

WORLD IN ARMS: MAIN RULEBOOK

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WORLD IN ARMS

*"The true test of a soldier is not in training – it is on the crucible of war that heroes are forged."
- Captain Voltavius of the Pyrrhus 105th*

WELCOME TO WORLD IN ARMS!

Greetings, fellow gamers, and welcome to World In Arms! This game is the product of countless hours of design, testing, and redesign on the part of not only myself, but also the friends and associates who have helped playtest and, indeed, the creators and custodians of the Warhammer 40K canon who have inspired us.

World In Arms was made to fill a perceived gap in the Specialist Games range. Necromunda allowed you to have skirmishes in the 40K universe, but these battles were limited to gangs of low-tech humans. Although an evocative setting in itself, many players coming from 40K were dismayed that their beloved miniatures couldn't be used in any capacity other than proxy models. With World In Arms, we've created squad lists that we believe epitomize the qualities of the races they represent, allowing players to use their armies in an entirely different way. We're not trying to replace Necromunda, but rather offer players a different way to experience the Warhammer 40K universe on a smaller scale.

If you're coming into this game as a Warhammer 40K player, get ready to have your perception of the game turned on its head. World In Arms is smarter, faster, and sneakier than anything you might have played up until now. Your wits will be tested and your forces battle-hardened as you fight your way through twisting alleyways and the blasted wasteland of what used to be civilization. Your battles are fought not in the name of the Emperor or any of a handful of xenos deities, but for simple survival and advancement on a planet bound to endless warfare. Instead of relying on superpowered characters and lumbering engines of war to batter the enemy into the ground, you have a handful of grunts and their enterprising leader. Sound boring? Give it a try - you might surprise yourself. Mordheim players already know what they're in for, but with the emphasis on deadly ranged combat your tactics may need a bit of retooling. Necromunda players will find that the familiar gameplay is streamlined for minimal bookkeeping, which is hopefully a welcome surprise.

Is the game perfect? With a game like this that relies on dozens of randomly generated variables, it's hard to know when a precise balance has been achieved – but we've tried our best. If there's one thing that testing revealed to us, it's that capable commanders have a much greater effect on the outcome than luck or racial advantages. Each has its own strengths and weaknesses, and each must rely on clever tactics to get the best of its foes. For me, half the fun of the game is discovering new ways to employ your specialized troops and wargear. And, of course, if you want to substitute a few house rules of your own, go right ahead – it's your game!

I hope that you enjoy playing World In Arms as much as we've enjoyed making it! Good luck, and happy gaming!

- Garrett Everett

Sister Joan muttered a prayer under her breath as she surveyed the shattered landscape around her. A mob of Orks had been detected moving through these ruins. The chance of them locating the Crimson Monastery was slim, but to allow such a risk was gross negligence in her eyes. *Far better to eliminate them now*, she thought, shielding her eyes against the setting sun. Orks were a predictable race, and she had chosen her position well. Already she could hear the guttural shouts of the greenskins in the distance, heading her way.

Joan had located her squad in the only remaining corner of what used to be a multi-tiered hab-block facing out into a small open square. The building provided excellent angles of fire down the only two approaches to the area. The left alley used to be a marketplace, while the right side had been a much larger thoroughfare before becoming overgrown with the thick-stemmed local foliage. She was on the second floor of the hab-block, along with Novice Chantel to provide covering fire. Above, Sister Caroline was in place with her heavy bolter, while below two other Sororitas and Sister Michelle, storm bolter in hand, readied themselves behind a wall of rubble for what was certain to be a fierce onslaught.

Joan ran her thumb over her combi-meltagun's grip absently, staring into the distance. Suddenly, an ork leapt across a gap in the buildings ahead, landing clumsily on the platform. A gretchin, overloaded with a huge box of rokkit, valiantly tried to jump the same gap, instead falling to land out of sight with a high-pitched squeal. The ork ignored the casualty, pointing a hefty cylindrical weapon at the Sisters and firing a rokkit that corkscrewed wildly through the air before smashing into the ground behind him. Caroline's heavy bolter clanked to life, blasting the ork backwards over a railing to his death. As he fell, Joan caught glimpses of squat shadows moving between gaps in the terrain. *Emperor's Light*, she thought. *We're outnumbered three to one*. "Stand fast, Sisters!" she cried. "Our faith in the Emperor shall see us through!"

