marks of Chaos added
- General editing

Version 1.3 Updates

- “Burrow” movement added
- “Flying” movement changed to “Flight”
- Added Mounted models rules throughout
- Added “Riding Skill” entry

BIZARE BAZAAR

Version 1.0b

[Intended to replace the Necromunda Trading Post section]

Spending your Geld

Even in the strictest, most patrolled worlds of the Imperium, there are black markets and hidden illegal bazaars filled with wonderful and terrifying things. As long as one has a full purse, anything is possible. As the saying goes Geld talks, grox-shit walks.

Between scenarios, all warbands can do any two (2) of the following activities:

- Recruit new members
- Recruit new Hired Guns
- Purchase weapons & equipment from the bazaar
- Deny information OR attempt assassination via Subversion

Note that some warbands may do more (or less) of the above. If so, this will be detailed in the warband listing itself.

Recruiting new members

Unless specifically denied by the last scenario, a warband may attempt to recruit new members. There is no set limit to the amount of new members a warband may recruit during each post-game sequence, other than the amount of credits it has and the limit of each type available to the warband.

New recruits are selected in the same way as new members were selected upon warband creation. New members may be equipped with weapons and equipment available in the warband's stash, so long as their type may use that weaponry or equipment.

Unless the warband are Void Pirates or Rogue Traders, any Xenos a warband wishes to recruit are difficult to find. If a warband wishes to recruit Xenos members, roll a D6. On a roll of 4+, the warband may recruit up to one (1) Xenos this post-game sequence.

Recruit new Hired Guns

Hired Guns may be recruited exactly as upon creation.

Purchasing from the Bazaar

Common items may be purchased at the cost listed at any time and in any quantity. Uncommon items may only be purchased by rolling a D6. On a roll of 1-2, the market simply doesn't have the goods available (maybe they ran out of stock, suffered a raid by the authorities, etc.). On a roll of 3+, the player may purchase as many uncommon items as they wish for this post-game sequence.

Rare items are difficult to obtain, even in the most well-stocked black markets. If a player wishes to buy Rare items or weapons he must roll the following:

Radical warbands/Rogue Traders/Void Pirates: 2D6-3

AdMech warbands/un-aligned warbands: D6
Puritan warbands: D3+1
Whatever the roll may be, this is the total number of Rare items that may be purchased. If an item is both Rare and Exotic, the player pays full price for that item and only one (1) of each Exotic item may be purchased each post-game sequence.

Note: Some scenarios may limit the amount of uncommon and/or rare items that may be purchased after playing them!

Visiting The Saw-Bones

Bionics and Implant weaponry require advanced technical and biological knowledge that is not very widespread within the Imperium. Some warbands have the means and resources to fit and produce these parts (detailed below), but most do not. As such, to purchase any sort of bionic or implant weaponry, a warband must make sure the Bazaar has some sort of Doc, Genetor, or Heretek willing to fit the implants.

The player rolls a D6. Puritan warbands subtract 1 from the result. On a roll of 3+, the

warband may purchase and equip bionics and implant weaponry as detailed above.

On a roll of 1-2, the warband may not purchase implants and bionics this post-game sequence.

However, word spreads during the next battle, and that warband may automatically purchase bionics and implants in the subsequent post-game sequence, as the Doc catches up with them.

The following warbands may ALWAYS purchase implants and bionics:

- AdMech Explorators
- Inquisition Cells with a surviving Tech-Adept
- Nobilist Factions

Selling to the Bazaar

Some warbands may end up with excess equipment or weapons from dead members, captured opponents, or loot taken from scenarios. Any warband may sell as many items as it wishes each post-game sequence and the sold items are worth half their fixed value (i.e. an item worth $10 + D6$ Geld, may be sold for 5 Geld, etc.).

Items and weapons never HAVE to be sold and may be hoarded in the warband's Stash for later use or sale.

PRICE CHART

Hand-to-Hand Weapons

Knife, Brass Knuckles	5	Common
Sword	10	Common
Stiletto, Dirk, Punch Knife	5+D6	Common
Throwing Knife	5+D3	Common
Club, Maul, Bludgeon	10	Common
Chain, Flail	10	Common
Massive Weapon	10+D6	Common
Chainsword	25	Common
Chain-Axe	25+D6	Uncommon
Eviscerator	35+3D6	Rare
Power Sword	40+2D6	Uncommon
Power Axe	40+3D6	Uncommon
Power Fist/Claw	80+2D6	Uncommon
Thunder Hammer	85+2D6	Rare
Shock Maul	35+D6	Common
Electro-Flail	35+D6	Rare
Man-Catcher	35+D6	Rare
Force Sword	55+D6	Rare
Force Axe	55+2D6	Rare
Force Staff	55+2D6	Rare
Buzzsaw	40+D6	Uncommon*
Chainsaw	40+D6	Rare*
Pneumatic Hammer	45+D6	Uncommon*
Rock Drill, Breacher	45+D6	Uncommon*
Shears	50+3D6	Rare*

Pistol Weapons

Hand Bow	5	Common
Autopistol	10	Common
Stubber	10	Common
Hand Cannon	15	Common
Laspistol	15	Common
Hellpistol	20+D3	Common
Duelling Pistol	20+D6	Uncommon
Bolt Pistol	20	Common
Needle Pistol	85+3D6	Rare
Plasma Pistol	25+D3	Uncommon
Hand Flamer	20	Common
Web Pistol	85+D6	Rare
Inferno Pistol	45+3D6	Rare

Basic Weapons

Bow	5	Common
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Musket	5	Common
Blunderbuss, Scatter Gun	10	Common
Las Carbine	15	Common
Lasgun	25	Common
Hellgun	25+D6	Uncommon
Autogun	25	Common
Shotgun (Solid/Scatter)	20	Common
Bolt Carbine	30	Common
Bolter	35	Common
Hunting Rifle	65+2D6	Uncommon
Exterminator Cartridge	10+D6	Rare

Special Weapons

Flamer	40	Common
Grenade Launcher	100	Common
Melta-Gun	85	Common
Melta-Lance	85+D6	Uncommon
Plasma Gun	75	Common
Long-Las	40+2D6	Uncommon
Storm Bolter	45+2D6	Rare
Ripper Gun	50+D6	Uncommon
Rad-Cleanser	60+3D6	Rare

(Uncommon for Imperial warbands)

Stake-Crossbow	80+3D6	Rare
Webber	95+2D6	Rare
Needle Rifle	195+2D6	Rare
Scatter Cannon	75	Common
Spear Gun	50	Common
Pistol Sword	35+D6	Rare

Heavy Weapons

Autocannon	270+3D6	Common
Assault Cannon	250+2D6	Uncommon
Heavy Bolter	175+D6	Common
Heavy Stubber	115+D6	Common
Missile Launcher	175+2D6	Common
RPG Launcher	150+D6	Common
Heavy Flamer	100+D6	Common
Heavy Webber	110+D6	Rare
Multi-Laser	120+D6	Common
Heavy Plasma Gun	270+3D6	Uncommon
Multi-Melta	215+D6	Common
Lascannon	285+2D6	Common

Grenades, Missiles, & Ammo

Frag Grenades	25	Common	Holo-Field	30+D6	Rare
Krak Grenades	35	Common	(Uncommon for Eldar/Dark Eldar)		
Fire Bomb	20	Common	Kustom Force Field	35+3D6	Rare
Tox Bomb	25	Common	(Uncommon for Orks)		
Smoke Grenades	15	Common			
Photon Flash Grenades	15+D6	Common	Gunsights		
Scare/Choke Gas Grenades	15+D6	Uncommon	Mono-Sight	35+D6	Uncommon
Hallucinogen Grenades	40+D6	Rare	Telescopic Sight	25	Common
Plasma Grenades	40+D6	Rare	Red-Dot Sight	20	Common
Melta-Bomb	40+D3	Uncommon	Psyoculum	50+3D6	Rare
Demo-Charge	60+D6	Rare	IR Sight	40+2D6	Uncommon
Frag Missiles	25	Common			
Krak Missiles	35	Common	Bionics		
Plasma Missile	40+D6	Rare	Bionic Eye	40+3D6	Common*
Dum-Dum Bullets	5	Common	Bionic Arm	60+3D6	Common*
Man-stopper Rounds	5	Common	Bionic Leg	60+3D6	Common*
Metal Storm Bolts	15+D6	Rare	Electoos	40+3D6	Rare*
Inferno Bolts	15+D6	Rare	MIU	10+3D6	Common*
Kraken Bolts	20+D3	Rare	Mechadendrites/Servo-Arm	40+3D6	Uncommon*
Psycannon Bolts	20+D6	Rare	Injector Rig/ Bio-Booster	10	Common**
Overcharge Cell	10+D6	Common	Lobo-Chip	10	Common**
Executioner Shell	15+D3	Rare	Skull Chip	25+2D6	Uncommon**
Hot-shot Shell	5	Common	Shoulder Rig	15+3D6	Rare*
Man-Stopper Shell	5	Common			
Bolt Shell	5	Common	Xenos HtH Weapons		

Armor & Fields

Light Armor	5+D6	Common	Power Klaw	40+3D6	Uncommon
Flak Armor	15	Common		(Common for Orks)	
Flak Armor (Enclosed)	15+D6	Common	Diresword	25+3D6	Rare
Medium Armor	20	Common		(Uncommon for Eldar)	
Medium Armor (Enclosed)		20+D6	Witchblade	50+3D6	Rare
Common			Singing Spear	55+3D6	Rare
Heavy Armor	30+D6	Common	Triskele	25+D6	Rare
Heavy Armor (Enclosed)		35+D6		(Uncommon for Eldar)	
Common			Harlequin s Kiss	25+3D6	Rare
Power Armor	50+D6	Uncommon	Web Of Skulls	15+D6	Rare
Power Armor (Enclosed)		60+D6		(Uncommon for Eldar)	
Rare			Wych Blade	10+D6	Uncommon
Refractor Field	25+D6	Uncommon		(Common for Dark Eldar)	
Conversion Field	30+D6	Rare	Agonizer	15+3D6	Rare
Displacer Field	35+2D6	Rare		(Uncommon for Dark Eldar)	
Hexagrammic Wards	50+3D6	Rare	Bonding Knife	5	Uncommon
Cameoline	15	Uncommon		(Common for Tau/Kroot/Vespid)	
Ghosthelm	20+D6	Rare	Neural Whip	25+3D6	Uncommon

(Uncommon for Void Pirates/Eldar)

Xenos Pistol Weapons

Slugga	10	Common
Shuriken Pistol	20	Uncommon
(Common for Eldar/Dark Eldar)		
Splinter Pistol	15	Uncommon
(Common for Dark Eldar)		
Fusion Pistol	40+3D6	Rare
(Uncommon for Eldar)		
Shredder	70+3D6	Rare
Pulse Pistol	25+D6	Uncommon
(Common for Tau/Kroot/Vespid)		
Nailer	15	Common

Xenos Basic Weapons

Shoota	15+D6	Common
Big Shoota	100+3D6	Uncommon
(Common for Orks)		
Grot Blasta	15	Common
Shuriken Catapult	20+D3	Uncommon
(Common for Eldar/Dark Eldar)		
Splinter Rifle	20+D3	Uncommon
(Common for Eldar/Dark Eldar)		
Pulse Carbine	30+D3	Uncommon
(Common for Tau/Kroot/Vespid)		
Pulse Rifle	35+D3	Uncommon
(Common for Tau/Kroot/Vespid)		
Kroot Rifle	25+D3	Uncommon
(Common for Tau/Kroot/Vespid)		
Flechette Projector	70+3D6	Rare
(Common for Loxatl)		

Xenos Special Weapons

Kustom Mega-Blasta	75+3D6	Rare
Burna	45+2D6	Rare
(Uncommon for Orks)		
Rokkit Launcha	100+D6	Uncommon
Rail Rifle	110+3D6	Rare
(Uncommon for Tau/Kroot/Vespid)		
Fusion Gun	85+D6	Rare
(Uncommon for Eldar)		
Neutron Blaster	65+3D6	Rare
(Common for Vespid)		
Hrud Fusil	75+2D6	Rare
(Common for Hrud)		
Gauss Flayer	150+3D6	Rare
(Common for Necrontyr)		

Xenos Heavy Weapons

Deffgun	250+D3	Rare
Reaper Launcher	275+2D6	Rare
Splinter Cannon	100+3D6	Rare
(Uncommon for Dark Eldar)		
Dark Lance	300+D6	Rare

Xenos Grenades, Missiles, & Ammo

EMP Grenades	20+D6	Uncommon
(Common for Tau)		
Haywire Grenades	25+D6	Uncommon
Crystalline Spheres	35+3D6	Rare
Soul Seekers	15+D6	Rare

Equipment

Bio-Scanner	50	Common
Blade Venom (1 use)	Common	
Charm	20+2D6	Uncommon
Clip Harness	10	Common
Comm-Link/Microbead	5	Common
Control Collar	10	Common
Concealed Cavity	10+D3	Common*
Frenzon	20+3D6	Rare
Flects	40+3D6	Rare
Grav Chute	25	Common
Holy Weapon	+150	Rare
Liquid Courage (1 use)	15	Common
IR Goggles	20	Uncommon
Kalma	5	Common
Master-Crafted Weapon	½ Cost	Rare
Medi-Pack		Common
Photo-Visor	10	Common
Respirator	10	Common
Reloads	½ Cost	[As weapon rarity]
Screamers (1 use)	10+D6	Uncommon
Silencer	10	Common
Slaughter	20+3D6	Uncommon
Spur	15+3D6	Uncommon
Stummers (1 use)	10+D6	Uncommon

TREACHEROUS CONDITIONS

Version 1.0

The Treacherous Conditions chart represents the many dangers that can be encountered throughout the known galaxy. It is by no means an exhaustive list and players are recommended to either ignore these rules, use them as written, or use them as a basis in their own campaigns. Some scenarios may specifically call for the usage of certain conditions and this will be listed in that individual scenario. If no conditions are specified, either player may roll on the following chart.

Note that some species are unaffected by some (or all) of the following conditions. If so, this will be listed in their species entry.

11-16: Toxic Conditions

11 Rad Zone

Due to thermonuclear war, leaking fusion reactors, toxic waste or some other disaster, the area is bathed in harmful radiation. At the beginning of each player's turn, for every friendly model without Enclosed Armor, roll a D6. On a roll of 6, that model suffers Radiation Sickness and takes one Flesh Wound. Any model taken Out of Action due to radiation sickness, MUST roll on the Serious Injuries chart.

12-13 Toxic Fumes

Recent volcanic activity, buried toxic waste, or local flora has released miasmal vapors into the area. Models without Enclosed armor or respirators start the game as if they were affected by Hallucinogen grenades. Once the effect wears off, that model is no longer affected by the Treacherous condition this scenario.

14 Firestorm!

A raging inferno, small-scale volcanic activity, or magical fires have caused fires to erupt throughout the area. At the beginning of every turn, roll a Scatter dice and 3D6. Starting from the direction on the scatter dice, measure the 3D6 from that table edge and place a small blast marker. Any model fully under the marker suffers one Strength 4 hit and may Catch

Fire. Models partially under the marker are hit on a 3+. Models with the Mark of Tzeentch or a Pyro major psyker power are unaffected by this condition.

15 Acid Rain

Heavy contamination of the atmosphere causes corrosive rain to fall from the skies. Roll a D6 for any models out in the open at the start of the game. On a roll of 1, the model is burned by acid and must pass a Toughness or Leadership test or go Out of Action. Constructs must pass a Toughness test on a roll of 1 or 2.

Any non-Construct model which goes Out of Action due to failing this roll, automatically receives the Impressive Scars injury.

16 Biohazard Outbreak

A contagion, biological weapon, or warp-based pestilence has blanketed the area in sickness and death. Models without Enclosed armor must roll on the Toxic effects chart (see Expanded Armory) on each player's third turn. Nurglite models and Genestealer/Genestealer Cultist models may re-roll this result once.

21-26: Atmospheric Conditions

21 Void Condition No Atmosphere

The scenario takes place in the cold, forbidding void of space. Models without Enclosed armor or respirators and photo-visors may not take part in this scenario. No other conditions apply as it is assumed all warbands take precautions to load the correct ammunition and equipment to operate in the void. Models may never Catch Fire

22 Void Condition Leaking Atmosphere

The scenario takes place in a space station or starship which is venting atmosphere at an alarming rate. At the beginning of each player's turn, for every friendly model without Enclosed Armor or a respirator, roll a D6. On a roll of 6, that model suffers passes out from oxygen deprivation or is nearly sucked into the void and must hold on. It is Pinned until the end of this turn. This affects models which may be immune to normal Pinning.

Void Pirates/Freebootas are unaffected by this

condition on a roll of 4+ before the scenario begins.

23 Howling Winds!

Due to heavy storms or other phenomena, the table is battered by heavy winds. Any model firing a weapon at long range suffers an additional -1 to hit modifier. If a model runs while on a walkway or uses Flying movement upwards, it must take an Initiative test to avoid falling at the end of its movement.

24 Fog Of War

Heavy fog, gas clouds, or toxic fumes obscure the vision of all models. Vision range is reduced to a maximum of 20. As it is difficult to draw a bead on targets, the Fast Shot and Marksmen skills are useless.

25 Gas Pockets

Leaking fuel fumes or natural gas have caused combustible pockets of gas to form throughout the area. Any model in cover who shoots and rolls a 1 triggers one of these pockets! Resolve the effects like a Frag grenade centered on the firing model.

Models in the open or more than 8 from the ground level will not trigger these pockets.

26 Heavy Rains

Natural rain or leaking coolant pipes are causing a monsoon in the area. Vision range is reduced to 30 and models suffer a -2 to hit modifier when shooting from Overwatch. Models which Catch Fire may re-roll a test to put out the flames.

31-36: Wilderness Conditions

31 Flooded Ground

Recent rains, melting ice, or overflowing rivers have caused the area to become inundated with standing water. Models moving on the ground level, who don't float or fly, use their Strength characteristic to move instead of movement and treat all terrain as being one level worse than it is. Additionally, models which fall and land on the ground level may re-roll damage from falling.

Amphibious creatures and models not on the ground are unaffected by this condition.

32 Overgrown Foliage

The area is covered in creeping vines, hanging moss, and other clinging flora. Models may move up and down any vertical surface without the aid of a ladder or stairway. As long as models remain in cover their entire move, models may run and hide without the Dive skill.

33 Dense Undergrowth

The ground floor is covered with a thick layer of dead foliage and dense undergrowth. Non-Beast models moving on the ground level treat all terrain as one level worse (open ground becomes difficult, etc.).

Models with Cameoline have their hit modifier increased to -2. Models on walkways are unaffected.

34 Freezing Weather

The area is buffeted by snow, ice, and freezing temperatures. At the end of each player's turn, any non-Construct model out in the open and not within 1 of a structure, must take a Toughness test. If failed, that model suffers goes down and is considered Pinned, due to exposure and chilling winds. Models in Enclosed and Power armor may re-roll this result but must accept the second result.

35 Dust Storm

The area is scoured by a wild storm of sand, dust, or ash and fighters find it difficult to orient themselves in the disorder. All Open ground is treated as difficult and vision range is reduced to 36. Models fighting in HtH combat treat all fumbles as double.

At the end of each player's turn, roll a D6. On a roll of 4+, the storm clears and the fight continues as normal.

36 Earthquake

The ground heaves in a giant earthquake, threatening to topple any structures and throwing models off their feet. Before the game begins, any models who are on a walkway or structure must pass an Initiative test. If failed, they fall as normal. Models which are more than 6 above ground level which pass the test are still considered Pinned.

Models begin the game on the ground level

must roll a D6, if they are within 1 (or under) of a structure or walkway. On a roll of 1, that model is struck by falling debris and takes D3 Strength 2 hits. Saves may be taken as normal.

41-46: Lighting Conditions

41 Pitch Black

Nearly all light has been extinguished in the area, whether due to an eclipse, underground area, or loss of power. Vision range is reduced to 8 and models may not use the Fast Shot, Rapid Fire, or Marksman skills! All non-Hrud and non-Dark Eldar models must shoot the closest target, even if their Ld value would allow them to negate this rule.

42-43 Low Light

Light in this area is very low, casting long shadows and many places to hide. Vision range is reduced to 24 and models wishing to shoot opposing models within 1 of a structure receive an additional -1 to hit modifier.

44-45 Bright Light

Light in this area is so intense that it is nearly blinding and it is difficult to focus on targets without squinting. Models wishing to shoot targets over 30 away must pass a Ld test. If failed, they may not fire at that target but may choose another, if possible. Models wearing Enclosed armor and/or photovisors may re-roll this Leadership roll.

Photon Flash grenades (and similar abilities) have no effect when this condition is in effect.

46 Lightning Storm

Light in the area is low but illuminated now and then by the flash of natural lightning, an arc of electricity, or the flash of explosions. Models wishing to shoot at a model at long range must roll a D6. On a roll of 1-3, the model cannot draw a bead and the shot is failed. On a roll of 4-6, the target is visible and the shooter rolls to hit as normal.

Additionally, models out in the open run the danger of being struck by the lighting effects. At the end of each player's turn, nominate one

model farthest from an other model and/or structure. If there are no valid targets, the model which is highest above the ground is struck. The struck model takes one (1) Strength 3 hit with a -1 save modifier.

51-56: Wildlife Conditions

51 Stampede!

The sounds and smell of battle have agitated the local wildlife, who attempt to flee right through the battle! After the first player's turn, roll a D6 on every player's turn. On a roll of 1 or 6, the stampede occurs. Every model on the ground level **MUST** take an Initiative test or be trampled. If passed, the model moves 2 towards the nearest piece of terrain. If failed, the model takes one (1) Strength 4 hit, normal saves allowed. If the model takes damage in this way, it is Pinned.

Once the stampede occurs, players no longer roll for this effect and the game continues as normal.

52 Too Much Prey

There are simply too many prey animals in the area! All Beasts must roll a D6 at the start of their activation. On a roll of 1-3, they catch an unfortunate victim and spend the turn feeding on it. They may make no voluntary actions this turn but will defend themselves in HtH combat. On a roll of 4-6, they may act normally.

53-54 Infestation

The area is infested with all manner of insectoid life, making it difficult to impossible for some models to fight. Non-Beast/Construct models suffer a -1 to hit modifier the entire game and all fumbles count double.

Models with the Mark of Nurgle suffer no negative effects from these conditions.

55 Nesting Avians

All the action throws local avian wildlife into a frenzy. Models which move or shoot on any surface above ground level may disturb the nesting beasts. Roll a D6. On a roll of 1 or 6, the model has disturbed a flock and is considered Pinned. Any move or shot they were making is still resolved as normal.

56 Ambushing Predators

The spilling of blood has drawn a pack of wily local predators. At the beginning of each player's turn, the opposing player may select one (1) non-Beast, non-Construct model which is farthest away from any other friendly model and not involved in HtH combat. Roll a D6. If a 1 or 6 is rolled, that model must pass an Initiative or Toughness test (controlling player's choice). If failed, it is taken Out of Action and must roll on the Serious Injury chart.

61-66: Special Conditions

61 Consecrated Ground

The area is holy ground, whether some ancient Eldar ruins, Imperial shrine, or Old One temple. All Warp Creatures have their invulnerable save nullified here and psykers may re-roll one failed Perils Of The Warp roll. Models with Holy Weapons cause Fear.

62 Webway

The battle takes place in the shifting, strange nodes or tunnels of the Webway. All Eldar and Dark Eldar models add +1 to their Ld value. Non-Eldar/Dark Eldar models treat terrain as being one level worse than it is.

63 Bottomless Fathoms

The battle takes place amongst the upper reaches of buildings, over a giant ravine, or on structures floating in the upper atmosphere. Models can only be set-up on structures and may only move between structures on walkways or gantries. Models which fly may move between structures, but must end their movement on a structure or walkway. Models which fall unto the ground level are considered Out of Action and must roll on the Serious Injury chart.

Models with the float ability are unaffected by this condition.

64 Civil Disorder

The battle takes place during a riot, mass retreat, or other confused mob of people. Shots can be spoiled, so all models receive the equivalent of a 6+ Field Save from shooting. Models standing on walkways or within 1 of a vertical

edge may be pushed off. If a model ends its turn within 1 of a vertical edge, it must pass an Initiative test to avoid falling. Because of the press of bodies, models may not use the Dodge, Dive, or Evade skills.

Arbites models are unaffected by this condition.

65 Evacuate!

The area is going to suffer some sort of impending doom catastrophic meltdown, atmospheric burn-up, etc. and the teams must complete their mission before it's too late! Models which break and are within 6 of any table edge will automatically flee from the battle. They are considered Out of Action but never have to roll on the Serious Injuries chart.

At the end of each player's turn, roll a D6. On a roll of 5-6, the battle is abandoned and all warbands flee the battle. IG Kill Teams and Xenos Strike Forces may attempt to force the opposing player to play one further turn. The forcing player re-rolls the D6. If passed, an additional turn is played. If this occurs all models left at the end of the scenario MUST roll on the Serious Injuries chart!

66 Warp Rift

This part of realspace is very thin and the Immaterium seeps through easily. Warbands with Summoning may add or subtract 1 to their total. All Warp creatures have their invulnerable saves increased to 3+.

Effects, equipment, or weapons which allow a model to re-roll a Perils of the Warp roll may not be used.

SPECIES AND RACES Version 1.6a

HUMANS

Humans usually lead warbands. Humans may use any Human HtH, Pistol, and Basic weaponry, Grenades, and most equipment, unless stated otherwise. Humans need special skills or careers to use Special and Heavy weapons, as well as Xenos weaponry/equipment.

HUMAN

20 TG

A normal, untrained Homo Sapien, one of trillions within the Imperium

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Special Rules

None

ASTARTES BATTLE BROTHER 190 TG

(not available as PCs)

Genetically-engineered Supersoldiers, born and bred for war, fiercely loyal to the Emperor and the Imperium. Astartes are so rare that to many in the Imperium, They are only mythic heroes. Commonly referred to as Space Marines.

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	4	1	9

Special Rules

‘And They Shall Know No Fear’: Astartes have the Nerves of Steel skill and may always test to recover from Pinning. Astartes never have to take a Ld test if a friendly model goes down or out of action within 2”. Additionally, Astartes are not affected by Fear or Stupidity.

Bolter Drill: If an Astartes is armed with any type of Bolt weapon, Astartes have the Rapid Fire skill.

Enhanced Physique: Astartes take no penalties while wearing Power Armor and have the Bulging Biceps skill.

True Grit: Astartes have the True Grit skill.

ASTARTES NOVITIATE

150 TG

Genetically-engineered Supersoldiers, born

and bred for war, fiercely loyal to the Emperor and the Imperium. Nearly all Astartes start as Novitiates – warriors who have past their Chapter’s trials and been deemed fit to become full Battle Brothers. Novitiates lack many of the genetic enhancements of a full Astartes and commonly serve as scouts for their Chapter’s 10th company.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	1	4	1	8

Special Rules

‘And They Shall Know No Fear’: Astartes have the Nerves of Steel skill and may always test to recover from Pinning. Astartes never have to take a Ld test if a friendly model goes down or out of action within 2”. Additionally, Astartes are not affected by Fear or Stupidity.

Bolter Drill: If an Astartes is armed with any type of Bolt weapon, Astartes have the Rapid Fire skill.

Novitiate: An Astartes Novitiate may never wear Power Armor.

FALLEN ASTARTES

190 TG

(not available as PCs)

Astartes who have turned their back on the Emperor and the Imperium. Many have thrown in their lot with the fickle power of Chaos, blinded by their pride, greed, or avarice. It is whispered that a few have not fallen to Chaos, but pursue their own agenda against an Imperium they see as corrupt and no longer serving humanity as the Emperor intended.

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	4	1	9

Special Rules

Fallen...But Not Down: Fallen Astartes may always test to recover from Pinning. Fallen Astartes never have to take a Ld test if a friendly model goes down or out of action within 2”. Additionally, Fallen Astartes are not affected by Fear or Stupidity.

Bolter Drill: If a Fallen Astartes is armed with any type of Bolt weapon, Astartes have the Rapid Fire skill.

Enhanced Physique: Fallen Astartes take

no penalties while wearing Power Armor and have the Bulging Biceps skill.

True Grit: Astartes have the True Grit skill.

Mark Of Chaos (Chaos Marines Only): A Fallen Astartes may choose one Mark of Chaos at normal cost.

ABHUMAN – OGRYN 100 TG

Ogryns are one of the few, 'accepted' stable-gene mutants within the Imperium, large and powerfully built but somewhat simple-minded and unhygienic, Ogryns are usually fiercely loyal to their commanders and make excellent troops.

M	WS	BS	S	T	W	I	A	Ld
5	3	2	5	5	2	4	2	8

Special Rules

Giant: Because of their bulk, Ogryns are Large Targets (+1 to hit) and cause Fear.

Rather Dull: Ogryns may never lead warbands.

It's Clobbering Time!: Ogryns like to use whatever they are armed with as simple clubs in close combat. As such, they may only ever be armed with Close Combat Weapons, Ripper Guns, or Ork weaponry.

Simple-minded: If there is not a friendly, non-Ogryn model within 6" at the beginning of the Ogryn's turn, it must test for Stupidity.

ABHUMAN – RATLING 35 TG

Ratlings are another of the few, 'accepted' stable-gene mutants within the Imperium, small and eagle-eyed but prone to lechery and kleptomania, Ratlings make great snipers and infiltrators

M	WS	BS	S	T	W	I	A	Ld
3	2	3	2	3	1	5	1	6

Special Rules

Short: Because of their size, Ratlings are Small Targets (-1 to hit) and may never carry Heavy weapons.

Shifty: Ratlings may never lead warbands.

Infiltration: Due to their small size and sneaky nature, Ratlings have the Infiltration skill,

as per the Necromunda rulebook.

Kleptomaniacs: Warbands which include Ratlings always subtract D6 creds per Ratling from their income after every game.

ABHUMAN – SQUAT 45 TG

Squats are a rare group of abhumans who have been virtually wiped out after their homeworld was devoured by the Tyranids, small and stocky with an innate understanding of technology, Squats are generally found in the employ of Explorators or Rogue Traders.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	3	1	7

Special Rules

"...A short, stocky bald man...": Because of their size, Squats may never select Agility skills, even if their rank allow it.

Tech-Savvy: Squats have the Armourer skill (but only for weapons they are equipped with) and may always roll on the Techno chart, even if their career/warband does not allow it.

Last of their Kind: Squats hate any Tyranid-type Xenos and Genestealer Cultists and may never be included in any of the following warbands: Genestealer Cults, Radical Ordos Xenos teams, any warband which includes Mutants

ABHUMAN – UNTOUCHABLE 110 TG

(Limit 1 per warband)

Untouchables are extremely rare humans who seem to lack a 'soul', as such they are unaffected by Psychic powers and are anathema to warp creatures, even non-Psykers tend to instinctively distrust and avoid Untouchables.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Special Rules

Hollow: Untouchables may never be directly affected by Psychic powers. Any psychic power which an Untouchable is indirectly affected by may be negated by the Untouchable only on a D6 roll of 3+.

Additionally, Untouchables may never be de-

tected using psychic powers.

Soulless: Psykers, Daemons, and models bearing a Mark Of Chaos treat Untouchables as having Fear.

Distruisted: Untouchables may never lead any warband and may not be included in the following warbands: Genestealer Cults, Chaos Cults

MUTANTS

Mutants conform to all basic rules of their race, in addition to their mutations. Beastmen are a special type of mutant that may occasionally lead warbands and may use either Human or Xenos HtH, Pistol, and Basic weaponry and most equipment.

WYRD +10 TG (Lvl 1), +30 TG (Lvl 2), +50 TG (Lvl 3)

Wyrd are untrained, unsanctioned Psykers who have been overlooked by the Black Ships, they are generally unaware of their true talents or have very limited control of their powers, they burn brightly in the Warp and tend to attract many a hungry Daemon

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Special Rules:

Psyker (Level I): Wyrd are Psykers and may select one Wyrd Minor power

Psyker (Level II): Wyrd are Psykers and may select one Wyrd Major power and two Wyrd minor Powers.

Psyker (Level III): Wyrd are Psykers and may select two Wyrd Major powers and three Wyrd minor Powers. The Wyrd must roll for Perils Of The Warp whenever he rolls any doubles.

Suffer Not Thy Witch To Live: Wyrd may never be taken in the following warbands: Ecclesiarchal Delegations, Puritan Imperial warbands, Expurgator Squads

MUTANT **Base Cost of Race+Variable**
(depending on mutations)

Mutants are creatures – both human and Xenos – who have been changed either through a quirk of biology, exposure to toxins, or the corrupting influence of the Warp, many mutants are used as slave labour on worlds throughout the Imperium which has led to several uprisings over the millennia, hated and shunned, mutants are generally a selfish and jaded lot.

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Special Rules

Suffer Not The Mutant: Warbands which include any mutants subtract D6 creds from their income after every game, except Cultist and Mutant warbands. Additionally, mutants may not be included in the following warbands: Ecclesiarchal Delegations, Puritan Ordos Teams, Arbitrator/Expurgator Squads

Mutations: Mutants may select one mutation at the cost below, any subsequent mutations cost double the listed amount. No mutation may be taken more than once. Mutants may not select more than three mutations, unless they are Chaos Spawn (see Chaos Cultist entry).

Eyestalks (+10 TG): The mutant gains a 180 fire/vision arc and may squeeze behind cover better, providing a -1 to hit modifier to any cover saves.

Claw (+5 TG): The mutant gains +1 Strength in HtH combat but may not use more than 1 weapon in HtH combat.

Tentacle, (+10 TG): The mutant may re-roll tests for falling and enemy models in HtH with the mutant lose 1 attack (to a minimum of 1).

Two Heads (+15 TG): The mutant gains a 180 fire/vision arc and may fire 2 pistols weapons in the same Shooting phase. However, the model suffers from Stupidity.

Chitinous Skin (+20 TG): The mutant gains a 5+ armor save but may not wear any other type of armor.

Extra Arm (+15 TG): The mutant may use 3 Pistol or HtH weapons (gaining +2 Attack

dice), or use 1 Basic weapon and 2 Pistol/HtH weapons (gaining +1 Attack dice). Mutants with a Heavy Weapon and the Extra Arm mutation do not suffer from the Encumbered modifier in HtH combat, but gain no Attack dice.

Wings (+25 TG): The mutant can Fly

Chameleonic Skin (+20 TG): The mutant gains a -1 to hit modifier to any cover saves. This may not be combined with the Chitinous Skin mutation.

Caustic Blood/Spikes (+30 TG): If injured in HtH combat, any enemy models in base contact immediately suffer a Strength 3 hit. Dodge and armor saves may be taken as normal.

Snake Tail/Arachnid Legs (+10 TG): The mutant adds +1 to his Movement.

Gaping Maw (+20 TG): The mutant gains +1 Attack dice but may not wear a Respirator.

Lithe Form (+5 TG): The mutant gains +1 Initiative.

BIG MUTIE **Base Cost of Race+20 TG+Variable** (depending on mutations)

Big Muties are exactly that – larger mutants, unlike Ogryns their genes are unstable and as such Big Muties show various random mutations

M	WS	BS	S	T	W	I	A	Ld
-	+1	-1	+1	+1	-	-1	+1	+1

Special Rules

Suffer Not The Mutant...Especially the Big Ones: Warbands which include any Big Muties subtract D6 creds from their income after every game, except Cultist and Mutant warbands. Additionally, Big Muties may not be included in the following warbands: Ecclesiarchal Delegations, Puritan Ordos Teams, Arbitrator/Expurgator Squads

Rather Dull: Big Muties may never lead warbands.

Mutations: Mutants may select one mutation at the cost below, any subsequent mutations cost double the listed amount. No mutation may be taken more than once. Mutants may not select more than three mutations, unless they are

Chaos Spawn (see Chaos Cultist entry).

Big Mutants have access to all the mutations for Mutants, as well as:

Hulking Form (+30 TG): The Big Mutie has the Bulging Biceps skill and is does not suffer the Encumbered HtH modifier if carrying a heavy weapon. The Big Mutie's Initiative is -1.

Regenerate (+40 TG): The Big Mutie can heal light injuries. If the Big Mutie is suffering a Flesh Wound at the beginning of its turn, roll a D6. If you roll under the Big Mutie's Toughness, one Flesh Wound is removed. This mutation may not be used if the Big Mutie is Down.

Implacable/Rotting Form (+50 TG): The Big Mutie has the True Grit skill.

BEASTMAN

40 TG

Beastmen are just that – humanoid beasts, typically they resemble a human with the head and hooves of a goat or bull, they are commonly associated with warpcraft and Chaos cults

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	4	2	3	1	7

Special Rules

Suffer Not The Mutant: Warbands which include any Beastmen subtract 2D6 creds from their income after every game, except Cultist and Mutant warbands. Additionally, Beastmen may only be included in the Chaos Covens, Mutant warbands, or Radical Ordo Malleus Teams

Dangerous To Know: Any Puritan or Ecclesiarchal warbands fighting an enemy warband which includes Beastmen are affected by Hatred.

Mutations: Beastmen may select one mutation at double the cost listed.

Children Of The Dark Gods: Covens which include Beastmen may add or subtract 1 to their Summoning roll.

XENOS

Xenos may (occasionally) lead warbands. Additionally, Xenos may use any type of human weaponry/equipment and any of their own race's weaponry/equipment, unless stated otherwise. Xenos may only use other race's weaponry/equipment through special skills or careers. Xenos-led warbands never use any Constructs, unless stated otherwise.

Note: Xenos Strike Teams suffer no penalty to credits from hiring Xenos, obviously!

ELDAR

60 TG

Lithe, enigmatic, and ancient, the Eldar once ruled the known galaxy but their power is waning and their numbers few after their own greed and decadence led to their downfall and the birth of the Chaos god Slaanesh. Because they are so few, even common Eldar citizens are versed in the art of war. Many Eldar dwell on artificial void vessels called Craftworlds, some live an almost barbaric lifestyle on Exo-dite worlds, and a few ply the void as Corsairs and raiders. Uncommon but not unknown within the Imperium, Eldar can be capricious and disdainful of humans, leading to much distrust between the two races.

M	WS	BS	S	T	W	I	A	Ld
5	2	3	3	3	1	4	1	8

Special Rules

Suffer Not The Alien, For He Speaks Lies: Warbands which include Eldar subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties.

Forbidden Lore: Warbands which include Eldar add 1 to their Investigative Skill. This is NOT cumulative.

She Who Thirsts...: Eldar will not join any Chaos Coven or Radical Ordos Malleus Teams.

Agile: Eldar may always choose Agility skills, even if their career/warband does not allow it.

DARK ELDAR

60 TG

Lithe, enigmatic, and ancient, the Eldar once ruled the known galaxy but their power is wa-

ning and their numbers few after their own greed and decadence led to their downfall and the birth of the Chaos god Slaanesh. After The Fall, some Eldar continued in their excess and have been cast out by most Eldar. Dark Eldar are sadistic torturers and killers, who live on piracy and the thrill of the hunt.

M	WS	BS	S	T	W	I	A	Ld
5	3	2	3	3	1	4	1	8

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Dark Eldar subtract D6 creds from their income after every game, except Void Pirate/Corsair Parties. Puritan Ordo Xenos Teams fighting enemy warbands which include Dark Eldar are subject to Hatred.

Acute Vision: Dark Eldar are unaffected by Low Light conditions.

Agile: Dark Eldar may always choose Agility skills, even if their career/warband does not allow it.

Haemonculi: Dark Eldar may use Gholams/Chimerics, if their warband allows it.

ORKOID - ORK

50 TG

Orks are a brutal, barbaric race who have an innate love of war and speed. Orks have an intuitive understanding of technology and biology and many Ork weapons simply do not function in the hands of other races. Orks tend to live in large groups or clans and seem to derive both physical and mental energy from being 'mobbed up'.

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	4	1	2	2	6

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Orks subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Freebootas, & Underworld Elements

Not The Brightest Bulb...: Warbands which include Orks subtract 1 from their Investiga-

tive Skill.

Additionally, Orks may only use Orkoid weapons, HtH weapons, and Grenades.

Waaagh! Energy: Warbands which include Orks subtract 1 from their Summoning.

Waaagh!: Once per scenario, any Ork may declare a Waaagh!. During the turn in which a Waaagh! is declared, any Orks in that warband gain the Berserk Charge ability. Additionally, Orks may always select Ferocity Skills, even if their career/warband does not allow it.

Part Fungus: Mutations for Orks cost triple their usual cost.

ORKOID - GROT

20 TG

Grots are a small, subservient offshoot of the orkoid race. Like orks, they have an innate love of war and speed, as well as an intuitive understanding of technology and biology. Grots are generally treated as servants by bigger Orks and are usually quite cowardly.

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	1	2	1	5

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Grots subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Freebootas, & Underworld Elements.

Not The Brightest Bulb...: Warbands which include Grots subtract 1 from their Investigative Skill.