A burst of gunfire from the left made her turn. Another group of orks had come up on their flank and were eagerly firing their sluggas in their general direction, even though they were well out of range. Her small group couldn't possibly cover all the fire lanes at once – they needed a delay tactic. "Chantel!" she bellowed, raising her gun to her shoulder. "Take up position on top of those buildings across the square and start dropping stun grenades!" The Novice quickly dropped to the ground without acknowledging her – seconds were too precious to worry about the chain of command.

A second burst of gunfire came from the flanking force, and out of the corner of her eye Joan saw Caroline's limp body plummet past the window to her right, wounds smoking as she fell. Joan said a quick prayer as she fired on the offending ork, who hooted in surprise at his accuracy before ducking behind crumbling statuary, bolter rounds blowing huge craters out of the ground at his feet. Behind her, Michelle screamed something unintelligible over the chaos of battle and hurled a grenade into the foliage across the street. There was an explosion, and chunks of dirt and wood and flesh scattered across the cracked pavement. Three orks rushed out of the bushes, one's head exploding as a round found its mark, the other two leaping enthusiastically onto the Sororitas, indiscriminately hacking and stabbing and firing slugga blasts, their rattling chainblades chewing through power armour to rise red into the air.

Joan snapped off the rest of her rounds and turned, slapping a new clip into her bolter and locking onto an ork that stumbled out of cover into the open, blinded and confused by Chantel's stun grenades. She blew its leg off and was about to finish it when a massive armoured ork lunged out of the ruins and knocked the twitching form aside, bellowing as it ran straight for her and leapt into the air. *May the Emperor protect my soul...*

GETTING STARTED

In order to play World In Arms you need a handful of dice, the small and large blast templates, the flamer template, and enough miniatures or chits to represent your forces. World In Arms uses the same rules system as Mordheim, with a few exceptions. These are listed in this manual, along with the relevant page number. Familiarity with the Warhammer 40K rules and setting helps, but is not necessary.

PURCHASING YOUR SQUAD

When first starting out, a squad is given **700 credits** with which to purchase soldiers and equipment. Equipment is chosen from the squad's Starting Armoury. A model cannot sell or replace any equipment included in its purchase price – for example, a Scourge is purchased with a Jump Pack and Body Armour (5+ save). The Scourge cannot sell either of these items, and cannot purchase Carapace Armour to gain a better save. However, a model may never lose its starting equipment, even if it is Captured or Robbed after being taken Out of Action.

Units come in five varieties:

Leader: A squad must start with one Leader – no more, no less. Squads may never exceed this limit through campaign play. When your starting Leader dies, the Hero with the highest XP will become the Leader, allowing him to choose from Leader-specific weapons, wargear and skills. If multiple Heroes have the same XP the model with the highest Ld becomes the Leader. If the Ld value is tied the player may choose between the tying models. Starting Leader models cannot be purchased again later in the campaign – once they're dead, they're dead, so make sure you keep them alive so you can benefit from their extra Exploration dice!

Troops: A squad must have at least two Troops choices. If the number of Troops is reduced to less than two in campaign play, the player may not purchase additional units or equipment until he has two Troop choices again. Troops may not take wargear unless otherwise stated, and are treated as Henchmen on your roster.

Recruits: A squad may have up to two Recruits. Recruits are aspiring Heroes. They begin the game with low stats but will quickly advance to hardened veterans – if they survive. Harlequin Troupes are unusual in that they do not have Recruits – instead, they are allowed extra Elite choices.

Elites: A squad may have up to two Elites. Elites are specialized troops who either perform a unique function in battle or have access to more effective weaponry – and sometimes both.

Heavy: A squad may have up to two Heavies. Heavies have access to powerful weaponry, both close-combat and ranged, or have devastating special abilities.

Restricted: Some models have Restricted beside their limit. This means that a starting squad may not purchase them until they have participated in at least one battle.



THE RULES

Armour Save, p.16

Armour saves in melee are modified by the attacker's Strength as normal. Armour saves against shooting are not modified by the weapon's Strength and are instead modified by the weapon's Armour Piercing value, as shown on the chart below:

AP Value	Reduction
6	-1
5	-2
4	-3
3	-4
2	-5
1	-6

Injuries, p.17

Instant Death: If a model is hit with a weapon that has a Strength value of double or greater than the model's Toughness, the model is automatically taken Out of Action if it fails its saving throws, discounting any remaining wounds. Roll for Recovery as normal.

Hitting the Enemy, p.19

Behind An Obstacle: If you are charging an unengaged model that is behind an obstacle you will only hit on 6's in the first round of combat. Models with the Large Target rule roll to hit normally, as their height and reach allows them to avoid any intervening terrain.

Weapons and Armour, pp.24-35

Weapons and armour have been completely redone to support the 40K universe. Stats for each weapon may be found in the General and racial Armouries.

A model may carry *either* a single two-handed weapon, two single-handed weapons, or one single-handed weapon and one Basic weapon. Some models come automatically equipped with certain items, usually armour – this is standard equipment and cannot be sold or replaced. Unless otherwise stated, all Pistols and Close Combat weapons are one-handed, and all Basic, Special and Heavy weapons are two-handed.

The bonuses and penalties for common weapons and armour as well as the basic cost are listed in the General Armoury. Note that some squads may not be able to select items from the General Armoury so make sure you check the appropriate list.

CLOSE COMBAT WEAPONS

Power Weapons: Power weapons ignore all armour saves and cannot be parried, except by another power weapon.

SHOOTING WEAPONS

Weapons all have a statline showing their specific rules. As an example, here is the statline for a Heavy Stubber:

Heavy Stubber 40cr 36" range; S4 AP6; Heavy 3

The Heavy Stubber costs 40cr to purchase, has a 36" range, hits at Strength 4, has an Armour Piercing value of 6, uses the Heavy special rule and may fire three times per turn.

High To-Hit Rolls

Due to cumulative shooting modifiers, it is possible to hit on a 7+. Any roll of 7+ first requires a roll of a six, followed by another successful roll; a to-hit of 7 will hit on a further 4+, a to-hit of 8 on a 5+, a to-hit of 9 on a 6, and a to-hit of 10 is impossible to hit.

Close Range

Any weapon with a maximum range *greater* than 12" will be subject to Short and Long range modifiers. This means pistols, shotguns, meltaguns, etc. (all with a 12" range) will not suffer a -1 to-hit if they are firing at a target over half their range away. Any other weapon will suffer a -1 to hit if they are firing at a target over 1/2 their total range away.

Multiple Shots

Any weapon which is capable of firing multiple shots works out all shots simultaneously against the same target, unless otherwise specified.

Line Of Sight

A model cannot "see" more than 2" into a piece of terrain which is indicated to be woods or similar terrain, or has a roof or equivalent thereof, unless the sides are completely open or there is a large gap present. Buildings and areas affected by this should be agreed upon by both players before the game.



WEAPON SPECIAL RULES

AP1: Weapons which are AP1 are exceptionally good at killing things. When rolling to wound with an AP1 weapon, roll 2D6 and take the highest result.

Assault: The model may move and shoot with no to-hit penalty.

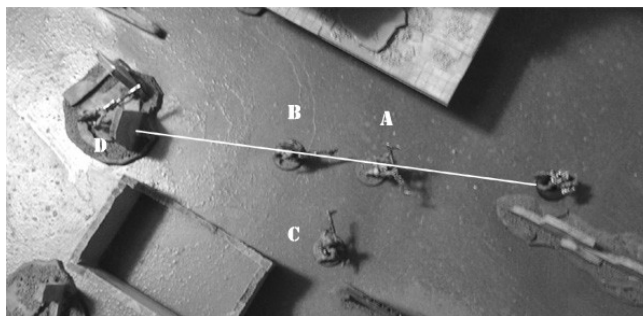
Blast and Ordnance templates: Blast weapons only affect models on the same level as the impact point. Any models fully covered by the template are affected. If a model is partially covered, it is affected on a roll of a 4+.

Gets Hot: If fired once, a to-hit roll of 1 causes one Wound on the firing model, with saves allowed. If fired twice, a to-hit roll of 1-2 causes one Wound with saves allowed. These rolls may never be rerolled for any reason. Gets Hot weapons may instead be fired at a lower power level. If done so, the weapon reduces its Str and AP by 1 (so a Plasma Gun would become S6 AP3) and is no longer subject to the Gets Hot rule.