Additionally, Grots may only use Orkoid weapons, HtH weapons, and Grenades.

A Knife In The Back: Grots may always select Stealth Skills, even if their career/warband does not allow it.

Part Fungus: Mutations for Grots cost triple their usual cost

JOKAERO

75 TG

Jokaero are a race of intelligent, orange-furred mammals resembling Terran apes. The Jokaero may appear to be primitive beasts, but they are actually hyper-intelligent techno-savants,

known the galaxy over for their manufacture of digital weaponry.

M	WS	BS	S	T	W	I	A	Ld
4	1	2	3	3	1	3	1	8

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Jokaero subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Freebootas, & Inquisition Cells.

Implant Weaponry: A Jokaero is ALWAYS armed with digital weapons and an orb defense field, these may never be destroyed, removed, traded, or sold. An orb defense field gives the Jokaero a 5+ Field Save.

Techno-Savant: Jokaero always have the Weaponsmith skill and may always select Techno skills, even if their career/warband does not allow it.

TAU

30 TG

The Tau have advanced rapidly since their first encounter with the Imperium in the M35, rising from simple hunter-gatherers to a star-faring race in less than 6000 years. Tau biology is such that they do not have any psykers and have a modicum of resistance to mutation and telepathic powers. Tau society is organized by a caste system and Tau tend to be accepting of other Xenos species. Tau sometimes travel beyond the Empire as traders and explorers.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Tau subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Rogue Traders, Underworld Elements, and Ordo Xenos Teams.

Alien Biology: No Tau may select the Wyrd type. Mutations for Tau cost triple their normal cost. If a Tau is directly affected by a Telepathic Wyrd or Xenos power, roll a D6. On a roll of 4+, the power has no effect.

Drone-crafters: Tau may utilize Drone Constructs.

Caste: All Tau are subservient to their place in Tau society. Each Tau must select one Caste from the following:

Fire (Warrior Caste): The Tau is +1 BS. The Tau may use any Human, Tau, and/or Kroot weaponry/equipment.

Earth (Builder Caste): The Tau has the Inventor ability.

Water (Diplomat Caste): The Tau adds 1 to their warband's Investigative skill. The Tau may never learn Ferocity Skills, even if their career/warband allows it.

Air (Messenger Caste): The Tau is +1 Initiative and may always select Agility Skills, even if their career/warband does not allow it.

KROOT

70 TG

Kroot are one of the Xenos species under conscription by the Tau Empire. Kroot are generally believed to have evolved from an avian predator on their homeworld of Pech. Kroot feed on the bodies of their enemies and, in this way, ingest their DNA which, upon their return to Pech, helps to keep the Kroot evolving and not stagnating evolutionally. Because this is so vital, many Kroot secretly leave Pech and the Tau Empire to battle as mercenaries, scouts, and trackers.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	7

Special Rules

Suffer Not The Alien, For He Speaks Lies: Warbands which include Kroot subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Rogue Traders, Ordo Xenos Teams, Underworld Elements, and Explorators.

Fieldcraft: Kroot are supremely adept at surviving many different environments. As such, they are never affected by Wilderness Treacherous Conditions. Additionally, they treat all terrain as being one level easier, except Impassable Ground (i.e. Difficult Ground counts

as Open, Very Difficult as Difficult).

Feed: If a Kroot takes an enemy Out of Action in HtH combat, it may not make a follow-up move, unless the enemy model was a Construct or Warp Creature. Enemies taken Out of Action in this way always roll on the Serious Injuries Chart.

Evolutionary Adaptation: The Kroot may select one of the following mutations at normal price:

Chitinous Skin, Wings, Chameleonic Skin, Li-the Form. A Kroot who selects this adaptation is NOT considered a mutant.

Tau Vassal: Kroot may use any Kroot and/or Tau weaponry/equipment.

VESPID

50 TG

The Vespids are a humanoid insectoid species from the planet Vespida, a gas giant within Tau-controlled space. The Vespids live on floating mountains held aloft by the lighter-than-air gases trapped within air pockets inside the rock. They possess reasonably advanced technology but no interstellar travel. They are rarely seen beyond the Tau Empire.

M	WS	BS	S	T	W	I	A	Ld
5	2	3	3	3	1	3	1	7

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Vespids subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Rogue Traders, and Radical Ordo Xenos Teams.

Flyer: Vespids may Fly

Tau Vassal: Vespids may use any Vespids and/or Tau weaponry/equipment.

NICASSAR

50 TG

Nicassar are one of the Xenos species under conscription by the Tau Empire. They are highly psychic and are generally kept very sheltered by the Tau to avoid the ire of Puritan Imperial authorities.

M	WS	BS	S	T	W	I	A	Ld
3	2	2	2	3	1	5	1	8

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Nicassar subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Rogue Traders, and Radical Ordo Xenos Teams.

Kept Under Wraps: Each warband may include a maximum of one (1) Nicassar, never more!

Psykers: All Nicassar are psychic. Each Nicassar model MUST select one level of Wyrd upon creation.

Tau Vassal: Nicassar may use any Tau weaponry/equipment.

TARELLIAN

30 TG

Tarellians are a broad-shouldered reptilian species. Commonly known as "Tarellian Dog Soldiers" for their long snouts and practice of fighting as mercenaries. Tarellians have a long-standing grudge against the Imperium, as their species was nearly wiped out during the Great Crusade. Tarellians are commonly employed by the Tau Empire.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	7

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Tarellians subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Rogue Traders, and Underworld Elements.

Bitter Enmity: Tarellians may never be included in the following: Ordos Teams, Adeptus Mechanicus, Adeptus Arbites/Expurgators, IG Kill Teams, Ecclesiarchal Delegations. Additionally, Tarellians are subject to Hatred toward Astartes and IG Kill Teams.

Versed in War: Tarellians may use Exotic weaponry/equipment.

LOXATL

60 TG

Loxatl are sinuous reptilian xenos who are often mistaken for non-sentient saurian beasts. They are distinguished by using a unique vest-mounted weapon known as a Flechette Projector, as they do not possess opposable thumbs and fingers necessary for the use of most other weaponry. They are commonly found in the employ of Chaos renegades and occasionally Dark Eldar.

M	WS	BS	S	T	W	I	A	Ld
5	3	2	3	3	1	4	1	7

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands which include Loxatl subtract D3 creds from their income after every game, except Void Pirate/Corsair Parties, Rogue Traders, Underworld Elements, Radical Ordo Xenos, Chaos Covens.

Flechette Projector Vest: Loxatl may not use any weaponry and are always assumed to possess a Flechette Projector vest (see Expanded Armory for stats). This weapon can never be used by non-Loxatl models or sold. Loxatl may use equipment as normal.

Reptilian: Loxatl have vicious claws and count as being armed with two knives in HtH combat. Additionally, they may move up and down any vertical surface and do not need ladders or stairs.

Amphibious: Loxatl count water features as being normal ground and are unaffected by water-type Treacherous Conditions.

HRUD

65 TG

Hrud are a crouched, diminutive species usually swathed in rags. The limbs of a Hrud have a bone structure similar to the human spine allowing the limbs to bend in any direction and their skin exudes various. Their bodies liquefy rapidly upon death - conveniently making detailing the creature impossible. Hrud prefer darkness and are considered to be parasites. Observing a Hrud is often difficult even within a well light room due to a distortion field of

unknown origin emanating from the Hrud that prevents the eye from focusing on it.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	4	1	6

Special Rules

Suffer Not The Alien, For He Speaks Lies: Warbands which include Hrud subtract D6 creds from their income after every game, except Void Pirate/Corsair Parties, Rogue Traders, Underworld Elements, and Radical Ordo Xenos Teams.

Distortion Field: All Hrud are equipped with a Distortion Field (see Expanded Armory – Holo Field).

Shadow-kin: Hrud are unaffected by all Low Light Treacherous Conditions. However, in Bright Light Treacherous Conditions, they suffer -1 BS. Hrud are always affected by Blind Grenades.

Parasites: Hrud may never lead warbands. Hrud may use any Human and/or Xenos weaponry/equipment.

ENSLAVER 400 TG

(not available as PCs)

Enslavers are a strange Xenos species that are thankfully rare in the galaxy. There is some speculation that they are truly creatures of the Warp, and not Xenos, as they are able to possess psykers and use them as both pawns and doorways into the material universe. Enslavers appear in the material universe as floating sacs with a many-tentacled maw.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	2	3	1	10

Special Rules

Suffer Not The Alien, For He Speaks Lies:

Warbands may never truly include Enslavers

Floater: Enslavers Float

Floating Brains: Enslavers are considered Level 3 psykers.

Alien Psychology: Enslavers are never Pinned and are immune to all Psychology. Enslavers never gain Experience or Skills, may never lead warbands, or use any weapons or equip-

ment. Enslavers cause Fear in non-Enslaver models and Terror in all psyker models.

Something Wicked This Way Comes: Enslavers are considered Xenos AND Warp Creatures.

TYRANID – GENESTEALER 250 TG

(not available as PCs)

Genestealers are born to be the vanguard of the Hive Fleets. Genestealers actively infiltrate other lifeforms worlds and begin the process of infecting other organisms and increasing the Hive Mind's control over large swathes of the population. When trouble comes looking or their presence may be detected, they strike quickly and silently.

M	WS	BS	S	T	W	I	A	Ld
6	6	-	6	4	1	6	3	9

Special Rules

Suffer Not The Alien, For It Shall Consume You Utterly: Only Genestealer Cults may include Genestealers.

Alien Psychology: Genestealers are never Pinned and are immune to all Psychology. Genestealers never gain Experience or Skills. Genestealers may never lead warbands or use any weapons or equipment.

Genestealers cause Fear in non-Tyrannid models.

Alien Physiology: Genestealers' HtH attacks are always Strength 6 with a -3 armor save modifier. Genestealers have the Chitinous Skin mutation, though they are NOT considered mutants. Genestealers have the Infiltration ability.

TYRANID – MYCETIC SPORE 75 TG

(not available as PCs)

When a hive begins its invasion, it will send a swarm of mycetic spores hurtling into the atmosphere of the doomed planet. Commonly these are mistaken for ordinary meteor showers, but cults believe this is a sign of their “salvation”.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	5	4	3	1	3	5

Special Rules

Suffer Not The Alien, For It Shall Consume You Utterly: Only Genestealer Cults may include Spores, and they are considered Beasts for all purposes.

Alien Psychology: Spores may be Pinned but are immune to all other Psychology. Spores never gain Experience or Skills, may never lead warbands, and/or use any weapons or equipment.

Alien Physiology: Spores HtH attacks are always Strength 6, they will do nothing else but attempt to get into HtH combat with the nearest enemy model. Spores have the Chitinous Skin mutation (though they are NOT considered mutants) and may Float.

TYRANID – RIPPER SWARM 65 TG

(not available as PCs)

When a hive begins its invasion, it will send a swarm of mycetic spores hurtling into the atmosphere of the doomed planet. Commonly these are mistaken for ordinary meteor showers, but cults believe this is a sign of their “salvation”.

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	2	3	5

Special Rules

Suffer Not The Alien, For It Shall Consume You Utterly: Only Genestealer Cults may include Rippers, and they are considered Beasts for all purposes.

Alien Psychology: Rippers may be Pinned but are immune to all other Psychology. Rippers never gain Experience or Skills, may

never lead warbands, and/or use any weapons or equipment.

Alien Physiology: Ripper Swarms come on in a mass of chittering, drooling teeth. As such, they will always attempt to get into HtH combat with the nearest enemy model. They must be mounted on a 40mm base, count as a large target (+1 to hit), and receive an unmodified 6+ save against all attacks (except Blast or Template attacks). If targeted by a template or blast weapon, the firer may re-roll the first failed to Hit roll.

Sky Swarms: Rippers may be given the Wings mutation at normal cost.

NECRONTYR - WARRIOR 175 TG

(not available as PCs)

The “foot soldiers” of the Necrontyr; Warriors are known and feared for their near-utter silence and slow, implacable advances.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	1	2	1	10

Special Rules

Living Metal: Necrontyr are considered both Xenos and Constructs. Any C'Tan weapon used against a Necrontyr has no effect and is immediately destroyed!

Alien Psychology: Necrontyr may never be Pinned, are unaffected by Psychology, never gain Experience or Skills, & may never lead warbands, Warriors may not use any non-Necrontyr weapons or equipment. Necrontyr are unaffected by Telepathic psychic powers.

Alien Physiology: Warriors must be armed with one of the following: Gauss Flayers +35 TG or Gauss Blasters +40 TG. Warriors may never run or charge, unless forced to do so and receive an unmodified 4+ save against all attacks.

NECRONTYR – SCARAB SWARM 50 TG

(not available as PCs)

Scarabs are small, beetle-like constructs used by Necrontyr as scouts, guardians, and skir-

missing units.

M	WS	BS	S	T	W	I	A	Ld
5	2	-	3	3	3	2	3	10

Special Rules

Living Metal: Necrontyr are considered both Xenos and Constructs. Any C'Tan weapon used against a Necrontyr has no effect and is immediately destroyed!

Alien Psychology: Necrontyr may never be Pinned, are unaffected by Psychology, never gain Experience or Skills, may never lead warbands, and/or use any weapons or equipment. Swarms may not use any weapons or equipment. Necrontyr are unaffected by Telepathic psychic powers.

Alien Physiology: Scarab Swarms they will always attempt to get into HtH combat with the nearest enemy model. They must be mounted on a 40mm base, count as a large target (+1 to hit), and receive an unmodified 5+ save against all attacks (except Blast or Template attacks). If targeted by a template or blast weapon, the firer may re-roll the first failed to Hit roll.

NECRONTYR – FLAYED ONE 175 TG

(not available as PCs)

Flayed ones are the silent infiltrators of the Necrontyr hordes, armed with vicious claws and known for their preference of wearing their victims' flayed skins.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	1	2	2	10

Special Rules

Living Metal: Necrontyr are considered both Xenos and Constructs. Any C'Tan weapon used against a Necrontyr has no effect and is immediately destroyed!

Alien Psychology: Necrontyr may never be Pinned, are unaffected by Psychology, never gain Experience or Skills, & may never lead warbands. Flayed Ones may not use any weapons or equipment. Necrontyr are unaffected by Telepathic psychic powers.

Alien Physiology: Flayed ones are armed

with vicious close-combat claws (the additional attack for a second HtH weapon is already included in their profile), with a Strength of 4 and a Save Modifier of -1.

Flayed Ones receive an unmodified 4+ save against all attacks and have the Infiltrate ability.

CONSTRUCTS

Constructs may never lead warbands and may not use any type of equipment, unless stated otherwise. Constructs are never affected by Telepathic Psychic Powers.

SERVITOR

25 TG

Lobotomized, cybernetic constructs commonly used by the Adeptus Mechanicus for heavy labor and basic services; may be adapted for close combat and fire support roles, many a heretek has suffered the fate of becoming a Servitor for their crimes.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	9

Special Rules

Lobotomized: Servitors are never Pinned and never have to take a test if a friendly model goes down or out of action within 2". They are not affected by Fear, Terror, Hatred, or Frenzy. Servitors never gain Experience or Skills.

Simple Programming: If there is not a friendly, non-Construct model within 6" at the beginning of the Servitors' turn, it is affected per the Stupidity rules. Additionally, basic Servitors will only defend themselves in close combat.

Cybernetic Construct: Servitors have a 5+ Armor save.

COMBAT/GUN SERVITOR

30

TG+Weapon

Lobotomized, cybernetic constructs commonly used by the Adeptus Mechanicus for close combat and fire support roles.

M	WS	BS	S	T	W	I	A	d
4	2	2	3	3	1	2	1	9

Special Rules

Lobotomized: Servitors are never Pinned and never have to take a test if a friendly model goes down or out of action within 2". They are not affected by Fear, Terror, Hatred, or Frenzy. Servitors never gain Experience or Skills.

Cybernetic Construct: Servitors have a 5+ Armor save. They may purchase Armor Plates

(4+ armor save) upon creation for +25pts.

Combat Servitor – Combat Programming:

Combat Servitors add +1 Weapon Skill and +1 Initiative.

Additionally, they may select up to 2 HtH weapons. These weapons are implanted and may not be Disarmed. They may never be given additional weapons.

Gun Servitor – Ballistics Programming:

Gun Servitors add +1 Ballistic Skill and, due to their numerous power feeds and ammo hoppers, have the Weaponsmith skill. Additionally, they may select 1 Basic, Special, or Heavy Weapon. These weapons are implanted and may not be Disarmed. They may never be given additional weapons.

SERVO-SKULL

15 TG+Variable

(depending on function)

Servo-skulls are the fashioned from human crania (though some Radical Magos have fashioned them from the cranial bones of Xenos, though this is generally viewed as a perversion of the Omnissiah's form) and various devices or weaponry; Servo-skulls can serve a myriad of functions from detection to medicae to guardian.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	2	1	2	1	9

Special Rules

Programmed: Servo-skulls are never Pinned and never have to take a test if a friendly model goes down or out of action within 2". They are not affected by Fear, Terror, Hatred, or Frenzy. Servo-skulls never gain Experience or Skills. They must always remain within 6" of the friendly model which selects them. If they are ever forced beyond 6", they may perform no voluntary action other than move as close as possible to that model. Servo-skulls cannot be detected using a Bio-Scanner.

Small: Because of their size, Servo-skulls are Small Targets (-1 to hit).

Float: Servo-skulls float and have the Dodge skill.

Function – Guardian, +Field Cost : The Servo-skull contains a small force field generator. Select one Field from the expanded Armoury. The Servo-skull must remain within 2” of its friendly model for it to benefit from the force field. Limit 1 per warband. The Servo-skull will never fight in HtH combat.

Function – Detection, +25 TG: The Servo-skull is treated as having an Bio-Scanner and Screammers. The Servo-skull will never fight in HtH combat.

Function – Medicae, +25 TG: The Servo-skull is treated as having a Medi-kit. Additionally, the Servo-skull has the Medic ability, but this may only be used on the controlling model. The Servo-skull may defend itself in HtH combat.

Function – Combat, +Weapon Cost: The Servo-skull is armed with either any one Pistol or HtH weapon.

PSYBER-FAMILIAR

20 TG

Psyber-familiars are vat-grown cybernetic constructs which are psychically bonded to an individual, generally used by psychically-trained Inquisitors as scouts and weapon-bearers, Psyber-familiars usually come in two forms – a bird or other avian or a Cherubim.

M	WS	BS	S	T	W	I	A	Ld
5	2	2	2	2	1	2	1	8

Special Rules

Programmed: Psyber-Familiars are never Pinned and never have to take a test if a friendly model goes down or out of action within 2”. They are not affected by Fear, Terror, Hatred, or Frenzy. Psyber-Familiars never gain Experience or Skills. They must always remain within 12” of the friendly model which selects them. If they are ever forced beyond 12”, they may perform no voluntary action other than move as close as possible to that model. Psyber-Familiars cannot be detected using a Bio-Scanner.

Psychic Link: Psyber-Familiars may only be selected by models with the Psyker ability. In

addition, if the Psyber-Familiar is within 6” of an enemy model its linked model is shooting at, the linked model gains a +1 to hit modifier.

Bird/Avian-type – Preysense: Psyber-Familiar is treated as having a Bio-Scanner and Screammers, has the Flying ability, and the Dodge skill.

Cherubim-type – Weaponbearer: The Psyber-Familiar may carry one Basic, Special, or heavy weapon for the linked model, so the linked model may gain its full Attack dice and may ignore the Encumbered modifier. They have the Float ability, and the Dodge skill.

GRAPPLEHAWK/CYBERHOUND 25* / 30** TG

(* for Arbites Only, ** for all others)

Basic armoured cybernetic constructs using the brain of simple beasts, the Grapplehawk and Cyberhound are almost exclusively used by Arbitrators and very successful Bounty Hunters.

M	WS	BS	S	T	W	I	A	Ld
5	3	2	2	2	1	3	1	8

Special Rules

Programmed: Grapplehawks/Cyberhounds are never Pinned and never have to take a test if a friendly model goes down or out of action within 2”. They are not affected by Fear, Terror, Hatred, or Frenzy.

Grapplehawks/Cyberhounds never gain Experience or Skills. They must always remain within 12” of the friendly model which selects them. If they are ever forced beyond 12”, they may perform no voluntary action other than move as close as possible to that model. Grapplehawks/Cyberhounds cannot be detected using a Bio-Scanner.

Cybernetic Hunters: Grapplehawks/Cyberhounds have a 4+ armor save, their attacks have the Shock quality, and they are treated as having a Bio-Scanner and Screammers.

Flight (Grapplehawk Only): Grapplehawks may Fly and have the Dodge skill.

Drone

25 TG

Drones are utilized by the Tau in the same way the Imperium uses Servo-skulls. However, Drones possess a simple AI interface and are regarded as Silica Animus by the Mechanicus.

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	1	4	1	7

Special Rules

Programmed: Drones are never Pinned and never have to take a test if a friendly model goes down or out of action within 2". They are immune to Psychology. Drones never gain Experience or Skills. They must always remain within 12" of the friendly model which selects them. If they are ever forced beyond 12", they may perform no voluntary action other than move as close as possible to that model. Drones cannot be detected using a Bio-Scanner. Float

Armored: Drones have a 4+ armor save.

Silica Animus: The use of AI within the Imperium is strictly prohibited. Only the following may utilize drones: Radical Ordos Xenos Teams, Radical AdMech, Rogue Traders, and Void Pirate/Corsair warbands.

Function: Each Drone must select one of the following functions:

Gun-Drone: The Drone is armed with a Pulse Carbine with the Rapid Fire ability.

Shield-Drone: The Drone is treated as having (and its selecting model) is treated as having a Refractor Field.

GHOLAM/CHIMERIC

110 TG

A Gholam is a nightmare creature fashioned via radical genetic engineering, sometimes using vile Xenos DNA, Chimerics are a perversion of the human form by grafting on biological parts from beasts and Xenos, this type of genetic manipulation was forbidden by the Emperor himself and those who practice it are the most radical Magos Biologis or Heretek Gene-Sculptors.

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	4	2	3	2	8

Special Rules

Biological Construct: Gholams/Chimerics are never Pinned and never have to take a test if a friendly model goes down or out of action within 2". They are not affected by Fear, Terror, or Hatred.

Gholams/Chimerics never gain Experience or Skills.

Implacable Monsters: Gholams/Chimerics have the True Grit, Crushing Blow, and Hurl Opponent abilities. Gholams/Chimerics cause Fear.

Dangerous To Know: Gholams/Chimerics may only be taken by the following warbands: Radical Adeptus Mechanicus, Radical Ordos Teams, Chaos Cultists, Pirate/Corsair bands. Non-Radical AdMech and Ecclesiarchal warbands fighting an enemy warband which includes Gholams/Chimerics are affected by Hatred.

Bio-Frenzy (Gholam Only): Because of their unstable bestial nature, Gholams are driven mad with rage.

They are subject to the rules for Frenzy.

Weapon Grafts (Chimeric Only): You may choose up to two mutations, both at normal cost, for the Chimeric. The Chimeric is NOT considered a mutant.

Version 1.4 updates

- Edited Float and Flying creatures to reflect rules in Addendum
- Changed Tarellian “Versed In War” rule
- Exchanged “Forbidden Lore” for “Acute Vision” under Dark Eldar
- Added Loxatl, Nicassar, & Enslaver species

Version 1.5 updates

- Species costs lowered across the board to accurately reflect values ported from Necromunda
- Level I Wyrd cost lowered (minor psyker powers should only cost 10pts.)
- Following mutation cost lowered: Chitinous Skin, Wings, Caustic Blood/Spikes, Regenerate
- Gholam/Chimeric cost increased by 10pts.

Version 1.6 updates

- Jokaero, Mycetic Spores, Ripper Swarms added
- Beastman cost lowered by 10pts
- Ratling M value lowered by -1; cost lowered by 5pts.
- Untouchable cost lowered by 40pts (you did read that right!)
- Added note on Xenos Strike Team credits under Xenos category

Version 1.6a updates

- Removed incorrect Flechette Vest entry under Loxatl (thanks to IcyCool @ Eastern Fringe)
- Added Necrotyr entries
- Removed conflicting Digital Weapons entry under Jokaero, as they are in the Expanded Armory now.

BEAST CORRAL

Version 1.3

BEASTS

Beasts may never lead warbands or use weaponry/equipment of any kind. Beasts are never affected by Hatred and never gain Experience or Skills. Beasts are automatically affected by Telepath Psychic Powers. Beasts may only be selected and controlled by a friendly model with the Beastmaster Psychic Power, a Control Collar (see Expanded Armory) and/or the Beast-Whisperer skill, unless otherwise noted.

AMBULL

60 TG

Ambulls are ape-like insectoid creatures native to Luther Macintyre IX. They are known to burrow underground to avoid the scorching temperatures of their home planet.

M	WS	BS	S	T	W	I	A	Ld
4	4	-	4	3	1	3	1	7

Special Rules

Burrower: Ambulls may Burrow.

Natural Weaponry: Fiends are always considered to be armed with two HtH weapons, with a -1 Save Mod.

Natural Armor: Ambulls have a 5+ armor save.

DRAGONID/WYRM

300 TG

Dragonids are quite similar to the Megasaur species with some very notable differences. Dragonids have a high intelligence for a beast, are very anti-social creatures, and quickly become the apex predator of any world they inhabit. They are master carnivores who seem to enjoy taunting and torturing their prey, to a point where some Imperial scholars have declared that Dragonids are a form of Daemon – though this theory is largely laughed at by members of the Ordo Malleus.

M	WS	BS	S	T	W	I	A	Ld
8	5	-	5	5	2	5	2	8

Special Rules

Intelligence: Dragonid cause Fear and, unlike other beasts, are not automatically affected by Telepathic psychic powers.

Natural Weaponry: Dragons are always considered to be armed with two HtH weapons, with a -2 Save Mod. Many Dragonid have the ability to spew a stream of acid, flame, or other material from their mouth when provoked. This may be purchased for +15pts. It is considered a Template weapon, with Strength 4, a -1 Save modifier, and the Recharge attribute.

Natural Armor: Dragonid have a 5+ armor save and are unaffected by Flame weaponry.

Huge: Dragonid are Giant models, have the Flight ability, and may be mounted by Normal or Large-sized models. While walking, Dragonid are unaffected by walls/barriers of 1 ½" or less and they may not move up or down, except via a suitably sized elevator or ramp.

GIANT ARACHNIDS

30 TG

Giant arachnids are found throughout the Imperium, from the deadly Dreamweaver of Cactachan to the Orb Spiders of Necromunda.

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	3	1	1	1	5

Special Rules

Crawler: Arachnids can move up and down any vertical surface as if it were Open Ground. Giant Arachnids may be mounted by Small-sized models.

Natural Armor: Arachnids have a 6+ armor save.

Web: Arachnids are considered armed with a Webber (see Expanded Armory). Additionally, Arachnids may fall, but never suffer damage from doing so.

GIANT CENTIPEDE

30 TG

Giant centipedes are common to both Deathworlds and Hive Worlds. Some are the product of evolution and some mutation, such as the Milliasaur of Necromunda and Scintilla.

Giant centipedes always have a form of toxic sting or bite.

M	WS	BS	S	T	W	I	A	Ld
4	3	-	2	3	1	3	1	4

Special Rules

Crawler: Centipedes can move up and down any vertical surface as if it were Open Ground.

Toxic Sting/Bite: If a Centipede wins a round of HtH combat, each hit scored will automatically inflict a wound, regardless of the model's Toughness. Armor saves may be taken as normal. If the victim goes Out of Action from this attack, do not roll on the Serious Injuries chart. Instead, use the chart below (warbands which possess a Medi-Kit or a model with the Medic ability may subtract 1 from the dice roll):

D6 Roll Result

1-3 No Effect: The model is unaffected by the toxins

4-5 Poisoned: The model is severely sickened by the

Centipede's toxin. The model may not participate in the next scenario.

6 Toxic Shock: The model suffers anaphylactic shock

from the toxins. The model rolls on the Serious Injuries Chart and subtracts 10 from the D66 roll.

DONORIAN FIEND

60 TG

Sometimes referred to as "Clawed Fiends", these savage multi-limbed beasts are common in the Donorian sector and pats of the web-way. Their ferocity is favored by Dark Eldar beastmasters and are frequently encountered in the fighting pits of Commoragh.

M	WS	BS	S	T	W	I	A	Ld
5	5	-	4	3	1	4	D3	6

Special Rules

Natural Weaponry: Fiends are always considered to be armed with two HtH weapons, with a -1 Save Mod. Before each HtH combat a Fiend takes part in, roll a D3. The fiend has this amount of base attacks that round.

Acute Vision: Fiends are unaffected by Low Light conditions.

GAS-PODS

70 TG

"Gas-Pods" is a term used to refer to lighter-than-air beasts common to low atmosphere worlds and gas giants. Gas-Pods come in many different shapes and sizes but they all consist mainly of at least one, usually many, gas-filled chamber(s) which keep their body afloat and tentacle-like feelers under their main body.

M	WS	BS	S	T	W	I	A	Ld
8	3	-	3	3	2	3	D3	9

Special Rules

Air Bladders: Gas-Pods are (normally) Normal-sized models and will always Float. In Low Atmosphere conditions, they become Large-sized models. In High Atmosphere/Gravity conditions, they become Small-sized models and may not be mounted.

Gentle Giants: Gas-Pods may only ever be mounted by one (1) Small-sized model and this model may not carry any Heavy or Special weapons whilst mounted. A Gas-Pod will never charge into HtH combat but will defend itself if attacked. Roll a D3 at the beginning of each HtH combat to determine its base attacks during that round.

Volatile: If a Gas-Pod is taken Out of Action, roll a D6. On a 1-5, the model is removed as normal. On a 6, the gas inside the beast detonates as if a Frag Grenade exploded centered on the Gas-Pod.

RAPTOSAUR

100 TG

Large, flying reptiles common to many jungles and Death Worlds. They are used as mounts on many Eldar Exodite worlds and are occasionally tamed by humans.

M	WS	BS	S	T	W	I	A	Ld
7	4	-	4	5	2	4	1	6

Special Rules

Natural Weaponry: Raptosaurs are always considered to be armed with two HtH wea-

pons, with a -1 Save Mod.

Natural Armor: Raptosaurs may have a 6+ armor save for an additional +10pts.

Huge: Raptosaurs are Giant models, have the Flight ability, and may be mounted by Normal or Large-sized models. While walking, Raptosaurs are unaffected by walls/barriers of 1 1/2" or less and they may not move up or down, except via a suitably sized elevator or ramp.

Rampage: If a Raptosaur suffers from one or more Flesh Wounds, roll a D6 at the beginning of its activation. On a roll of 6, the Megasaur is affected by the rules for Frenzy.

MEGASAUR

100 TG

Called by different names on different worlds, the Megasaur is a giant reptilian beast capable of astounding ferocity when their ire is raised. They are used as mounts on many Eldar Exodite worlds and are occasionally tamed by humans.

M	WS	BS	S	T	W	I	A	Ld
6	5	-	5	5	2	4	1	6

Special Rules

Natural Weaponry: Megasaurs are always considered to be armed with two HtH weapons, with a -1 Save Mod.

Natural Armor: Megasaurs may have a 6+ armor save for an additional +10pts.

Huge: Megasaurs are Giant models and may be mounted by Normal or Large-sized models. Megasaurs are unaffected by walls/barriers of 1 1/2" or less. They may not move up or down, except via a suitably sized elevator or ramp.

Rampage: If a Megasaur suffers from one or more Flesh Wounds, roll a D6 at the beginning of its activation. On a roll of 6, the Megasaur is affected by the rules for Frenzy.

GIANT RATS

15 TG

Giant rats are common on nearly every human-inhabited world within Imperial space. Rats are the ultimate survivors and stowaways, some vessels have to be regularly purged or the rat population could easily threaten the

lives of crew.

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	2	1	3	1	4

Special Rules

Dodge: Rats have the Dodge ability.

CATACHAN FACE-EATER

20 TG

Native to the Deathworld of Catachan, Face-eaters have been imported to several worlds throughout the Imperium in a misguided attempt at pest control. Face-eaters resemble scraps of cloth from afar and generally hang from exposed ventilation ducts, piping, or girders; dropping down and wrapping their tiny spines around the head of man or beast. Once enveloped, Face-eaters use an enzyme to slowly eat away the flesh of their victims and are difficult to remove without causing further injury.

M	WS	BS	S	T	W	I	A	Ld
1	3	-	3	2	1	4	1	9

Special Rules

Patient Predator: Face-eaters may not run or charge and always count as being Hidden.

Leap Attack: A model which approaches within 4" of a Face-eater will immediately be attacked, and must make an Initiative Test. If the test is passed, the Face-eater is placed within 1" of its target and will attempt to make a Leap Attack next turn. If failed, the model immediately takes a Str 3 hit (armor saves are allowed) and the target is now 'Enveloped'.

At the beginning of each model's subsequent turns, roll a D6. If a 6 is rolled, the Face-eater is pulled off and dies. If failed, the model takes another Str 3 hit and the victim moves in a random direction during the Movement phase. This continues until the Face-eater is removed or the target is taken Out of Action.

Friendly models within 1" may attempt to help remove a Face-eater. For each friendly model within 1" of the victim, add 1 to the D6 roll.

Acidic Enzymes: A victim taken Out of Action by a Face-eater must roll on the Injury table below (warbands which possess a Medi-

Kit or a model with the Medic ability may add or subtract 6 from the dice roll):

D66 Roll Result

- 11-16 Dead
- 21-23 Head Wound
- 24-26 Blinded In One Eye
- 31-36 Old Battle Wound
- 41-46 Full Recovery
- 51-56 Impressive Scars
- 61-66 Horrible Scars

Canine

15 TG

Canines are indeed 'man's best friend', from the noble Mastiff of many frontier worlds to the ubiquitous Bulldog mascot of many Imperial Guard regiments. Canines come in hundreds of different breeds and are common throughout Imperial space.

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	2	1	4	1	5

Special Rules

Loyal: Humans & Abhumans may automatically control Canines. Canines may be mounted by Small-sized Human or Abhuman models.

FELINE

15 TG

Felines are the domesticated offshoots of many a feral cat. Felines come in hundreds of different breeds and are common throughout Imperial space, as well as several Eldar Craftworlds.

M	WS	BS	S	T	W	I	A	Ld
4	3	-	2	2	1	5	1	5

Special Rules

Loyal: Humans, Eldar, & Dark Eldar may automatically control Felines.

Land On Their Feet: Felines have the Catfall ability (naturally).

FELYNX

30 TG

Felynx is the general term used to describe the feral, undomesticated breeds to the Feline species. They are generally larger and harder to tame than their cousins.

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	3	1	5	1	6

Special Rules

Natural Weaponry: Felynx are always considered to be armed with two HtH weapons.

Land On Their Feet: Felynx have the Catfall ability (naturally).

Hard To Tame: Felynx may only ever be mounted by one (1) Small or Normal-sized model.

EQUINE

20 TG

Equines, more commonly referred to generally as "horses" or "mules" within the Imperium, come in hundreds of different breeds and are common throughout the galaxy.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	3	3	1	4	1	6

Special Rules

Loyal: Humans, Abhumans, Eldar, & Tau may automatically control Equines. Equines may be mounted by any Small or Normal-sized models.

ORKOID – SQUIG

20 TG

Squigs are bulbous predators consisting of little more than a large maw and razor-sharp teeth. Squigs are a bestial form of Ork and are used as pets, beasts of burden, and a plentiful foodsource by larger Orks.

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	2	1	3	1	5

Special Rules

Orky: Orks may automatically control Squigs. Grots can never control Squigs.

Hoppin' Mad: A Grot may be mounted on a Squig, however this causes the Squig to go into Frenzy. While the Squig is in this state, the Grot may do nothing else (as it holds on for dear life!). At the start of each of the Squig's activations, roll a D6.

On a 1-3, the Squig continues Frenzying. On a 4-6, the Squig manages to swallow the unfortunate mounted Grot, remove the Grot perma-

nently from the roster, and the Squig returns to normal.

Hungry!: Squigs have the Berserk Charge ability.

KROOTHOUND

25 TG

Kroothounds are evolutionary off-shoots of the Kroot species who ingested the DNA of canine species and reached any evolutionary dead-end from which they could not evolve further. As such, they have a special relationship with the Kroot, something akin to valued companions rather than simple pets.

M	WS	BS	S	T	W	I	A	Ld
4	3	-	3	3	1	5	2	7

Special Rules

Loyal: Kroot and Tau may automatically control Kroothounds.

Impetuous: Kroothounds have the Impetuous ability.

WARP CREATURES

Warp Creatures may never lead warbands or use weaponry/equipment of any kind. Warp Creatures are never Pinned, immune to Psychology, immune to Telepathic and all Minor Wyrd psychic powers, and never gain Experience or Skills.

Warp Creatures are only ever controlled by the warband which summoned them.

Warp Creatures are unaffected by flesh wounds and have a 4+ save against all damage, unless caused by Holy weapons, Force weapons, or Psychic powers.

Warp Creatures cause Fear in all non-Warp Creatures. Unless stated otherwise, Warp Creatures may only be mounted by other Warp Creatures.

WARP PREDATOR

100 TG

Warp Predators are the sharks of the Immaterium – they live simply to feed on the souls of mortals before larger Daemons can come and feed. Warp Predators are little more than warp-based beasts and are not affiliated with any particular Chaos God.

M	WS	BS	S	T	W	I	A	Ld
6	3	3	3	3	1	6	1	10

Special Rules

Unaligned: Warp Predators may be summoned by any warband, regardless of Marks Of Chaos

Ethereal: Warp Predators are unaffected by Difficult and Very Difficult terrain and may move their full movement up or down without a ladder or lift.

JUGGERNAUGHT

500 TG

Juggernauts are the lesser Daemons of the god Khorne, the god of war and blood. Juggernauts are an unholy fusion of brass machinery and daemonstuff, resembling a giant bull.

M	WS	BS	S	T	W	I	A	Ld
7	3	-	5	5	3	2	2	10

Special Rules

Daemon of Khorne: Juggernauts are Dae-

mons and may not be summoned if any model in the summoning warband has a Mark Of Slaanesh or Mark of Tzeentch. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Khorne or Bloodletter model.

Bloodlust: Juggernauts have the Berserk Charge ability.

BLOODLETTER

300 TG

Bloodletters are the lesser Daemons of the god Khorne, the god of war and blood. Bloodletters somewhat resemble Beastmen in general form however they have longer horns, a blood maw filled with sharp teeth, and carry a Daemon weapon known as a Hellblade.

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	6	2	10

Special Rules

Daemon of Khorne: Bloodletters are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Slaanesh or Mark of Tzeentch.

Bloodlust: Bloodletters have the Berserk Charge ability.

Daemon Weapon – Hellblade: Hellblades may Parry, have a -3 armor save modifier, and cause D3 wounds.

DAEMONETTE

300 TG

Daemonettes are the lesser Daemons of the Prince Of Pleasure Slaanesh. Daemonettes appear as beautiful humanoid women whose limbs end in claws and taloned hands. Daemonettes exude a powerful suppurificat which clouds the minds of its victims, even as the Daemonette rips them limb from limb.

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	1	6	2	10

Special Rules

Daemon of Slaanesh: Daemonettes are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne.

Pleasure Pheromones: Daemonettes exude

a powerful pheromone to cloud the minds of their victims. Enemy models in HtH combat with a Daemonette count their fumbles as double. Additionally, non-Construct models shooting at a Daemonette within 24" suffer a -1 to hit modifier.

Sharp Talons: Daemonettes' attacks have a -2 armor save modifier.

STEED OF SLAANESH 250 TG

Seekers are two-legged Daemons used as cavalry by the servants of Slaanesh.

M	WS	BS	S	T	W	I	A	Ld
10	3	-	4	4	1	5	1	10

Special Rules

Daemon of Slaanesh: Steeds are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Slaanesh or Daemonette.

Musk: HtH attacks made by a Steed of Slaanesh have the Toxic attribute.

HORROR OF TZEENTCH 250 TG

Horrors are a lesser Daemon of Tzeentch and resemble madly capering, multi-colored things. They have a small but limited repertoire of magical powers and are often seen in groups.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	6	1	10

Special Rules

Daemon of Tzeentch: Horrors are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle.

Magic Attacks: Each Horror may choose one (1) Pyrokinetic or Telekinetic psychic power.

DISC OF TZEENTCH 150 TG

Discs of Tzeentch come in many shapes, sizes, and varieties but all are the bound essence of a minor daemon that is used as a transport and

conveyance for other servants of Tzeentch.

M	WS	BS	S	T	W	I	A	Ld
10	3	-	3	3	1	2	1	10

Special Rules

Daemon of Tzeentch: Discs are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Tzeentch, Flamer, or Horror model.

Floater: Discs of Tzeentch always Float.