Guess: Guess weapons are always fired first in the Shooting phase. The controlling player may declare any point on the table as his target before checking whether it is in range. If the target point is out of range then the shot is worked out at its maximum range on a straight line between the firing model and the point. A Guess weapon uses the scatter dice to determine whether it hits. If the hit symbol is rolled the shot lands where it has been targeted. If an arrow is rolled, the impact is moved D6" in the direction of the arrow. If the target is not in line of sight, the distance on the dice is doubled. Guess range weapons always hit the highest level of terrain – they cannot be lobbed so that they fall under roofs and floors!

Heavy: A model firing a Heavy weapon may not move and shoot. The model's Movement is halved unless another friendly model which is *not* equipped with a Heavy weapon starts and ends its move within 1" of him. The model may not jump over gaps. The model will *always* strike last in close combat. Note that "Heavy" indicates a weapon with the Heavy attribute, not necessarily all weapons in the Heavy weapons list.

Melta Weapons: A melta weapon will hit every target within range and along its line of fire. Figure out which models will be hit, then roll to hit and wound each model in turn. If the beam hits a vehicle or a piece of impassable terrain it will stop. A successful save will not stop the beam.



In the above image, a Retributer fires her Multi-Melta at some encroaching Kroot. Kroot A is the closest, so she must target it, hitting Kroot B as well as it is along the line of fire. Kroot C is out of the line of fire and is not affected, while the beam hits the cover Kroot D is behind and stops, leaving him unaffected. The Retributer will roll to hit against Kroot A and B.

Pinning: Place the small blast template over the model hit by the Pinning weapon. If the weapon uses the Ordnance template, use that instead. Any model touched by the template takes a Ld test. If failed, the model becomes Knocked Down, and will recover in its next Recovery Phase. Pinning is a Psychology effect.

Pistol: Pistols may fire twice if the model did not move, or once while moving, and do not suffer a to-hit penalty for moving and shooting. Pistols count as an additional close combat weapon in melee using the Pistol's S and AP instead of the model's Strength. This attack has the Strike First special rule. A model cannot use two pistols at once in close combat.

Rapid Fire: If the model does not move it may fire once up to the weapon's maximum range or twice at up to 12". If the model has moved it may not fire over 12" but may take 2 shots, with the -1 penalty for moving.

Rending: A to-hit roll of 6 auto-wounds and ignores all armour saves. Note that as you do not roll to wound you cannot cause a critical wound.

Sniper: A model firing a Sniper weapon may not move and shoot. Sniper weapons ignore any to-hit modifiers, and will *always* hit on a 2+ regardless of modifiers and *always* wound on a 4+ regardless of Toughness. Sniper weapons will only wound models with the Vehicle special rule on a 6+. Sniper weapons cause *pinning*. When firing a Sniper weapon while hiding, you are only revealed on a roll of 4+.

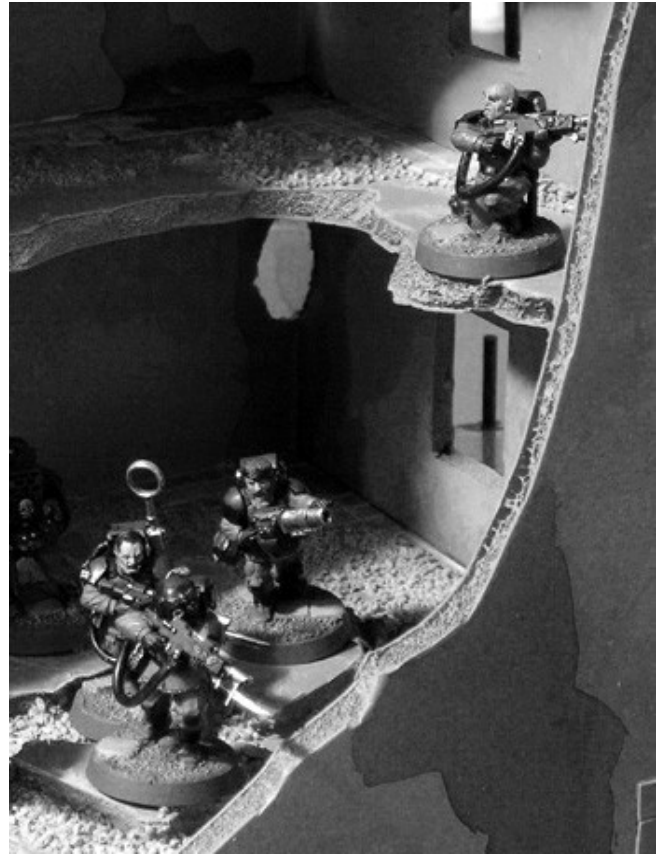
Twin-Linked: When firing this weapon you may reroll any missed to-hits. Template weapons will automatically hit any model touched by the template. Remember, a dice may only be rerolled once!

Template: Template weapons use the flame template when firing at targets on the same level as the user. When firing at targets up to one level above or below use the small blast template at any point up to a maximum range of 7". Any models fully covered by the template are affected. If a model is only partially covered, it is affected on a roll of a 4+.

Grenades: A Grenade has a range of 4X the user's Strength. Grenades count as Assault weapons, do not use up a hand for determining how many weapons a model can hold, and are not penalized for long range. The user rolls to hit with a -1 penalty. If throwing a Grenade at an unseen target (i.e. over a fence or through a window) the Grenade automatically misses. If the result is a miss, the grenade scatters D6" from the target point, stopping if it contacts an obstacle. Note that the scatter rules apply to Grenade Launchers as well.

Instead of moving, a model may choose to throw a Grenade. During the Shooting phase this model counts as having moved for shooting modifiers, but may still fire his weapon (assuming he may normally move and shoot with it). You may not throw two Grenades in one round in this way.

Grenades do not use a "hand" slot on a model.



Lieutenant Tarnik's ears had long since adjusted to the roaring of the Valkyrie's engines as it screamed through the night towards the Tau battleline. He surveyed his team members, proud Elysians all, confident and relaxed in their wargear. Their armour and weapons were painted matte black and their faces were streaked with greasepaint. Tonight's mission was a surgical strike at a lightly-defended Tau command center. Tarnik's squad was supposed to drop in, eliminate all local enemy resources, then make their way to the rendezvous point on foot. It looked simple on paper, but the Lieutenant knew that in the chaos of battle, nothing was simple.

Through the din came the faint whine of pulse fire – Tau anti-aircraft batteries had detected them. A few members of the squad shifted nervously and made the sign of the Aquila. Tarnik over-exaggeratedly checked his gear, and some of his soldiers took the cue and busied themselves with equipment that was already in perfect condition. In addition to the standard armour and lasgun of an Imperial soldier, the Elysian Drop Troops were equipped with a grav-chute, allowing them to strike with relative impunity at the heart of the enemy force.

The drop bay began flashing red, their cue to prepare for jump. Tarnik stood and unbuckled himself, making his way to the door using the ceiling-mounted handholds. The rest of his squad lined up behind him, while two Elysians took control of the door-mounted heavy bolters.

A pulse blast rocked the Valkyrie, sending Elysians flipping through the belly of the aircraft. The bay flashed green, tilted and crazy as the pilot panicked and attempted an evasive maneuver, and then explosive charges blew the door off, sucking the squad out into the blackness of night.

Tarnik triggered his grav-chute and waited for the world to stop spinning around him. Hopefully his men hadn't scattered too badly, because one thing was certain – the Tau knew they were coming.

CAMPAIGNS

Warband Rating, p.77

Warband rating is determined by the total credit value of the squad. Each point of XP is worth 2cr.

Heroes' Serious Injuries Chart, p.80

Note that "warband" is the same as "squad" and "gc" are now "cr".

61 – Captured. In addition to the normal text: Chaos Renegades, Dark Eldar and Kroot Mercenaries may sacrifice (or eat!) the prisoner. The Leader of the squad will gain +1 XP if they do so.

65 – Sold To The Pits: Instead of fighting a Pit Slave, the hero must fight a Hunting Beast (see the World In Arms Mercenaries).

Underdogs, p. 81

For each 100cr the opposing squad exceeds your squad's value, your Underdog XP Bonus increases by +1, to a maximum of +5.