FLAMER OF TZEENTCH 320 TG

Flamers are the lesser Daemons of Tzeentch, the god of change and forbidden knowledge. Flamers appear as lithe flowing forms with the heads of birds and abnormally long arms. Flamers shoot large goutts of crackling warp energy from their arms to devastate their enemies.

M	WS	BS	S	T	W	I	A	Ld
6	3	5	3	4	2	4	1	10

Special Rules

Daemon of Tzeentch: Flamers are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle.

Bounding: Flamers may move up or down their full Movement even without a ladder or lift. Additionally, Flamers may leap over intervening models and barriers without penalty.

Warp Flame: Flamers shoot goutts of crackling warp energy. Warp Flame uses the flamer template, is Strength 3, and has a -2 armor save modifier. In close combat, the Flamer's attacks cause D3 wounds.

PLAGUEBEARER 290 TG

Plaguebearers are the favored lesser Daemons of the Plague God Nurgle. Plaguebearers appear as cyclopean, bloated wretches who wield swords dripping virulent toxic slime. Plaguebearers are also surrounded by clouds of fat black flies.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	4	4	2	3	1	10

Special Rules

Daemon of Nurgle: Plaguebearers are Daemons and may not be summoned if any model in the summoning warband has a Mark of Tzeentch.

Lord of Flies: Any model in HtH combat with a Plaguebearer subtracts 1 from their combat score, due to the distraction of the flies.

Daemon Weapon – Plaguebringer: Plaguebringers may Parry, have a -2 save modifier, and cause D3 wounds.

Version 1.2 Updates

- All beast costs lowered by 5 Geld
- Some proofing

Version 1.3 Updates

- Minor editing/proofing
- Rat cost lowered by 5 Geld
- Megosaur cost lowered by 10 Geld
- Beasts added: Raptosaur; Equine; Felynx, Gas-Pod, Dragonid/Wyrm
- Warp Creatures added: Juggernaught, Horror, Disc, Steed
- Removed summoning limits for Slaaneshi and Nurglite Daemons
- Squig “Hoppin’ Mad” characteristic added
- Included Dark Eldar under Feline’s “Loyal” characteristic

INQUISITION CELLS

Version 1.3

Initial Resources: You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 5 models.

Hired Guns: Inquisition warbands may recruit up to 5 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Cell members gain experience as normal. Inquisition Cells gain the Underdog Bonus as normal.

Interrogator: 60 + D6

Acolyte: 40 + D3

Assassin/Scum: 20 + 2D6

Tech-Adept: 20 + D6

Cleric/Zelot: 20 + D6

Sage: 20 + D3

Recruit: D3

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+1	+4	+4	+1	+1	+2	+3	+2	+3

Territory & Income: Inquisition Cell warbands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

Subversion Rating: 7

Investigation Rating: 8

Special: All Inquisition Cell warbands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Additionally, Inquisition Cell warbands must select one (1) of the following Ordos upon creation. This specialty may not be changed or

removed once selected. Please note that some specialties may have adverse effects when facing certain opposing warbands.

ORDO XENOS

Ordos Xenos (Radical): The warband is part of the Ordo Xenos but adheres to radical tenets, such as consorting with xenos and/or using their technology. The warband increases its Subversion Rating by +1.

In addition to their normal equipment, all non-Recruit members may select non-Exotic Xenos weaponry and any drugs upon creation.

One Acolyte model may be selected from a Xenos species. The warband may select Xenos Hired Guns.

Ordo Xenos (Puritan): The warband is part of the Ordo Xenos and adheres to all common tenets. The warband increases its Investigation Rating by +1.

The warband may never hire any Xenos Hired Guns or members.

Before each scenario, roll a D6 and add the Cell's Investigation Rating. If the result is 13, the controller may take one (1) Deathwatch Astartes for the scenario. If the result is 14, it may take up to three (3) Deathwatch Astartes for the scenario.

ORDO MALLEUS

Ordo Malleus (Radical): The warband is part of the Ordo Malleus but adheres to radical tenets. In addition to their normal equipment, Acolytes may select Bionics, Implant Weaponry, and drugs at any time.

The warband increases its Subversion and Investigation Rating by +1.

Before each scenario, roll a D6 and add the Cell's Investigation or Subversion Rating. If the result is 13 or 14, the controller may take one (1) Daemonhost for the scenario.

Radical Malleus warbands may also use Summoning and one (1) Daemonhost rank (see Chaos Coven list).

Puritan Imperial warbands may be subject to

Hatred, every time they face a Radical Mal-leus warband, if its controller so chooses.

Ordo Malleus (Puritan): The warband is part of the Ordo Malleus and adheres to all common tenets. The warband increases its Investi-gation Rating by +1.

The warband may never hire any Xenos or Mutant Hired Guns or members (but may select Psykers).

The Interrogator may take one (1) Thunder-hammer upon creation, for free.

Before each scenario, roll a D6 and add the Cells Investigation Rating. If the result is 13 or 14, the controller may take one (1) Grey Knight Astartes for the scenario.

ORDO HERETICUS

Ordo Hereticus (Radical): The warband is part of the Ordo Hereticus but adheres to radical tenets. The warband may select any non-Exotic, non-Implant weaponry from the Expanded Armory and one non-Recruit model may take the Weaponsmith skill upon creation.

The warband increases its Subversion Rating by +2 and lowers its Investigation Rating by -1.

The warband may select up to two (2) Zealots and four (4) Scum.

Radical Hereticus warbands may also use Summoning (but may only summon Warp Predators).

Ordo Hereticus (Puritan): The warband is part of the Ordo Hereticus and adheres to all common tenets. The warband lowers its Sub-vention Rating by -2 but increases its Investi-gation Rating by +1.

The warband may select one (1) Redemptor Priest Hired Gun for free, upon creation. If it does, it may only hire Zealots, not Clerics.

The warband may never hire any Xenos, Ab-human, or Mutant Hired Guns or members (this includes Psykers!).

Before each scenario, roll a D6 and add the Cell s Investigation Rating. If the result is 13, the controller may take one (1) Sororitas for the scenario. If the result is 14, it may take up to three (3) Sororitas for the scenario. If any Sororitas take part in a scenario, no Redempti-onist models may be taken.

RECRUITMENT

1 INTERROGATOR BASE +90 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+2	-	-	-	+1	-	+2

Species: Human (only, if Puritan), Abhuman Untouchable, Mutant, or Wyrd

Weapons: The Interrogator may select wea-pons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The Interrogator may select any equipment from the Armor, Gunsights and Equipment lists.

Special: The Interrogator always counts as ha-ving a friend within 2". Additionally, friendly models within 6 of the leader may use its Lea-dership when taking any Leadership test.

The Interrogator may select one Exotic wea-pon upon creation, at normal cost.

2+ ACOLYTES BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Human (only, if Puritan), Abhuman Squat, Abhuman - Untouchable, Wyrd, Mu-tant.

Weapons: Acolytes may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Acolytes may select any equip-ment from the Armor, Gunsights, and Equip-ment lists.

0-3 ASSASSINS/SCUM BASE +35 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: any non-Astartes Human or Abhuman, Wyrd, Mutant

Weapons: Assassins/Scum may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Assassins/Scum may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: Assassins automatically receive the Sneak Up skill upon creation. Scum automatically receive the Gunfighter skill upon creation.

0-1 TECH-ADEPT BASE +40 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	+1	-	+1	-	-	-	+1

Species: any non-Astartes Human, Abhuman Squat, Abhuman Untouchable, Wyrd (Level 1 only)

Weapons: Tech-Adepts may select weapons from the HtH, Pistols, Special, and Grenades list.

Equipment: Tech-Adepts may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: Tech-Adepts automatically receive one (1) Bionic upon creation. Tech-Adepts may select up to two (2) Constructs at any time, purchased at normal cost.

0-1 CLERIC/ZEALOT BASE +35 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	+1	-	-	+1

Species: any non-Astartes Human

Weapons: Clerics/Zealots may select weapons from the HtH, Pistols, Special, and Grenades list.

Equipment: Clerics/Zealots may select any equipment from the Equipment lists.

Special: Clerics/Zealots may only select flame or melta weaponry from the Special list, upon creation. Clerics may re-roll one failed Fear test per scenario. Zealots are subject to the rules for Frenzy.

0-2 SAGES BASE +5 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	+1

Species: any non-Astartes Human, Abhuman Squat, Abhuman - Ratling, Wyrd

Weapons: Sages may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Assassins/Scum may select any equipment from the Equipment lists.

Special: Each Sage adds +1 to the warband's Investigation Rating. This does not count when rolling to select Allies before a scenario!

0+ RECRUITS BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: any non-Astartes Human or Abhuman, Wyrd, Mutant

Weapons: Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: None

Special: Recruits may never make up more than 25% of the warband's total models. If there is ever more than 25%, no more Recruits may be hired until they make up less than this.

WEAPONS & EQUIPMENT LISTS

ITEMS

COSTS

Hand To Hand

Knife	Free/5
Stiletto, Dirk	Free/10
Throwing Knife	10
Sword	10
Club, Maul, Bludgeon	10
Chain, Flail	10
Massive Weapon	15
Chainsword ¹	20
Chain-Axe ¹	20
Eviscerator ¹	35
Electro-Flail ¹	35
Shock Maul ¹	25
Man-Catcher ¹	30
Power Sword ¹	35
Power Axe ⁴	40
Power Fist ⁴	50
Force Weapon ⁶	55
Thunder Hammer ⁵	60

Pistols

Hand-bow	5
Autopistol	15
Stubber	10
Hand Cannon	15
Bolt Pistol	20
Laspistol	15
Hellpistol ¹	20
Hand Flamer	20
Plasma Pistol ¹	25
Needle Pistol ²	90
Web Pistol ⁴	90

Basic

Bow	5
Musket	5
Scatter Gun	15
Autogun	20
Lasgun	25
Las Carbine	20
Hellgun ¹	30
Bolt Carbine ¹	30
Bolter ¹	35

Shotgun (Solid/Scatter)	20
Hunting Rifle ²	25
Exterminator Cartridge	10

Special

Flamer	40
Melta-Gun	85
Ripper Gun (Ogryn Only)	50
Grenade Launcher	100
Plasma Gun	75
Long Las	40
Storm Bolter	45
Stake-crossbow ⁵	80
Webber	100
Needle Rifle ²	200

Heavy

Autocannon	285
Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun	285
Lascannon	300
Missile Launcher	170
RPG Launcher	130
Multi-Laser	125
Heavy Flamer	90

Grenades & Ammo

Frag Grenades	25
Krak Grenades	30
Photon Flash Grenades	20
Choke/Scare Gas Grenades ¹	20
Hallucinogen Grenades ⁴	40
Fire Bomb	25
Tox Bomb	25
Melta-Bombs ¹	40
Frag Missile	35
Krak Missile	75
Dum-Dums	5
Man-Stoppers	5
Overcharge Cell	15
Psycannon Bolts ⁴	20

Armor

Light Armor	10
Flak Armor	10

Flak Armor (Enclosed)	15
Medium Armor	20
Medium Armor (Enclosed)	25
Heavy Armor ¹	35
Heavy Armor (Enclosed) ¹	40
Power Armor ¹	50
Power Armor (Enclosed) ³	60
Refractor Field ³	20
Conversion Field ³	25
Displacer Field ³	35
Hexagrammic Wards ⁵	50

Gun-Sights

Red-Dot Laser	20
Telescopic Sight	30
Mono-Sight	35

Equipment

Bio-Scanner (1/warband)	50
Blade Venom (1 use) ²	10
Charm	25
Clip Harness	10
Liquid Courage (One Use)	15
IR Goggles	25
MIU ^{3/4}	15
Mechadendrites/Servo-Arm ³	40
Photo-Contacts/Visor	10
Respirator	10
Reloads	½ Weapon Cost
Silencer	10
Shoulder Rig ^{3/5}	15

¹: Not available to Recruits

²: Only available to Assassins

³: Only available to Tech-Adepts

⁴: Only available to Acolytes/Interrogator

⁵: Only available to Interrogators

⁶: Only available to non-Recruit psykers

VERSION-LOG

Version 1.3

- Removed Ogryn option from Tech-Adept & Sage
- Added Untouchable options

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Recruits	X	X	-	-	-	X	-
Sage	X	-	-	-	X	X	-
Cleric / Zealot	-	X	X	-	X	X	-
Tech-Adept	-	X	-	X	X	X	X
Assassin/Scum	X	X	X	-	-	-	-
Acolyte	X	X	X	X	X	X	-
Interrogator	X	X	X	X	X	X	X

ADMECH EXPLORATORS

Version 1.2

Initial Resources: You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

Hired Guns: Explorator warbands may recruit up to 2 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct AdMech members gain experience as normal. Explorators gain the 'Underdog' Bonus as normal

Magos/Genetor: 60 + D6

Engineer/Secutor: 40 + D6

Electro-priest: 30 + D6

Skitari: 20 + D6

Menial: 0

Praetorian: 0 (never gain Experience)

Servitor: 0 (never gain Experience)

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+1	+4	+4	+2	+2	+3	+3	+2	+4

Territory & Income: Explorator warbands select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 4

Investigation Rating: 7

Special: All Explorator warbands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Additionally, Explorator warbands may select one (1) of the following factions upon creation. This faction may not be changed or removed once selected. Please note that some

factions may have adverse effects when facing certain opposing warbands.

Puritan: The warband follows the strict Universal Laws laid down by the Ommnisiah. The warband may not be equipped with any Xenos weaponry or equipment and will never employ non-human Hired Guns. When facing any warbands possessing Xenos weaponry or equipment or Radical AdMech warbands, each fighter may choose to be affected by Hatred by the scenario begins. The Magos and Engineers/Secutors may select 1 servo-skull each, at normal cost.

Before each scenario, the warband may call on the assistance of the Officio Assassinorum. Roll a D6. On a roll of 6, the warband may choose one Officio Assassinorum Agent from the Allies list for that scenario only.

Radical: The warband seeks to extend its knowledge regardless of the consequences. The warband may be equipped with Xenos weaponry and equipment and may hire non-Human Hired Guns. The Magos and Engineers/Secutors may select 1 servo-skull or Drone each, at normal cost.

Warbands led by a Genetor may replace their Praetorian allowance with 0-3 Gholams or Chimerics. Up to 2 Engineers may select a weapon from their normal lists with the 'Master-Crafted' upgrade for free upon creation

RECRUITMENT

1 MAGOS

BASE +100 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+2	-	-	+1	+1	-	+2

OR

1 GENETOR

BASE +100 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+2	-	+1	-	+1	-	+2

Species: Human only

Weapons: Magos/Genetor may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: Magos/Genetor may select any

equipment from the Armor, Gunsights, and Equipment lists.

Special: Magos/Genetor always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

0-2 ENGINEER/SECUTOR BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	+1	-	+1

Species: any non-Astartes Human or Abhuman

Weapons: Engineeers may select weapons from the HtH, Pistols, Basic, Special, and Grenades list. Secutors may select weapons from the HtH, Special, Heavy, and Grenades list.

Equipment: Engineeers/Secutors may select any equipment from the Armor, Gunsights, and Equipment lists.

0-2 ELECTRO-PRIEST BASE +50 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	+1	-	+1

Species: any non-Astartes Human or Abhuman

Weapons: Electro-Priests may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Electro-Priests may select any equipment from the Equipment lists.

Special: Electro-Priests automatically have Electroos and may never wear armor.

0+ SKIITARI BASE +25 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: any non-Astartes Human or Abhuman

Weapons: Skiitari may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Skiitari may select any equipment from the Armor, Gunsights, and Equipment lists.

0+ MENIALS BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: any non-Astartes Human or Abhuman

Weapons: Workers may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Workers may select any equipment from the Equipment list.

0-2 PRAETORIAN BASE +70 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+2	+1	+1	-	-	-	+1

Species: Servitor Only!

Weapons: Praetorians may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Praetorians may select any equipment from the Gunsights and Equipment lists.

Special: Praetorians have a 4+ Armor Save.

0-4 SERVITORS BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: Servitors, Gun-/Combat-Servitors

Weapons: Gun-/Combat-Servitors may select weapons according to their entry. Servitors may select 1 HtH weapon.

Equipment: None

WEAPONS & EQUIPMENT LISTS

ITEMS

Hand – To – Hand

Knife	Free/5
Stillete, Dirk	10
Sword*	10
Club, Maul, Bludgeon	Free/10
Chain, Flail	Free/10
Massive Weapon	15
Chainsword ¹	20
Chain-Axe ¹	25
Power Sword ²	40
Power Axe ²	40
Power Fist ²	85
Shock Maul ¹	40
Buzzsaw†	45
Chainsaw†	45
Pneumatic Hammer†	45
Rock Drill/Breacher†	50
Shears†	60

Pistols

Autopistol	15
Stubber	10
Hand Cannon ¹	15
Bolt Pistol ¹	20
Laspistol	15
Hellpistol ¹	20
Hand Flamer	20
Plasma Pistol ¹	25
Inferno Pistol ²	45

Basic

Autogun	20
Lasgun	25
Las Carbine	20
Hellgun	30
Bolt Carbine	30
Bolter	35
Shotgun (Solid/Scatter)	20

Special

Flamer	40
Melta-Gun	85
Melta-Lance	85

Grenade Launcher	100
Plasma Gun	75
Long Las	40
Storm Bolter***	45
Ripper Gun	50
Rad-Cleanser	60

Heavy

Autocannon	285
Assault Cannon	200
Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun	285
Lascannon	350
Missile Launcher	170
Multi-Melta	220
Multi-Laser	125

Grenades & Ammo

Frag Grenades	25
Krak Grenades	35
Melta-Bomb ¹	40
Photon Flash Grenades ¹	20
Frag Missile	35
Krak Missile	75
Dum-Dums	5
Man-Stopppers	5
Metal Storm ³	15
Inferno ³	15
Kraken ³	15
Overcharge Cell ¹	15

Armor

Light Armor	10
Flak Armor	15
Flak Armor (Enclosed)	20
Medium Armor ¹	25
Medium Armor (Enclosed) ¹	30
Heavy Armor ¹	35
Heavy Armor (Enclosed) ¹	40
Power Armor ²	50
Power Armor (Enclosed) ²	60
Refractor Field ³	20
Conversion Field ³	25
Displacer Field ³	35

Gun-Sights

Red-Dot Laser	20
Telescopic Sight	30
Mono-Sight	35

Equipment

Bio-Scanner (1/warband) ¹	50
Clip Harness	10
MIU ²	10
Mechadendrites/Servo-Arm ²	40
Photo-Contacts/Visor	10
Respirator	10
Weapon Reloads ¹	½ weapon cost
Shoulder Rig ²	10
Skull Chip ¹	30

¹: Not available to Menials

²: Not available to Menials or Skiitari

³: Magos/Genetors Only

⁴: Only available to Servitors or models with Bionics

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Menials	X	-	-	X	-	X	-
Skiitari	-	-	-	X	X	X	-
Electropriest	-	X	X	X	-	-	X
Engineseer	-	X	-	X	X	X	X
Secutor	-	X	X	X	X	-	X
Magos	X	X	-	X	X	X	X
Genetor	X	X	X	X	X	X	X

ARBITES/EXPURGATORS

Version 1.2

Initial Resources: You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

Hired Guns: Arbites Squads may recruit up to 2 Hired Guns. These may not be Xenos. Expurgator Squads may NEVER employ Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct members gain experience as normal. Arbites/Expurgators gain the 'Underdog' Bonus as normal.

Marshal/Leader: 60 + D6

Proctors/Specialists: 40 + D6

Detective: 30 + D6

Arbitrators/Troopers: 20 + D3

Custodians: D6

Penal Legionnaires: D6

Recruits: D3

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+2	+4	+4	+2	+2	+2	+3	+3	+4

Territory & Income: Arbites warbands select territories (their 'Precinct') and collect income (through tithes and "walking the beat") exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

Expurgator warbands receive D6+3 Throne Geld per model after every scenario.

Expurgators never own territory. They receive half (rounded up) of the 'Giant Killer Bonus' as listed.

Subversion Rating: 6

Investigation Rating: 6

Special: All Arbites warbands may select Comm-links/Micro-beads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way. All Expurgator warbands MUST select this upgrade.

Before each scenario, an Arbites warband may roll a D6 and add its Investigation Rating. If they roll a 12 or higher, they may include one (1) Astartes Marine OR one (1) Deathwatch Marine OR two (2) Arco-Flagellants for this scenario.

Expurgators are mind-scrubbed, highly-trained teams of killers under the direct authority of the High Lords of Terra. Their uniforms carry no insignia or markings and their weapons are of the highest quality available. Expurgators may not select the Detective, Brute, and/or Legionnaire ranks and are limited to a total of 2 Recruits at all times. They may never be captured and any Capture roll means the fighter is killed and his equipment permanently lost.

Expurgators may never employ any Hired Guns and may never select weaponry or equipment outside of their lists below.

If a Telepathic psychic power targets an Expurgator model, the fighter rolls D6. On a roll of 5+ the power is negated and has no effect. Expurgator warbands add +2 to their Subversion Rating.

Before each scenario, an Expurgator warband may roll a D6 and add its Subversion Rating. If they roll a 13 or higher, they may include one (1) Officio Assassin this scenario. An Expurgator warband may only have an Ally every other scenario.

RECRUITMENT

1 MARSHAL/LEADER BASE +90 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+2	-	-	-	+1	-	+2

Species: Human, Abhuman-Untouchable, Human Wyrd (Level I only)

Weapons: The leader may select weapons from the HtH, Pistols, Basic, Special, and

Grenades list.

Equipment: The leader may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The leader always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

A Marshal/Leader may select one (1) Servo-Skull or Psyber-Familiar, at normal cost.

0-3 PROCTORS/SPECIALISTS BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Human, Abhuman-Untouchable, Human Wyrd (Level I only)

Weapons: Proctors may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Proctors may select equipment from the Armor, Gunsights, and Equipment lists.

Special: If a Proctor/Specialist is not armed with a Heavy weapon, it may select (1) one Cyberhound or Grapplehawk, at normal cost.

0-2 DETECTIVES BASE +25 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Human, Abhuman-Untouchable, Human Wyrd (Level I or II only)

Weapons: Detectives may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Detectives may select equipment from the Armor, Gunsights, and Equipment lists
Special: Detectives have the Infiltration ability. If a Detective rolls this ability again, re-roll the result.

2+ ARBITRATORS/TROOPERS BASE +25 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Human, Abhuman-Untouchable, Hu-

man Wyrd (Level I or II only)

Weapons: Arbitrators may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Arbitrators may select equipment from the Armor, Gunsights, and Equipment lists.

Special: At least 50% of a warband must be made up of Arbitrators/Troopers. If this number ever falls below 50%, you may recruit no further non-Arbitrator models until this number is over 50%.

0-3 CUSTODIANS BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	1	-	-	-	-	-	-	+1

Species: Human, Abhuman - Ogryn, Human Wyrd (Level I only), Abhuman-Untouchable

Weapons: Custodians may select weapons from the HtH, Pistols, and Basic lists.

Equipment: Custodians may select equipment from the Armor and Equipment lists.

Special: Custodians may only be selected if at least one (1) Penal Legionnaire is part of the warband. If there are no Legionnaires in an Arbites warband, the Custodian will not fight until more Legionnaires are hired.

0+ PENAL LEGIONNAIRES BASE +5 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	-	-	-

Species: Human or Abhuman, Human Wyrd (Level I or II only), Human - Mutant

Weapons: Legionnaires may select weapons from the HtH, Pistols, and Basic lists.

Equipment: Legionnaires may select equipment from the Equipment lists.

Special: If a Legionnaire goes Down or Out of Action within 2" of any other friendly model, that model does not need to test for breaking. While Legionnaires may earn experience, gain new skills, etc, they may never advance in rank beyond that of Legionnaire.

0+ RECRUITS**BASE +15 TG**

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	-

Species: Human, Abhuman-Untouchable, Human Wyrd (Level I or II only)

Weapons: Recruits may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Recruits may select equipment from the Armor and Equipment lists.

Special

Flamer	40
Melta-Gun ⁵	85
Ripper Gun (Ogryn Only)	40
Grenade Launcher	90
Plasma Gun	75
Long Las	40
Needle Rifle ⁵	200
Storm Bolter ³	45
Webber (Arbites only)	85

WEAPONS & EQUIPMENT LISTS**ITEMS****COSTS****Hand – To – Hand**

Knife	Free/5
Stiletto, Dirk ⁵	10
Throwing Knife ⁵	10
Sword	10
Club, Maul, Bludgeon	Free/10
Chainsword ¹	20
Chain-Axe ¹	25
Shock Maul (Arbites Only) ¹	25
Power Sword ³	40

Pistols

Autopistol	10
Stubber	5
Hand Cannon	15
Bolt Pistol ¹	20
Laspistol	15
Hellpistol ¹	20
Needle Pistol ⁵	90
Hand Flamer ¹	20
Plasma Pistol ²	25
Web Pistol (Arbites only) ²	75

Basic

Autogun	20
Lasgun	25
Hellgun ¹	30
Bolter ¹	35
Shotgun (Solid/Scatter)	20
Hunting Rifle ⁵	25

Heavy

Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun ⁵	280
Missile Launcher	170
Multi-Laser	125
Multi-Melta ⁵	220
Heavy Flamer ⁵	100
Heavy Webber (Arbites Only)	100

Grenades & Ammo

Frag Grenades	25
Krak Grenades	35
Photon Flash Grenades	20
Melta-Bombs ¹	40
Scare Gas Grenades ¹	20
Choke Gas Grenades ¹	15
Smoke Grenades	10
Hallucinogen Grenades ^{1,5}	40
Frag Missile	35
Krak Missile	75
Dum-Dums	5
Man-Stopppers	5
Hot Shot Shells	5
Executioner Shells	10
Overcharge Cell	15

Armor

Light Armor	5
Flak Armor	10
Flak Armor – Enclosed	15
Medium Armor	20
Medium Armor – Enclosed ¹	25
Heavy Armor ¹	35
Heavy Armor – Enclosed ²	40

Hexagrammic Wards⁶
Refractor Field³

Gun-Sights

Red-Dot Laser
IR Sight
Telescopic Sight²

Equipment

Bio-Scanner (1/warband)⁶
Blade Venom (One Use)⁵
Charm (Arbites Only)
Clip Harness
Frenzon⁴
Injector Rig⁴
Kalma⁴
IR Goggles⁵
Photo-Contacts/Visor
Respirator
Reloads²
Silencer⁵
Spur⁴
Stummers (One Use)⁵

50 ¹: Not available to
20 Recruits/Legionnaires
²: Not available to Recruits, Legionnaires,
Custodians, or Arbitrators
20 ³: Marshal/Leader only
30 ⁴: Legionnaires only
30 ⁵: Detective, Legionnaire, and/or Expurgators
only
⁶: Expurgator Leader/Specialist only

VERSION-LOG

Version 1.2 Updates

- Expurgators special rules updated and expanded
- “free” Hired Gun for Arbites eliminated
- Penal Legionnaire & Brute ranks added
- Added Allies selection for both warbands
- Lowered Com-beads cost
- Prices adjusted in weapons lists

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Recruits	X	-	-	X	X	-	-
Legionnaire	X	-	X	X	-	X	-
Custodians	-	X	X	X	X	-	-
Arbitrator	X	X	-	X	X	-	-
Detectives	X	X	-	X	X	X	X
Proctors	X	X	X	X	X	-	X
Marshals	X	X	X	X	X	X	X

ECCLESIARCHAL DELEGATIONS

Version 1.3

Initial Resources: You have 1100 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 5 models.

Hired Guns: Ecclesiarchal Delegation warbands may recruit up to 3 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Cell members gain experience as normal. Ecclesiarchal Delegations gain the Underdog Bonus as normal.

Confessor-Militant: 60 + D6

Arch-Deacon: 40 + D3

Templar: 20 + 2D6

Preacher: 20 + D6

Cleric/Zealot: 20 + D6

Sage: 20 + D3

Militia: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+1	+4	+4	+1	+2	+2	+3	+2	+4

Territory & Income: Ecclesiarchal Delegation warbands select territories (their Diocese) and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

Subversion Rating: 7

Investigation Rating: 6

Special: All Ecclesiarchal Delegation warbands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way. Additionally, Delegation warbands must select one (1) of the following Orders upon creation. This specialty may not be changed or removed

once selected. Please note that some specialties may have adverse effects when facing certain opposing warbands.

Ecclesiarchy (Puritan): The warband is part of the Ecclesiarchy and adheres to all common tenets. The warband increases its Investigation Rating by +1.

The warband may never hire any Xenos or mutant Hired Guns or members (this includes psykers!).

Before each scenario, roll a D6 and add the Cell's Investigation Rating. If the result is 12, the controller may take one (1) Sororitas for the scenario. If the result is 14, it may take up to three (3) Sororitas OR one (1) Officio Assassin for the scenario.

Ecclesiarchy models may NEVER use combat drugs or Fleets (Liquid Courage is fine!) Ecclesiarchy warbands have 1 Faith Point.

Temple Tendency Cult (Radical): The warband is part of the now heretical Temple of The Saviour Emperor and adheres to all its common tenets. Declared apostates after the Age Of Apostasy, the Temple of the Saviour Emperor believes it is the one true Imperial faith.

The warband may never hire any Xenos Hired Guns or members (but may select Psykers) or take Allies.

The warband increases its Subversion Rating by +1 and lowers its Investigation Rating by -1.

The warband may select up to six (6) Zealots and four (4) Clerics and receives an additional 2D6 income after every scenario (from some mysterious benefactors)

Cult Of The Red Redemption: The warband is part of the underground Redemptionist Cult and adheres to all its common tenets. The warband raises its Subversion Rating by +2 but lowers its Investigation Rating by -2.

The warband may select one (1) Redemptor Priest Hired Gun for free, upon creation. If it does, it may only hire Zealots, not Clerics.

Redemptionist warbands lower the cost for ALL flame weaponry by 5 points.

The warband may never hire any Xenos, Abhuman, or Mutant Hired Guns or members (this includes Psykers!). Additionally, all warband members automatically suffer from Hatred when facing an opposing Radical or another Redemptionist warband.

Redemptionist models may NEVER use combat drugs, Flects, or Liquid Courage.

Redemptionist warbands have 1 Faith Point and may NEVER have any further Faith points.

All Ecclesiarchal warbands may attempt to convert captured fighters to their brand of faith. If the warband captures any enemy fighter after a scenario, the Confessor may attempt to convert their lost soul and add them to the ranks of the warband. This may only ever be done with non-Astartes Human models, anyone (or anything) else is too impure to sully the warband's ranks.

The Ecclesiarchal player rolls 2D6 and adds the Confessors Ld value. The captured models controller rolls 2D6 and adds its captured models Ld value.

If the Ecclesiarchal player's score is higher, the captured model is converted. It immediately joins the warband at the Militia ranking but keeps all its characteristics, skills, and experience. The captured models weapons and equipment are destroyed (lest it possess anything tainted!) and the model must be armed from the warband's stash or from the Bazaar.

If the captured model resists, he is considered Captured and its controller may attempt to rescue it, if given the chance, per a Rescue Mission scenario.

RECRUITMENT

1 CONFESSOR-MILITANT BASE +80 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+1	-	-	-	+1	-	+2

Species: Human (only, if Puritan or Redemptionist) or Wyrd

Weapons: The Confessor-Militant may select

weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The Confessor-Militant may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The Interrogator always counts as having a friend within 2. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

The Interrogator may select one Holy weapon upon creation, at normal cost.

0-4 ARCH-DEACONS BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Human (only, if Puritan or Redemptionist) Abhuman, Wyrd

Weapons: Acolytes may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Acolytes may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: Each Arch-Deacon may select one (1) Construct upon creation.

0-4 Templars Base +30 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	+1	-	+1

Species: Human (only, if Puritan or Redemptionist) Abhuman, Wyrd

Weapons: Templars may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: Templars may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: Templars may select one Bionic and/or Implant weapon upon creation, at normal cost.

0-1 PREACHER**BASE +45 TG**

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	+1	-	-	-	+1

Species: Human (only, if Puritan or Redemptionist), Abhuman, Wyrd

Weapons: Preachers may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Preachers may select any equipment from the Armor and Equipment lists.

Special: Preachers always counts as having a friend within 2. Additionally, friendly models within 4 of the Preacher may use its Leadership when taking any Leadership test.

0-3 CLERIC/ZEALOTS**BASE +35 TG**

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	+1	-	-	+1

Species: Human (only, if Puritan or Redemptionist), Abhuman, Wyrd

Weapons: Clerics/Zealots may select weapons from the HtH, Pistols, Special, and Grenades list.

Equipment: Clerics/Zealots may select any equipment from the Equipment lists.

Special: Clerics/Zealots may only select flame or melta weaponry from the Special list, upon creation. Clerics may re-roll one failed Fear test per scenario. Zealots are subject to the rules for Frenzy.

0-2 SAGES**BASE +5 TG**

M	WS	BS	S	T	W	I	A	Ld
-	-	+1	-	-	-	-	-	-

Species: Human (only, if Puritan or Redemptionist), Abhuman, Wyrd

Weapons: Sages may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Sages may select any equipment from the Equipment lists.

Special: Each Sage adds +1 to the warband's Investigation Rating. This does not count when rolling to select Allies before a scenario!

0+ MILITIA**BASE**

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: Human (only, if Puritan or Redemptionist), Abhuman, Wyrd, Mutant

Weapons: Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: None

Special: Militia may never make up more than 50% of the warband's total models. If there is ever more than 50%, no more Militia may be hired until they make up less than this.

WEAPONS & EQUIPMENT LISTS

ITEMS

Hand To Hand

Knife	Free/5
Stiletto, Dirk	Free/10
Throwing Knife	10
Sword	10
Club, Maul, Bludgeon	Free/10
Chain, Flail	10
Massive Weapon	15
Chainsword ¹	20
Chain-Axe ¹	20
Eviscerator ²	35
Electro-Flail ¹	35
Shock Maul ¹	25
Man-Catcher ¹	40
Power Sword ³	35
Power Axe ³	40
Power Fist ³	50
Force Weapon ⁶	55
Thunder Hammer ^{3/5}	65

Pistols

Hand-bow	5
Autopistol	15
Stubber	10
Hand Cannon	15
Duelling Pistol ¹	20
Bolt Pistol ³	20
Laspistol	15
Hellpistol ¹	20
Hand Flamer	20
Plasma Pistol ³	25
Web Pistol ³	90

Basic

Bow	5
Musket	5
Scatter Gun	15
Autogun	20
Lasgun	25
Las Carbine	20
Hellgun ^{3/4}	30
Bolt Carbine ^{3/4}	30
Bolter ^{3/4}	35

Shotgun (Solid/Scatter)	20
Exterminator Cartridge	10

Special

Flamer	40
Melta-Gun	85
Grenade Launcher	100
Plasma Gun ³	75
Long Las	40
Storm Bolter ³	45
Stake-crossbow ⁵	80
Webber ³	100

Heavy

Heavy Stubber	120
Heavy Bolter	170
Missile Launcher	170
RPG Launcher	130
Multi-Laser	125
Heavy Flamer	90

Grenades & Ammo

Frag Grenades	25
Krak Grenades	30
Photon Flash Grenades	20
Choke/Scare Gas Grenades ¹	20
Fire Bomb	25
Tox Bomb	25
Frag Missile	35
Krak Missile	75
Dum-Dums	5
Man-Stopppers	5
Overcharge Cell	15
Psycannon Bolts ^{3/4}	20

Armor

Light Armor	10
Flak Armor	15
Flak Armor Enclosed	20
Medium Armor ¹	25
Medium Armor Enclosed ¹	30
Heavy Armor ¹	35
Heavy Armor Enclosed ¹	40
Power Armor ³	50
Power Armor Enclosed ³	55
Refractor Field ^{3/4}	20

Conversion Field ^{3/4}	25	
Hexagrammic Wards ⁵	50	¹ : Not available to Militia/Sages
Gun-Sights		² : Only available to Clerics/Zealots
Red-Dot Laser	20	³ : Only available to Templars/Confessor-Militant
Telescopic Sight	30	⁴ : Only available to Arch-Deacons/Confessor-Militant
Mono-Sight	35	⁵ : Only available to Confessor-Militant
Equipment		⁶ : Only available to non-Militia psykers (never available to Puritan or Redemptionist warbands)
Bio-Scanner (1/warband)	50	
Charm	15	
Clip Harness	10	
IR Goggles	25	VERSION-LOG
MIU ^{3/4}	15	Version 1.3 update
Photo-Contacts/Visor	10	• Added conversion special rule
Respirator	10	
Reloads	$\frac{1}{2}$ Weapon Cost	
Silencer	10	
Shoulder Rig ^{3,5}	20	

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Militia	X	X	X	-	-	-	-
Sage	X	-	-	-	X	X	-
Cleric / Zealot	X	X	X	X	-	-	-
Preacher	X	X	X	X	X	-	-
Templar	X	X	X	X	X	-	X
Arch-Deacon	X	X	X	X	X	X	-
Confessor Militant	X	X	X	X	X	X	X

IMPERIAL GUARD KILL TEAMS

Version 1.3

Initial Resources: You have 1100 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 5 models.

Hired Guns: IG Kill Teams may recruit up to 3 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Kill Team members gain experience as normal. Kill Teams gain the Underdog Bonus as normal

Sergeant: 60 + D6

Gunner: 50 + D3

Specialist: 30 + D6

Trooper: 20 + D6

FNG: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+2	+4	+4	+3	+3	+2	+3	+2	+3

Territory & Income: Kill Teams do not own territory and their income is provided via successful completion of their missions via the Munitorium. After every successful scenario, roll D6. Each fighters earns that much in income. If the Kill Team was unsuccessful, roll an additional D6 for each fighter. They receive the Giant Killer Bonus as listed.

Subversion Rating: 6

Investigation Rating: 4

Special: All Kill Teams may select Comm-links/Micro-beads at +4 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Before each scenario, the warband may roll a

D6 and add either its Investigation or Subversion Ratings. If the total is 11 or higher, it may select one (1) Astartes Marine OR Sororitas. Upon creation, the Kill Team may select any two (2) of the following doctrines.

Penal Legion: This upgrade gives the warband access to each non-Sergeant fighter an Injector Rig filled with Slaughter, Kalma, and Frenz on at +25 Throne Geld/fighter. Fighters with this upgrade may not select Heavy Weapons or any Heavy armor. Any fighters with this upgrade who go down or Out of Action within 2 of a friendly fighter, are not considered friendly models when determining to take a break test.

Drop Troops: This upgrade costs 15 Throne Geld/fighter and the entire warband MUST select these upgrades. All fighters are equipped with a Grav Chute and the entire Kill Team may set-up after all other opposing warbands have deployed. If the warband contains any Hired Guns, they cost 15 TG extra and deploy when the warband does however, they are NOT considered to be equipped with a Grav Chute.

Deathworld Veterans: This upgrade costs 5 Throne Geld/fighter and the entire warband MUST select these upgrades. Upon creation, select one non-Void category from the Treacherous Conditions table. Any scenario where Treacherous Conditions are used for that category have no affect upon Kill Team members. Treacherous Conditions do affect Hired Gun models normally.

Xenos Fighters: This warband is particularly skilled in fighting non-humans. This upgrade costs 5 Throne Geld/fighter and the entire warband MUST select these upgrades. Upon creation, the warband may select one Xenos species from the Species list. When in HtH combat with an opposing model of this species, all friendly models gain +1 WS and may ignore one (1) fumble per HtH combat round. The warband may never include any Xenos Hired Guns, members, or Allies.

Note that warbands selecting Orkoid gain this

against ALL Orkoid models and if selecting Eldar gain this against both Eldar and Dark Eldar models.

Subs: This warband is from a planet where mutation is rife and the mutant underclass is conscripted to fit in battle. This upgrade costs nothing, the entire warband **MUST** select these upgrades, and may not select the Drop Troops doctrine. All ranks replace their species option with the following:

Abhuman, Human Mutant, Big Mutie, or Human Wyrd (level I or II only).

The warband lowers its Investigation Rating by -1, increases its Subversion Rating by +1, and may include a maximum of two (2) heavy weapons.

RECRUITMENT

1 SERGEANT BASE +90 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+2	-	-	-	+1	-	+2

Species: Any non-Astartes Human, Wyrd (level I only)

Weapons: The Sergeant may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The Sergeant may select equipment from the Armor, Gunsights, and Equipment lists.

Special: Sergeants always counts as having a friend within 2 . Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

0-4 GUNNERS BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Any non-Astartes Human or Abhuman, Wyrd (level I only)

Weapons: Gunners may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Gunners may select equipment from the Armor, Gunsights, and Equipment

lists.

0-2 SPECIALISTS BASE +25 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Any non-Astartes Human, Abhuman - Ratling, Wyrd (level I only)

Weapons: Specialists may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: Specialists may select equipment from the Armor, Gunsights, and Equipment lists.

2+ TROOPERS BASE +20 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Any non-Astartes Human, Wyrd (level I only)

Weapons: Troopers may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Specialists may select equipment from the Armor and Equipment lists

Special: Kill Teams must be made up of 50% Troopers. If the warband roster ever falls below this amount, the warband may recruit no other non-Trooper models until it reaches 50%.