Advance Rolls, p.82

If a henchman rolls 10-12: The Lad's Got Talent roll again on the chart.



Skill Lists, pp.83-84

Use the World In Arms Skill List provided instead.

Starting The Game, p. 85

Although all the scenarios in Mordheim will work with minor modifications for World In Arms, we've written and compiled a set of six scenarios that we feel fit the setting much better, and mix tactics up a bit more. You can find them in the World In Arms Scenarios.

Exploration Procedure, p.93

For purposes of determining who is a Hero, your Leader, Heavies, Recruits, and Elites all count towards Heroes unless specifically stated otherwise. If a choice may include two models for one slot, each model counts as half a slot – you may only roll for each complete slot. Note that your characters are not gathering "wyrdstone" per se, but rather whatever their race finds valuable, with anything from honor to biomass being considered credit.

Exploration Chart, pp.94-99

Ignore this chart. Instead, for each multiple you roll, add the number of multiples to your total Exploration score (i.e. You roll two 3's and three 5's, add +5 to your Exploration score of 21 for a total of 26).

Selling Wyrdstone, p.101

When selling wyrdstone, multiply the amount of credits received by two. Soldiers and equipment are a lot more expensive in the 40K universe, and your income needs to compensate accordingly.

Hired Swords and Dramatis Personae, pp.106-114

Use the World In Arms Mercenaries provided instead. Mercenaries use the same rules as Hired Swords for recruiting, hire fee, injuries and experience. If a Mercenary is equipped with Grenades or other items that would normally be one use or one game only items, they are replenished each game at no cost to the hiring squad.

GENERAL ARMOURY

Basic

Autogun/Lasgun	15cr	24" range; S3 AP-; Rapid Fire
Shotgun	15cr	12" range; S3 AP-; Assault 2

Pistol

Autopistol/Laspistol	10cr	12" range; S3 AP-; Pistol
Plasma Pistol*	Rare 8	50cr	12" range; S7 AP2; Pistol; Gets Hot

Close Combat

Axe	5cr	-1 to enemy armour save
Chainaxe	15cr	-1 to enemy armour save; +1 Str
Chainsword	15cr	Parry; -1 to enemy armour save
Great Weapon	15cr	Two-handed weapon; +2 Str; always strikes last
Knife	1 st free/2cr	Wounded enemy gains +1 to his armour save
Lance	Rare 7	25cr	Grants a mounted model +2 S and +2 I when it charges
Power Axe*	Rare 9	50cr	Power weapon; +1 Str
Power Sword*	Rare 9	50cr	Power weapon; Parry
Sword	5cr	Parry

Special

Flamer	35cr	Template; S4 AP5; Assault 1
Grenade Launcher	40cr	24" range; Assault 1. Must purchase the type(s) of Grenade(s) wanted before every game. All types are available, but only the ones purchased may be used.
Meltagun	Rare 8	75cr	12" range; S8 AP1; Assault 1; Melta
Plasma Gun	Rare 8	65cr	24" range; S7 AP2; Rapid Fire; Gets Hot

Grenades

Frag	5cr	S4 AP6; Blast; Grenade
Krak	10cr	S6 AP4; Grenade
Photon	5cr	Blast; Grenade. Any model touched by the Blast template is immediately Knocked Down.
Smoke	5cr	Ordnance; Grenade. Leave the Ordnance template on the board until the end of your next Shooting phase. The template blocks LOS on one level. Models cannot run in the area of effect.