0+ FNGs Base +5 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	+1	-	-	-	-	-	-

Species: Any non-Astartes Human, Wyrd (level I only)

Weapons: FNGs may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: FNGs may select equipment from the Armor and Equipment lists

WEAPONS & EQUIPMENT LISTS

ITEMS

COSTS

Hand To Hand

Knife	Free/5
Stiletto, Dirk	10
Throwing Knife	10
Sword ¹	10
Club, Maul, Bludgeon	10
Chain, Flail	10
Massive Weapon ¹	15
Chainsword ¹	20
Chain-Axe ¹	25
Power Sword ²	40
Power Axe ²	45
Electro-Flail ³	35
Shock Maul ³	35
Power Fist ³	80

Pistols

Autopistol	10
Stubber	5
Hand Cannon	15
Dueling Pistol ³	10
Bolt Pistol ¹	20
Laspistol	10
Hellpistol ¹	20
Hand Flamer ¹	20
Plasma Pistol ²	25

Basic

Musket	10
Autogun	20
Lasgun	20
Las Carbine	15
Hellgun ¹	30
Bolt Carbine ²	30
Bolter ²	35
Shotgun (Solid/Scatter)	20
Hunting Rifle ¹	25

Special

Flamer	40
Melta-Gun	85
Grenade Launcher	100
Plasma Gun ⁴	75

Long Las ⁴	40
Storm Bolter ³	45
Ripper Gun (Ogryn only)	40

Heavy

Autocannon	270
Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun	285
Lascannon	300
Missile Launcher	170
RPG Launcher	130
Multi-Laser	115
Heavy Flamer	100

Grenades & Ammo

Frag Grenades	20
Krak Grenades ¹	30
Melta-Bombs ¹	40
Demo-Charge ²	50
Photon Flash Grenades ¹	20
Smoke Grenades	10
Fire Bomb	15
Frag Missile	35
Krak Missile	75
Dum-Dums	5
Man-Stoppers	5
Hot Shot Shells	5
Overcharge Cell ¹	10

Armor

Light Armor	5
Flak Armor	10
Flak Armor (Enclosed)	15
Medium Armor ¹	25
Medium Armor (Enclosed) ²	30
Heavy Armor ²	35
Heavy Armor (Enclosed) ²	40

Gun-Sights

Red-Dot Laser	20
Telescopic Sight ⁴	30
IR Sight ⁴	40
Mono-Sight	35

Equipment

Bio-Scanner (1/warband)²
 Blade Venom (One Use)
 Charm
 Clip Harness
 Liquid Courage (One Use)
 Medi-Pack (1/warband)²
 Photo-Contacts/Visor
 Respirator
 Silencer⁴

¹: Not available to FNGs

²: Not available to Troopers & FNGs

³: Sergeant only

⁴: Specialist only

VERSION-LOG

- 50 Version 1.3 Updates
 10 • Lowered total # of Hired Guns
 20 • Corrected RAW interpretation for Geld earned after successful mission
 10 • Added Allies rule
 15 • Increased amount of doctrines per warband
 70 • Lowered cost of drugs for Penal Legionnaires
 10 & included add 1 rules for friendly models /
 10 break tests who select this upgrade
 10 • Made Drop Troops & Deathworld Vets doctrine mandatory for all fighters
 • Added the Subs & Xenos Fighters doctrines
 • Increased maximum Gunners to 4 and added Abhuman to options
 • Added Abhuman Ratling to options for Specialists
 • Updated weapons listings
 • Lowered costs for all las weapons

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
FNG	X	X	-	-	X	-	-
Troopers	X	X	-	-	X	X	-
Specialists	X	X	-	-	X	X	X
Gunners	X	X	-	X	X	X	X
Sergeant	X	X	X	X	X	X	X

NOBILIST FACTIONS

Version 1.0

Initial Resources: You have 1100 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

Hired Guns: Nobilist warbands may recruit up to 2 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Underworld members gain experience as normal. Underworld Elements gain the 'Underdog' Bonus as normal

Duke/Duchess: 55 + D6

Noble: 40 + D6

Enforcer: 30 + 2D6

Retainer: 30 + D6

Footman: 20 + D6

Slave: D3

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+2	+4	+3	+3	+3	+2	+3	+3	+2

Territory & Income: Nobilist Factions collect income from territory as normal. Because of their extensive connections and wealth, Nobilist Factions never need to pay the cost for upkeep or to avoid starvation.

They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 6

Investigation Rating: 6

Special: All Nobilist warbands may select Comm-links/Micro-beads at +4 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Additionally, Nobilist warbands may select one (1) of the following specialties upon crea-

tion. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing warbands.

Interstellar Commerce Guild: The warband is part of a vast commercial organization dealing in nearly any trade item. The warband receives an additional 3D6 income after every scenario. Additionally, it always pays the lowest listed price for items at the Trading Post. However, its Investigation & Subversion Rating is lowered by -1.

Planetary Governor's Court (Puritan): The warband consists of the Imperial Governor and his court, rulers of an entire world within the Imperium. The Court lowers its Subversion Rating by -1 but increases its Investigation Rating by +2. The warband may never hire any Xenos members or Hired Guns and may not include any non-Human model (except Psykers) above the rank of Footman. The Court is the only specialty with access to the Enforcer rank (see list below).

Before each scenario, the Court may roll a D6 and add its Investigation Rating, if the result is 14, it has access to one (1) Officio Assassin for this scenario. If the warband uses the Officio Assassin this scenario, it may not use it during the next scenario.

Safari Beyond The Imperium: The warband travels beyond the boundaries of the Imperium in search of lost human colonies, STC technology, riches, and more. The warband increases its Investigation Rating by +1 and lowers its Subversion Rating by -1.

The Safari warband may take Xenos models in the following ranks - Footman, Slave - and may hire Xenos Hired Guns.

Models may use any non-Rare weapons from both the Xenos and human weapon lists (so long as their rank allows it). However, Puritan factions view the warband with suspicion.

When battling Puritan warbands, your Subversion Rating is lowered by -1 for each opposing Puritan faction.

Tainted Bloodlines (Radical): The warband

is part of an ancient and genetically twisted lineage, its history filled with whispers of insanity and decadence. The warband's Investigation Rating is lowered by -2 but its Subversion Rating is increased by +2.

The cost for mutations for all models is decreased by -5 Geld (to a minimum of 5 Geld), the cost for all Abhumans and Wyrds is lowered by -5 to their base cost (to a minimum of 10 Geld). However, the cost for any normal Human models (even Hired Guns!) is increased by +10 Geld per model and the warband may never hire any models of the Ecclesiarchy or Redemption.

A warband with Tainted Bloodlines may use Summoning.

Hunting Rig Expedition (Radical): The most commonly encountered Nobilist warband throughout the galaxy, the Hunting Rig Expedition consists of a few high-ranking nobles armed and armored in specialized suits of powered armor of mysterious, non-Mechanicus origin.

Hunting Rig expeditions have +1 Subversion Rating but lower their Investigation Rating by -2. Additionally, Expeditions never own territory, never purchase additional equipment, and may not include any Hired Guns or any of the following non-Construct members: Retainer, Footman, Slave.

Models wearing Hunting Rigs use their Power Boost Chart for an advancement, rather than the skill chart above.

Upon creation, each model **MUST** select one (1) of the following Hunting Rigs. Each Hunting Rig is considered to be a suit of Enclosed Power Armor, includes the listed Implant Weaponry, and has an MIU. The model may not purchase any further equipment.

Jakara: The lightest of the hunter rigs, relying on speed and agility. This adds +1 to WS and Movement upon creation. It is armed with a Mono-Sword and Mirror Shield. The Mirror Shield may deflect incoming energy-based shooting attacks (Las, plasma, melta, etc.) from the front 90-degree arc. Roll to deflect

using the model's BS, if successful, the shooter suffers the effects of its shooting attack. If unsuccessful, the Jakara suffers the shooting attack. The Mirror Shield counts as an add'l hand weapon in Hand-to-Hand Combat.

A Jakara rig costs 150 Geld and uses the Jakara Boost Chart for advancement.

Yeld: The silent, winged hunter of the rigs. This adds +1 to BS and Movement upon creation. It is armed with two (2) Laser Gauntlets. Additionally, the Yeld's wings and jets give the model the Flight ability.

A Yeld rig costs 160 Geld and uses the Yeld Boost Chart for advancement.

Malcadon: The middle ground of hunting rigs with good combat capability and stealth. This adds +1 to WS, Movement, and Initiative upon creation. It is armed with two (2) Web Spinners.

A Malcadon rig costs 140 Geld and uses the Malcadon Boost Chart for advancement.

Orrus: The heaviest of the rigs, relying on power and brute force. This adds +1 to WS, Strength, and Attacks upon creation. It is armed with two (2) Bolt Launchers and a Refractor Field.

An Orrus rig costs 170 Geld and uses the Orrus Boost Chart for advancement.

Training: As Hunting Rig Expeditions cannot stash Geld or items, any unspent Geld upon creation may be spent on pre-expedition training. For each 10 Geld spent, an additional D6 Experience is granted to the member. This cost is added to the total cost of the member and must be allocated for each member for rolling. No more than 40 Geld may be spent in this way per member.

RECRUITMENT

1 DUKE/DUCHESS

BASE +85 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	+1	+1	-	+2

Species: Human, Abhuman – Untouchable, Mutant, Wyrd

Weapons: Dukes may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: Dukes may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: Dukes always counts as having a friend within 2". Additionally, friendly models within 6" of the Duke may use its Leadership when taking any Leadership test.

Dukes/Duchesses may select one (1) Beast or Construct model.

Dukes/Duchesses must always have a total cost of 150 Geld or more (Base cost, Rank cost, weapons, & equipment). If its cost ever falls below 150 Geld, it may not participate in any scenario until its total cost is above 150 Geld.

2+ NOBLES BASE +35 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	+1	-	+1

Species: any non-Astartes Human or Abhuman, Mutant, Wyrd

Weapons: Nobles may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Nobles may select equipment from the Armor, Gunsights, and Equipment lists.

Special: Each Noble may select one (1) Beast or Construct model.

Nobles must always have a total cost of 75 Geld or more (Base cost, Rank cost, weapons, & equipment). If its cost ever falls below 75 Geld, it may not participate in any scenario until its total cost is above 75 Geld.

0-5 ENFORCERS BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	+1	-	+1

Species: any non-Astartes Human or Abhuman, Mutant, Big Mutie, Wyrd

Weapons: Enforcers may select weapons from the HtH, Pistols, Basic, Special, Heavy,

and Grenades list.

Equipment: Enforcers may select equipment from the Armor, Gunsights, and Equipment lists.

Special: See Special Rules for access to this rank.

0-4 FOOTMAN BASE +25 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	+1	-	+1

Species: any non-Astartes Human or Abhuman, Mutant, Big Mutie, Wyrd

Weapons: Footmen may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Footmen may select any equipment from the Equipment lists.

0-6 RETAINERS BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	+1	-	-	-	-	-

Species: any non-Astartes Human or Abhuman, Mutant, Big Mutie, Wyrd

Weapons: Retainers may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Retainers may select any equipment from the Equipment lists.

0+ SLAVES BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: any non-Astartes Human or Abhuman, Mutant, Big Mutie, Wyrd

Weapons: Slaves may select weapons from the HtH, Pistols, and Grenades list.

Equipment: None

Special: The first Knife, Chain, or Club each Slave selects is 'Free'.

WEAPONS & EQUIPMENT LISTS

ITEMS

Hand – To – Hand

Knife	Free/5
Stiletto, Dirk	Free/10
Throwing Knife	5
Sword	10
Club, Maul, Bludgeon	5
Chain, Flail	10
Massive Weapon	15
Chainsword*	20
Chain-Axe ²	25
Shock Maul ³	25
Electro-Flail ³	35
Power Sword ⁴	40
Power Axe ⁴	45
Power Fist ³	80
Force Weapon ⁴	60

Pistols

Autopistol	15
Stubber	10
Hand Cannon ¹	15
Dueling Pistol ³	15
Bolt Pistol ²	20
Laspistol	15
Hellpistol ²	20
Hand Flamer ¹	20
Plasma Pistol ²	25
Web Pistol	70

Basic

Musket	5
Scatter Gun	10
Autogun	20
Lasgun	25
Las Carbine	20
Hellgun ³	30
Bolt Carbine ³	30
Bolter ³	35
Shotgun (Solid/Scatter)	20
Hunting Rifle ³	50

Special

Flamer	40
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COSTS

Melta-Gun	85
Grenade Launcher	100
Long-Las	45
Plasma Gun	75
Storm Bolter	40
Ripper Gun (Ogryn Only)	50
Scatter Cannon	65
Pistol Sword ⁴	20
Webber	95
Needle Rifle ⁴	190

Heavy

Autocannon	280
Assault Cannon	265
Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun	285
Lascannon	285
Missile Launcher	170
RPG Launcher	130
Multi-Melta	220
Multi-Laser	125
Heavy Flamer	100

Grenades & Ammo

Frag Grenades ¹	25
Krak Grenades ²	35
Melta-Bomb ³	40
Photon Flash Grenades ²	20
Scare Gas Grenades ³	40
Smoke Grenades ²	10
Fire Bomb	25
Tox Bomb	30
Frag Missile ³	35
Krak Missile ³	75
Dum-Dums	5
Man-Stoppers ¹	5
Overcharge Cell ¹	10
Hotshot Shell ¹	5
Man-stopper Shell ¹	5
Bolt Shell ¹	5

Armor

Light Armor	10
Flak Armor	15
Flak Armor (Enclosed)	20

Medium Armor ²	25	Equipment	
Medium Armor (Enclosed) ²	30	Injector Rig (1/warband)	10
Heavy Armor ³	35	Bio-Scanner (1/warband) ²	50
Heavy Armor (Enclosed) ³	40	Charm	20
Power Armor ⁴	50	Clip Harness	10
Power Armor (Enclosed) ⁴	55	Control Collar	5
Hexagrammic Wards ⁵	55	Liquid Courage (One Use)	15
Refractor Field ³	20	Lobo-Chip	10
Conversion Field ³	25	Master-crafter weapon ³	½ weapon cost
		Kalma	15
Gun-Sights		MIU ³	10
Red-Dot Laser	20	Photo-Contacts/Visor	10
Telescopic Sight	30	Respirator	10
Mono-Sight	25	Reloads ²	½ weapon cost
		‘Slaughter	15

¹: Not available to Slaves

²: Not available to Slaves/Retainers

³: Only available to Enforcers/Nobles/Duke

⁴: Only available to Duke/Duchess

⁵: Only available to Enforcers

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Slave	X	-	-	X	-	-	-
Footman	X	-	X	X	-	-	-
Retainer	X	-	X	X	-	X	X
Enforcer	X	X	X	X	X	-	X
Noble	X	X	X	X	X	X	-
Duke	X	X	X	X	X	X	-

JAKARA

	Advance Table
2D6	Result
2	Power Boost
3	Stealth Skill
4	Combat Skill
5	Roll D6 1-4 +1 IN, 5-6 +1 Ld
6	Roll D6 1 +1 BS, 2-6 +1 WS
7	Roll D6 1 +1 S, 2-6 +1 A
8	Roll D6 1-3 +1 W, 4-6 +1 T
9	Agility Skill
10-12	Power Boost

	Power Boost
D6	Result
1	Heightened Reflexes: 1st boost allows user to turn 45° after enemy movement phase, 2nd boost allows user to turn 90°, the 3rd allows 180°
2	Sharpened Mono-Word: The user's Strength increases by +1 in HtH combat for each boost (to a maximum of +3)
3	Combat Neuroware: The user may roll for a new skill on any skill table or increase one characteristic by 1 point. The user must re-roll this result if rolled again this post-game sequence.
4	Enhanced Mirror Shield: The 1st boost allows the user to deflect kinetic shots (bullets, etc.) and the 2nd allows the user to deflect the shot back between 2 targets (though the Strength and AP of the attack is halved for both targets).
5-6	Improved Locomotion: Add +1 to the user's movement for each boost.

YELD

	Advance Table
2D6	Result
2	Power Boost
3	Stealth Skill
4	Combat Skill
5	Roll D6 1-4 +1 IN, 5-6 +1 Ld
6	Roll D6 1-4 +1 BS, 5-6 +1 WS
7	Roll D6 1 +1 S, 2-6 +1 A
8	Roll D6 1-4 +1 W, 5-6 +1 T
9	Shooting Skill
10-12	Power Boost

	Power Boost
D6	Result
1	Laser Gauntlet Boost: The 1st boost increases them to S4, the 2nd to a -2 save modifier, the 3rd increases them to S5.
2	Improved Wings: Each boost adds +1 to the movement rate when using <i>Flight</i> . This is not applicable to non- <i>Flight</i> movement.
3	Cameoline Boost: The 1st boost gives the user an additional to hit modifier of +1 at long range, the 2nd a to hit modifier of +1 at short range and +2 at long range, the 3rd a to hit modifier of +1 at short range and +2 at long range, the 3rd a to hit modifier of +2 at both short and long ranges.
4	Combat Neuroware: The user may roll for a new skill on any skill table or increase one characteristic by 1 point. The user must re-roll this result if rolled again this post-game sequence.
5	Sharpened Claws: The user's Strength increases by +1 in HtH combat for each boost (to a maximum of +3)

	Power Boost
6	Pulse Laser Gauntlets: Each boost provides the user with one Sustained Fire dice, to a maximum of 3 dice.

MALCADON

	Advance Table
2D6	Result
2	Power Boost
3	Ferocity Skill
4	Stealth Skill
5	Roll D6 1-5 +1 IN, 6 +1 Ld
6	Roll D6 1-3 +1 BS, 4-6 +1 WS
7	Roll D6 1-3 +1 S, 4-6 +1 A
8	Roll D6 1-3 +1 W, 4-6 +1 T
9	Agility Skill
10-12	Power Boost

	Power Boost
D6	Result
1	Improved Spinner Range: For each boost, the web spinner's range is increased by 2", to a maximum of 18".
2	Improved Locomotion: Each boost adds +1 to the movement rate.
3-4	Toxin Sacs: The user's Strength increases by +1 in HtH combat for each boost (to a maximum of +3).
5	Weaving Spinners: The 1st boost gives the spinners a 1" blast marker, the 2nd a 2" blast marker. Re-roll this result if rolled a third time.
6	Combat Neuroware: The user may roll for a new skill on any skill table or increase one characteristic by 1 point. The user must re-roll this result if rolled again this post-game sequence.

ORRUS

	Advance Table
2D6	Result
2	Power Boost
3	Ferocity Skill
4	Combat Skill
5	Roll D6 1-2 +1 IN, 3-6 +1 Ld
6	Roll D6 1-2 +1 BS, 3-6 +1 WS
7	Roll D6 1-4 +1 S, 5-6 +1 A
8	Roll D6 1-3 +1 W, 4-6 +1 T
9	Muscle Skill
10-12	Power Boost

	Power Boost
D6	Result
1	Improved Bolt Launcher Range: For each boost, the launcher's range is increased by 2", to a maximum of 24".
2	Bolt Launcher Ammo: The 1st increase makes the launchers S5, the 2nd increases the save modifier to -2, and the 3rd increases the damage to D3.
3-4	Carbon-fiber Increase: The user's Strength increases by +1 in HtH combat for each boost (to a maximum of +3)
5	Sustained Fire: Each boost provides the user with one Sustained Fire dice, to a maximum of 3 dice.
6	Combat Neuroware: The user may roll for a new skill on any skill table or increase one characteristic by 1 point. The user must re-roll this result if rolled again this post-game sequence.

ROGUE TRADERS

Version 1.2

Initial Resources: You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 4 models.

Hired Guns: Rogue Trader warbands get 1 free Hired Gun. Additionally, they may recruit up to 2 other Hired Guns (for a total of 3 Hired Guns).

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Underworld members gain experience as normal. Underworld Elements gain the Underdog Bonus as normal

Rogue Trader: 60 + D6

Arch-Militant: 40 + D6

Navigator: 30 + D6

Void Master: 20 + D6

Crewman: D6

Rating: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

+1	+4	+4	+2	+2	+2	+3	+2	+3
----	----	----	----	----	----	----	----	----

Territory & Income: Rogue Traders do not collect income and never own territories, for their income is based on exploration, commerce, and the occasional swindle. After every battle, roll a D6 for each surviving non-Construct member, subtracting -2 from the roll (to a minimum of 1) if the model is injured. This is the income each model generates for that scenario.

They receive the Giant Killer Bonus as listed.

Subversion Rating: 5

Investigation Rating: 6

Special: All Rogue Trader warbands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

A Rogue Trader warband may include 1 Xenos in any of the following ranks: Arch-Militant, Void Master. That model may select weapons appropriate to its rank and race from the Xenos weapons lists, at maximum cost.

Additionally, Rogue Trader warbands may select one (1) of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing warbands.

Charter Of Commerce: The warband is part of a vast commercial organization dealing in nearly any trade item. The warband receives an additional D6 income after every scenario. Additionally, it always pays the lowest listed price at the Trading Post. However, its Subversion Rating is lowered by -1.

Charter Of Exploration: The warband travels beyond the boundaries of the Imperium in search of lost human colonies, STC technology, and more. The warband increases its Investigation Rating by +1 and fighters may use weapons from both the Xenos and human weapon lists (so long as their rank allows it). However, Puritan factions view the warband with suspicion. When battling Puritan warbands, your Subversion Rating is lowered by -1 for each opposing Puritan faction.

Charter Of Expansion: The warband is tasked with ensuring the delivery and safety of Imperial colonists and expanding the control of the Imperium. The warband receives one free Imperial Missionary Hired Gun and collects an additional D3 income after every scenario. However, the warband may not include any non-Human models or Hired Guns.

Unknown Charter: The Rogue Trader's family line was given a charter when the Emperor walked among men and its details have been lost over time. One of the Rogue Trader's weapons receives the Master-Crafted upgrade

for free upon creation and collects an additional D3 income after every scenario. However, its Investigation Rating is lowered by -1.

RECRUITMENT

1 ROGUE TRADER BASE +90 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+2	-	-	-	+1	-	+2

Species: Human, Abhuman Untouchable, or Human - Wyrd (level I only)

Weapons: Rogue Traders may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: Rogue Traders may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The Rogue Trader always counts as having a friend within 2. Additionally, friendly models within 6 of the Trader may use its Leadership when taking any Leadership test. Rogue Traders may select one (1) Beast or Construct model.

0-2 ARCH-MILITANTS BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: any non-Astartes Human or Abhuman, Mutant

Weapons: Arch-Militants may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Arch-Militants may select equipment from the Armor, Gunsights, and Equipment lists.

1 NAVIGATOR BASE +25 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	+1	-	+1

Species: Human Wyrd Only!

Weapons: Navigators may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Navigators may select any equipment from the Armor and Equipment lists.

Special: Once each scenario, a Navigator may re-roll one Perils Of The Warp result.

1+ VOID MASTERS BASE +25 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: any non-Astartes Human or Abhuman, or Mutant

Weapons: Void Masters may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Void Masters may select any equipment from the Equipment lists.

1+ CREWMEN BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	-	-	-

Species: any non-Astartes Human or Abhuman, Mutant

Weapons: Crewmen may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Crewmen may select any equipment from the Equipment lists.

Special: The first Knife, Chain, or Club each Crewman selects is Free.

0+ RATING BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: any non-Astartes Human or Abhuman, Mutant

Weapons: Crewmen may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Crewmen may select any equipment from the Equipment lists.

Special: The first Knife, Chain, or Club each Rating selects is Free. Ratings may never make up more than 25% of the warband's total models. If Ratings make up more than 25% of the total model count for the warband, no further Ratings may be hired.

WEAPONS & EQUIPMENT LISTS

ITEMS

COSTS

Hand To Hand

Knife	Free/5
Stillete, Dirk	10
Throwing Knife	10
Sword	10
Club, Maul, Bludgeon	10
Chain, Flail	10
Massive Weapon	15
Chainsword ¹	20
Chain-Axe ¹	25
Shock Maul ²	25
Electro-Flail ²	35
Power Sword ³	40
Force Staff ³	55

Pistols

Autopistol	15
Stubber	10
Hand Cannon	15
Dueling Pistol ²	10
Bolt Pistol ¹	20
Laspistol	15
Hellpistol ¹	20
Hand Flamer	20
Plasma Pistol ¹	25

Basic

Scatter Gun	15
Autogun	20
Lasgun	25
Las Carbine	20
Hellgun ²	30
Bolt Carbine ²	30
Bolter ²	35
Shotgun (Solid/Scatter)	20

Special

Flamer	40
Melta-Gun	85
Grenade Launcher	100
Plasma Gun	75
Storm Bolter ²	45
Ripper Gun (Ogryn Only)	50

Scatter Cannon

65

Pistol Sword³

20

Heavy

Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun	285
Missile Launcher	170
RPG Launcher	130
Multi-Melta	220
Multi-Laser	125
Heavy Flamer	100

Grenades & Ammo

Frag Grenades ¹	25
Krak Grenades ¹	35
Melta-Bomb ²	40
Photon Flash Grenades ¹	20
Scare Gas Grenades ²	40
Smoke Grenades ¹	10
Fire Bomb	25
Tox Bomb	30
Frag Missile ²	35
Krak Missile ²	75
Dum-Dums	5
Man-Stoppers	5
Overcharge Cell ¹	15

Armor

Light Armor	10
Flak Armor	15
Flak Armor Enclosed	20
Medium Armor ¹	25
Medium Armor Enclosed ¹	30
Heavy Armor ²	35
Heavy Armor Enclosed ²	40
Hexagrammic Wards ⁴	50
Refractor Field ²	20
Conversion Field ²	25

Gun-Sights

Red-Dot Laser	20
Telescopic Sight	30
Mono-Sight	35

Equipment

Injector Rig (1/warband)²
 Bio-Scanner (1/warband)¹
 Charm
 Clip Harness
 Control Collar
 Liquid Courage (One Use)
 Kalma¹
 Photo-Contacts/Visor
 Respirator
 Slaughter¹

¹: Not available to Ratings

10 ²: Only available to Arch-Militants,
 Navigators, & Rogue Trader

50 ³: Only available to Rogue Trader

20 ⁴: Only available to Navigator

10

5

VERSION-LOG

15 Version 1.2 updates

15 • Added Rating ranking (thanks J.A.C.!)

10 • Added Basic weapons option to Crewmen

10 • Changed weapon options to reflect above
 15 changes

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Rating	X	-	-	X	-	-	-
Crewmen	X	-	X	X	-	-	-
Masters	X	-	X	X	-	-	X
Navigator	X	-	X	-	-	X	X
Arch-Militant	X	X	X	X	X	-	X
Rogue Trader	X	X	X	X	X	X	X

UNDERWORLD ELEMENTS

Version 1.3

Initial Resources: You have 1100 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

Hired Guns: Underworld Element warbands get 1 free Hired Gun. Additionally, they may recruit up to 4 other Hired Guns (for a total of 5 Hired Guns).

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Underworld members gain experience as normal. Underworld Elements gain the Underdog Bonus as normal

Leader: 60 + D6

Heavy: 60 + D3

Ganger: 20 + D6

Juve: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+2	+4	+4	+2	+2	+2	+3	+2	+3

Territory & Income: Underworld Element warbands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

Subversion Rating: 5

Investigation Rating: 5

Special: All Underworld Element warbands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Additionally, Underworld Element warbands may select one (1) of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that

some specialties may have adverse effects when facing certain opposing warbands.

Smuggling: The warband is part of a smuggling ring which specializes in illegal, heretical, or Xenos weapons, equipment, and substances. The warband increases its Subversion Rating by +1. In addition to their normal equipment, Gangers, Heavies, and Leaders may select non-Exotic Xenos weaponry and any drugs upon creation. One non-Juve model may be selected from a Xenos species.

Pit Fighting Suppliers: The warband works to provide slaves, beasts, and equipment for the underground pit fights of its homeworld. In addition to their normal equipment, Juves may select Bionics, Implant Weaponry, and drugs at any time. The warband may also include up to 3 Beasts or Constructs at normal cost.

Mercenaries : The warband hires out its services to the highest bidder upon nearly any battlefield.

The warband may select any non-Exotic, non-Implant weaponry from the Expanded Armory and one non-Juve model may take the Weaponsmith skill upon creation. All Juves start with +1 BS.

RECRUITMENT

1 LEADER

BASE +90 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+2	-	-	-	+1	-	+2

Species: Human, Abhuman Squat, Abhuman Untouchable, or Wyrd

Weapons: The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The leader may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The leader always counts as having a friend within 2 . Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

0-3 HEAVIES

BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

- +1 +1 - - - - - +1

Species: any non-Astartes Human or Abhuman, Wyrd, Mutant

Weapons: Heavies may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Heavies may select any equipment from the Armor, Gunsights, and Equipment lists.

2+ GANGERS

BASE + 25 TG

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

- +1 +1 - - - - - +1

Species: any non-Astartes Human or Abhuman, Wyrd, Mutant

Weapons: Gangers may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Gangers may select any equipment from the Equipment lists.

Special: An Underworld Element warband must be made up of 50% Gangers. If the warband roster ever falls below this amount, the warband may recruit no other non-Ganger models until it reaches 50%.

0+ JUVES

BASE

M	WS	BS	S	T	W	I	A	Ld
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- - - - - - - - -

Species: any non-Astartes Human or Abhuman (except Ogryns), Wyrd, Mutant

Weapons: Juvies may select weapons from the HtH, Pistols, and Grenades list.

Equipment: None

WEAPONS & EQUIPMENT LISTS

ITEMS

COSTS

Hand To Hand

Knife	Free/5
Stiletto, Dirk	10
Throwing Knife	10
Sword	10
Club, Maul, Bludgeon	10
Chain, Flail	10
Massive Weapon	15
Chainsword ¹	20
Chain-Axe ¹	25

Pistols

Autopistol	15
Stubber	10
Hand Cannon	15
Bolt Pistol ¹	20
Laspistol	15
Hellpistol ¹	20
Hand Flamer	20
Plasma Pistol ¹	25

Basic¹

Scatter Gun	15
Autogun	20
Lasgun	25
Las Carbine	20
Hellgun	30
Bolt Carbine	30
Bolter	35
Shotgun (Solid/Scatter)	20
Hunting Rifle	25

Special¹

Flamer	40
Melta-Gun	85
Grenade Launcher	100
Plasma Gun	75
Long Las	40
Storm Bolter ²	45

Heavy¹

Autocannon	285
Heavy Stubber	120

Heavy Bolter	170	Gun-Sights	
Heavy Plasma Gun	285	Red-Dot Laser	20
Lascannon	350	Telescopic Sight	30
Missile Launcher	170	Mono-Sight	35
RPG Launcher	130	IR Sight	40
Multi-Laser	125		
Grenades & Ammo		Equipment	
Frag Grenades	25	Charm	25
Krak Grenades	35	Clip Harness	10
Photon Flash Grenades	20	Liquid Courage (One Use)	15
Fire Bomb	25	Photo-Contacts/Visor	10
Tox Bomb	30	Respirator	10
Frag Missile	35		
Krak Missile	75	¹ : Not available to Juves	
Dum-Dums	5	² : Only available to Leaders	
Man-Stoppers	5	VERSION-LOG	
Overcharge Cell	10	Verison 1.3 updates	
		• Changed beginning Geld numbers	
		• Added one add l Heavy	
Armor			
Light Armor	10		
Flak Armor	15		
Flak Armor (Enclosed)	20		
Medium Armor ¹	25		
Medium Armor (Enclosed) ¹	30		
Heavy Armor ¹	35		
Heavy Armor (Enclosed) ¹	40		

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	X	X	-	-	X	X	-
Gangers	X	X	X	X	X	X	-
Heavies	-	X	X	X	X	-	X
Leader	X	X	X	X	X	X	X

VOID PIRATES

Version 1.3

Initial Resources: You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

Hired Guns: Void Pirate warbands may recruit up to 4 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Void Pirates gain experience as normal. Void Pirates gain the Underdog Bonus as normal.

Corsair Captain/Kaptin: 50 + D6

Bosun/Nob: 40 + D6

Seer/Warp Ead: 20+ D6

Armsmen/Gitz: 10 + D6

Rating: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+2	+4	+3	+3	+3	+2	+3-	+2	+3

Territory & Income: Void Pirates may not own territory, instead collecting their income through thievery and pillaging. After every battle, roll a D6 for each surviving non-Construct member, subtracting -2 from the roll (to a minimum of 1) if the model is injured. This is the plunder each model generates for that battle.

Additionally, if the Void Pirates won the scenario, they may roll an additional 3D6 for income generation. They also receive the Giant Killer Bonus as listed.

Subversion Rating: 6

Investigation Rating: 5

Special: Void Pirates have no qualms about mixing human and Xenos races, so long as

everyone does their job and performs well in battle. As such, upon creation, Void Pirates may select humans and Xenos models as listed. However, Dark Eldar and Orks may not be selected in this way, see below.

Dark Eldar view all other races (even their Craftworld kin) as little more than playthings, victims, and/or slaves. As such, if a player selects Dark Eldar Void Pirates, the warband must consist entirely of Dark Eldar. Hired Guns of different races may be used as normal.

The Dark Eldar are at best suspicious of psykers, at worst they are repulsed by them. As such, Dark Eldar Corsair warbands may only ever select Wyrd of Level 1. Additionally, they may not select a Seer. Change this rank name with Beastmaster. This Dark Eldar rank has access to up to three (3) Beasts, chosen from the Bestiary.

Additionally, Dark Eldar Corsair warbands add +1 to their Subversion rating and subtract -1 from their Investigation rating. In any scenario where models are awarded experience for taking enemy models out of action, each Dark Eldar model receives an additional +D3 experience plus the listed amount (i.e. if a scenario normally rewards each fighter with +D6 experience, each friendly Dark Eldar models receives +D6 and +D3 experience!)

Orks love nothing more than the thrill of battle and the pursuit of as much teef and shiny trinkets as they can get their claws on. Some adventurous Orks form loss-knit bands of Freebootas, traveling the Void and selling out their services to the highest bidder. As such, upon creation a player may take a warband consisting entirely of Orks but must select from the Freeboota Recruitment list below.

Orks love nothing more than a good fight and tend to physically get stronger the more battles they are involved in. Whenever a Freeboota waraband Orkoid model is wounded and taken out of action in a scenario, it rolls an additional +D3 experience even if does not have to roll on the Serious Injuries chart!

Occasionally, Orks join non-Ork Pirate bands but they are rare. As such, if a player selects Orks for a mixed race warband, the Orks may only ever start at the Armsmen rank and there is a limit of 2 Ork per warband.

All Void Pirate warbands (except Freebootas) may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Void Pirates sometimes take on mascots upon creation, a Captain may purchase one Beast or Construct at normal cost.

RECRUITMENT

1 VOID PIRATE CAPTAIN BASE +65 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+1	-	-	-	+1	-	+1

Species: any non-Astartes Human, Wyrd, Mutant, or Xenos

Weapons: The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The leader may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The leader always counts as having a friend within 2. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

0-2 BOSUNS BASE +20 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	-

Species: any non-Astartes Human, Mutant, or Xenos

Weapons: Bosuns may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.

Equipment: Bosuns may select any equipment from the Armor and Equipment lists.

0-1 SEER BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	+1	-	-	-	-	-	-

Species: any non-Astartes Human or Xenos Wyrd

Weapons: Seers may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Seers may select any equipment from the Armor and Equipment lists.

2+ ARMSMEN BASE +5 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	-

Species: any non-Astartes Human, Mutant, or Xenos

Weapons: Armsmen may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Armsmen may select any equipment from the Equipment lists.

0+ RATING BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: any non-Astartes Human, Mutant, or Xenos

Weapons: Recruits may select weapons from the HtH, Pistols, and Grenades list.

Equipment: None

Special: Dark Eldar warbands will never take Recruits.

SPECIAL: FREEBOOTA RECRUITMENT

1 FREEBOOTA KAPTIN BASE +65 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	+1	+1	-	+2

Species: Orkoid Ork only

Weapons: The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The leader may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The leader always counts as having a friend within 2. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

0-2 NOBZ BASE +20 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	+1	-	+1

Species: Orkoid Ork, Orkoid Ork Mutant

Weapons: Nobz may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.

Equipment: Nobz may select any equipment from the Armor and Equipment lists.

0-1 WARPEAD BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	+1	-	-

Species: Orkoid Ork Wyrd only!

Weapons: Warp Eadz may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Warp Eadz may select any equipment from the Armor and Equipment lists.

2+ GITZ BASE +5 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: Orkoid Ork, Orkoid Ork Mutant

Weapons: Gitz may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Gitz may select any equipment from the Equipment lists.

0+ RECRUITS BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: Orkoid Ork, Orkoid Grot, Orkoid Ork/Grot Mutant

Weapons: Recruits may select weapons from the HtH, Pistols, and Grenades list. Grots may only be equipped with weapons from the HtH and Grenades lists and Grot Blastas.

Equipment: None

WEAPONS & EQUIPMENT LISTS

ITEMS

Hand To Hand

Knife	Free/5
Stiletto, Dirk	10
Throwing Knife	10
Sword ¹	10
Club, Maul, Bludgeon	Free/10
Chain, Flail	Free/10
Massive Weapon ¹	15
Chainsword ²	20
Chain-Axe ²	25
Shock Maul ²	25
Electro-Flail ²	35
Power Sword	40
Force Staff	50
Choppa	10
Big Choppa ²	15
Power Klaw ⁴	45
Dire Sword ¹	15
Harlequin s Kiss ²	25
Witchblade ⁵	45
Singing Spear ⁵	50
Web Of Skulls (Eldar Only) ¹	15
Wych Blade ¹	15
Agonizer ¹	15

Pistols

Autopistol	15
Stubber	10
Hand Cannon	15
Bolt Pistol ¹	20
Laspistol	15
Hand Flamer ¹	20
Plasma Pistol ¹	25
Slugga	10
Shuriken Pistol ¹	20
Splinter Pistol ¹	15
Shredder (D. Eldar Only) ¹	70
Pulse Pistol ¹	25
Nailer	15

Basic¹

Scatter Gun	15
Autogun	20

Lasgun	25	Smoke Grenades ¹	15
Las Carbine	20	Photon Flash ¹	15
Bolt Carbine	30	Fire Bomb	20
Shotgun (Solid/Scatter)	20	Tox Bomb	25
Shoota	20	Dum-Dums	5
Grot Blasta (Grots Only)	15	Man-Stoppers	5
Shuriken Catapult	20	Bolt Shell	15
Splinter Rifle	20	Hotshot Shell	5
Pulse Carbine	30		
Pulse Rifle	35	Armor	
Kroot Rifle	25	Light Armor	10
		Flak Armor	15
Special²		Flak Armor (Enclosed)	20
Flamer	40	Medium Armor ¹	25
Melta-Gun	85	Medium Armor (Enclosed) ²	30
Grenade Launcher	100	Heavy Armor ¹	40
Plasma Gun	75	Heavy Armor (Enclosed) ²	45
Storm Bolter	45	Ghosthelm (Eldar Only) ⁵	15
Ripper Gun	50	Holo-Field (Eldar Only) ³	25
Scatter Cannon	75	Kustom Forcefield (Orks Only) ²	35
Spear Gun	50		
Kustom MegaBlasta	75	Gun-Sights	
Burna	45	Red-Dot Laser	20
Rokkit Launcha	100	Mono-Sight	35
Fusion Gun	85		
Neutron Blaster	60	Equipment	
Hrud Fusil (Hrud Only)	75	Bio-Scanner (1/warband)	50
		Charm ¹	25
Heavy		Clip Harness	10
Heavy Stubber	120	Control Collar	5
Heavy Bolter	170	Liquid Courage (One Use)	15
Heavy Plasma Gun	285	Photo-Contacts/Visor	10
RPG Launcher	130	Respirator	10
Multi-Laser	125		
Deff Gun	250	¹ : Not available to Recruits	
Reaper Launcher (Eldar Only)	275	² : Only available to Bosuns & Captains	
Splinter Cannon	100	³ : Only available to Captains	
Dark Lance (D. Eldar Only)	300	⁴ : Only available to Freeboota Kaptins	
		⁵ : Seers Only	
Grenades & Ammo			
Frag Grenades ¹	25		
EMP Grenades ¹	20		
Haywire Grenades ²	25		
Crystalline Sphere ²	35		
Krak Grenades ²	35		
Plasma Grenades ¹	40		

VERSION-LOG

Version 1.3 update

- Change Recruit ranking to Rating (thanks J.A.C.!))
- Changed psyker rules for Dark Eldar warbands
- Added add l rules for Dark Eldar warbands
- Added injury exp. for Freebootas

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Rating	X	-	X	X	-	-	-
Armsmen	X	X	X	X	-	-	-
Seers	X	X	X	-	-	X	-
Bosuns	-	X	X	X	X	-	X
Captain	X	X	X	X	X	-	X

XENOS STRIKE FORCE

Version BETA

Initial Resources: You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 4 models.

Hired Guns: Strike Force warbands may recruit up to 2 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals.

All non-Construct members gain experience as normal. Strike Forces gain the 'Underdog' Bonus and add an additional D6 experience per member, whenever any Underdog Bonus is applicable.

Force Leader: 50 + D6

Force Specialist: 40 + D6

Warlock/Warp'Ead: 20+ D6

Ranger/Kommando/Wych: 20 + D6

Force Trooper: 10 + D6

Force Recruit: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+3	+4	+4	+4	+4	+3	+3	+2	+4

Territory & Income: Strike Forces do not own territory and their income is provided via successful completion of their missions. After every successful scenario, roll D6. Each fighter earns that much in income. If the Strike Force was unsuccessful, roll D3 for each fighter. They receive the 'Giant Killer Bonus' as listed.

Additionally, if the warband won the scenario, they may roll an additional D6 for income generation. They also receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 6

Investigation Rating: 5

Special: All Strike Force warbands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Upon creation, the Strike Force MUST select one of the following races its members are principally drawn from. Once selected, they receive the benefits listed but may only contain members of that particular race (including mutants and psykers, unless otherwise noted), with the following exceptions - Kroot, Loxatl, Tarellians, Hrud - which may be hired by any race.

Orks: Orks love nothing more than a good brawl or battle and are an uncontrolled force of nature. Orks may select Orkoid members for all ranks, except Grots, who may only be Recruits. Orks may select Human or Ork weaponry and equipment. Orks may take up to one (1) Warp'Ead and three (3) Kommandos.

Up to two (2) Specialists may be upgraded to Meks and they may select Mek-only weapons and equipment.

Orkoid members receive an additional +1 Experience after each successful scenario.

Orks may use Hired Guns of any race.

Tau: Tau Strike Forces undertake often near-suicidal missions because of their belief that a successful mission may help 'The Greater Good'. Tau may select Tau, Kroot, Vespide, and Human members for all ranks, except Force Leader, which MUST be a Tau. Tau may select any Tau, Kroot, Vespide, or Human weaponry and equipment. Tau may take up to three (3) Kommandos and may use Hired Guns of any race.

Specialists may take Stealth Suits for 150 Geld each. A Stealth Suit is considered a suit of enclosed Heavy Armor (the wearer does not suffer any penalties) with a Holo-Field, a Mono-Sight, and armed with a Burst Cannon (Heavy Bolter) or Fusion Blaster (Multi-Melta). A Specialist taking a Stealth Suit may only select an additional HtH weapon.

Eldar: Eldar Strike Forces are deployed according to what their Farseers can divine of future events, a seemingly random Eldar attack often preventing some future catastrophe. Eldar may select Eldar members for all ranks. Eldar may select Eldar, Dark Eldar, or Human weaponry or equipment (though most Eldar are disdainful of non-Eldar technology!).

Eldar may take up to one (1) Warlock and three (3) Rangers and may use Hired Guns of any race.

Eldar Leaders and Specialists may select one (1) of the following paths upon creation. This may not be changed or removed. When a path is selected, only the weapons or categories listed may be chosen, though the cost of all is reduced by -5 (to a minimum of 5, armor & equipment choice is unaffected):

- Scorpion - Gain the Sneak Up skill, select one (1) Chain HtH weapon, select either Shuriken or Splinter Pistol, Frag Grenades: +20 Geld
- Banshee - Adds +1 Initiative when charging, select one (1) Power HtH weapon, Shuriken Pistol, select Scare or Choke Grenades: +10 Geld
- Dragon - Adds +1 BS when firing Melta weapons, select one (1) Melta or Flame weapon, Melta-Bombs: +15 Geld
- Avenger - Adds +1 WS when fighting multiple opponents, select either one HtH weapon and Shuriken Pistol OR Shuriken Catapult with Telescopic Sight: +10 Geld
- Hawk - Re-roll damage from Falling once per scenario, Lasgun OR Lascarbine, Haywire Grenades: +10 Geld
- Spider - Only trigger alarms on roll of 6, select one (1) Webber weapon: +10 Geld
- Reaper - Suffer no to hit modifier from Overwatch, select one (1) Heavy weapon, select one (1) Grenade or Missile: +15 Geld
- Corsair - Never suffers Void Condition effects, select one (1) HtH weapon, select one (1) Pistol weapon: +10 Geld
- Exodite - Never suffers Wilderness Condition effects, select one (1) Basic weapon,

select one (1) Beast: +10 Geld

Dark Eldar: Dark Eldar love nothing more than proving their prowess in combat and enslaving all other (lesser) races. Dark Eldar select Dark Eldar for all ranks and may select either Dark Eldar or Eldar weaponry and equipment. Due to some old slights, Dark Eldar may only hire Human, Eldar, Dark Eldar, Loxatl, or Hrud Hired Guns.

Dark Eldar may take up to three (3) Wyches. Dark Eldar Leaders and Specialists may select one (1) of the following cults upon creation.

This may not be changed or removed. When a cult is selected, only the weapons or categories listed may be chosen, though the cost of all is reduced by -5 (to a minimum of 5, armor & equipment choice is unaffected):

- Incubi - Gain the True Grit skill; select any 2-handed HtH weapon, select one (1) Pistol weapon: +30 Geld (max. 2 per warband)
- Succubi: Gain the Catfall skill; select up to two (2) HtH and Pistol weapons: +20 Geld
- Scourge: Add Wings mutation; select one (1) Special or Heavy weapon, select one (1) HtH or Pistol weapon: +10 Geld
- Beastmaster: Gain Beastmaster minor psychic power (though the Beastmaster is NOT a psyker!); Skyboard (equipment, allows the user to Float); select any two (2) HtH or Pistol weapons; select up to two (2) Beasts per Beastmaster: +15 Geld
- Hellion – Skyboard (equipment, allows the user to Float); select any two (2) HtH or Pistol weapons: +10 Geld
- Haemonculi – Select up to 2 mutations at -5pts each (the Haemonculi is NOT considered a mutant!); select up to three (3) HtH and Pistol weapons OR select one (1) Special and (2) HtH or Pistol weapons: +15 Geld

RECRUITMENT

1 FORCE LEADER

BASE +65 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	+1	-	+2

Species: see above

Weapons: The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The leader may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The leader always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

1-3 Force Specialists Base +20 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	+1	-	+1

Species: see above

Weapons: Specialist may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.

Equipment: Specialists may select any equipment from the Armor and Equipment lists.

0-2 WARLOCKS/WARP'EADS BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	+1	-	+1

Species: any Xenos Wyrd

Weapons: Warlocks may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Warlocks may select any equipment from the Armor and Equipment lists.

Special: Dark Eldar may NEVER take a Warlock!

0+ RANGERS/KOMMANDOS BASE +15 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	+1	-	-	-	+1	-	+1

Species: Eldar/Tau (Rangers OR Orkoid (Kommandos))

Weapons: Rangers may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Rangers may select any equipment from the Armor and Equipment lists.

Special: Eldar Rangers may select Needle Rifles upon creation. Tau Rangers may select

Rail Rifles upon creation. Up to two (2) Kommandos may be armed with one (1) Special or Heavy Ork weapon upon creation.

0+ WYCHES BASE +15 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	+1	-	+1

Species: Dark Eldar only!

Weapons: Wyches may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Wyches may select any equipment from the Equipment lists.

0+ TROOPERS BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	+1	-	-	-	+1	-	-

Species: see above

Weapons: Troopers may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: None

0+ RECRUITS BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: see above

Weapons: Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: None

Special: Dark Eldar warbands will never take Recruits

WEAPONS & EQUIPMENT LISTS

ITEMS

Hand – To – Hand

Knife	Free/5
Stiletto, Dirk	10
Throwing Knife	10
Sword ¹	10
Club, Maul, Bludgeon	Free/10
Chain, Flail	Free/10
Massive Weapon ¹	15
Chainsword ²	20
Chain-Axe ²	25
Shock Maul ²	25
Electro-Flail ²	35
Power Sword ³	40
Force Staff ⁵	50
Choppa 10	
Big Choppa ²	15
Power Klaw ⁴	45
Dire Sword ¹	15
Harlequin's Kiss ²	25
Witchblade ⁵	45
Singing Spear ⁵	50
Web Of Skulls (Eldar Only) ¹	15
Wych Blade ¹	15
Agonizer ¹	15

Pistols

Autopistol	15
Stubber	10
Hand Cannon	15
Bolt Pistol ¹	20
Laspistol	15
Hand Flamer ¹	20
Plasma Pistol ¹	25
Slugga	10
Shuriken Pistol ¹	20
Splinter Pistol ¹	15
Shredder (D. Eldar Only) ¹	70
Pulse Pistol ¹	25
Nailer	15

Basic¹

Scatter Gun	15
Autogun	20

COSTS

Lasgun	25
Las Carbine	20
Bolt Carbine	30
Shotgun (Solid/Scatter)	20
Shoota	20
Grot Blasta (Grots Only)	15
Shuriken Catapult	20
Splinter Rifle	20
Pulse Carbine	30
Pulse Rifle	35
Kroot Rifle	25
Special²	
Flamer	40
Melta-Gun	85
Grenade Launcher	100
Plasma Gun	75
Storm Bolter	45
Ripper Gun	50
Scatter Cannon	75
Spear Gun	50
Kustom MegaBlasta	75
Burna	45
Rokkit Launcha	100
Fusion Gun	85
Neutron Blaster	60
Hrud Fusil (Hrud Only)	75

Heavy

Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun	285
RPG Launcher	130
Multi-Laser	125
Deff Gun	250
Reaper Launcher (Eldar Only)	275
Splinter Cannon	100
Dark Lance (D. Eldar Only)	300

Grenades & Ammo

Frag Grenades ¹	25
EMP Grenades ¹	20
Haywire Grenades ²	25
Crystalline Sphere ²	35
Krak Grenades ²	35
Plasma Grenades ¹	40

Smoke Grenades ¹	15	Gun-Sights	
Photon Flash ¹	15	Red-Dot Laser	20
Fire Bomb	20	Mono-Sight	35
Tox Bomb	25		
Dum-Dums	5	Equipment	
Man-Stoppers	5	Bio-Scanner (1/warband)	50
Bolt Shell	15	Charm ¹	25
Hotshot Shell	5	Clip Harness	10
		Control Collar	5
Armor		Liquid Courage (One Use)	15
Light Armor	10	Photo-Contacts/Visor	10
Flak Armor	15	Respirator	10
Flak Armor (Enclosed)	20		
Medium Armor ¹	25	¹ : Not available to Recruits	
Medium Armor (Enclosed) ²	30	² : Only available to Bosuns & Captains	
Heavy Armor ¹	40	³ : Only available to Captains	
Heavy Armor (Enclosed) ²	45	⁴ : Only available to Freeboota Kaptins	
Ghosthelm (Eldar Only) ⁵	15	⁵ : Seers Only	
Holo-Field (Eldar Only) ³	25		
Kustom Forcefield (Orks Only) ²	35		

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Recruit	X	-	X	-	-	X	-
Trooper	X	X	-	X	X	-	-
Ranger	X	X	X	X	-	X	-
Warlock	X	X	X	-	X	X	-
Specialist	X	X	X	X	X	-	X
Leader	X	X	X	X	X	X	X

MUTANT MOBS

Version 1.4

Initial Resources: You have 1100 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

Hired Guns: Mutant Mob warbands may recruit up to 5 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Underworld members gain experience as normal. Underworld Elements gain the 'Underdog' Bonus as normal

Boss: 50 + D6

Heavy: 40 + D6

Spook: 20 + D6

Dreg: 10 + D6

Sub: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+2	+4	+3	+3	+3	+2	+3	+3	+2

Territory & Income: Mutant Mob warbands select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

Additionally, they may cannibalize one of their own if they cannot or will not pay the 3 Geld per member to avoid suffering from starvation (see Addendum for starvation/upkeep rules).

If so, the warband avoids starvation but any subsequent Puritan warbands they face in the following battle gain the Hatred ability.

Subversion Rating: 6

Investigation Rating: 4

Special: Mutant weaponry is unreliable, old, and of generally low quality. As such, all members must take an Ammo Roll if they roll

a natural 1 or 6 on their to Hit roll. This does not apply to Heavies or the Boss.

All mutations for Mutant Mobs cost -5 Geld each (to a minimum of 5 Geld).

Mutant Mobs may use Summoning. If so, they are considered a Radical warband. Mobs will only ever summon Warp Predators or Tzeentchian Daemons.

Mutants tend to attract various "pets" wherever they go. To represent this, a mutant mob may select up to 150pts worth of Beasts before each battle. All Beasts selected in this way must be represented by a suitable model.

RECRUITMENT

1 BOSS

BASE +75 TG

M	WS	BS	S	T	W	I	A	Ld
-	+2	+1	-	-	-	+1	-	+2

Species: any non-Astartes Human, Wyrd, or Mutant

Weapons: The Boss may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The Boss may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The Boss always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

0-6 HEAVIES

BASE +20 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	+1	-	+1	+2

Species: Human, Abhuman – Squat, Abhuman–Ogryn, Mutant, or Big Mutie

Weapons: Heavies may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.

Equipment: Heavies may select equipment from the Armor and Equipment lists.

0-4 SPOOKS

BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	-	-	+1

Species: Wyrd (any level)

Weapons: Wyrds may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Wyrds may select equipment from the Armor and Equipment lists.

2+ DREGS

BASE +5 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	-	-	-

Species: any non-Astartes Human, Abhuman – Squat, Abhuman – Ratling, or Mutant

Weapons: Dregs may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Gangers may select any equipment from the Equipment lists.

Special: A Mutant Mob warband must be made up of 50% Dregs. If the warband roster ever falls below this amount, the warband may recruit no other non-Dreg models until it reaches 50%.

0+ SUBS

BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: any non-Astartes Human, Abhuman – Squat, Abhuman – Ratling, or Mutant

Weapons: Subs may select weapons from the HtH, Pistols, and Grenades list.

Equipment: None

WEAPONS & EQUIPMENT LISTS

ITEMS

COSTS

Hand – To – Hand

Knife	Free/5
Stiletto, Dirk ¹	10
Throwing Knife	10
Sword ¹	10
Club, Maul, Bludgeon	Free/10
Chain, Flail	Free/10
Massive Weapon	15
Chainsword ²	20
Chain-Axe ²	25
Man-Catcher ²	25
Electro-Flail ³	40
Power Staff ¹ (Max. 2)	70

Pistols

Hand Bow	5
Autopistol	15
Stubber	10
Hand Cannon ¹	15
Laspistol	15
Hellpistol ³	20
Hand Flamer ¹	20
Web Pistol ³	90

Basic¹

Bow	Free/5
Musket	5
Scatter Gun	10
Autogun	15
Lasgun	20
Las Carbine	15
Bolt Carbine ²	25
Bolter ³	30
Shotgun (Solid/Scatter)	20
Hunting Rifle	20

Special²

Flamer	40
Grenade Launcher	100
Ripper Gun	45
Scatter Cannon	60
Spear Gun	50
Webber ³	100

Heavy¹

Heavy Stubber	110
RPG Launcher	125
Multi-Laser	120
Heavy Flamer	100

Grenades & Ammo

Frag Grenades ¹	25
Krak Grenades ²	35
Smoke Grenades ¹	15
Fire Bomb	20
Tox Bomb	25
Dum-Dums	5
Man-Stoppers	5
Bolt Shell	15
Hotshot Shell	5
Overcharge Cell	10

Armor

Light Armor	10
Flak Armor	15
Medium Armor ²	25
Heavy Armor ²	40

Gun-Sights

Red-Dot Laser	20
Telescopic Sight	30

Equipment

Charm	20
Clip Harness	10
Control Collar	5
Liquid Courage (One Use)	5
Photo-Contacts/Visor	10
Respirator	10

¹: Not available to Subs

²: Only available to Heavies & Bosses

³: Only available to Bosses

⁴: Only available to Wyrds

VERSION-LOG

Version 1.4

- Raised total number of Hired Guns
- Changed “Wyrd” rank to “Spooks” for ease of RAW
- Raised total # of heavies to 6
- Raised total # of Spooks to 4
- Lowered cost of all mutations by 5
- Added Summoning
- Made 1st Flail free
- Included new weapons
- Maximum characteristics increased
- Starvation rules re-written

Special thanks to Fosner1703 on the Inquisimunda boards for this update!

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Subs	X	-	X	X	-	-	-
Dregs	X	X	X	X	-	X	-
Spooks	X	X	X	-	-	X	-
Heavies	-	X	X	X	-	X	X
Boss	X	X	X	X	X	X	-

CHAOS COVENS

Version 1.2

Initial Resources: You have 1100 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 4 models.

Hired Guns: Chaos warbands may recruit up to 3 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Coven members gain experience as normal. Chaos Covens gain the 'Underdog' Bonus as normal

Magus: 50 + D6

Acolyte: 40 + D6

Rogue Psyker: 30+ D6

Cultist: 20 + D6

Daemonhost: D6

Noviciate: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+2	+4	+4	+3	+4	+3	+3	+2	+4

Territory & Income: Chaos Coven warbands select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed. Additionally, they may cannibalize one of their own if they cannot or will not pay the 3 Geld per member to avoid suffering from starvation.

If so, the warband avoids starvation but any subsequent Puritan warbands they face in the following battle gain the Hatred ability.

Subversion Rating: 7

Investigation Rating: 4

Special: All Coven warbands may select Comm-links/Micro-beads at +5 Throne Geld

per fighter. If selected, all non-Daemon fighters must be equipped in this way.

Before each scenario, the warband may attempt to receive an ally for that scenario.

Roll a D6 and add the warband's current Subversion Rating. If the result is 12 or more, the warband may use one (1) Fallen or Chaos Marine.

All Puritan warbands fighting Chaos Covens are subject to Hatred, no matter what dedication the Coven selects.

Additionally, Chaos Covens may select one (1) of the following dedication upon creation. This specialty may not be changed or removed once selected. Please note that some dedications may have adverse effects when facing certain opposing warbands:

'Chaos Undivided': The warband is dedicated to Chaos in all its forms. Undivided warbands receive an additional D6 worth of income after every scenario, win or lose; and may have a maximum of 4 Hired Guns.

When rolling to see whether they may take any allied Chaos Marine, they may re-roll one roll. The second result must be accepted.

Undivided warbands may only summon Warp Predators. Undivided warband members may select ANY Mark of Chaos.

'Khorne': Khorne is known as the Blood God and revels in wanton destruction and slaughter. Khornate warbands despise the use of sorcery and psychic powers and, as such, no psychic powers or Wyrds may be selected for this warband's fighters (though they may employ Psyker Hired Guns).

Instead of Rogue Psykers, Khornate warbands may select 0-3 Beastmen, who may be armed similarly and begin with the same starting experience and skill tables (replace Stealth with Muscle) as Rogue Psykers.

Khornate warbands may only ever summon Bloodletters. Khornate warband members may not select Marks of Tzeentch or Slaanesh.

'Nurgle': Nurgle is the god of pestilence, decay, and disease. Each Nurglite warband member may take Tox-Bombs for free upon

creation.

Nurglite weaponry is unreliable, old, and of generally low quality. As such, all members must take an Ammo Roll if they roll a natural 1 or 6 on their to Hit roll. This does not apply to the Magus, Acolyte, & Daemonhost. Because of this, the cost for all Ranged weaponry is reduced by -5 Throne Geld upon creation (to a minimum of 10).

Nurglite warbands may summon Warp Predators & Plaguebearers. Nurglite warband members may not select Marks of Tzeentch.

‘Tzeentch’: Tzeentch is the god of knowledge, lies, and trickery. Tzeentchian warbands with Mutants do not pay double for the second mutation as listed in the Mutant profile of Species and Races. The first mutation any member selects costs -10 Geld (to a minimum of 5).

Tzeentchian warbands subtract -1 from their Subversion Rating and add +1 to their Investigation Rating.

Tzeentchian warbands may summon ANY Warp Creature! Tzeentchian warband members may not select Marks of Khorne or Nurgle.

‘Slaanesh’: Slaanesh is the youngest of the Chaos gods and is known as the Prince of Pleasure. Slaaneshi warbands receive one free Pit Slave or Beastmaster upon creation (this DOES count toward their Hired Gun allowance). The selected model is considered a member of the warband from this point onward, but may only ever use the ‘Cultist’ skill table.

Slaaneshi warbands increase their Subversion Rating by +1.

Slaaneshi warbands may summon Warp Predators & Daemonettes. Slaaneshi warband members may not select Marks of Khorne. Slaaneshi warbands may include Xenos of the following species: Eldar, Dark Eldar.

RECRUITMENT

1 MAGUS

BASE +65 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	+1	-	+2

Species: any non-Astartes Human, Wyrd, or Mutant

Weapons: The magus may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The magus may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The magus always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

1-4 ACOLYTES

BASE +25 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	+1	-	+1

Species: any non-Astartes Human, Wyrd, Mutant, or Big Mutie

Weapons: Acolytes may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.

Equipment: Acolytes may select equipment from the Armor and Equipment lists.

0-2 ROGUE PSYKERS

BASE +15 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	+1	-	+1

Species: any non-Astartes Human Wyrd Only!

Weapons: Rogue Psykers may select weapons from the HtH, Pistols, and Grenades list.

Equipment: Rogue Psykers may select equipment from the Armor and Equipment lists.

2+ CULTISTS

BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	+1	-	-

Species: any non-Astartes Human, Wyrd, Mutant, or Big Mutie

Weapons: Cultists may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Cultists may select equipment from the Equipment list.

0+ NOVICIATES

BASE

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

- - - - -

Species: any non-Astartes Human, Wyrd, Mutant, or Big Mutie

Weapons: Noviciates may select weapons from the HtH, Pistols, and Grenades list.

Equipment: None

0-2 DAEMONHOSTS

BASE +25

+ MUTATIONS/POWERS

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

- - - +1 +1 - - +1 +1

Species: any non-Astartes Human

Weapons: None

Equipment: None

Special: For every 3 Cultists the coven has, it may select one (1) Daemonhost.

Daemonhosts may select up to 100pts of mutations and/or psychic powers at normal cost upon creation.

Daemonhosts may never be captured. Re-roll this result.

Daemonhosts are considered Daemons (though they never have to be summoned) and have all the special rules as detailed under the 'Warp Creatures' entry of the Bestiary.

WEAPONS & EQUIPMENT LISTS

ITEMS

COSTS

Hand – To – Hand

Knife	Free/5
Stiletto, Dirk ¹	10
Throwing Knife	10
Sword ¹	10
Club, Maul, Bludgeon	Free/10
Chain, Flail	10
Massive Weapon	15
Chainsword ²	20
Chain-Axe ²	25
Man-Catcher ²	25
Electro-Flail ³	40
Wych Blade ⁴	20
Agonizer ⁴	20

Pistols

Hand Bow	5
Autopistol	15
Stubber	10
Hand Cannon ¹	15
Laspistol	15
Hellpistol ³	20
Hand Flamer ¹	20
Web Pistol ³	90
Splinter Pistol ⁴	25

Basic¹

Bow	5
Musket	10
Scatter Gun	10
Autogun	15
Lasgun	20
Las Carbine	15
Bolt Carbine ²	25
Shotgun (Solid/Scatter)	20
Hunting Rifle	20

Special²

Flamer	40
Grenade Launcher	100
Ripper Gun	50
Scatter Cannon	75
Spear Gun	50

Webber 110							
Splinter Rifle ⁴	25	Equipment	Charm	20			
			Clip Harness	10			
Heavy¹			Liquid Courage (One Use)	10			
Heavy Stubber	110		Photo-Contacts/Visor	10			
RPG Launcher	125		Respirator	10			
Multi-Laser	120						
Heavy Flamer	100						
			¹ : Not available to Initiates				
			² : Only available to Heavies & Bosses				
			³ : Only available to Bosses				
			⁴ : Only available to Slaaneshi warbands that include Eldar or Dark Eldar				
Grenades & Ammo							
Frag Grenades ¹	25						
Krak Grenades ²	35						
Smoke Grenades ¹	15						
Fire Bomb	20						
Tox Bomb	20						
Dum-Dums	5						
Man-Stopppers	5						
Bolt Shell	15						
Hotshot Shell	5						
Overcharge Cell	15						
			VERSION-LOG				
			Version 1.1 Updates				
			• Max Toughness Increased				
			• Comm-link entry edited for RAW				
			• Added Chaos Marine ally rules				
			• Every Chaos dedication has been edited and increased in power!				
			• Daemonhosts increased to 0-2, 1 available for every 3 Cultists				
			• Tox-Bomb cost decreased				
			Version 1.2 Updates				
			• Added Mark of Chaos rules to waband specialties				
			• Added ability for Slaaneshi warbands to take Eldar & Dark Eldar				
			• Added D. Eldar weaponry to armoury				
Armor							
Light Armor	10						
Flak Armor	15						
Medium Armor ²	25						
Heavy Armor ²	40						
Gun-Sights							
Red-Dot Laser	20						
Telescopic Sight	30						

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Noviciates	X	-	X	-	-	X	-
Daemonhosts	X	X	X	X	-	-	-
Cultists	X	X	X	X	-	X	-
Rogue Psykers	X	X	X	-	-	X	-
Acolytes	X	X	X	X	X	X	-
Magus	X	X	X	X	X	X	X

GENESTEALER CULTS

Version 1.3

Initial Resources: You have 1100 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

Hired Guns: Genestealer Cult warbands may recruit up to 3 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct Cult members gain experience as normal. Genestealer Cults gain the 'Underdog' Bonus as normal.

Magus: 50 + D6

Neophyte: 40 + D6

Brood Brother: 20+ D6

Initiate: 0

Maximum Characteristic Values: These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

M	WS	BS	S	T	W	I	A	Ld
+2	+4	+2	+3	+3	+3	+3	+3	+4

Territory & Income: Genestealer Cult warbands select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 6

Investigation Rating: 4

Special: Cultist weaponry is unreliable, old, and of generally low quality. As such, all members must take an Ammo Roll if they roll a natural 1 or 6 on their To Hit roll. This does not apply to Neophytes or the Magus.

All Genestealer Cultists are linked on some level with the Hive Mind. As such, all members are automatically assumed to possess a Comm-Link. Even if they lose all weaponry/equipment, they are still considered to possess

a Comm-Link.

Occasionally, Cults may call on a few Pures-train Genestealers to aid in their battles.

Before each battle, the Cultist player may roll a D6. On a roll of 4+, one Genestealer may accompany the Cult warband to battle. On a roll of 6, D3 Genestealers may accompany the Cult warband to battle. If a 6 is rolled, the Cult may not roll for support during the next scenario.

The Cult must subtract 1 from this roll if the opposing warband is another Genestealer Cult.

Genestealer Cult members may NEVER be Abhuman – Untouchables. Additionally, Genestealer Cultists will never recruit Constructs. As long as a Cult has its required amount of Brood Brothers (i.e. 50%+ of total members), it may select up to three (3) Ripper Swarms and/or Mycetic Spores from the Species and Races list.

RECRUITMENT

1 MAGUS

BASE +140 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	+1	-	+2

Species: any non-Astartes Human, Mutant, or Xenos Wyrd

Weapons: The Magus may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

Equipment: The Magus may select any equipment from the Armor, Gunsights, and Equipment lists.

Special: The Magus always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

The Magus is immune to Psychology.

A Magus MUST be a Level II or III Wyrd.

50-4 NEOPHYTES

BASE +30 TG

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

- +1 - - - - +1 - +1

Species: any non-Astartes Human or Xenos Mutant

Weapons: Neophytes may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

Equipment: Neophytes may select any equipment from the Armor and Equipment lists.

Special: Each Neophyte MUST select at least 1 mutation upon creation or when they reach this level, at normal cost. This mutation costs -5 (to a minimum of 10 Geld, only applicable to the first mutation selected).

2+ BROOD BROTHERS BASE +20 TG

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	-	-	+1

Species: any non-Astartes Human, Mutant, or Xenos

Weapons: Brothers may select weapons from the HtH, Pistols, Basic, and Grenades list.

Equipment: Brothers may select any equipment from the Equipment lists.

Special: A Genestealer Cult warband must be made up of 50% Brood Brothers. If the warband roster ever falls below this amount, the warband may recruit no other non-Brother models until it reaches 50%.

0+ INITIATES BASE

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

Species: any non-Astartes Human, Mutant, or Xenos

Weapons: Initiates may select weapons from the HtH, Pistols, and Grenades list.

Equipment: None

WEAPONS & EQUIPMENT LISTS

ITEMS

COSTS

Hand – To – Hand

Knife	Free/5
Stiletto, Dirk	10
Throwing Knife	10
Sword ¹	10
Club, Maul, Bludgeon	Free/10
Chain, Flail	10
Massive Weapon	5
Chainsword ²	20
Eviscerator ¹	30
Chain-Axe ²	25
Shock Maul ²	25

Pistols

Hand Bow	5
Autopistol	15
Stubber	10
Hand Cannon ¹	15
Laspistol	15
Bolt Pistol ³	20
Hand Flamer ¹	20

Basic¹

Musket	10
Scatter Gun	10
Autogun	15
Lasgun	20
Las Carbine	15
Bolt Carbine ¹	25
Bolter ²	30
Shotgun (Solid/Scatter)	20
Hunting Rifle	20

Special²

Flamer	40
Melta-Gun	80
Grenade Launcher	100
Plasma Gun	70
Long Las	40
Ripper Gun	50
Scatter Cannon	75
Spear Gun	50

Heavy

Autocannon	280	Blade Venom (One Use)	10
Heavy Stubber	110	Clip Harness	10
Heavy Plasma Gun	280	Concealed Cavity ¹	10
RPG Launcher	125	Photo-Contacts/Visor	10
Missile Launcher	170	Respirator	10
Multi-Laser	120	Silencer	15

Grenades & Ammo

Frag Grenades ¹	25	¹ : Not available to Initiates
Krak Grenades ¹	35	² : Only available to Neophytes & Magus
Fire Bomb	20	³ : Magus Only
Tox Bomb	15	
Frag Missile	35	
Krak Missile	75	
Dum-Dums	5	
Man-Stoppers	5	
Bolt Shell	15	
Hotshot Shell	5	
Overcharge Cell ¹	15	
Exterminator Cartridge ¹	15	

Armor

Light Armor	10	
Flak Armor	15	
Medium Armor ¹	25	
Heavy Armor ²	30	

Gun-Sights

Red-Dot Laser	20
Telescopic Sight	30

Equipment

Blade Venom (One Use)	10
Clip Harness	10
Concealed Cavity ¹	10
Photo-Contacts/Visor	10
Respirator	10
Silencer	15

¹: Not available to Initiates

²: Only available to Neophytes &

Magus

³: Magus Only

VERSION-LOG

Version 1.2 Updates

- Total amount of starting Geld increased by 100
- Added stipulation for D3 Genestealers that Cult may not roll in subsequent scenario
- Neophyte first mutation cost lowered by -5
- General editing of fighter listings
- Tox bomb cost lowered by 10
- Initiates may now select Krak Grenades and

Medium Armour

Version 1.3 Updates

- Added Ripper Swarm & Spores to general rule errata

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Initiates	-	X	X	-	-	X	-
Brothers	-	X	X	X	-	X	-
Neophytes	X	X	X	X	-	X	-
Magus	X	X	X	X	-	X	X

ALLIES

Version 1.0

IMPERIAL ALLIES

ASTARTES SPACE MARINE

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	4	1	9

ASTARTES SPACE MARINE SCOUT

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	1	4	1	8

Species: Astartes Battle Brother (Marine) OR Astartes Novitiate (Scout)

Weapons & Equipment: Knife, Bolt Pistol, Marines select one of the following:

- o Tactical: Power Armor - Enclosed, Bolter, Frag Grenades, Weaponsmith skill

- o Assault: Power Armor - Enclosed, either Chainsword or Chain-Axe, Frag & Krak Grenades, Jump pack (gains Flight)

- o Devastator: Power Armor - Enclosed, Heavy Bolter or Missile Launcher (Frag & Krak Missiles), Mono-Sight

Scouts select one of the following:

- o Recon: Heavy Armor, Shotgun or Bolter, Cameoline

- o Sniper: Heavy Armor, Needle Rifle, Cameoline

- o Specialist: Heavy Armor, Heavy Bolter or Missile Launcher (Frag & Krak Missiles), Cameoline

Rating Increase: +300

Special Rules

And They Shall Know No Fear: Astartes have the Nerves of Steel skill and may always test to recover from Pinning. Astartes never have to take a Ld test if a friendly model goes down or out of action within 2". Additionally, Astartes are not affected by Fear or Stupidity.

Bolter Drill: If an Astartes is armed with any type of Bolt weapon, Astartes have the Rapid Fire skill.

Enhanced Physique: Astartes take no penalties while wearing Power Armor - Enclosed

and have the Bulging Biceps skill. This does not apply to Scouts!

True Grit: Astartes have the True Grit skill.

DEATHWATCH SPACE MARINE

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	4	1	9

Species: Astartes Battle Brother (Marine) only

Weapons & Equipment: Knife, Bolt Pistol

Marines select one of the following:

- o Tactical: Power Armor - Enclosed, Bolter, Frag Grenades, Metal Storm/Inferno/Kraken Ammo

- o Assault: Power Armor - Enclosed, either Chainsword or Chain-Axe, Plasma Pistol, Frag & Krak Grenades, Jump pack (gains Flight)

- o Devastator: Power Armor - Enclosed, Heavy Bolter (Metal Storm/Inferno/Kraken Ammo) or Missile Launcher (Frag/Krak/Plasma Missiles), Mono-Sight

Rating Increase: +350

Special Rules

And They Shall Know No Fear: Astartes have the Nerves of Steel skill and may always test to recover from Pinning. Astartes never have to take a Ld test if a friendly model goes down or out of action within 2". Additionally, Astartes are not affected by Fear or Stupidity.

Bolter Drill: If an Astartes is armed with any type of Bolt weapon, Astartes have the Rapid Fire skill.

Enhanced Physique: Astartes take no penalties while wearing Power Armor and have the Bulging Biceps skill.

True Grit: Astartes have the True Grit skill.

GREY KNIGHT SPACE MARINE

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	4	1	9

Species: Astartes Battle Brother (Marine) & Wyrd (Level I)

Weapons & Equipment: Knife, Storm Bolter w/ Psycannon Ammo, Force Sword or Force Axe, Frag & Krak Grenades, Power Armor - Enclosed, Hexagrammic Wards

Rating Increase: +400

Special Rules

And They Shall Know No Fear: Astartes have the Nerves of Steel skill and may always test to recover from Pinning. Astartes never have to take a Ld test if a friendly model goes down or out of action within 2". Additionally, Astartes are not affected by Fear or Stupidity.

Bolter Drill: If an Astartes is armed with any type of Bolt weapon, Astartes have the Rapid Fire skill.

Enhanced Physique: Astartes take no penalties while wearing Power Armor and have the Bulging Biceps skill.

True Grit: Astartes have the True Grit skill.

SORORITAS BATTLE SISTER

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Species: Human (Sororitas) only

Weapons & Equipment: Knife OR Stiletto, Sisters select one of the following:

- o Tactical: Power Armor - Enclosed, MIU, Bolt Pistol & Bolter OR Storm Bolter
- o Seraphim: Power Armor - Enclosed, MIU, 2 Bolt Pistol OR Bolt Pistol & Hand Flamer OR 2 Hand Flamers, Jump pack (gain the Flight ability)
- o Specialist: Power Armor - Enclosed, MIU, Bolt Pistol, Flamer OR Meltagun, Flamer or Meltagun reloads
- o Repentia: Medium Armor, Eviscerator, Exterminator Cartridge OR Bolt Pistol, Frenzy Frag & Krak Grenades.

Rating Increase: +200

Special Rules

Warriors Of The Ecclesiarchy: Sororitas may always test to recover from Pinning. Any number of Sororitas (except Repentia) add 1 Faith Point to the warband total.

Bolter Drill: If a Sororitas is armed with any type of Bolt weapon, it has the Rapid Fire skill.

ARCO-FLAGGELANT

M	WS	BS	S	T	W	I	A	Ld
+1	+2	-2	-	+1	-	-	-	-

Species: Human or Abhuman (Flaggelant)

Weapons & Equipment: Select any two (2) of the following: Chainsword, Electro-flail, Buzzsaw, Breacher, Shears, Monosword, Injector Rig w/ Frenzy & Kalma, Photo-visor, Light Armor.

Rating Increase: +150

Special Rules

Warriors Of The Ecclesiarchy Sort Of: Arco-Flaggelants may always test to recover from Pinning.

They are not affected by Stupidity or Hatred and may never use Faith points.

Constructs Sort Of: Arco-Flaggelants are considered to be Constructs

OFFICIO ASSASSIN - VINDICARE

M	WS	BS	S	T	W	I	A	Ld
4	4	5	3	3	1	4	1	9

Species: Human (Vindicare) only

Weapons & Equipment: Knife OR Stiletto, Hand Cannon w/ Manstopper Ammo, Exitus Rifle w/ Exitus Special Ammo (see below), Mono-Sight & IR Sight, Medium Armor Enclosed w/ Cameoline.

Rating Increase: +300

Special Rules

Officio Training: Officio Assassins may always test to recover from Pinning. They never have to take a Ld test if a friendly model goes down or out of action within 2". All Officio Assassins have the Infiltrate ability.

Vindicare Temple Training: A Vindicare may ALWAYS select the target it wishes to shoot at. Vindicare Assassins do not suffer the normal -1 to hit modifier when shooting from Overwatch (though, they may never gain a bonus while doing so either).

Exitus Rifle & Special Ammo: The Exitus Rifle is treated as a Special weapon with the following: Ranges 0-18 Short/18-36 Long, Strength 4, Damage 1, Save Modifier -2,

Ammo Roll 3+. Vindicare Assassins have the Weaponsmith ability when using their Exitus Rifle. This weapon may not be sold, traded, or used by a non-Vindicare model.

The Vindicare may fire one of the following during the scenario, but may only fire one of each type per scenario:

- o **Shield Breaker:** This is a Strength 4, Damage 1 shot of which NO save may be taken against! This includes Field and Invulnerable saves.
- o **Turbo Penetrator:** This is a Strength 4, Damage D3, Save Modifier -2 shot.
- o **Hellfire:** This shot always wounds on a 3+, regardless of the target's Toughness but has no save modifier.

OFFICIO ASSASSIN - CULEXUS

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	4	1	9

Species: Abhuman - Untouchable (Culexus) only

Weapons & Equipment: Knife OR Stiletto, Animus Speculum (see below), Scare Gas & Smoke Grenades, Medium Armor Enclosed w/ Cameoline.

Rating Increase: +500

Special Rules

Officio Training: Officio Assassins may always test to recover from Pinning. They never have to take a Ld test if a friendly model goes down or out of action within 2. All Officio Assassins have the Infiltrate ability.

Culexus Temple Training: A Culexus Assassin may always target a Psyker or Daemon. All models treat the Culexus with Fear. Psykers, Daemons, and models bearing a Mark Of Chaos treat Culexus Assassins as having Terror.

Animus Speculum: Treated as a Plasma Pistol. This item may NEVER be sold, traded, or used by a non-Culexus model.

Hollow: Untouchables may never be directly affected by Psychic powers. Any psychic power which an Untouchable is indirectly affected

by may be negated by the Untouchable only on a D6 roll of 3+.

Additionally, Untouchables may never be detected using psychic powers.

OFFICIO ASSASSIN - CALLIDUS

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	9

Species: Human (Callidus) only

Weapons & Equipment: Stiletto, C Tan Phase Sword (see below), Neural Shredder (see below), Injector Rig & Polymorphine (see below), Medium Armor Enclosed w/ Cameoline.

Rating Increase: +350

Special Rules

Officio Training: Officio Assassins may always test to recover from Pinning. They never have to take a Ld test if a friendly model goes down or out of action within 2. All Officio Assassins have the Infiltrate ability.

Callidus Temple Training: Callidus Assassins may always target Leader models in an opposing warband.

Additionally, Callidus Assassins have the Dodge skill.

C Tan Phase Sword: This weapon is treated as a sword from which no saves may be taken, even invulnerable saves! If this weapon is ever used against a Necrontyr or C Tan model, it is immediately destroyed. This weapon may not be sold, traded, or used by a non-Callidus model.

Neural Shredder: This is a pistol weapon of Strength 5, Damage 1, with the Template attribute. This weapon may not be sold, traded, or used by a non-Callidus model.

Polymorphine: The Callidus may attempt to masquerade as a member of an opposing warband before battle. If the controller chooses to do so, both players roll a D6. The controller adds the Callidus Ld to the D6 score, while the opposing player adds his Leader's Ld to his D6 score. If the Callidus scores lower, nothing happens and it must deploy with its warband

(it may NOT use the Infiltrate skill!).