* Leader only

Wargear

Riot Shield	5cr	+1 to armour save. Counts as a one-handed weapon for purposes of equipping a model, but cannot be used to attack.
Flak Jacket	5cr	6+ armour save
Flak Armour	10cr	5+ armour save
Carapace Armour	20cr	4+ armour save
Refractor Field*	Rare 9	50cr	5+ Invulnerable save
Auspex	10cr	The model may shoot one weapon at a single Infiltrating model within 4D6", ignoring to-hit modifiers and LOS. This shot is taken after deploying but before the game begins.
Bionics	25cr	Model may remove one penalty incurred by an Injury roll.
Demo Charge	Rare 8	50cr	One use only. A model equipped with a Demo Charge may place it instead of shooting. Place a marker in base contact with the model. At the end of the controlling player's <i>next</i> turn a S8 AP1 Ordnance blast occurs centered on the marker. Any buildings touched by the template are also affected. If the building has a footprint of 6"x6" or less the building collapses, creating an area of hazardous terrain that blocks line of sight on all levels. Any models inside the building take fall damage from whatever height they were at. Remove the building from the board. If the building has a footprint of greater than 6"x6" it is not destroyed but all models inside are immediately Stunned.
Flashlight	10cr	Adds 4" to the model's Spot range.
Grappling Hook	5cr	The model may reroll any failed Initiative checks made when climbing up or down.
Jump Pack	N/A	Allows the model to make a maximum move or charge of 12" in any direction including up and down, measured as all other movement is measured but ignoring movement penalties for difficult terrain. A model ending its Jump Pack movement in an area of difficult terrain must pass an Initiative test or suffer an automatic S4 hit. A model attempting to enter a small elevated opening such as a window in mid-flight must pass an Initiative test - if failed, the model does not pass through the opening and takes fall damage as though he fell from the window's height. Jump pack special rules may not be utilized by a model equipped with a Heavy weapon.
Lucky Charm	10cr	The model ignores the first hit suffered in each game on a roll of a 4+.
Medipack	10cr	One model in base contact with the user (or the user himself) regains one lost Wound. One use only.
Targeter	10cr	Allows the model to measure range before declaring his target.
Mastercrafted Weapon*	3x Cost	A mastercrafted weapon may reroll any failed rolls to hit. Grenades and Wargear may not be mastercrafted.

* Leader Only

Mounts and Bikes

Mount	Rare 8	40cr	See the Mounts section below for rules and statlines.
Monstrous Mount	Rare 9	70cr	See the Mounts section below for rules and statlines.
Bike	Rare 9	50cr	See the Bikes section below for rules and statlines.

MOUNTS

Mounts are used exactly as in the Mordheim Rulebook (p.118). In World In Arms, new types of generic mounts are used, which can represent any common mount utilized by any of the races. They have the following statlines.

MOUNTS										
	Cost	M	WS	BS	S	T	W	I	A	Ld
Mount	40	8	3	0	3	3	1	3	1	5
Monstrous Mount	70	8	4	0	4	4	1	3	2	7

A Mount will add +1 to its rider's armour save, while a Monstrous Mount will add +2 to its rider's armour save. Mounts may not be used by any model equipped with Power Armour, Mega Armour, or Exarch Armour as the model is too heavy for the mount to carry.

BIKES

Bikes are used as Mounts in the Mordheim Rulebook (p.118) with the exceptions below. They have the following statline.

BIKES										
	Cost	M	WS	BS	S	T	W	I	A	Ld
Bike	50	10	2	0	4	4	1	2	1	0

A Bike will add +1 to its rider's armour save.

A Bike cannot jump fences or obstacles (unless you're adventurous enough to make rules for ramps!), and cannot move through difficult terrain.

A Bike may only use its Attack when it charges.

When a model dismounts from a Bike, leave a model or marker to indicate the position of the Bike – it is too heavy for the model to carry, and cannot be led like a Mount. While the Bike is parked, it may be attacked and destroyed, and can be mounted by other Heroes – including the enemy! If the Bike is in the enemy's possession at the end of the game, it is removed from your stash and put in the enemy's stash.

ADEPTUS MECHANICUS

=] Initial Design by Kurt and Stepfan of the Squads of Anathor [=

“Honor the machine – the flesh is weak and forgetful. That is what these striplings cannot understand. That is why they die.”
- Explorator Tertius

Overview: The following values are hiring costs for the available Adeptus Mechanicus units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

An Adeptus Mechanicus Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 12.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies cannot gain XP.

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites start with 8XP and use the Character XP Track.

Adeptus Mechanicus Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X	X		X
Recruit	X	X	X	X		X
Servitor	X	X		X		X
Luminen	X			X	X	X

ADEPTUS MECHANICUS RACIAL SKILLS:

Beloved of the Omnissiah: The character may reroll a single to-hit roll in the shooting phase once per battle. *Rite of Pure Thought:* The model is immune to Psychology.