If the Callidus scores higher, the Assassin takes the form of one of the opposing warband's members. The Callidus controller chooses one opposing model - this may not be the Leader model, Hired Gun, or Ally after the opposing warband has deployed. Until revealed, this model is fully under the control of the opposing player and acts normally (yes, it can target its controlling player's warband, etc!). It is armed with the weapons and equipment of the model it takes the place of until revealed, but retains its own characteristics and skills.

The opposing warband's controller may not specifically target the Callidus model until it is revealed. At the beginning of any of the controlling player's turns, the Callidus may reveal itself. From then on, it acts normally under the control of its controlling player.

OFFICIO ASSASSIN - EVERSOR

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	2	4	1	9

Species: Human (Eversor) only

Weapons & Equipment: Neuro-Gauntlet (see below), Executioner Pistol (see below), Power Sword OR Power Axe, Frag & Krak Grenades, Melta-Bombs, Injector Rig w/ Combat Drugs (see below), Medium Armor Enclosed.

Rating Increase: +400

Special Rules

Officio Training: Officio Assassins may always test to recover from Pinning. They never have to take a Ld test if a friendly model goes down or out of action within 2". All Officio Assassins have the Infiltrate ability.

Eversor Temple Training: When attacked in HtH combat by multiple opponents, Eversors do not suffer negative modifiers, instead gaining a +1 modifier! Eversors have the Fast Shot skill.

Neuro-Gauntlet: This weapon is treated as a Stiletto with the Toxic attribute. This weapon may not be sold, traded, or used by a non-Eversor model.

Executioner Pistol: This is a pistol weapon which may be used as either a Bolt Pistol or Needle Pistol. This weapon may not be sold, traded, or used by a non-Eversor model.

Combat Drugs: The Eversor may inject this insane concoction of drugs into its system at the beginning of its activation. Once it does so, the Eversor adds the following: +1 Movement, +1 Strength, +1 Toughness, +D3 Attacks, and is affected by Frenzy.

Once the Eversor uses its combat drugs, if it is killed, it will suffer a bio-meltdown. Once the Eversor suffers its final wound and goes Down or Out of Action, place a small blast template centered on it.

Remove the Eversor from play. Any models fully under the template suffer 1 Strength 4 hit. Models partially under the template are hit in this way on a D6 roll of 4+.

RADICAL & DIABOLUS ALLIES

CHAOS OR FALLEN MARINE

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	4	1	9

Species: Fallen Astartes (Marine) only

Weapons & Equipment: Knife, Bolt Pistol, Frag & Krak Grenades, May select one of the following: Power Sword, Chainsword, Chain-Axe, Bolter, Meltagun, Plasma Gun, Storm Bolter.

Power Armor - Enclosed

Rating Increase: +300

Special Rules

Fallen But Not Down: Fallen Astartes may always test to recover from Pinning. Fallen Astartes never have to take a Ld test if a friendly model goes down or out of action within 2. Additionally, Fallen Astartes are not affected by Fear or Stupidity.

Bolter Drill: If a Fallen Astartes is armed with any type of Bolt weapon, Astartes have the Rapid Fire skill.

Enhanced Physique: Fallen Astartes take no penalties while wearing Power Armor and have the Bulging Biceps skill.

True Grit: Astartes have the True Grit skill.

Mark Of Chaos (Chaos Marines Only): A Fallen Astartes may choose one Mark of Chaos at normal cost.

NECRONTYR

M	WS	BS	S	T	W	I	A	Ld
3	4	4	4	4	1	2	1	10

Species: Necrontyr only

Weapons & Equipment: Necrontyr select one of the following:

o Warrior: Gauss Flayer, Plasma Grenades

o Played One: Two (2) Shears, Infiltrate skill

Rating Increase: +400

Special Rules:

Necrontyr: Necrontyr are considered Constructs, are never Pinned and never have to take a test if a friendly model goes down or out of

action within 2. They are not affected by Fear, Terror, Stupidity, Hatred, or Frenzy and never gain Experience or Skills. They have an armor save of 3+ and are considered equipped with Enclosed armor & IR sights.

Living Metal: If a Necrontyr goes Out of Action, leave it placed on its side. At the beginning of each subsequent turn, the controlling player rolls a D6. On a roll of 6, the Necrontyr is placed back in play where it was, suffering from no effects or flesh wounds it previously had.

On a roll of 1, the Necrontyr model is removed from play.

TYRANID - GENESTEALER

M	WS	BS	S	T	W	I	A	Ld
6	6	-	6	4	1	6	3	9

Species: Tyranid (Genestealer) only

Weapons & Equipment: Natural Weapons (see below)

Rating Increase: +350

Special Rules

Alien Psychology: Genestealers are never Pinned and are immune to all Psychology. Genestealers never gain Experience or Skills. Genestealers may never lead warbands or use any weapons or equipment.

Genestealers cause Fear in non-Tyranid models.

Alien Physiology: Genestealers HtH attacks are always Strength 6 with a -3 armor save modifier.

Genestealers have the Chitinous Skin mutation, though they are NOT considered mutants. Genestealers have the Infiltration ability.

INQUISIMUNDA HIRED GUNS

Version 1.0

BOUNTY HUNTER

BASE +35 TG

Bounty hunters are vicious manhunters who will stalk and capture any quarry for the right price. Some are ex-Arbites or former Guardsmen who work closely with Imperial authorities in bringing criminals to justice, others are little more than hitmen, willing to capture, torture, or kill any target so long as it pays well.

M	WS	BS	S	T	W	I	A	Ld
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- +1 +1 - - - - +1

Species: Human, Abhuman – Squat, Orkoid – Ork, Kroot, Tarellian

Weapons & Equipment:

Knife & Chainsword or Chain-Axe; or (if Ork) Choppa, Bolt Pistol or Hand Cannon with Red-Dot Sight; or Slugga (if Ork); or Nailer (if Tarellian), Bolter or Hellgun; or Shoota (if Ork); or Kroot Rifle (if Kroot), Shotgun (Solid, Scatter, & Manstopper Shells), Respirator & Photo-visior.

Any one of the following: Charm, Reload (one weapon), Flak Armor, any one Bionic body part.

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

- 1-2 Roll a further D6
 - 1: +1 WS
 - 2: +1 BS
 - 3: +1 Initiative
 - 4: +1 Wound
 - 5: +1 Attack
- 6: Roll a further D6:
 - 1-3: +1 Str
 - 4-6: +1 Tough
- 3-6 Roll a further D6
 - 1: Crack Shot
 - 2: Nerves Of Steel
 - 3: Marksman
 - 4: Quick Draw
 - 5: Leap

6: Killer Rep

Special Rules

Capture: If a Bounty Hunter takes a Non-Construct enemy Out of Action in HtH combat, the enemy fighter is automatically captured at the end of the game. The fighter is automatically taken captive regardless of which side won the game or whether the Bounty Hunter survives.

Bounty: For every enemy non-Construct fighter captured by the warband, roll a D6. On the roll of a 6, the Bounty Hunter recognizes the fighter as a wanted outlaw and can be turned over to the authorities. Note that the player doesn't have to turn in an outlaw.

If an outlaw is turned in for bounty the warband's share of the reward is equal to the total points value of the captive including his weapons and equipment (which must also be turned over).

To find out what happens to a model who is turned over, roll a D6 and consult the chart below:

- 1 Executed! The fighter disappears forever.
- 2 Convicted! The fighter is convicted and sentenced to hard labor. It loses all its weapons and equipment and may not take part in the next 3 scenarios.
- 3 Fined & Sentenced! Fined his value in credits and equipment confiscated. His warband must pay half his total value in credits (including the value of his weapons and equipment). The fighter may not take part in the next scenario.
- 4-5 Fined Fined his value in credits & his warband must pay his total value in credits (including the value of his weapons and equipment).
- 6 Insufficient evidence. The fighter is released immediately.

GUNSLINGER**BASE +15 TG**

Gunslingers are masters of close-range pistol shooting. Normally, they are men and women with a quick wit and even quicker reflexes.

M	WS	BS	S	T	W	I	A	Ld
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- - +1 - - - +1 - -

Species: Human, Abhuman - Squat, Abhuman - Ratling, Wyrd (Level 1 only), Eldar, Dark Eldar, Kroot

Weapons & Equipment:

Knife, Red-Dot Laser Sight, Photo-visor, 2 Laspistols or Stubbers, or Auto pistols (if Human) or 2 Shuriken Pistol (if Eldar) or 2 Splinter Pistols (if Dark Eldar) or Bolt Pistol or Hand Cannon or Dueling Pistol or Hellpistol, or Fusion Pistol (if Eldar).

Any one of the following: Charm, Reload (one weapon), Light Armor

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 4 advances from the following table. Roll a D6 and consult the chart below:

1-2 Roll a further D6

1-2: +1 BS

3: +1 Initiative

4: +1 Wound

5: +1 Attack

6: Roll a further D6:

1-3: +1 Strength

4-6: +1 Toughness

3-6 Roll a further D6

1-2: Crackshot

3-4: Quick Draw

5: Dodge

6: Fast Shot

Special Rules

Prince Of Pistols: Gunslingers always have the Gunfighter ability.

SCOUT**BASE +20 TG**

Scouts are expert trackers and guides, capable of surviving in the toughest conditions.

M	WS	BS	S	T	W	I	A	Ld
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- +1 +1 - - - - -

Species: Human, Abhuman - Ratling, Mutant, Eldar, Kroot, Tarellian, Hrud

Weapons & Equipment:

Knife or Club/Maul/Bludgeon, Autopistol or Stubber with Dum-dums or Laspistol; or Shuriken Pistol (if Eldar); or Nailer (if Tarellian), Lasgun or Autogun or Hunting Rifle; or Needle Rifle (if Eldar); or Kroot Rifle (if Kroot), Respirator or Photo-visor, Any one of the following: Charm, Reload (one weapon), Flak Armor

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

1-2 Roll a further D6

1: +1 WS

2: +1 BS

3: +1 Initiative

4: +1 Wound

5: +1 Attack

6: Roll a further D6:

1-3: +1 Strength

4-6: +1 Toughness

3-6 Roll a further D6

1: Dodge

2: Leap

3: Sprint

4: Ambush

5: Sneak Up

6: Infiltration

Special Rules

Guide: Scouts add 1 to the warband's Investigation Rating for scenario set-up purposes only. This effect is NOT cumulative

Hardened: When rolling on the Serious Injuries Chart, Scouts may re-roll one result. They must accept the second result.

IMPERIAL MISSIONARY BASE +40 TG

Men and women who are deemed tough and hardened enough to the vagaries of uncivilized worlds are sent out by the Ecclesiarchy as Missionaries. A Missionary is tasked with spreading the word of the Emperor into many frontier worlds or those old Human colonies which have lost touch with the Imperium of Man.

Because of their wider worldview, Missionaries tend to be less strict in their interpretation of dogma but not their faith. In fact, many say that Missionaries are the true heart and soul of the Imperium.

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	+1	-	-	-	+2

Species: Human only!

Weapons & Equipment: Club or Maul or Bludgeon, Autopistol or Stubber with Dum-dums or Laspistol, Master-Crafted Flamer or Eviscerator w/ Exterminator Cartridge, Light Armor, Charm.

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

- 1-2 Roll a further D6
- 1: +1 WS
- 2: +1 BS
- 3: +1 Toughness
- 4: +1 Wound
- 5: +1 Attack
- 6: +1 Strength
- 3-6 Roll a further D6
- 1: Medic
- 2: Leap
- 3: Sprint
- 4: Nerves Of Steel
- 5: Impetuous
- 6: Iron Jaw

Special Rules

For The Emperor!: Missionaries may only be hired by Puritan Imperial warbands.

Faith In The Emperor: Missionaries are unaffected by Fear caused by any Chaos model

or Daemon. They are affected by Terror as normal.

Inspiring Orator: Once per scenario, a Missionary may attempt to inspire his comrades with faith. The Missionary may not shoot or initiate HtH combat this turn. At the beginning of the Missionaries' turn, roll 2D6 and measure how many non-Construct friendly models are within 6". If this roll is equal to or more than this number, the test is passed. All non-Construct friendly models within 6" gain +1 Ld and are immune to break tests this turn.

CUT-PURSE

BASE +5 TG

Poverty and desperation abound within the Imperium. Those who are both sly and quick enough can sometimes just eek a meager living out of stealing from their betters. Cut-Purses are known by a million different names on a million different worlds but they are all simply common thieves.

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	+1	-	-

Species: Human, Abhuman - Ratling, Mutant, Wyrd (Level 1 only), Hrud

Weapons & Equipment: Club/Maul/Bludgeon or Knife/Brass Knuckles or Stiletto, Stubber with Dum-dums or Laspistol, Charm

Rating Increase: Hire Fee x3

Advance Table: Upon hiring, the Hired Gun has 2 advances from the following table. Roll a D6 and consult the chart below:

- 1: +1 WS
- 2: Dive
- 3: +1 Toughness
- 4: Sprint
- 5: +1 Attack
- 6: +1 Strength

Special Rules

What Geld? Each time the Cut-Purse defeats a model in HtH combat, roll 2D6. The Cut-Purse's warband receives that much in extra Throne Geld at the end of the scenario, whether the Cut-Purse is alive or not.

Please Sir! Eh'm only little...: Cut-Purses

may never be hired by Arbitrators.

THUG

BASE +10 TG

Lackeys and Yes-Men one and all, Thugs are good for some backup muscle...or at least extra targets in a gunfight.

M	WS	BS	S	T	W	I	A	Ld
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- - - - +1 - - - -

Species: Any

Weapons & Equipment: Club/Maul/Bludgeon or Chain/Flail or Sword or Massive Weapon, or Choppa or Big Choppa (if Ork), or Agonizer (if Dark Eldar), Autopistol or Stubber with Dum-dums or Laspistol, or Shuriken Pistol (if Eldar), or Splinter Pistol (if Dark Eldar), or Slugga (if Ork), or Nailer (if Tarellian), or Pulse Pistol (if Tau), Frag Grenades.

Any one of the following: Charm, Reload (one weapon), Flak Armor, any one Bionic body part, Respirator

Rating Increase: Hire Fee x4

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

1-2 Roll a further D6

1: +1 WS

2: +1 BS

3: +1 Toughness

4: +1 Leadership

5: +1 Attack

6: +1 Strength

3-6 Roll a further D6

1: Body Slam

2: Iron Jaw

3: Sprint

4: Dive

5: Impetuous

6: Iron Jaw

Special Rules

None

REDEMPTOR PRIEST BASE +35 TG

The Cult of the Red Redemption is an underground Monodominant cult which believes in

one thing: All humans are sinners and only through penance and cleansing the witch, the mutant, and the alien by fire can humanity hope to be worthy of the Emperor's mercy. Led by their Priests, Redemptionist mobs can scourge the wicked (and many innocents) from any city in less than a fortnight.

M	WS	BS	S	T	W	I	A	Ld
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- +1 +1 - - - - - +1

Species: Human only

Weapons & Equipment: Knife or Club/Maul/Bludgeon or Stiletto, Autopistol or Stubber with Dum-dums or Laspistol or Hand Flamer, Any one of the following: Flamer, Inferno Pistol, Meltagun, Melta-Lance.

Any one of the following: Charm, Reload (one weapon), Photo-visior, Respirator

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 4 advances from the following table. Roll a D6 and consult the chart below:

1-2 Roll a further D6

1: +1 WS

2: +1 BS

3: +1 Leadership

4: +1 Wound

5: Roll a further D6:

1-4: +1 Attack

5-6: +1 Initiative

6: Roll a further D6:

1-3: +1 Strength

4-6: +1 Toughness

3-6 Roll a further D6

1: Nerves of Steel

2: Killer Rep

3: True Grit

4: Sprint

5: Impetuous

6: Iron Jaw

Special Rules

Suffer Not The Witch: Any time the Priest takes a Psyker or Daemon out of action, he may re-roll Break tests until his next turn.

Suffer Not The Mutant: Any time the Priest takes a Mutant or Abhuman out of action, he

may move an extra 1" in his next Movement. This effect is not cumulative.

Suffer Not The Alien: Any time the Priest takes a Xenos out of action, he may ignore an ammo roll for his flame or melta weapons until his next turn.

Cult of the Redemption: The Priest may not be hired by Radical warbands or warbands that include any Xenos or Mutant models.

DEATH CULT ASSASSIN BASE +30 TG

Death Cults are dedicated to spilling blood in the Emperor's name.

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Human only!

Weapons & Equipment: Throwing Knife or Stiletto, Hand-Bow or Needle Pistol, Select one of the following: 2 Swords, Eviscerator, Chainsword, Chain-Axe, Electro-Flail, Fully-enclosed Flak Armor.

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

- 1-2 Roll a further D6
- 1: +1 WS
- 2: +1 BS
- 3: +1 Toughness
- 4: +1 Initiative
- 5: +1 Attack
- 6: +1 Strength
- 3-6 Roll a further D6
- 1: Dodge
- 2: Leap
- 3: Step Aside
- 4: Nerves Of Steel
- 5: Impetuous
- 6: Iron Jaw

Special Rules

For The Emperor!: Death Cult Assassins may only be hired by Imperial warbands.

Like The Wind: Death Cult Assassins always have the Sneak Up skill.

LEGION OPERATIVE BASE +35 TG

Few of the Imperium's trillions of citizens have ever laid eyes on an Astartes, let alone those fallen to the power of Chaos. To most of humanity, the story of the Horus Heresy is thought of as mere myth. But in the haze of the passing years, there are whispers that one group of fallen Astartes pursued their own agenda, separate from either the Imperium or Chaos, employing agents who have little or no knowledge of their true masters.

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

Species: Human, Abhuman, Mutant, or Wyrd

Weapons & Equipment: Knife, Stiletto, or Throwing Knife, Bolter, Las-Carbine, Bolt Carbine, Autogun, Shotgun (Solid, Scatter, & Manstopper Shells), Respirator & Photo-visor. Any one of the following: Charm, Reload (one weapon), Flak Armor.

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 2 advances from the following table. Roll a D6 and consult the chart below:

- 1-2 Roll a further D6
- 1: +1 WS
- 2-3: +1 BS
- 4: Roll a further D6:
- 1-4: +1 Wound
- 5-6: +1 Leadership
- 5: +1 Attack
- 6: Roll a further D6:
- 1-3: +1 Str
- 4-6: +1 Tough
- 3-6 Roll a further D6
- 1: Crack Shot
- 2: Dive
- 3: Marksman
- 4: Infiltrate
- 5: Escape Artist
- 6: Ambush

Special Rules

Terrible Knowledge: Legion Operatives may never be hired by Puritan Inquisition Cells.

Spread Thin: Only one Legion Operative

may be taken per warband.

Hypno-Conditioning: If the Operative is ever Captured, and cannot be rescued, he is immediately killed.

Interrogate: If an Operative takes a Non-Construct enemy Out of Action in HtH combat, he may add +1 to the warband's Subversion or Investigation Rating. This effect is not cumulative.

I Am Alpharius: If the Operative's warband rating is 250pts or more lower than its opponent, roll a D6 and add either the Subversion or Investigation Rating. If the result is 13 or more, the warband may select one (1) Alpha Legion Fallen Astartes for that scenario.

ELDAR HARLEQUIN BASE +20 TG

Harlequins are the fabled wandering actors of the Eldar worlds. Their complicated dances tell many stories, usually about the rise and fall of the Eldar race. They are mysterious and ephemeral and wander from craft world to Exodite world to the dark city of Comorragh. They can occasionally be hired to do battle, which they are just as deadly at as they are talented.

M	WS	BS	S	T	W	I	A	Ld
+1	+1	+1	-	-	-	+1	-	-

Species: Eldar or Dark Eldar

Weapons & Equipment: Stiletto or Throwing Knife, Shuriken Pistol, Splinter Pistol, Shredder, or Fusion Pistol, Harlequin's Kiss, Web Of Skulls, Wych Blade, Agonizer, Chainsword, or Sword, Hallucinogen Grenades, Light Armor - Enclosed, Holo-Field.

Rating Increase: Hire Fee x5

Advance Table: Upon hiring, the Hired Gun has 4 advances from the following table. Roll a D6 and consult the chart below:

1-2 Roll a further D6

1: +1 BS

2: +1 WS

3: +1 Initiative

4: +1 Wound

5: +1 Attack

6: Roll a further D6:

1-3: +1 Strength

4-6: +1 Toughness

3-6 Roll a further D6

1-2: Step Aside

3-4: Combat Master

5: Dodge

6: Impetuous

Special Rules

Flip Belt: Flip Belts grant a Harlequin extra movement (included in profile) and the Leap and Catfall abilities. Flip Belts are useless to non-Harlequin models.

The Eternal Dance: Harlequins go where they wish and heed no master but their Troupe's. Before each scenario, roll a D6. On a 1 or 6, the Harlequin may not be used in this scenario. This roll may never be cheated or re-rolled.

Tricksters, One & All: Harlequins maybe deployed last, even in scenarios which do not allow it.

Not The Proper Audience: Puritan Imperial warbands may never hire Harlequins. Warbands lacking any non-Hired Gun Eldar models must spend an extra 5 Geld per Harlequin to hire.

ORK KOMMANDO BASE +15 TG

Most Orks don't like skulking around in shadows, covering up their natural green complexions, and waiting for a fight. The exception to this rule are the Kommandos, who relish the chance to bring about sneaky death and destruction.

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	-	-	+1

Species: Orkoid - Ork

Weapons & Equipment: Knife, Stiletto, or Throwing Knife, Slugga with Red-Dot Laser Sight or Shoota with Telescopic Sight, Choppa or Big Choppa, Frag & Krak Grenades, Flak Armor.

Rating Increase: Hire Fee x3

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

- 1-2 Roll a further D6
- 1: +1 Strength
- 2: +1 Toughness
- 3: +1 WS
- 4: +1 Wound
- 5: +1 Attack
- 6: +1 BS (re-roll if rolled twice)
- 3-6 Roll a further D6
- 1-2: Sneak Up
- 3-4: Infiltrate
- 5: Ambush
- 6: Iron Jaw

Special Rules

‘Elp Me Wiv Dis: A Kommando may take one (1) Grot along for the ride. The Grot is armed with a Grot Blasta and must always stay within 6” of the Kommando.

Dat’s Not Very Orky: Each warband may hire up to two (2) Kommandos. Puritan Imperial warbands may never hire Kommandos.

BIG GAME HUNTER BASE +10 TG

There are millions of worlds in Imperial space, billions more beyond it. On each of those worlds, thousands of different species exist. Big Game Hunters live for one thing: to face and kill the biggest, largest beasts and mount their bodies or heads on trophy racks.

M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	-

Species: Any

Weapons & Equipment: Knife, Shock Maul, Web Pistol, Hunting Rifle with Telescopic Sight or Needle Rifle, Light Armor (Cameo-line).

Rating Increase: Hire Fee x3

Advance Table: Upon hiring, the Hired Gun has 2 advances from the following table. Roll a D6 and consult the chart below:

- 1: +1 BS
- 2: +1 Toughness
- 3: +1 Leadership
- 4: Ambush
- 5: Crack Shot
- 6: Impetuous

Special Rules

Crickey! That’s A Big One!: Big Game Hunters will always try to shoot at any Large models in LOS, even if its not the closest model. The Hunter’s controller may attempt to prevent this by taking a Ld test. If passed, the Hunter may target any chosen model in LOS.

Trophy Hunter: Big Game Hunters know their quarry before hunting. Hunters are unaffected by Fear or Terror caused by non-Daemon, non-Astartes models.

One-upmanship: Warbands, other than Nobilist factions, may not hire more than one (1) Big Game Hunter at a time.

FREE TRADER

BASE +15 TG

Within the Imperium, only Chartist Captains and Rogue Traders are legally allowed to trade between worlds or outside Imperial Space. Outside Imperial Space (or illegally within it), Free Traders can trade with whomever they choose.

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	+1	-	-	-	-	+1

Species: Human, Abhuman - Squat, Mutant, Eldar, Orkoid - Ork, Tau (Air Caste only), Vespids.

Weapons & Equipment: Knife, Stiletto, or Throwing Knife; Choppa (if Ork). Hand Cannon, Bolt Pistol, Needle Pistol, Plasma Pistol, or Hellpistol; Shuriken Pistol (if Eldar), Slugga (if Ork), Pulse Pistol (if Tau or Vespids), Frag & Krak Grenades; or Haywire (if Eldar), EMP (if Tau or Vespids), Flak Armor - Enclosed

Rating Increase: Hire Fee x4

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

- 1: +1 Toughness
- 2: +1 Attack
- 3: Hip Shooting
- 4: Dive
- 5: +1 BS
- 6: +1 Wound

Special Rules

Spacer: Free Traders spend much of their time in space and are immune to Void Conditions.

Smuggling Run: If a Free Trader is uninjured between scenarios, he may generate an extra 2D6 worth of income.

PIT FIGHTER/SLAVE BASE +10 TG

The underground fighting rings of the Imperium and the colosseums of the Dark Eldar rely on the bloodlust of its audiences to generate money. A good fighter can earn fame, fortune, and his freedom. A bad fighter may earn a quick death, if they are lucky.

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	-	-	-	-	-	+1

Species: Human, Abhuman - Squat, Abhuman - Ogryn, Mutant, Big Mutie, Dark Eldar

Weapons & Equipment: Knife, Stiletto, Club/Maul, Chain/Flail, or Throwing Knife; Agonizer (if Dark Eldar), Hand Cannon, Stub Gun with Dum-Dums, Laspistol, or Autopistol; Splinter Pistol (if Dark Eldar), Select one of the following: Bionic Leg, Bionic Arm, Skull Chip, Injector Rig with Slaughter & Spur, Neural Whip, Chain-Axe.

Rating Increase: Hire Fee x3

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

- 1: Roll a further D6:
 - 1-3: +1 Strength
 - 4-6: +1 Toughness
- 2: Roll a further D6:
 - 1-3: +1 WS
 - 4-6: +1 Attack
- 3: Hurl Opponent
- 4: Iron Jaw
- 5: Dodge
- 6: +1 Wound (re-roll if rolled twice)

Special Rules

Inherited To Pain: When rolling on the Injury chart, a Pit Fighter/Slave may re-roll one result. Its controller must accept the second result.

BEASTMASTER

BASE +10 TG

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	+1	-	-	-	-

Species: Human, Abhuman - Ogryn, Mutant, Big Mutie, Wyrd (Level 1 or 2), Dark Eldar, Orkoid - Ork, Kroot

Weapons & Equipment: Knife, Stiletto, Club/Maul, or Throwing Knife; Choppa (if Ork), Wych Blade (if Dark Eldar), Hand Cannon, Autopistol, Stub Gun with Dum-dums, or Webber; Slugga (if Ork), Splinter Pistol (if Dark Eldar), Light Armor

Select one of the following: Neural Whip, Electro-Flail, Shock Maul, Bio-Scanner, IR Goggles

Rating Increase: Hire Fee x4

Advance Table: Upon hiring, the Hired Gun has 3 advances from the following table. Roll a D6 and consult the chart below:

- 1: Roll a further D6:
 - 1-3: +1 Toughness
 - 4-6: +1 Leadership
- 2: Roll a further D6:
 - 1-3: +1 Strength
 - 4-6: +1 Attack
- 3: Catfall
- 4: Body Slam
- 5: Sneak Up
- 6: Roll a further D6:
 - 1-3: +1 Attack
 - 4-6: +1 Wound

Special Rules

Master of Beasts: Each Beastmaster may select up to two (2) Beasts upon hiring, at normal cost. Beastmasters do not need a Control Collar to control these Beasts.

EXPANDED ARMOURY

Version 1.9a

WEAPONS SUMMARY

Most weapons may be taken by any model (unless noted under their race/species). Models may carry only as many weapons as their Strength characteristic (i.e. a basic Human could take up to 3 weapons), with the exception of Heavy Weapons. Grenades, Missiles, and Ammo do not count towards this limit. Models may only carry 1 Heavy Weapon – this does count towards their Strength limit. Models of Strength 2 or less may not carry heavy

Weapons. Heavy Weapons have the Move Or Fire attribute.

Any weapon marked as Exotic may only be taken by a model which either conforms to its race (if Xenos), is included in its warband's starting weaponry list, or if a model gains a Skill which lets the model use Exotic weapons. The exception to this rule are Force weapons, which may only ever be used by models with the Psyker attribute.

Any weapon with the Implant attribute is part of the model's body or wargear. As such, they are considered Bionics (see Bionics section) and may never be Disarmed (though they may be damaged under the Serious Injury Chart).

HAND-TO-HAND WEAPONS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Knife, Brass, Knuckles	-	-	-	-	As User	1	-	-	-
Sword	-	-	-	-	As User	1	-	-	Parry
Stiletto, Dirk, Punch Knife	-	-	-	-	As User -1	1	-	-	Cannot be Parried
Throwing Knife	0-3	3-6	-	-1	As User -1	1	-	-	-
Club, Maul, Bludgeon	22-22	22-22	22-22	22-22	As User +1	1	-	-	-
Chain, Flail	-	-	-	-	As User	1	-	-	Cannot be Parried, Fumbles count double
Massive Weapon	-	-	-	-	As User +2	1	-	-	Opponent wins draws, 2-handed if below Str 5
Chainsword	-	-	-	-	4	1	-1	-	Parry
Eviscerator*	-	-	-	-	As User +3	D3	-2	-	Cannot be Parried, Opponent wins draws, Exotic
Chain Axe (1-handed)	-	-	-	-	4	1	-1	-	-
Chain Axe (2-handed)	-	-	-	-	5	1	-2	-	Opponent wins draws
Power Sword	-	-	-	-	5	1	-3	-	Parry, Power
Power Axe (1-handed)	-	-	-	-	5	1	-2	-	Power
Power Axe (2-handed)	-	-	-	-	6	1	-3	-	Power, Opponent wins draws
Power Fist/Claw	-	-	-	-	As User x2	1	-4	-	Power

	Range		To Hit						
Thunder Hammer*	-	-	-	-	6	1	-2	-	2-handed if below Str 5, Opponent wins draws, Stun
Shock Maul	-	-	-	-	5	1	-1	-	Shock
Man-Catcher*	-	-	-	-	As User	1	-	-	Shock, 2-handed, Opponent -1 Attack, Exotic
Electro-Flail	-	-	-	-	As User	D3	-1	-	Shock, Cannot be parried, Exotic
Force Sword*	-	-	-	-	5	1	-3	-	Force, Exotic
Force Axe (1-handed)	-	-	-	-	5	1	-2	-	Force, Exotic
Force Axe (2-handed)	-	-	-	-	6	1	-3	-	Force, Opponent wins draws, Exotic
Force Staff*	-	-	-	-	5	1	-2	-	Force, Focus Power, Exotic
Buzzsaw	-	-	-	-	5	1	-2	-	Implant, Exotic
Chainsaw	-	-	-	-	4	1	-1	-	Parry, Implant, Exotic
Pneumatic Hammer	-	-	-	-	4	1	-1	-	Implant, Stun, Exotic
Rock Drill, Breacher	-	-	-	-	4	1	-3	-	Opponent wins draws, Implant, Exotic
Shears	-	-	-	-	4	1	-1	-	Sudden Death, Implant, Exotic
Mono Sword*	-	-	-	-	As User +1	1	-1	-	Implant - Hunting Rig, Parry, Exotic

Knife, Brass Knuckles: The ubiquitous hand weapons of nearly every intelligent species, seen in thousands of varieties.

Swords: Another ubiquitous hand weapon with myriad designs. Swords allow the wielder to Parry.

Stiletto, Dirk, Punch Knife: Stilettos and dirks are the favored weapons of assassins as they are easily concealable and able to slip through most armor. Punch Knives commonly incorporate a glove or gauntlet to provide greater penetrative power. These weapons cannot be Parried.

Throwing Knives: Throwing knives are exactly that – knives which can be thrown like a ranged weapon. However, due to their light construction, they are less damaging in close

combat.

Club, Maul, Bludgeon: These weapons include any type of crude, bludgeoning instrument. Due to their heft, they cause more damage in close combat than other weapons of their size.

Chain, Flail: Chains and flails are extremely difficult weapons to wield properly. As such, the wielder counts all fumble rolls as double (i.e. +2, rather than +1 to opponent's combat score). Due to their unpredictability though, they cannot be Parried.

Massive Weapon: These weapons include longswords, polearms, warhammers, and other large weapons. While they strike with much greater damage, massive weapons are cumbersome and opponents win draws in clo-

se combat with a model using a massive weapon. Models with Strength 5 or greater may use massive weapons 1-handed.

Chainswords: Chain Weapons are made in the same style as their primitive counterparts however the blades of chainweapons are diamondium teeth which run make like a chain-saw, chewing their armor and flesh alike. Chainswords allow the wielder to Parry.

Eviscerators: Massive, double-handed chainswords capable of slicing an unarmored foe in two. Eviscerators are massive and unwieldy. They cannot be Parried and opponents win draws in close combat. It takes either lots of training or a slight madness to use an Eviscerator and they are treated as Exotic weapons. Additionally, Eviscerators are the only Hand-to-hand weapon which may incorporate an Exterminator Cartridge.

Chain-Axe: A chain weapon fashioned in the shape of an axe. Chain-Axes may be used either 1-handed or 2-handed. If used 2-handed, opponents win draws in close combat.

Power Sword: Power weapons are simply primitive weapons which incorporate a power field. When the field is activated, the weapon can slice through even the toughest armor with ease. Power Swords have the Power effect and allow the wielder to Parry.

Power Axe: A power weapon fashioned in the shape of an axe. Power Axes may be used either 1-handed or 2-handed. If used 2-handed, opponents win draws in close combat. Power Axes have the Power effect.

Power Fist/Claw: A large gauntlet or claw incorporating a power field. Power Fists/Claws have the Power effect.

Thunder Hammer: A large, 2-handed warhammer incorporating an electrical field generator. When a Thunder Hammer strikes, the electrical field is released and, should the target survive the blow, they are still sent reeling as the powers arcs through their body. Thunder Hammers are cumbersome and opponents win draws in close combat with a model using it. Models with Strength 5 or greater may use

Thunder Hammers 1-handed.

Any victim hit by a Thunder Hammer is Stunned if they fail an Initiative test and count as having 1 WS/BS until their next turn. Models who are Stunned do not count as Pinned.

Shock Maul: Shock Mauls are clubs which incorporate an electrical field generator. They are commonly used by Arbitrators and Naval Armsmen to subdue riots and mutinies without killing their targets. Shock Mauls have the Shock effect (victims hit and wounded by Shock weapons automatically go Out of Action but never suffer Serious Injuries).

Man-Catcher: A long pole with a pincer claw on one end, the Man-Catcher is commonly used by Bounty Hunters and Ordos Acolytes who want to take a target captive. Man-Catchers are 2-handed weapons, have the Shock effect, and opponents of a model armed with a Man-Catcher roll 1 less Attack dice (to a minimum of 1). Man-Catchers are difficult to use and are treated as Exotic weapons.

Electro-Flail: A flail which incorporate an electrical field generator. Electro-Flails have the Shock effect and cannot be Parried. They are difficult to use and are treated as Exotic weapons.

Force Sword: Force weapons are simply primitive weapons which incorporate a small network of psychically-attuned circuitry. When the field is activated, the Psyker who wields a force weapon may channel his anger into a special psychic attack. Force Swords have the Force effect and allow the wielder to Parry. Only Psykers may use a Force Weapon and they are treated as Exotic Weapons. If a Psyker successfully hits and wounds an opposing model using a Force weapon, he may take a psychic test. If passed, the victim automatically goes Out of Action, regardless of Toughness or Wounds.

Force Axe: A force weapon fashioned in the shape of an axe. Force Axes may be used either 1-handed or 2-handed. If used 2-handed, opponents win draws in close combat. Power Axes have the Force effect and they are treated

as Exotic Weapons.

Force Staff: A force weapon fashioned in the shape of an staff. Force Staves have the Force effect and they are treated as Exotic Weapons. Psykers wielding a Force Staff have the Focus Power attribute (they may add or subtract 1 from any Psychic Tests they take).

Buzzsaw: Buzzsaws are large circular industrial saws fitted to a bionic limb. Buzzsaws are Implant weapons that replace one of the model's arms. Implant weapons cannot be Disarmed. All bionic weapons are treated as Exotic.

Chainsaw: Chainsaws are long-bladed industrial saws fitted to a bionic limb. Chainsaws are Implant weapons that replace one of the model's arms and allow the model to Parry. Implant weapons cannot be Disarmed. All bionic weapons are treated as Exotic.

Pneumatic Hammer: Hammers are large, piston-driven industrial tools fitted to a bionic limb. Hammers are Implant weapons that replace one of the model's arms and have the Stun effect. Implant weapons cannot be Disarmed. All bionic weapons are treated as Exotic.

Any victim hit by a Hammer is Stunned if they fail an Initiative test and count as having 1 WS/BS until their next turn. Models who are Stunned do not count as Pinned.

Rock Drill, Breacher: Drills are fitted to bionic limbs for use in mining and excavation and their effect upon living tissue is gruesome. Drills are Implant weapons that replace one of the model's arms and are unwieldy – opponents win draws in close combat. Implant weapons cannot be Disarmed. All bionic weapons are treated as Exotic.

Shears: Giant, bionic scissors fitted to a bionic limb for nothing more than killing. Shears are Implant weapons that replace one of the model's arms. Implant weapons cannot be Disarmed. All bionic weapons are treated as Exotic.

If an opponent is hit in HtH combat by Shears, roll a D6. On a roll of 6, the victim automati-

cally goes Out of Action and MUST roll on the Serious Injuries Chart.

Mono-Sword: Only usable by a model wearing a Hunting Rig, the Mono Sword is a sword with an edge honed to monomolecular thinness, which only gets sharper with use. A Mono Sword is considered an Implant weapon which allows the user to Parry.

PISTOLS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Hand Bow**	0-8	8-12	+1	-	3	1	1	3+	Silent, Move or Fire
Autopistol	0-8	8-16	+2	-	3	1	-	4+	-
Stubber	0-8	8-16	-	-1	3	1	-	3+	Special Ammo (Stubber)
Hand Cannon	0-8	8-12	+1	-1	4	1	-	4+	Special Ammo (Hand Cannon)
Duelling Pistol**	0-10	10-16	+1	-	3	1	-	4+	-
Bolt Pistol	0-8	8-16	+1	-	4	1	-1	6+	Special Ammo (Bolt)
Las pistol	0-8	8-16	+2	-1	3	1	-	2+	-
Hellpistol	0-8	8-16	+2	-	3	1	-1	4+	-
Needle Pistol	0-8	8-16	+2	-	3	1	-1	6+	Toxic, Silent
Web Pistol**	0-4	4-8	-	-	Special		-	6+	Entangle, Exotic
Plasma Pistol (low)	0-6	6-12	+2	-1	4	1	-	4+	-
Plasma Pistol (high)	0-6	6-18	+2	-1	6	1	-1	4+	Recharge
Inferno	0-4	4-8	-	-	8	D3	-3	4+	Melta, Exotic
Hand Flamer**	Template		-	-	4	1	-1	Auto	One Use, Catch Fire, Template
Digital Weapons	Special*		Special*		Special*			Auto	Recharge, Exotic

** Cannot be used in H-t-H Combat

Hand-Bow: Easily concealable, hand bows are favored by many assassins. Due to their reloading mechanism, a model may not move and fire a hand bow in the same turn and may not use it in HtH combat. Hand bows are Silent (models firing Silent weapons may remain hidden whilst firing).

Autopistol: Crude and simple automatic pistols designed to hit a target by throwing out up to 10 bullets per trigger pull. Autopistols come in an astounding variety of designs.

Stubber: A pistol which fires single shots per trigger pull. Bullets can be loaded via clip or revolving-action, depending on the model.

Hand Cannon: A large pistol which fires heavy caliber bullets and possesses tremendous recoil. Hand cannons are a favored weapon amongst underworld scum and are the favored sidearm of naval armsmen and Arbitrators.

Duelling Pistol: Designed for the use of nobi-

lity in ritualistic duels and 'affairs of honor', dueling pistols come in many shapes and ammunition. Due to their rather unwieldy basic design, dueling pistols are not usable in HtH combat.

Bolt Pistol: Bolt pistols are sophisticated weapons which fire 'Bolts', a type of self-propelled explosive ammunition. Bolts come in a variety of different types and others are detailed in the Ammo section. Carrying a bolt weapon is a sign of status, as ammunition is expensive and the weapon itself requires constant maintenance.

Las pistol: Las weaponry is common throughout Imperial space and works by drawing power from energy cells to fire coherent beams of energy. Las weaponry tends to dissipate with distance, so las weapons are more effective at short range.

Hellpistol: A laspistol which works off of 'hot-shot clips' or backpack-mounted large energy cells, making the energy beam more

focused and deadly. Hell weapons can quickly burn out their barrels and so required more maintenance than other las weaponry.

Needle Pistol: Needle weaponry uses a focused beam to fire tiny darts impregnated with poisons and toxins. Needle weapons are generally expensive and difficult to obtain for most Imperial citizens. Needlers are Toxic – If a non-Construct model is hit, it automatically suffers a wound, regardless of Toughness (Armor saves may be taken as normal). Additionally, if suffers its final wound and is not taken Out of Action, the victim rolls on the following chart (D6 RESULT):

1-2 No Effect: The toxin wear off and the victim may fight as normal

3-4 Sedated: The victim is somewhat affected by the toxin. This is equivalent to the Down result

5 Coma: The victim falls into a comatose state. Treat this as a Down result however, the victim cannot move.

6 Full Effect: The toxin immediately takes the victim Out Of Action, as normal.

Web Pistol: Web weaponry is commonly employed to subdue, rather than kill, an enemy. It sees frequent use by Bounty Hunters, planetary police forces, and Arbitrators. Web weapons are not usable in HtH combat.

When a model is hit by a Web weapon, it is Entangled. This caused no physical damage so there are no rolls to wound or armor saves allowed. Instead, an Entangled model may perform no voluntary actions other than to break free at the start of its turn.

Roll a D6 and add the model's Strength. If the result is 9 or above, the victim is freed and may act normally. If not, the web tightens more and the victim suffers 1 wound (Armor saves are allowed). Additionally, if the victim or a friendly model within 1" is armed with a Web weapon, the victim is immediately freed.

Plasma Pistol: Imperial Plasma weapons work by firing orbs of superheated matter which explode upon impact. Imperial Plasma weapons are difficult to maintain and, when

fired on High settings, take a full turn in which to Recharge.

Inferno Pistol: Inferno Pistols are extremely rare one-handed Melta weapon, a weapon which sends out a beam which thermally agitates air molecules, effectively 'cooking' its target. These weapons are almost exclusively found only in the hands of Ordos Hereticus Inquisitors and Tech-Priests. Inferno Pistols are Melta weapons and are Exotic.

Hand Flamer: Hand Flamers are pistol-sized flamethrowers with only enough fuel for one use. They are Template weapons.

Models hit by a Hand Flamer may catch fire. If a victim is hit and not taken Down or Out of Action, roll a D6. On a roll of 5+, the victim catches fire and must take an Initiative test at the beginning of each of its turns. If passed, the fire is put out and the model acts normally. If not, the victim takes a Str 3 hit (Armor saves allowed as normal). If the victim goes Down while aflame, the fire is put out. Hand Flamers are not usable in HtH combat.

Digital Weapons: The handiwork of the Jokaero Xenos species, digital weapons generally resemble small rings or bracelets.

The user may select to use the Digital Weapons as either a Laspistol, Needle Pistol, or Hand Flamer in their turn. Whichever weapon is chosen, the user uses the stats for that weapon, however, all weapons require the Recharge attribute, unless used by a Jokaero.

BASIC WEAPONS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Bow	0-12	12-24	-	-1	As User +1	1	1	4+	Move or Fire, Silent
Musket	0-12	12-24	-	-1	3	1	-1	6+	Move or Fire
Blundesbuss, Scattergun	0-6	6-12	+3	-1	3	1	-	4+	Ignore Cover, Stray Shot
Autogun	0-12	12-24	+1	-	3	1	-	4+	-
Lasgun	0-12	12-24	+1	-	3	1	-1	2+	-
Las Carbine	0-10	10-20	+1	-	3	1	-1	2+	-
Hellgun	0-12	12-24	+1	-	4	1	-2	4+	-
Bolter	0-12	12-24	+1	-	4	1	-1	6+	Special Ammo (Bolt)
Bolt Carbine	0-10	10-20	+1	-	4	1	-1	5+	Special Ammo (Bolt)
Shotgun (Solid Slug)	0-4	4-18	-	-1	4	1	-	4+	Knockback
Shotgun (Scatter Shot)	0-4	4-18	+1	-1	3	1	-	4+	Ignore Cover, Stray Shot
Shotgun (Manstopper)	0-4	4-18	-	-	4	1	-2	4+	Knockback
Shotgun (Hot Shot Shell)	0-4	4-18	-	-1	4	1	-	6+	Catch Fire
Shotgun (Bolt Shell)	0-4	4-24	+1	-	4	1	-1	6+	Knockback
Shotgun (Executioner Shell)	0-4	4-24	+1	-	4	1	-2	6+	Knockback, Re-roll Misses, Exotic
Hunting Rifle	0-16	16-32	+1	-	3	1	-1	4+	Special Ammo (Stubber)
Exterminator Cartridge	Template		-	-	4	1	-1	Auto	One Use, Template, Catch Fire

Bow: On some Feral worlds, bows are the only ranged weapons available. Bows are Silent and a model armed with a bow may either move or fire on their turn.

Muskets: Muskets are primitive blackpowder weapons which fire lead shot. They are difficult to reload and a model armed with a musket may either move or fire on their turn.

Blunderbuss, Scatter Gun: Though the materials used and the method of propulsion may differ, blunderbusses and scatterguns work by throwing out a hail of rocks, nails, shot, or other euphemera to saturate the target. Be-

cause of their ease of use and plentiful assortment of ammo, blunderbusses are the favored weapons on many Frontier worlds. Shots from blunderbusses and scatterguns ignore normal cover saves and always test to hit nearby models via Stray Shots.

Autogun: Autoguns are cover an assortment of automatic rifles and carbines.

Lasgun/Las Carbine: Las weaponry is common throughout Imperial space and works by drawing power from energy cells to fire coherent beams of energy. Las weaponry tends to dissipate with distance, so las weapons are

more effective at short range.

Lasguns are the common armament of Imperial Guardsmen.

Hellgun: A lasgun which works off of 'hot-shot clips' or backpack-mounted large energy cells, making the energy beam more focused and deadly. Hell weapons can quickly burn out their barrels and so required more maintenance than other las weaponry. Hellguns are the common armament of Stormtrooper and Expurgator squads.

Bolter/Bolt Carbine: Bolt weapons are sophisticated weapons which fire 'Bolts', a type of self-propelled explosive ammunition.

Bolts come in a variety of different types and others are detailed in the Ammo section. Carrying a bolt weapon is a sign of status, as ammunition is expensive and the weapon itself requires constant maintenance.

Shotgun: Shotguns fire a variety of shells and can be found from the lowly Hive ganger to the combat shotguns typical of the Adeptus Arbites. The kinetic force of many shotgun shells is enough to knock a human off their feet. If a shell has the Knockback attribute, any target hit by the shell takes a -1 modifier to their tests for falling.

Scatter Shot: Scatter shells ignore normal cover saves and always test to hit nearby models via Stray Shots.

Hot Shot: Hot Shot shells are loaded with a small promethium charge. Models hit by a Hot Shot shell may Catch Fire, as if hit by a Hand Flamer.

Executioner: Executioner are Exotic shells utilized by Arbites Kill Teams. They contain a small amount of propellant and a tiny guidance chip which locks unto the target. If a shot with an Executioner misses, the firing model may re-roll the to hit roll once.

Hunting Rifle: Hunting rifles are common on Frontier worlds and amongst members of the nobility. They fire bullets and are generally fitted with a scope to aid targeting.

Exterminator Cartridge: Developed and utilized extensively by the Cult Of The Red-

emption, an Exterminator is simply a clip-on, one-shot hand flamer. Exterminators may be fitted to any Basic or Special non-Exotic weapon and function exactly like a hand flamer.

SPECIAL WEAPONS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Flamer	Template		-	-	4	1	-1	Auto	Template, Catch Fire
Melta-Gun	0-6	6-12	+1	-	8	D3	-3	4+	Melta
Melta-Lance	0-8	8-16	-	-	8	D3	-2	4+	Melta
Needle Rifle	0-16	16-32	+1	-	3	1	-1	6+	Toxic, Silent
Long Las	0-16	16-32	+1	-	3	1	-1	2+	-
Storm Bolter	0-12	12-24	+1	-	4	D3	-1	6+	Special Ammo (Bolt)
Plasma Gun (Low)	0-6	6-16	+1	-	5	1	-1	4+	-
Plasma Gun (High)	0-6	6-24	+1	-	7	1	-2	4+	Recharge, Sustained Fire 1
Grenade Launcher	0-20	20-40	+1	-1	As Grenade			Auto	Move or Fire
Stake-Crossbow	0-12	12-24	-	-	3	1	-1	Auto	Toxic (Psykers Only), Silent, Exotic
Ripper Gun	0-8	8-16	+1	-	4	1	-1	4+	Counts as Club, Move or Fire under Str 5, Sustained Fire 1, Exotic
Rad-Cleanser	Template		-	-	4	1	None	Auto	Toxic, No Armor Saves, Exotic
Scatter Cannon	0-8	8-16	+3	-1	3	1	-1	4+	Move or Fire under Str 5, Ignore Cover, Stray Shot
Spear Gun*	0-12	12-24	-	-1	6	1	-2	1	Move or Fire, Recharge, Special
Web Spinner*	0-4	4-10	+1	-1	Special		-	2+	Entangle, Implant - Hunting Rig, Exotic
Bolt Launcher*	0-8	8-16	+1	-	4	1	-1	2+	Implant - Hunting Rig, Exotic
Laser Gauntlet*	0-10	10-20	+1	-	3	1	-1	2+	Implant - Hunting Rig, Exotic
Pistol Sword	0-8	8-16	+1	-1	3	-	-	Auto	Counts as Sword, Parry, Exotic
Webber	0-8	8-16	+1	-	Special		-	Auto	Entangle

Flamer: Flamers are flamethrowers with enough fuel for several uses. They are Template weapons. Models hit by a Flamer may catch fire. If a victim is hit and not taken Down or Out of Action, roll a D6. On a roll of 5+, the victim catches fire and must take an Initiative test at the beginning of each of its turns. If passed, the fire is put out and the model acts normally. If not, the victim takes a Str 3 hit (Armor saves allowed as normal). If the victim goes Down while aflame, the fire is put out. Hand Flamers are not usable in HtH combat.

Melta-Gun/Melta-Lance: Melta weapons send out a beam which thermally agitates air molecules, effectively ‘cooking’ its target. These weapons are Melta weapons.

Needle Rifle: Needle weaponry uses a focused beam to fire tiny darts impregnated with poisons and toxins. Needle weapons are generally expensive and difficult to obtain for most Imperial citizens. Needlers are Toxic – If a non-Construct model is hit, it automatically suffers a wound, regardless of Toughness (Armor saves may be taken as normal). Additionally, if suffers its final wound and is not taken Out of Action, the victim rolls on the following chart (D6 RESULT):

1-2 No Effect: The toxin wear off and the victim may fight as normal

3-4 Sedated: The victim is somewhat affected by the toxin. This is equivalent to the Down result

5 Coma: The victim falls into a comatose state. Treat this as a Down result however, the victim cannot move.

6 Full Effect: The toxin immediately takes the victim Out Of Action, as normal.

Long Las: Las weaponry is common throughout Imperial space and works by drawing power from energy cells to fire coherent beams of energy. Las weaponry tends to dissipate with distance, so las weapons are more effective at short range. The Long Las is the common armament of Imperial Guard Snipers.

Storm Bolter: Storm Bolters are sophisticated weapons which fire ‘Bolts’, a type of self-

propelled explosive ammunition. Bolts come in a variety of different types and others are detailed in the Ammo section. Carrying a bolt weapon is a sign of status, as ammunition is expensive and the weapon itself requires constant maintenance.

Plasma Gun: Imperial Plasma weapons work by firing orbs of superheated matter which explode upon impact. Imperial Plasma weapons are difficult to maintain and, when fired on High settings, take a full turn in which to Recharge.

Sustained Fire: 1 Dice (when fired on High)

Grenade Launcher: Grenade Launchers are guns designed to fire nearly any grenade. Most are fitted with a selector or revolving cartridge so the user can fire different types of grenades. Because they are ponderous and sometimes take awhile to reload, a model armed with a grenade launcher may either move or fire in its turn.

Stake Crossbow: A truly Exotic weapon exclusive to Witchhunters, a stake crossbow fires a stake covered in wards which are deadly to psykers. Hits against Psykers are treated as having the Toxic attribute. Stake Crossbows are Silent.

Ripper Gun: Developed exclusively for use by Ogryns, ripper guns are robust heavy-bore automatic weapons. When used by an Ogryn, they count as a Club in HtH Combat. Non-Ogryns treat ripper guns as Exotic and models under Strength 5 may either move or fire in their turn.

Sustained Fire: 1 Dice

Rad-Cleanser: A truly horrific weapon, a Rad-Cleanser saturates a small area with large doses of radiation. As such, the Rad-Cleanser is a Template weapon with the Toxic attribute, and no Armor saves are allowed by its victims. All non-Mechanicus models treat a Rad-Cleanser as Exotic.

Scatter Cannon: Though the materials used and the method of propulsion may differ, Scattercannons work by throwing out a hail of rocks, nails, shot, or other euphemera to satu-

rate the target. Because of their size and recoil, models under Strength 5 may either move or fire in their turn. Shots from Scattercannons ignore normal cover saves and always test to hit nearby models via Stray Shots.

Spear Gun: Spear Guns are designed to throw a large stake or bolt at its targets. Because of their size and recoil, models may either move or fire in their turn and Spears Guns suffer from Recharging.

If a model is hit and wounded by a Spear Gun, roll a D6. The victim is hurled that many inches directly away from the firing model. If the victim is hurled into another model, that model suffers a Str 5 hit with a -1 save modifier. If the second model is wounded, he is hurled back along with the original victim. If the first two victims are hurled into a third model, that model suffers a Str 4 hit. If any subsequent models aren't wounded in this way, the hit models immediately cease being hurled back. The un-wounded model is then moved 1" in any direction, chosen by the controlling player.

Webber: Web weaponry is commonly employed to subdue, rather than kill, an enemy. It sees frequent use by Bounty Hunters, planetary police forces, and Arbitrators. Web weapons are not usable in HtH combat.

When a model is hit by a Web weapon, it is Entangled. This caused no physical damage so there are no rolls to wound or armor saves allowed. Instead, an Entangled model may perform no voluntary actions other than to break free at the start of its turn.

Roll a D6 and add the model's Strength. If the result is 9 or above the victim is freed and may act normally. If not, the web tightens more and the victim suffers 1 wound (Armor saves are allowed). Additionally, if the victim or a friendly model within 1" is armed with a Web weapon, the victim is immediately freed.

Pistol Sword: An Exotic weapon somewhat common amongst ship crew, a Pistol-sword is counts as a Sword in HtH combat and may be fired like a Pistol in the shooting phase.

Web Spinner: Only usable by a model wearing a Hunting Rig, Web Spinners may Entangle its victims and is treated as an Exotic weapon. They have the Implant attribute.

Hunting Rigs with Web Spinners may use it to facilitate movement. The model may move up or down without a ladder or lift. This counts towards the model's total Movement.

Bolt Launchers: Only usable by a model wearing a Hunting Rig, Bolt Launchers roll one dice to hit but two dice to wound and is treated as an Exotic weapon. They have the Implant attribute.

Laser Gauntlets: Only usable by a model wearing a Hunting Rig, Laser Gauntlets are treated as an Exotic weapon. They have the Implant attribute.

HEAVY WEAPONS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Autocannon	0-20	20-60	-	-	7	D3	-2	4+	Move or Fire, High Impact, Sustained Fire 1
Assault Cannon	0-16	16-32	+1	-	6	D6	-2	6+	Move or Fire, Sustained Fire 1
Heavy Bolter	0-20	20-40	-	-	5	D3	-2	6+	Move or Fire, Sustained Fire 1, Specia Ammo (Bolt)
Heavy Stubber	0-20	20-40	-	-	4	1	-1	4+	Move or Fire, Sustained Fire 2
Missile Launcher	0-24	24-48	-	-	As Missile		-	Auto	Move or Fire
Lascannon	0-20	20-60	-	-	9	D6	-4	4+	Move or Fire, High Impact
Heavy Plasma Gun (Low)	0-20	20-40	-	-	7	D3	-2	4+	Move or Fire, Blast, High Impact
Heavy Plasma Gun (High)	0-20	20-60	-	-	10	D6	-4	4+	Move or Fire, Blast, High Impact
Multi-Melta	0-12	12-24	-	-	8	D6	-4	4+	Move or Fire, Melta, High Impact
Multi-Laser	0-16	16-32	+1	-	6	1	-2	4+	Move or Fire, Sustained Fire 2
RPG Launcher	0-24	24-48	+1	-	As Grenade			Auto	Move or Fire, Fires Grenades
Heavy Flamer	Template		-	-	5	1	-2	Auto	Move or Fire, Template, Catch Fire
Heavy Webber	Template		-	-	Special		-	Auto	Entangle, Template, Move or Fire

Autocannon: An Autocannon is a rapid-fire projectile weapon firing a shell. Models armed with an Autocannon may either move or fire in their turn. Autocannons are High Impact weapons.

Sustained Fire: 1 Dice

Assault Cannon: The Assault Cannon is a heavy, automatic anti-personnel weapon commonly used by Terminator armoured Space Marines. Its most notable feature is its incredibly high rate of fire. Models armed with an Assault Cannon may either move or fire in their turn.

Sustained Fire: 1 Dice

Heavy Bolter: Heavy Bolters are sophistica-

ted weapons which fire 'Bolts', a type of self-propelled explosive ammunition. Bolts come in a variety of different types and others are detailed in the Ammo section. Carrying a bolt weapon is a sign of status, as ammunition is expensive and the weapon itself requires constant maintenance. Models armed with a Heavy Bolter may either move or fire in their turn.

Sustained Fire: 1 Dice

Heavy Stubber: Heavy Stubbers are fully automatic weapons capable of laying down a terrible amount of fire upon its target.

Models armed with a Heavy Stubber may either move or fire in their turn.

Sustained Fire: 2 Dice

Missile Launchers: A common heavy weapon throughout the Imperium, Missile Launchers fire missiles of various types.

Models armed with a Missile Launcher may either move or fire in their turn.

Lascannon: Las weaponry is common throughout Imperial space and works by drawing power from energy cells to fire coherent beams of energy. Las weaponry tends to dissipate with distance, so las weapons are more effective at short range.

Models armed with a Lascannon may either move or fire in their turn. Lascannons are High Impact weapons.

Heavy Plasma Gun: Imperial Plasma weapons work by firing orbs of superheated matter which explode upon impact. Imperial Plasma weapons are difficult to maintain and, when fired on High settings, take a full turn in which to Recharge. Models armed with a Heavy Plasma Gun may either move or fire in their turn. Heavy Plasma Guns are High Impact weapons, as well as Blast when fired on High.

Multi-Melta: Melta weapons send out a beam which thermally agitates air molecules, effectively 'cooking' its target. A Multi-Melta is a Melta and High Impact weapon. Models armed with a Multi-Melta may either move or fire in their turn.

Multi-Laser: Las weaponry is common throughout Imperial space and works by drawing power from energy cells to fire coherent beams of energy. Las weaponry tends to dissipate with distance, so las weapons are more effective at short range.

Models armed with a Multi-Laser may either move or fire in their turn.

Sustained Fire: 2 Dice

RPG Launcher: RPG Launchers fire rocket-propelled grenades. Models armed with an RPG Launcher may either move or fire in their turn.

Heavy Flamer: Heavy Flamers are flamethrowers with enough fuel for several uses. They are Template weapons. Models hit by a Flamer may catch fire. If a victim is hit and not taken

Down or Out of Action, roll a D6. On a roll of 5+, the victim catches fire and must take an Initiative test at the beginning of each of its turns. If passed, the fire is put out and the model acts normally. If not, the victim takes a Str 3 hit (Armor saves allowed as normal). If the victim goes Down while aflame, the fire is put out. Hand Flamers are not usable in HtH combat.

Models armed with a Heavy Flamer may either move or fire in their turn.

Heavy Webber: Web weaponry is commonly employed to subdue, rather than kill, an enemy. It sees frequent use by Bounty Hunters, planetary police forces, and Arbitrators. Heavy Webbers are Template weapons and a model may either move or fire in their turn.

When a model is hit by a Web weapon, it is Entangled. This caused no physical damage so there are no rolls to wound or armor saves allowed. Instead, an Entangled model may perform no voluntary actions other than to break free at the start of its turn.

Roll a D6 and add the model's Strength. If the result is 9 or above, the victim is freed and may act normally. If not, the web tightens more and the victim suffers 1 wound (Armor saves are allowed). Additionally, if the victim or a friendly model within 1" is armed with a Web weapon, the victim is immediately freed.

GRENADES, MISSILES AND AMMO

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Frag	User Str x2(+2)		-	-	3	1	-1	Auto	Blast
Fire Bomb***	User Str x2(+2)		-	-	3	1	-	Auto	Blast, Catch Fire
Krak	User Str x2(+2)		-1	-1	6	D3	-2	Auto	Demo
Tox Bomb***	User Str x2(+2)		-	-	4	1	-	Auto	Blast, Toxic
Melta Bomb***	None		-	-	8	D6	-3	Auto	Demo
Demo Charge***	User Str x2(+2)		-1	-1	7	D3	-2	Auto	High Impact, Blast, Demo, Exotic
Scare Gas, Choke Gas***	User Str x2(+2)		-	-	Special		-	Auto	Gas
Hallucinogen***	User Str x2(+2)		-	-	Special		-	Auto	Gas, Hallucinogen, Exotic
Plasma	User Str x2(+2)		-	-	5	1	-2	Auto	Blast
Photon Flash	User Str x2(+2)		-	-	-	-	-	Auto	Blast, Stun
Smoke***	User Str x2(+2)		-	-	-	-	-	Auto	Gas
Frag Missile	-	-	-	-	4	1	-1	Auto	Blast, Missile
Krak Missile	-	-	-	-	7	D3	-2	Auto	High Impact, Missile
Plasma Missile	-	-	-	-	6	1	-2	Auto	Blast, Exotic
Dum-Dum Bullets	-	-	-	-	+1	-	-	Auto	Stubber Ammo
Man-Stopper	-	-	-	-1	+1	D3	-	Auto	Stubber/Handcannon Ammo
Metal Storm	-	-	-	-	3	1	-	Auto	Stray Shot, Ingore Cover, Bolt Ammo
Inferno	-	-	-	-	-	1	-	Auto	Catch Fire, Bolt Ammo
Kraken	-	-	-	-	+1	1	-2	Auto	Bolt Ammo
Psycannon	-	-	-	-	+1	Special	-	Auto	Bolt Ammo
Overcharge Cell	-	-	Special		+1	-	-1	Auto	Ammo Laspistol/Lasgun/LasCarbine/Long Las
Executioner	-	+2"	+1	-	4	1	-1	Auto	Re-roll Miss, Shotgun

*** cannot be used by RPG Launcher.

Unless the weapon firing it explodes, as detailed in the rules, all the ammunition below does not affect the use of a weapon (i.e. if a stubber firing Dum-Dums fails an Ammo roll, it may still fire normally – unless it explodes).

Frag: Frag Grenades are designed to shower victims with lethal shrapnel. They have the

Blast attribute.

Fire Bomb: The preferred weapon of rioters and recidivists, a fire bomb is a simple canister filled with flammable liquid which explodes into a fireball when it strikes. Fire Bombs have the Blast and victims may catch fire, as if hit with a hand flamer.

Krak: Krak Grenades are high explosive grenades designed to destroy heavy armor. Since

they do not have a large explosion, Krak grenades are -1 to hit if thrown. They may be used for Demolition as well – a model utilizing the Demo attribute may do so against any stationary target within 1” during the shooting phase. The grenade automatically hits and does not scatter. Resolve damage effects as normal.

Tox Bomb: A simple bomb filled with caustic substances or small toxic insects. They have the Toxic and Blast attributes.

Melta Bomb: Melta Bombs are designed exclusively for demolition and to disable enemy vehicles. They may not be thrown and have the Demo attribute.

Demo Charge: A large, unwieldy bomb developed for the Imperial Guard. Demo Charges are unwieldy to throw and are -1 to hit, possess the High Impact and Blast attributes, and may be used for Demolition. Due to their inherent danger, Demo Charges are Exotic weapons.

Scare Gas, Choke Gas, Hallucinogen: Gas grenades are commonly used by riot control forces to subdue large crowds. Both have the Gas attribute – roll to hit and scatter as normal and place the Blast template – this is the gas ‘cloud’. A gas cloud is considered to be the width of the template and 2” high – any models shooting through the cloud suffer -1 to hit. Any model fully under the template is automatically hit, models not fully under the template are hit on a D6 roll of 4+. Any model which is hit must roll a D6 and take a Toughness test. If passed, the model is not affected. If failed, it is affected per the specific gas rules. In addition, gas clouds can last several turns. At the beginning of every turn, roll a D6.

1-2: The gas cloud dissipates, remove the template.

3-5: The gas cloud remains in place.

6: The gas cloud moves D6” in a random direction.

Scare Gas: Models affected by Scare must take an immediate Leadership test. If failed, they are considered Broken.

Choke Gas: Models affected by Choke are considered to be Down as long as they remain

within the gas cloud. If the crawl out of the cloud or it dissipates, the victim recovers at the end of the turn.

Hallucinogen: Models affected by Hallucinogen roll a D6 and consult the Hallucinogen Chart below. If the victim moves outside the gas cloud, it recovers at the end of the turn.

1 Resist!: Roll a further D6. On a 1-3, the victim is unaffected and acts as normal. On a 4-6, roll again on this chart.

2 Crawling All Over Me!: The victim is automatically pinned.

3 Over There!: The victim cannot voluntarily move and begins firing at shadows. Any model in the victim’s front arc is targeted, roll to hit (with a -1 to hit modifier) and wound each. The victim expends his ammo by doing so and cannot shoot during the next turn.

4 Run For It!: The victim is immediately broken and moves 2D6” away from the nearest model, friend or foe. He may perform no further voluntary actions this turn.

5 Traitor!: The victim may not voluntarily move and shoots at the nearest friendly model.

6: Errrrr.....: The victim stumbles away from the battle. The model is removed from play but does not have to roll on the Serious Injuries chart and does not factor for Bottle tests.

Plasma: Plasma grenades release a ball of superheated matter upon exploding. They are common to both the Imperium and Eldar armies and have the Blast attribute.

Photon Flash: Sometimes referred to as Blind or Flash bang grenades. Any victim hit by a Photon Flash grenade is Stunned if they fail an Initiative test and count as having 1 WS/BS until their next turn. Models who are Stunned do not count as Pinned.

Smoke: Smoke bombs or grenades are used to cover the advance of friendly models. Smoke grenades have the Gas attribute but only affect BS as listed above.

Frag Missile, Plasma Missile: These missiles have the effects of their grenade counterparts

but contain higher amounts of explosive and possess limited guidance systems. Both have the Blast attribute. Missiles may only be fired using a Missile Launcher.

Krak Missile: Primarily used for anti-vehicle roles, Krak Missiles are High Impact weapons. Missiles may only be fired using a Missile Launcher.

Dum-Dum Bullets: ‘Dum-Dum’ are heavier bullets designed for greater stopping power. They may be loaded in a weapon with the ‘Special Ammo: Stubber’ attribute and add +1 Strength.

Man-Stoppers: Hollow-point bullets designed to fragment within victims’ bodies. They may be loaded in a weapon with the ‘Special Ammo: Stubber’ or ‘Special Ammo: Hand-cannon’ attribute. They add +1 Strength, cause D3 wounds, and are -1 to hit at long range.

Metal Storm: Metal storm bolts explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. They may be loaded in a weapon with the ‘Special Ammo: Bolt’ attribute, ignore cover saves, and always test for Stray Shots.

Inferno: Inferno rounds can cause far more horrific wounds than a conventionally loaded bolter. This is achieved by filling the bolt with an oxy-phosphor gel. They may be loaded in a weapon with the ‘Special Ammo: Bolt’ attribute. Models hit by an Inferno bolt may catch fire.

Kraken: A Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantine core and improved propellant. They may be loaded in a weapon with the ‘Special Ammo: Bolt’ attribute, add +1 Strength and -2 Armor save modifier.

Psycannon: Psycannon bolts are psychically charged Bolts which negate the powers of Warp creatures and other followers of Chaos. They may be loaded in a weapon with the ‘Special Ammo: Bolt’ attribute and add +1 Strength. Warp Creatures do not receive their 4+ save against Psycannon Bolts.

Overcharge Cell: Sometimes referred to as a

‘Hot-Shot Pack’, overcharge cells work with most non-Heavy Las weaponry.

Overcharge Cells negate any to hit penalties suffered by the weapon they are attached to, add +1 Strength and -1 Armor save modifier.

Executioner Ammo: The near-exclusive property of Adeptus Arbites, Executioner ammo is a small guided projectile with a small Machine Spirit guiding its aim. Executioners are treated as Exotic for all non-Arbites models, may be loaded in any Shotgun, add +2” to Long Range and +1 to hit at Short Range.

XENOS HAND-TO-HAND WEAPONS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Choppa	-	-	-	-	As User	1	-	-	2-handed if Below Str 3, ork
Big Choppa	-	-	-	-	As User +2	1	-1	-	2-handed, Opponent wins Draws, Ork
Power Klaw	-	-	-	-	As User x2	1	-2	-	Opponent wins Draws, Power, Ork,
Diresword	-	-	-	-	As User	1	-	-	Parry, Toxic, Eldar
Witchblade	-	-	-	-	5	1	-1	-	Parry, Force, Eldar
Singing Spear	0-4	4-8	-	-	6	1	-1	-	Force, 2-handed, Eldar
Triskele	0-6	6-12	-	-	5	1	-1	-	Power, Eldar
Harlequin's Kiss	-	-	-	-	As User	D3	-2	-	Eldar
Web of Skulls	0-4	4-8	-	-	As User	1	1	-	Cannot be parried, Fumbles count double, Eldar
Wych Blade	-	-	-	-	As User +1	1	-1	-	Parry, Dark Eldar
Agonizer	-	-	-	-	As User	1	-	-	Toxic, Dark Eldar
Bonding Knife	-	-	-	-	As User	1	-	-	Tau
Neural Whip	0-4	-	-	-	As User	1	1	-	Cannot be Parried, Stun, Exotic

Choppa: Choppas are massive-edged weapons used by nearly every Ork (unless they can procure something bigger and more powerful). Choppas are 2-handed weapons is the wielder is below Strength 3.

Big Choppa: massive, double-handed bladed or chain weapons used by Orks. While they strike with much greater force, these massive weapons are cumbersome and opponents win draws in close combat.

Power Klaw: A gauntlet incorporated massive, pneumatically-powered pincers of claws. While they strike with much greater force, these massive weapons are cumbersome and opponents win draws in close combat.

Diresword: An elegant sword used by Dire Avenger Exarchs and Corsairs, a Diresword can be deadly to unarmoured foes. Direswords may Parry and have the Toxic attribute.

Witchblade: Elegant swords wielded almost exclusively by Eldar Psykers. Witchblades are

Force weapons and allow the user to Parry.

Singing Spear: Long-hafted, double-handed spears wielded almost exclusively by Eldar Psykers. Singing Spears are Force weapons and may be thrown.

Triskele: A rare weapon even amongst the Eldar, Triskeles are triple-bladed discus used by Howling Banshee Aspect Warriors. Triskeles are Power weapons and may be thrown.

Harlequin's Kiss: The preferred weapon of the enigmatic Eldar Harlequins, a Kiss is a gauntlet ending in a sharp needle. When it strikes, muscles in the user's wrist cause a loop of monomolecular wire to uncoil within the victim's body, reducing their organs to a soup before they are aware of being hit.

Web Of Skulls: A brace of chains ending in metal skulls, the Web of Skulls is the ceremonial weapon of the Dark Reaper Aspect Warrior. A Web of Skulls may be thrown, cannot be Parried, and its wielder counts fumbles as

double.

Wych Blade: A variety of bladed weapons employed by the Dark Eldar. Wych Blades allow the user to Parry.

Agonizer: A bladed weapon used by Dark Eldar and coated in neurotoxins. The Agonizer has the Toxic attribute.

Bonding Knife: A ritualistic edged weapon common amongst the Fire Caste of Tau Warriors.

Neural Whip: A whip incorporating an electrical field. The whip has a longer reach than most HtH weapons, cannot be Parried, and has the Stun attribute.

XENOS PISTOLS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Sluuga	0-8	8-12	+1	-1	4	1	-	4+	Ork
Shuriken Pistol	0-8	8-16	+2	-	4	1	-1	4+	Eldar
Fusion Pistol	0-4	4-8	+1	-	8	1	-2	4+	High Impact, Melta, Eldar
Splinter Pistol	0-8	8-16	+1	-	3	1	-	4+	Dark Eldar
Shredded**	0-8	8-12	-	-	6	1	-	5+	Entangle, Dark Eldar
Pulse Pistol	0-8	8-16	+1	-	5	1	-1	2+	Tau
Nailer	0-8	8-16	-	-	4	1	-	4+	Tarellian

Slugga: A large caliber, heavy-bore pistol used by Orks.

Shuriken Pistol: Shuriken weaponry is unique to the Eldar - its technology is extremely advanced and very difficult to replicate. Shuriken weapons fire a flesh-tearing hail of razor-sharp discs by means of a gravitic accelerator similar to the gravitic motors.

Fusion Pistol: The Eldar version of an Inferno Pistol. A Fusion Pistol has the High Impact and Melta attributes.

Splinter Pistol: A Dark Eldar technology, splinter weaponry operates around the same general mechanism as a Rail-Gun, splitting off shards of a Neurotoxin that has been solidified into a crystal up into thousands of tiny splinters and then launching them at incredible speeds towards an enemy.

Shredder: A Dark Eldar Wych weapon, Shredders utilize a pair of magnetic web generators housed at the front of the to gun quickly weave a net of sharp, barbed wire which is then launched at the victims at high speed,

digging into their flesh more and more with each movement. Shredders have the Entangle attribute.

Pulse Pistol: An advanced energy weapon type by Imperial standards, pulse technology is reliable and easy to produce.

Nailer: A high-capacity, solid projectile weapon used by most Tarellian warriors.

XENOS BASIC WEAPONS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Shoota	0-9	9-18	-	-1	4	1	-1	4+	Ork
Big Shoota	0-16	16-32	+1	-1	4	1	-1	4+	Move or Fire if below Str 3, Sustained Fire 1, Ork
Grot Blasta	0-6	6-12	-	-	3	1	-	4+	Ork
Shuriken Catapult	0-10	10-20	+1	-	4	1	-1	4+	Eldar
Splinter Rifle	0-12	12-24	+1	-	3	1	-1	4+	Dark Eldar
Pulse Carbine	0-9	9-18	+1	-	5	1	-1	2+	Tau
Pulse Rifle	0-12	12-24	+1	-	5	1	-1	2+	Tau
Kroot Rifle	0-12	12-24	+1	-	4	1	-1	4+	Counts as club, Kroot
Flechette Projector	0-12	12-24	-	+1	4	D3	-1	4+	Stray Shot, Exotic, Loxatl

Shoota: A large-caliber, heavy-bore rifle used by Orks.

Big Shoota: Big Shootas are larger Shootas used as assault weapons by advancing Ork Mobs. A model below Strength 3 may either move or fire in its turn.

Sustained Fire: 1 Dice

Grot Blasta: Grots scavenge any type of ranged weapon to produce their unreliable Blastas.

Shuriken Catapult: Shuriken weaponry is unique to the Eldar - its technology is extremely advanced and very difficult to replicate. Shuriken weapons fire a flesh-tearing hail of razor-sharp discs by means of a gravitic accelerator similar to the gravitic motors.

Splinter Rifle: A Dark Eldar technology, splinter weaponry operates around the same general mechanism as a Rail-Gun, splitting off shards of a Neurotoxin that has been solidified into a crystal up into thousands of tiny splinters and then launching them at incredible speeds towards an enemy.

Pulse Carbine/Pulse Rifle: An advanced energy weapon type by Imperial standards, pulse technology is reliable and easy to produce.

Kroot Rifle: A rifle utilizing a focused beam laser to propel solid projectiles. Kroot Rifles

are fitted with a variety of blades and count as clubs in close combat.

Flechette Projector: A weapon developed by the Loxatl mercenaries, the Flechette Projector is fitted to a vest worn by the reptilian Loxatl and fired by means of a neural linkage. Flechettes are deadly storms of razor-like needles. They ignore normal cover saves and always test for Stray Shots.

XENOS SPECIAL WEAPONS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Kustom MegaBlasta	0-12	12-24	-	-1	8	D3	-2	4+	High Impact, Ork Only
Burna*	Template		-	-	4	1	-1	Auto	Shoot or Power Sword, Template, Catch fire, Ork Only
Rokkit Launcha	0-12	12-24	-	-1	7	1	-2	Auto	Move or Fire, Blast, High Impact, Ork
Rail Rifle*	0-16	16-32	+1	+1	6	1	-	4+	Tau
Fusion Gun	0-8	8-16	+1	-	8	D3	-2	2+	Melta, High Impact, Eldar
Neutron Blaster*	0-10	10-20	+1	-	5	1	-3	4+	Vespid
Gauss Flayer*	0-12	12-24	-	-	5	1	-2	6+	Sudden Death, Exotic, Necrontyr
Gauss Blaster*	0-12	12-24	-	-	5	D3	-2	6+	Sudden Death, Exotic, Necrontyr
Staff of Light*	0-6	6-12	-	-	5	1	-2	6+	Sudden Death, Power Axe, Exotic, Necrontyr only!
Hrud Fusil*	0-12	12-24	+1	-	6	D3	-1	5+	Recharge, Hrud

Kustom Mega-Blastas: KMBs are the name for a variety of energy-based projectile weapons utilized by the technologically-minded orks known as Mekboyz. They have the High Impact attribute and due to their strange construction are usable only by Orkoids.

Burna: A flamethrower used by Orks, able to lay down a curtain of fire or focus its fire into a 'cuttin blade'. A Burna is a Template weapon and victims may catch fire, as per a Flamer. If the user does not shoot the Burna in the shooting phase, it may be used as a Power Sword in close combat. Due to their strange construction, they are usable only by Orkoids.

Rokkit Launcha: Similar in construction and operation to an Imperial RPG Launcher, these are High Impact weapons with the Blast attribute. A model may either move or fire in its turn.

Rail Rifle: Rail weapons are very good linear accelerator cannons. These weapons fire a sin-

gle, solid projectile at hypervelocity through the force generated in an electric circuit. Rail rifles are equipped with an integral gunsight equivalent to a Mono-Sight (see Gunsight section) however, because of this, the user may not use another gunsight when using a Rail Rifle.

Fusion Gun: Common to the Fire Dragon Aspect Warriors, Fusion Guns have the High Impact and Melta attributes.

Neutron Blaster: Combining Tau technology and the unstable radioactive crystals from the Vespid gas giant homeworld, Neutron Blasters are deadly weapons. The energy harnessed from the crystal allows the weapon to strip atoms off of the target.

Neutron Blasters release unstable radioactive isotopes when fired so may only be used by Vespid or models with a Toughness of 5 or more.

Gauss Flayer: A unique technology to the Ne-

crontyr, gauss weaponry is magnetically based and breaks down the target into its component molecules layer by layer, attracting these molecules back to the weapon at incredible speed. Any model wounded by a Gauss weapon must take an immediate Toughness test. If this test is failed, the victim is removed from play and must roll on the Serious Injuries chart.

Gauss Blaster: A unique technology to the Necrontyr, gauss weaponry is magnetically based and breaks down the target into its component molecules layer by layer, attracting these molecules back to the weapon at incredible speed. Any model wounded by a Gauss weapon must take an immediate Toughness test. If this test is failed, the victim is removed from play and must roll on the Serious

Injuries chart.

Staff of Light: A unique technology to the Necrontyr commanders, a Staff of Light is both a Gauss weapon and may be used as a Power Axe in Close Combat, in which case the Sudden Death attribute is not applicable. Any model wounded by a Gauss weapon must take an immediate Toughness test. If this test is failed, the victim is removed from play and must roll on the Serious Injuries chart.

Hrud Fusil: A unique weapon which somehow uses warp energy to contain and focus a plasma bolt, Fusils are extremely rare. Due to their warp-based nature, they have the Recharge attribute and Warp Creatures do not get their normal 4+ save against damage caused by a Fusil.

XENOS HEAVY WEAPONS

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
Deffgun	0-24	24-48	-	-	7	D3	-2	4+	Move or Fire, High Impact, Sustained Fire 1, Ork Only
Reaper Launcher	0-30	30-60	-	-	5	1	-2	4+	Move or Fire, Blast, Eldar
Splinter Cannon	0-12	12-24	-	+1	4	1	-1	4+	Move or Fire, Sustained Fire 2, Dark Eldar
Dark Lance	0-16	16-32	-	-	8	1	-4	4+	Move or Fire, High Impact, Dark Eldar
Gauss Cannon*	0-18	18-36	-	-	9	D3	-4	6+	Move or Fire, High Impact, Sudden Death, Exotic, Necrontyr

Deffguns: Strange amalgamations of scavenged weaponry fused into one giant weapon, Deffguns are commonly used by Orks with a penchant for thievery calling themselves 'Lootas'. Deffguns are High Impact weapons and the user may either move or fire in its turn. Sustained Fire: 1 Dice

Reaper Launcher: An elegant Eldar launcher which fires salvoes of plasma missiles, the Reaper Launcher is the preferred weapon of the

Dark Reaper Aspect Warriors. Reapers have the Blast attribute and the user may either move or fire in its turn.

Splinter Cannon: A Dark Eldar technology, splinter weaponry operates around the same general mechanism as a Rail-Gun, splitting off shards of a Neurotoxin that has been solidified into a crystal up into thousands of tiny splinters and then launching them at incredible speeds towards an enemy. The user may either

move or fire in its turn.

Sustained Fire: 2 Dice

Dark Lance: The Dark Lance uses unstable dark matter to blow away targets. Dark Lances are High Impact weapons and the user may either move or fire in its turn.

Gauss Cannon: A unique technology to the Necrontyr, gauss weaponry is magnetically based and breaks down the target into its component molecules layer by layer, attracting these molecules back to the weapon at incredible speed. Any model wounded by a Gauss weapon must take an immediate Toughness test. If this test is failed, the victim is removed from play and must roll on the Serious Injuries chart.

XENOS GRENADES, MISSILES AND AMMO

	Range		To Hit		Strength	Dmg	S/M	Amm	Special
	Short	Long	Short	Long					
EMP*	User Str x2(+2)		-	-	3	1	None	Auto	Ignores Armor, Affects Constructs only, Blast, Tau
Haywire*	User Str x2(+2)		-	-	4	1	-	Auto	Ignores Armor (Constructs Only), Blast, Eldar
Crystalline Sphere*	User Str x2(+2)		-	-	4	1	-1	Auto	Ignore Cover, Blast, Exotic
Soul Seeker	-	-	+1	+1	3	1	-	Auto	Re-Roll Miss, Splinter Ammo, Dark Eldar, Exotic

EMP: Electro-magnetic Pulse (EMP) grenades are used by Tau to disable vehicles and other machinery. EMP grenades only affect Constructs, ignore armor saves, and have the Blast attribute.

Haywire: Haywire grenades function similarly to EMP grenades but they use monomolecular wire which can also damage organic beings. They have the Blast attribute and ignore armor saves against Constructs.

Crystalline Sphere: Found on some ancient maze worlds, these spheres are composed of crystal fragments which, upon impact, can slide through even the heaviest cover. Crystalli-

ne Spheres have the Blast attribute and ignore normal cover saves.

Soul Seeker Ammo: Forged from the captured Wraithbone used to construct Eldar Wraithguard and Wraithlords, Soul Seeker ammo seeks out the spirits of the living with a limited sentience. Soul Seeker Ammo may be loaded in any Splinter weapon, adds +1 to hit at both Short and Long Ranges, and may re-roll a miss.

ARMOR

Armor comes in two forms: regular and Enclosed. Enclosed armor is more expensive, however it fully protects the user from environmental dangers. As such, Enclosed armor is considered to incorporate both a re-breather and photo-contacts/visor. Regular armor is listed simply as “(Style) Armor” on the roster sheet, and Enclosed Armor is listed as “(Style) Armor – Enclosed”.

Light Armor: Light armor covers most types of scavenged or incomplete armor and can include anything from toughened hides to metal plates stitched into clothing. Light armor is common amongst hive gangers and Orks. Light armor grants the wearer a 6+ Armor Save.

Flak Armor: A special type of light armor common to the Imperial Guard, Flak armor is usually a light armored bodysuit with additional protection to the upper legs, torso, shoulders, and head. It is more effective against shrapnel and other low-velocity impacts than normal light armor.

Light armor grants the wearer a 6+ Armor Save. Additionally, the wearer receives a 5+ Armor Save from any hits caused by weapons with the Blast or Template attribute.

Medium Armor: Medium armor covers most types of armor which offer greater protection than light armor types, without hindering the wearer’s range of movement. Medium armor is common amongst the Eldar, Tau, and most Imperial Enforcer cadres.

Medium armor grants the wear a 5+ Armor Save.

Heavy Armor: Heavy armor covers most types of full-body protection in the form of heavy armor plating. In the Imperium, this is generally a set of Carapace Armor. The problem with heavy armor is that it reduces the wearer’s range of motion.

Heavy armor grants the wearer a 4+ Armor Save. However, if the wearer is below Strength

5, it suffers -1 Initiative.

Power Armor: Power armor is a set of full-body protective armors, which are servo-assisted and grant the wearer greater power. In many cases, a neural interface is included so the wearer does not suffer any lag-time between the controls and the armor’s movement and fighting actions.

Power armor grants the wearer a 3+ Armor Save. However, if the wearer is below Strength 5, it suffers -1 Initiative (Astartes and models equipped with an MIU ignore this penalty).

Hexagrammic Wards: Hexagrammic Wards are the catch-all term applied to etchings, incantations, or physical systems which protect the user from psychic powers, sorcery, and other Warpcraft. The ability to apply a ward is a largely forbidden lore within the Imperium as is considered Exotic to Humans.

Hexagrammic Wards confer no saves against normal attacks. However, all direct attacks from Psychic/Wyrd powers, Force weapons, and Warp Creatures receive a special 4+ “Armor Save”. If this test is passed, the power or attack is negated.

Cameleoline: Cameleoline is a special type of fabric or coating used to blend the wearer more naturally into their environment.

Cameleoline may be taken by itself (which represents its inclusion into the wearer’s clothing) or with armor (representing its coating onto the armor’s surface).

Cameleoline gives the wearer an additional -1 cover save from shooting attacks (i.e. partial cover would be -2, etc.)

Ghosthelm: A Ghosthelm is a psychically-attuned helmet worn by Eldar psykers to boost their powers and protect them from the predations of the Warp. A Ghosthelm allows the wearer to re-roll one Perils of The Warp result or Psychic power per scenario. A Ghosthelm is an Eldar weapon and is considered Exotic to all non-Eldar races.

A ghosthelm grants the wearer the Focus power attribute.

FIELDS

Fields are a special type of armor. Some work by producing a zone of energy which negates the effects of attacks made outside the zone. Others are used as a type of optical camouflage. Fields only work against normal shooting attacks and are considered to be a special form of cover save. As such, they are unaffected by weapon's armor save modifiers or the Ignores Cover rule.

Fields may be combined with other types of armor.

Conversion Field: A conversion field works by taking incoming kinetic energy, converting it into potential energy (hence the name), and then releasing that energy in the form of light. The Rosarius used by many members of the Ecclesiarchy incorporates a conversion field.

A conversion field grants lowers the strength of all incoming Shooting attacks by -2. If the wearer is successfully hit by a weapon of Strength 5 or higher, treat the field as a photon flash grenade attack, centered on the equipped model. This has no effect on the wearer.

Refractor Field: A refractor field works by dispersing the energy of incoming attacks throughout the field.

A refractor lowers the strength of all incoming Shooting attacks by -1 and, as it glows slightly, the wearer cannot hide.

Displacer Field: A rare and little understood device, a displacer field is similar to a refractor field however, if the field senses any failure, it will attempt to teleport the wearer several feet out of danger. Although, such sudden random displacement may have unintended consequences...

A displacer field lowers the strength of all incoming Shooting attacks by -3 and is considered Exotic.

Any weapon which scores 2 or more successive hits (usually via Sustained Fire) and/or with the High Impact attribute which is hits the wearer, may cause the displacer to activa-

te. Roll a D3 and Scatter Dice. The model is immediately moved that many inches in the direction indicated. If this causes the model to not be placed on a horizontal surface, it suffers from Falling. If this places the model in impassable terrain or another model, it immediately suffers an automatic wound with no save possible. If the model is lucky enough to survive, place it within 1" of its original destination.

Holo Field: A field of Eldar manufacture, this field places several holograms of the wearer around it, whenever the user moves rapidly.

A holo-field wearer is always considered to be in Partial Cover (-1 to hit), if the wearer is in partial cover already it counts as being in Full Cover (-2 to hit). Additionally. Models shooting at the wearer from Overwatch suffer -2 to hit, rather than the normal -1 modifier. A Holo Field is considered an Eldar weapon.

Kustom Force Field: A strange array of energy-based shields utilized by the technologically-minded orks known as Mekboyz.

A Kustom Force Field lowers the strength of all incoming Shooting attacks against the user, and all Orkoid models within 3", by -2. A KFF is only usable by Ork models and only 1 may be included in a warband.

BIONICS

Bionics may be selected upon recruitment or to replace a damaged limb or other body part if the model suffers such from the Serious Injuries chart (i.e. a bionic eye may replace a blinded eye, etc.). If used as a replacement, it cancels out the negative modifiers for that body part. Bionics may be damaged just as a body part can. If this happens, any positive effects provided by the bionic in question are cancelled and, if not replaced with another bionic, the model is affected just as if it was their normal “organic” body part.

Once implanted, bionics may not be removed and transferred to another model.

Bionic Eye: The user may re-roll a failed Initiative test against the effects of a Photon Flash grenade or equivalent. Additionally, the user suffers no penalties when shooting through smoke.

Bionic Leg: The user gains +1 Attack in HtH combat. Additionally, if the fighter wins a HtH combat, he may sacrifice his normal hits to make a special ‘Kick’ attack with the bionic leg. This kick adds +2 Strength and inflicts D3 damage.

Bionic Arm: The user gains +1 Strength in HtH combat with weapons used by that arm or when throwing grenades.

Additionally, the user gains +1 Initiative in HtH combat only.

A model with a bionic arm may substitute the above with 1 Implant weapon from the following: any Bionic Implant HtH weapon or any non-Exotic ranged weapon. This weapon is now considered part of the bionic arm and will be destroyed if the arm is damaged or destroyed (as above). The weapon now gains the Implant attribute. If the weapon explodes, it does so as normal and the arm/weapon are considered destroyed. This weapon does count towards the Strength limit for weapons.

Electoos: Electoos are a series of sub-dermal capacitors and wiring which turn the bea-

rer into a living spark plug. Rare outside the Adeptus Mechanicus, Electoos are common amongst the sect known as Electro-Priests who use these implants to provide power to machinery. They can also be used in close combat as a form of shock weapon, deadly to most foes, armored or not.

Models with Electoos are considered armed with a Medi-pack when attempting to repair Constructs hit by EMP or haywire grenades. Additionally, the bearer may use the Electoos in HtH combat. If doing so, the player must declare the model is using Electoos before charging or before being charged. The model may then not use any other HtH or Pistol weapons. However, the model counts as being armed with 2 HtH weapons, adds +1 Strength to its attacks, and its Attacks have the Shock attribute.

MIU: A Mind Impulse Unit is rarely seen outside the Adeptus Mechanicus. It is a neural uplink which allows the user to control Constructs and equipment via thought. A model with an MIU does not incur any penalties for wearing Power Armor and doubles the distance at which any selected Constructs may be controlled.

Mechadendrites/Servo-Arm: Technically not a bionic replacement, Mechadendrites are long metal ‘tentacles’ used by Techpriests to help repair equipment, perform sensory operations, or any number of myriad uses. A servo-arm is a crude version of the mechadendrite but is often seen mounted on the backpacks of many Astartes Tech-marines.

A mechadendrite/servo-arm does not replace a limb. Only non-Construct models may select mechadendrites/servo-arms and only then if it has a MIU. No model may have more than their Toughness characteristic. Every mechadendrite/servo-arm grants the following: the user is +1 Strength in HtH combat, does not suffer the Encumbered modifier, and gains +1 Attack in HtH combat (i.e. so a normal human with 2 Mechadendrites would have 3 Attacks at Strength 5 in HtH combat).

Injector Rig: Sometimes known as a “Bio-Booster”, this can be a crude system of syringes linked to the user’s bloodstream or an elegant augmetic installed sub-dermally. Injector Rigs are used to infuse stimulants and other drugs directly into the user’s bloodstream.

An Injector Rig allows the model to use any drug it is equipped with at any time during its turn. Additionally, on the model’s first Injury roll, the model may take one re-roll. This may only be used on the first Injury roll a model takes. If the model chooses not to re-roll the result, the rig cannot be used on any subsequent rolls.

Lobo-Chip: A lobotomy chip is implanted directly into an organic brain and effectively anaesthetizes the user’s excessive behavior.

A lobo-chip will cure a fighter of psychology tests associated with any serious head injury. Once implanted, the model does not have to test for Stupidity or Frenzy and its Initiative is reduced to 1.

Shoulder Rig: Technically not a bionic, the shoulder rig is used to mount an independent weapon upon the wearer’s shoulder, leaving his or her hands free. Shoulder Rigs may only be used by models with an MIU. A shoulder rig may be fitted with any basic weapon, at normal cost. During the shooting phase, a model with a shoulder rig may fire the shoulder rig at any enemy model within its forward 90° arc, even if firing another weapon at the same or another model, at -1 BS (in addition to any other To Hit modifiers).

Skull Chip: A small neural microchip which improves reaction time and memory. A model with a Skull Chip can re-roll any Initiative-based test, but must accept the second result, even if it is worse.

GUNSIGHTS

Gunsights may not be used with any weapon with the Template attribute.

Mono-Sight: A Mono-Sight is typically worn over one eye and is attached to the user’s weapon via an uplink, allowing the user to see shot trajectory and targeting data in real-time. Models equipped with a basic, special, or heavy weapon with a Mono-Sight adds +1 to Hit rolls. A Mono-Sight confers no bonus when firing from Overwatch.

Psyoculum: A Psy-Occulum is a special type of Mono-Sight inscribed with various psychic symbols and wards. Psyker models equipped with a basic, special, or heavy weapon with a Psyoculum adds +1 to Hit rolls. This modifier is increased to +2 if the target is a Psyker or Daemon. A Psy-Occulum confers no bonus when firing from Overwatch. **IR Sight:** A Mono- or integral sight which allows the user to see in the infra-red spectrum. A stationary fighter using a basic, special, or heavy weapon with an IR sight may reduce the to Hit modifier of normal cover by 1. An IR sight confers no bonus when firing from Overwatch or when using Sustained Fire.

Telescopic Sight: A reliable simple targeting scope. A stationary fighter using a basic or special with an telescopic sight doubles the short range of the weapon it is using. A telescopic sight confers no bonus when firing from Overwatch or when using Sustained Fire.

Red-Dot Laser Sight: This sight shoots a continuous lower-power laser along the barrel of the weapon, allowing the user to see where its shot will land. Models equipped with a pistol, basic, or special weapon with a Red-Dot sight adds +1 to Hit rolls. A fighter hit by a weapon with a Red-dot sight may spot the laser before the shot lands and dodge out of the way. As soon as a hit is scored, roll a D6. On a 6, the target has dodged out harm’s way and the shot has no effect.

EQUIPMENT SUMMARY

Equipment is an type of gear a model or warband is equipped with. Models may carry any number of various equipment without suffering any penalties, unless otherwise noted. Some equipment may be used in battle and some only in the post-game sequence – this is specified in the item's entry.

Bio-Scanner: Also known as an Auspex, a Bio-scanner is a handheld device which is capable of detecting life signs. A model equipped with a Bio-Scanner triples the range at which it can spot Hidden models. In scenarios which involve intruders/sentries, the equipped model may triple the distance it can spot intruders and adds +1 to their Spotting rolls.

Blade Venom: Blade venom is any toxic substance used to envenom a close combat weapon. Each Blade Venom is usable once and for one scenario only. Blade Venom may be used on Hand-to-hand weapon without the Power, Stun, Shock, or Force attribute. The weapon is then considered to have the Toxic attribute. Any fumbles the equipped model makes inflict 1 S1 hit against it.

Charm: A charm can be anything from a lucky Aquila to a rat-bone necklace. A model with a charm can sometimes sense when danger is present. If a fighter equipped with a charm is shot at and hit from overwatch, roll a D6. On a roll of 5+, the model avoids the shot. If the model fails, he takes damage normally.

Clip Harness: A simple device consisting of a clip and length of high tensile line, which is secured to the body and helps to prevent the user from falling. A model equipped with a clip harness may secure it if it did not move this turn. When secured, the model may re-roll tests for falling. The harness is automatically unsecured if the model voluntarily moves in its turn.

Comm-Link/Micro-Bead: Comm-links are small personal communications devices commonly worn over an ear. Comm-links allow

fighters to remain in constant contact, heightening situational awareness. Warbands equipped with comm.-links may always user the leader's Ld characteristic when taking tests no matter how far away they are.

However, friendly models within line of sight of another friendly model which goes Down or Out of Action, must test for breaking, even if they are further than 2" away.

Concealed Cavity: A concealed cavity is usually a small, sub-dermal pouch in which a lockpick or suicide pill may be concealed to avoid detection. A model with a concealed cavity can attempt to escape if captured. Roll a D6:

- 1: The fighter is killed attempting to escape.
- 2: The fighter is recaptured.
- 3: The fighter escapes but loses all weapons/equipment.
- 4-6 The fighter escapes to safety, weapons and equipment intact

Control Collar: A common misnomer for a control device and matching micro-processor inserted into the brainstem of a beast to control its actions. Beasts fitted with control collars function exactly as friendly fighters so long as they remain within 24" of a friendly non-Beast model with a Control Collar item. If, for any reason, the beast moves further than 24" away, it may do nothing else until another non-Beast model with a Control Collar item moves within 24".

Frenzon: A combat drug typical to Penal legion units and Arco-Flagellants, Frenzon stimulates the user's adrenaline glands and hypothalamus, speeding up reaction time and slowing down outside actions. Frenzon is a drug and can be consumed at any time during the equipped model's turn and its effects last until the end of the game. Models without Injector Rigs may only use one type of drug per scenario.

Frenzon allows the user to immediately Frenzy. Roll a 2D6 after each battle the equipped model uses the drug, on a roll of 2 or 12 the user becomes addicted. Addicted models derive no further benefit from that drug and suffer -2 to their Initiative and Weapon Skill

permanently.

'Flects: Flects are technically not a drug, though they function similarly. Flects are small slivers of glass which have been exposed to the Warp and, when a user looks into the glass, its mind is exposed to the Warp. 'Flects are a drug and can be consumed at any time during the equipped model's turn and its effects last until the end of the game. 'Flects may only be used by non-Construct models once per game and any subsequent drugs used have no effect.

When a model uses a 'Flect, roll on the following chart and apply the effects immediately:

1: The user's mind is blasted by the full power of the Warp. The model must roll on the Perils Of The Warp chart.

2-3: The user's mind and body are improved. The model may add D3 to any characteristic. This lasts until the end of the scenario.

4: The Flect opens up the user's mind. The user permanently gains either D3 to one characteristic or one skill of their choice.

5: The Flect opens a door in the user's mind but its body revolts. The user gains one minor Wyrd power until the end of the battle and one random mutation.

6: The Warp corrupts the user's mind. The model immediately suffers 1 wound, with no armor or field saves allowed. If the user survives, it suffers from Stupidity until the end of the battle.

Roll a 2D6 after each battle the equipped model uses a Flect, on a roll of 2 or 12 the user is driven utterly insane and is either mercifully killed by its comrades or runs screaming into the night. The model, and all its weapons and equipment, is permanently lost.

Grav Chute: A grav chute is a small passive anti-gravity device. Though it is not powerful enough to allow the user to hover or fly, it can help the user fall slowly from any height without suffering damage. A model equipped with a chute takes no damage from jumping or falling. Additionally, in certain scenarios, it grants the user the Deep Strike ability. Grav

Chutes may not be used by Large models.

Holy Weapon: This weapon is blessed by the God-Emperor to smite the foes of humanity. The Holy weapon attribute can be applied to any non-Power/Shock HtH weapon. Against Daemons, Holy weapons double their Strength and reduce all Warp Creatures' saves by -1.

IR Goggles: These goggles allow user to see in the Infra-Red spectrum. A model equipped with IR Goggles doubles the range at which it can spot Hidden models. In scenarios which involve intruders/sentries, the equipped model may double the distance it can spot intruders and adds +1 to their Spotting rolls.

Liquid Courage: Liquid Courage is the catch-all term used to describe any intoxicating substance imbibed by fighters before battle and can be anything from the Hive Ganger's bottle of Wild Snake to a sophisticated Amasec. A warband may use Liquid Courage once and for one scenario only. Once consumed, all non-Construct warband fighters gain +1 Leadership, to a maximum of 9. Unfortunately, due to their inebriation, all members reduce their Initiative by -2 for the duration of the scenario.

Kalma: Kalma is the catch-all term for a variety of anaesthetizing drugs. Kalma is a drug and can be consumed at any time during the equipped model's turn and its effects last until the end of the game. Models without Injector Rigs may only use one type of drug per scenario.

Kalma negates the effects of any drug the user is currently affected by. Additionally, if the user is Down, it recovers in the next Recovery phase with a Flesh Wound. Roll a 2D6 after each battle the equipped model uses the drug, on a roll of 2 or 12 the user becomes addicted. Addicted models derive no further benefit from that drug and suffer -1 to their Initiative permanently.

Master-Crafted: A master-crafted weapon is the pinnacle of the Weaponsmith's art and is made from the finest materials and is engineered with exacting engineering. A Master-craf-

ted weapon automatically passes any Ammo Roll it is required to take.

Weapons with the 'Auto' Ammo Roll will pass on a roll of 4+.

Medi-Pack: A diagnostic medical cogitator that can alleviate minor wounds. A fighter who carries a Medi-pack can use it upon a friendly model which is down and in within 1" to attempt to cure its wounds. The equipped model must declare he is using the medi-pack at the end of the Movement Phase and it cannot take any further voluntary actions this turn as it attends to its comrade. During the Recovery Phase, the downed model takes an Injury roll with the following results: 1-4 the fighter recovers and suffers a Flesh Wound, 5 the fighter is still down, and 6 he fighter is Out of Action. Note that a model equipped with a Medi-Pack cannot use it on itself unless the model has the Medic ability.

Photo-Contacts/Photo-Visor: These are multi-layered chromatic lens which enhance the user's natural eyesight and protect it from bright flashes. A model equipped with either may re-roll a failed test against Photon Flash grenades. Additionally, the model does not suffer -1 to Hit modifier when shooting through Smoke.

Respirator: A mask which helps filter out air pollutants and smoke and includes a small oxygen tank for emergency uses. A model equipped with a Respirator can re-roll a failed Toughness test caused by Gas grenades. Additionally, the model may re-roll failed Toughness tests for Void conditions.

Reloads: Reloads can be anything from extra clips, a bandoleer of shells, or backup promethium tanks. A model equipped with reloads must specify which weapon it is for before the game begins. The model may then add +1 to any Ammo Rolls made for that weapon. In the case of weapon with a 2+ Ammo Roll, the first roll is considered to automatically pass but further rolls are taken as stated above.

Carrying extra ammo around can be dangerous though. To represent this, if a model equipped

with Reloads is hit and injured, a roll of 5+ on the Injuries chart will take it Out of Action.

Screamers: Screamers are the common name for small proximity alarms which make horrible noise when an intruder is detected. Screamers can be used once per game. In scenarios which include intruders of infiltrators, all intruding models must roll a D6 if they move in the movement phase. On a roll of 6, the model sets off a Screamer and the Alarm is Raised.

Silencer: A silencer may be used to muffle the discharge of any weapon with the Special Ammo: Stubber attribute, granting the weapon the Silent attribute.

Slaughter: Slaughter is a combat drug derived from the adrenal glands of convicts and prisoners. Slaughter is a drug and can be consumed at any time during the equipped model's turn and its effects last until the end of the game. Models without Injector Rigs may only use one type of drug per scenario.

Slaughter adds D3 to the user's Initiative and Weapon Skill and the model may re-roll Pinning tests. Roll a 2D6 after each battle the equipped model uses the drug, on a roll of 2 or 12 the user becomes addicted. Addicted models derive no further benefit from that drug and suffer -2 to their Initiative and Weapon Skill permanently.

Spur: Spur is the catch-all term for various stimulating drugs. Spur is a drug and can be consumed at any time during the equipped model's turn and its effects last until the end of the game. Models without Injector Rigs may only use one type of drug per scenario.

Spur adds D3 to Movement, Initiative, and Weapon Skill. However, if the user is hit and injured, it will go Out of Action on a roll of 5+. Roll a 2D6 after each battle the equipped model uses the drug, on a roll of 2 or 12 the user becomes addicted. Addicted models derive no further benefit from that drug and suffer -1 to their Movement, Initia-

tive, and Weapon Skill permanently

Stummers: Stummers are the common name for small noise-dampening devices used to combat proximity alarms. Stummers can only be used once per game. In scenarios which include intruders of infiltrators, all intruding models reduce the chances of Raising the Alarm by -1. Stummers also nullify the abilities of Screammers completely.

WEAPON MOUNTINGS

Weapon mountings are considered a form of equipment. Any model with access to the Equipment list of their roster has access to the following weapon mounting options at the cost listed. Any weapon given any of these options must still be “equipped” to a particular model, even if based separately. If that model goes Out of Action, the weapon is removed as well. It is assumed that the “gunner” was the only one with the skills to operate and/or use the mounted weapon.

Note that some options may only be available to certain weapon types and models/warbands and this will be listed in brackets after the entry. For example, “[Heavy; Adeptus Mechanicus]” means the option is only available for Heavy Weapons in a Mechanicus warband.

Tripod/Bipod Mount: Self-explanatory, the crudest form of weapon mounting. A Tripod/Bipod Mount removes -1 from any To Hit penalties the weapon normally has at both Short and Long range, as long as the user did not move in the Movement phase.

This bonus is not applicable in Overwatch. [any Heavy, Special, Basic weapons] +5 Geld
Limber Mount: A mount with wheels/skis positioned below the weapon and a long hitch, usually having a seat for the gunner.

A Limber Mount gives the weapon attached to it an additional +1 to Hit at short ranges but also “Move Or Fire”, as the weapon must be unlimbered before firing. [Heavy, Xenos Heavy] +10 Geld.

Self-propelled Mount: A mount that utilizes

some form of independent locomotion to propel it over rough terrain. This can consist of tracks, wheels, or even an animal’s back. A self-propelled Mount removes the “Move Or Fire” attribute of the weapon attached to it. However, the equipped user and mount cannot move up and down ladders and must use ramps or elevators.

[Heavy, Xenos Heavy, Special, Xenos Special; limit 2/warband] +15 Geld.

Anti-Grav Mount: Similar to the Self-propelled Mount but utilizing Anti-gravitic motors to propel the mount. A self-propelled Mount removes the “Move Or Fire” attribute of the weapon attached to it and the user and mount may move as usual. [Heavy, Xenos Heavy, Special, Xenos Special; Adeptus Mechanicus, Eldar, Dark Eldar, Tau; limit 1/warband] +20 Geld.

Turntable: The weapon is mounted on a traversing turn-table, giving it a 360 degree field of fire. A turntable allows a weapon and its user to pivot and fire in place with no penalty, even from Overwatch. However, this makes the weapon a “Move Or Fire” weapon. This may be added to any of the above mountings (except Tripod/Bipod) or purchased alone. [Heavy, Xenos Heavy, Special, Xenos Special] +5 Geld.

Gun Shield: The weapon and mounting have some form of passive defense against incoming fire. This could be anything from an energy field to a simple piece of armor. A gun shield provides a special 6+ save to the gunner from any shots within the front 180 degree arc of the weapon mounting (in addition to any other saves the model would receive). This may be added to any of the above mountings. However, if purchased for Tripod/Bipod, if the user is Strength 5 or less, the weapon gets the “Move Or Fire” attribute. [any Heavy, Special, Basic weapons] +5 Geld.

Gyro-Stabilization: The weapon mounting has a complex form of gyroscopic stabilization measures, allowing the weapon to maintain better accuracy, even when firing heavy bursts.

Gyro-Stabilization allows one To Hit roll to be re-rolled when firing a Sustained Fire burst. This may be added to any of the above mountings. [Heavy, Xenos Heavy, Special, Xenos Special; Mechanicus, Inquisition, any Xenos except Orks] +15 Geld

Dual Weapon: Nothing more than 2 similar weapons mounted in tandem, this gives the weapon the “Sustained Fire 1” attribute or adds an additional dice to the Sustained Fire roll if the weapon already has it. This may be added to any of the above mountings (except Tripod/Bipod). [Heavy, Xenos Heavy, Special, Xenos Special; limit 1/warband] +1/2 weapon cost.

Quad Weapon: Four similar weapons mounted in tandem, this mount is extremely heavy but devastating to nearly any opponent. This gives the weapon the “Sustained Fire 2” attribute or adds an additional dice to the Sustained Fire roll if the weapon already has it, makes the Damage “D3” (even if the weapon already has it), and adds +1 to Hit at Short Ranges. Quad Weapons are ALWAYS “Move Or Fire” weapons, no matter the mounting. When the model moves it is always considered to be in Difficult Terrain (2 Movement for every 1”). [Heavy, Xenos Heavy, Special, Xenos Special; limit 1/warband] x3 weapon cost, Exotic.

Extra Ammo: The mount carries extra ammunition clips, energy cells, and other ephemera to keep the weapon firing. The gunner may then add +1 to any Ammo Rolls made for the weapon. In the case of weapon with a 2+ Ammo Roll, the first roll is considered to automatically pass but further rolls are taken as stated above. This may be added to the Self-Propelled or Anti-Grav mountings. [Heavy, Xenos Heavy, Special, Xenos Special] +1/2 weapon cost.

VERSION-LOG

Version Changes

V1.9: Added: Executioner Ammo, Soul-Seeker Ammo

V1.9a: Added: Gun Mounting Section, Gauss Blaster entry, Gauss Cannon entry, Staff of Light entry, Digital Weapons entry;

Edit: KFF entry to reflect incoming shot “strength”, Rail Rifle table entry from “Special” to Hit to “+1” (thanks to IcyCool @ Eastern Fringe); Stats changes: Assault Cannon, Shuriken Catapult

LEGENDARY ARMORY

Version 1.0

The Legendary Armory is for those players who wish to incorporate Daemon, Holy, and other unique weapons into their games.

This list is entirely optional and should be noted can easily be abused and unbalance gameplay. As such, its use should be agreed upon by ALL players before beginning and each warband should receive a maximum limit to the amount of legendary weapons it may possess at one time.

All legendary weapons are classified as Exotic (after upgrading) and certain upgrades may further limit the weapon's use to a particular group or model. Any non-Implant, non-Force Hand-to-Hand weapon may be upgraded to a legendary weapon. Select the weapon at the points cost listed in the warband roster or Bazaar listing, and add the relevant upgrades

at the cost listed below. No one weapon may receive more than five (5) upgrades (if it ever does, it disappears from the material universe!) and may not combine upgrades from each chart, except for the Xenos list (i.e. you may make a Daemonic Xenos weapon).

Note: the use of this list negates the effects of the Holy Weapon equipment entry in the Expanded Armory.

WEAPONS SUMMARY

Note: Values in brackets above replace the standard weapon value(s). Values with either a "+" or "-" add or subtract from the standard (or new) value for that weapon. Values preceded by an asterisk (i.e. "*4") are values for an additional attack the weapon may make, detailed in the entry section below.

DAEMON WEAPON UPGRADES

	Range		To Hit		Strength	Dmg	S/M	Lmd	Special	Cost
	Short	Long	Short	Long						
Anathema									+See Below	15/20
Baleful Blast	Template				*4	*1	*-1		*Catch Fire, *Template, *One Use	5
Berzerker					+1				+Frenzy, + Opponent wins draws	15
Cursed						+1			+See Below	-5/-10
Enthrall									+See Below	20
Firestorm									+Catch Fire	5
Hunger						D3				15
Infected					+1		+1		+Toxic	20
Parasite					+1				+Implant	15
Soiled					+2				+See Below	25
Unholy Speed									+Cannot be parried, +2 Ini	20
Vampiric						Special			+See Below	25
Warpbound									+Force, +Fo- cus Power	25
Whirlwind	*0-4	*4-8			*As Weapon				*See Below	5

DAEMON WEAPON UPGRADES

Anathema: The entity inside this weapon feeds on its own kind – daemons. Warp Creatures hit by this weapon do not receive their normal 4+ save. This upgrade costs 20 Geld for a user with any Mark of Chaos.

Baleful Blast: The entity inside the weapon can release a blast of fire, acid, or noxious chemicals once per scenario. This is a shooting attack using the Flamer template of Strength 4 and a Save Modifier of -1. If a victim is hit and not taken Down or Out of Action, roll a D6. On a roll of 5+, the victim catches fire and must take an Initiative test at the beginning of each of its turns. If passed, the fire is put out and the model acts normally. If not, the victim takes a Str 3 hit (Armor saves allowed as normal). If the victim goes Down while aflame, the fire is put out. This attack is not usable in HtH combat.

Berzerker: The weapon houses a caged Daemon whose fury is barely contained. The wielder may enter Frenzy at any point in the scenario and this effect lasts until the end of the scenario. This weapon may not be used by models with the Mark of Slaanesh or Tzeentch.

Enthrall: The weapon has some power over the minds of mortals. Non-Daemon, Non-Construct models in HtH combat with the wielder must pass a Leadership test at the beginning of every HtH phase. If passed, the model fights normally. If failed, he suffers from Stupidity until the end of the turn.

Firestorm: The weapon is surrounded by a corona of flame. If a victim is hit and not taken Down or Out of Action, roll a D6. On a roll of 5+, the victim catches fire and must take an Initiative test at the beginning of each of its turns. If passed, the fire is put out and the model acts normally. If not, the victim takes a Str 3 hit (Armor saves allowed as normal). If the victim goes Down while aflame, the fire is put out. This attack is not usable in HtH combat. This upgrade is free for models with the Mark

of Tzeentch.

Cursed: The entity contained within makes no distinction between its victims and its wielder; all are enemies and must be destroyed. If the wielder fumbles with this weapon, it takes a Hit exactly as if it were an opponent, suffering all effects if applicable. This “upgrade” deducts 5 Geld from the total price or 10 Geld if the user has the Mark of Slaanesh.

Hunger: The entity contained within the weapon is insanely hungry and craves the organic material of the living. Hungry Daemonic weapons are terrible to behold, often have little mouths and/or teeth along the blade. A Hungry weapon inflicts D3 damage.

Infected: The entity within the weapon seeks to infect or corrupt the deadly toxins, diseases, or poisons. This gives the weapon the Toxic attribute. This upgrade costs -5 Geld for users with a Mark of Nurgle or Slaanesh.

Parasite: The weapon fuses with its wielder in an unholy union of flesh and metal. This upgrade MUST be modeled as such. It counts as an Implant weapon and adds +1 Strength to the weapon. If this weapon is ever destroyed or removed, the wielder MUST roll on the Serious Injuries Chart! This upgrade costs -5 Geld to any user with a Mark of Nurgle.

Soiled: This was once a holy weapon but was corrupted when a daemonic entity was bound within it. The user gains Fear against any Imperial model. Oddly, it also gains the Holy attribute against Daemon models. If an Imperial model takes the wielder Out of Action, it gains an additional D6 Experience. This upgrade may only be used by models without Marks of Chaos.

Unholy Speed: The weapon makes the wielder's reflexes unnaturally sharp. Attacks made by this weapon cannot be Parried and the wielder gains +2 Initiative in Hand-to-Hand combat.

Vampiric: Vampiric weapons sap the strength of their victims, using the stolen life force to fuel its wielder. Each hit from a Vampiric weapon causes 1 Damage. If the victim loses

a wound from this damage, the wielder gains +1 Wound, unless the wielder already has its full Wound value. If the wielder still has all its wounds, the wielder instead gains +1 Toughness. This upgrade has no effect on Constructs or unliving models.

Warbound: The entity contained within was bound where the Immaterium seeped into the material universe. This weapon gains the Force and Focus Power attributes. If a Psyker successfully hits and wounds an opposing model using a Force weapon, he may take a psychic test. If passed, the victim automatically

goes Out of Action, regardless of Toughness or Wounds. This weapon may not be used by models with the Mark of Khorne.

Whirlwind: The entity used to ride on the winds of the Warp and the weapon may be hurled at an opponent and will return to its user's hand. Throwing the weapon is a shooting attack with a range of 8", all other values are per the weapon itself. Once the shooting attack is made, it automatically returns to the user and may be used in HtH combat, if applicable.

HOLY WEAPON UPGRADES

	Range		To Hit		Strength	Dmg	S/M	Lmd	Special	Cost
	Short	Long	Short	Long						
Angelic Wings									+Flight, +Float	10
Blessed					+1/x2				+See Below	25
Consecrated									+Force, +Focus Power	25
Cleansing Flame	*User's Ld x2				*5	*1	*-1	Yes	*Catch Fire, *Blast, *One Use	15
Deflect Shot									+See Below	5
Invigorate									+See Below	10
Quicksilver									+Cannot be Parried, +1 Ini	15
Rapture							-1	Yes	+Stun	15
Spirit Guide									+See Below	5
Turn Aside									+Parry	5

HOLY WEAPON UPGRADES

Angelic Wings: The weapon provides its wielder with the ability to rise above their opponents, if they are strong of will. At the beginning of each of its turns, the wielder may take a Leadership test. If failed, nothing happens. If passed, the model gains either the Flight or Float ability until the end of the turn. This upgrade is limited to Ecclesiarchal and Inquisition models.

Blessed: The weapon is blessed by a holy authority and is a symbol of power. The bearer

gains the Fear attribute against Chaos models and any Warp Creature hit by a Blessed weapon loses its normal 4+ save. This weapon is +1 Strength normally or doubles its Strength against Warp Creatures. This upgrade costs 5 Geld less for Ecclesiarchal models and Grey Knights.

Cleansing Flame: The weapon may be used once per scenario to cleanse the impure and unrighteous. This counts as a Shooting Attack with a range of twice the user's Leadership. Place the blast template, roll to Hit. This attack may not scatter (if it does) more than 4" and

will not affect the bearer if its unlucky enough to be hit. This upgrade may not be used by Mutants or Psykers.

Consecrated: This weapon is approved for use by sanctioned psykers and gains the Force and Focus Power Attributes.

Additionally, if used by a Level III Wyrd, the model will only suffer Perils of the Warp as normally (not on any double).

Deflect Shot: The weapon seeks to protect its bearer against incoming fire. The wielder receives an unmodified 6+ save from any shots within the wielder's front arc.

Invigorate: The bearer is suffused with a sense of purpose and enduring willpower. It may re-roll one (1) failed Break or Pinning test during each scenario.

Quicksilver: The weapon imbues its bearer

with supernatural speed. The weapon cannot be Parried and the user gains +1 Initiative in HtH combat.

Rapture: Models hit by a Raptured weapon are temporarily stunned by the power of peace and holiness that fills them. Non-Construct victims hit by the weapon are Stunned if they fail an Initiative test and count as having 1 WS/BS until their next turn.

Models who are Stunned do not count as Pinned. This weapon may not be used by Psykers.

Spirit Guide: The bearer always counts as having a friendly model within 2" for purposes of Ld tests. This upgrade is free for any Savage model.

Turn Aside: The weapon can turn aside blows in close combat. It gains the Parry attribute.

XENOS ORIGIN UPGRADES

	Range		To Hit		Strength	Dmg	S/M	Lmd	Special	Cost
	Short	Long	Short	Long						
Bio-Weapon					+1				+Implant	10
C'Tan							None	Yes	+See Below	35
Eldritch								Yes	+See Below	20
Fra'al							+1	Yes	+Toxic, +Fumbles count double	25
Null								Yes	+See Below	35
Oozing									*Shock, +Shock	5
Xenarch	*0-5	*5-10	*+1		*3	*1				10

Bio-Weapon: The weapon is entirely a biological construct and can function as an extension of the user's limbs, with the right training. This upgrade adds the Implant attribute, though it does not need to be modeled as such and can be removed when the user wants. This upgrade costs 5 Geld less for Genestealer Xenos, Brood Brothers, and Magus models.

C'tan: The weapon phases in and out of the material universe. As such, armor saves may not be taken against this weapon.

This weapon may be given no other upgrades.

Eldritch: The weapon is sufficiently noisome

and unknown to both humans and Xenos and stirs a primal terror in sentient creatures. The user is considered to have Terror (for non-Construct, non-Beast models at or under Ld 5) or Fear (for non-Construct, non-Beast models of Ld 6 and up). This weapon may never be given Holy upgrades or used by Puritan or models under Leadership 6.

Fra'al: This weapon is made by the Fra'al, a secretive Xenos known for their mastery of crystalline matrices. The weapon gains the Toxic attribute, fumbles count double to the user, and may only be used by models wearing

armor.

Null: This weapon acts as a psychic void and can protect its user from psychic attacks. Any psychic power which the user is directly or indirectly affected by may be negated by the user only on a D6 roll of 3+. Additionally, the user may never be detected using psychic powers.

Oozing: The weapon is made up of some shifting organic material or oozes some sort of fluid (either chemical or organic). The weapon may Parry, cannot itself be Parried, and Fumbles count double to the user. Human models equipped with this item must wear some form of armor.

Xenarch: The Xenarch are a quasi-religious xenos species that specialize in electrical energy weapons. The Xenarch upgrade gives the weapon the Shock attribute and a special shooting attack, listed above.

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