ADEPTUS MECHANICUS SPECIAL RULES:

The Alien Mechanism Is A Perversion of the True Path: A member of the Adeptus Mechanicus may never use any weapons not available in the General or Adeptus Mechanicus Armouries even if he gains a skill which would normally enable him to do so.

The Flesh Is Weak, But The Machine Protects: Most members of the Adeptus Mechanicus have had some form of bionic augmentation to replace organs and prolong their lives for the service of the Machine God. Any model equipped with a bionic body of any kind does not count it as equipment. No models other than the Explorator and Errants may purchase armour other than combat shields.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Explorator	80	4	4	4	3	4	1	4	1	8

Starting Equipment: None

Weapons: An Explorator may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Adeptus Mechanicus Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Skitarii	50	4	3	3	3	4	1	3	1	7

Starting Equipment: Bionic body (4+ save)

Weapons: A Skitarii may be armed with any weapons from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Adeptus Mechanicus Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Praetorian	150	5	3	3	4	5	2	2	1	10

Starting Equipment: Armoured bionic body (3+ save)

Weapons: A Praetorian may be armed with any weapons and wargear from the Pistol and Close Combat weapon lists for the cost listed in the General and Adeptus Mechanicus Armoury. In addition, he may be armed with any weapon from the Special and Heavy weapon lists for the cost listed in the General and Adeptus Mechanicus Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Cause *fear*, Heavy Grit, Rite of Pure Thought, cannot gain XP

Heavy Grit: The model counts two-handed weapons as one-handed, and can move at normal speed while carrying a Heavy weapon. Note that it can still only be equipped with two one-handed weapons, and can only fire one weapon per turn.

Rite of Pure Thought: The model is immune to Psychology.

RECRUIT (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Errant	35	4	2	2	3	4	1	3	1	7

Starting Equipment: None

Weapons: An Errant may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Adeptus Mechanicus Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Errant has accumulated 10 XP, he may choose weapons and wargear from the Special section of the General and Adeptus Mechanicus Armoury.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Servitor	65	4	3	3	3	3	1	3	1	8

Starting Equipment: Bionic body (4+ save)

Weapons: A Servitor may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Adeptus Mechanicus Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Rite of Pure Thought

Rite of Pure Thought: The model is immune to Psychology.

ELITE (0 - 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Luminen	85	4	4	3	3	4	1	4	1	8

Starting Equipment: Electroos, bionic body (4+ save)

Weapons: A Luminen may be given any wargear from the General and Adeptus Mechanicus Armoury.

Special Rules: Frenzy, Generate

Generate: Luminens may sacrifice their turn to Generate. They may still defend themselves if engaged in close combat. Each turn a Luminen spends Generating roll a D6 - on a roll of a 1 he is Knocked Down and nothing happens. On a 2+ he may add +1 to his Electroos's Strength. After he makes his full number of Attacks in a following combat phase his Electroos revert to normal.

ADEPTUS MECHANICUS ARMOURY

Basic

Bolter	35cr	24" range; S4 AP5; Rapid Fire
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Pistol

Bolt Pistol	25cr	12" range; S4 AP5; Pistol
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Close Combat

Lighting Claw	Rare 9	75cr	Power weapon; may reroll all failed to-wound rolls
Power Fist	Rare 9	75cr	Power weapon; doubles user's Strength; always strikes last

Special

Combi-Flamer	Rare 8	55cr	Bolter that may fire once per game as a Flamer.
Combi-Meltagun	Rare 8	75cr	Bolter that may fire once per game as a Meltagun.
Combi-Plasmagun	Rare 8	65cr	Bolter that may fire once per game as a Plasmagun.
Electoos	Rare 8	20cr	The model may not be equipped with any other weapons, but gains +1 A and +1 S. The model may attack any enemy model within his Strength in inches as if he were in close combat with them, using the ranged targetting rules.
Storm Bolter	45cr	24" range; S4 AP5; Assault 2

Heavy

Heavy Bolter	70cr	36" range; S5 AP4; Heavy 3
Heavy Flamer	50cr	Template; S5 AP4; Assault 1; ignores Invulnerable saves
Multi-Melta	Rare 9	125cr	24" range; S8 AP1; Heavy 1; Melta
Plasma Cannon	Rare 9	115cr	36" range; S7 AP2; Heavy 1; Blast; Gets Hot

Wargear

Enhanced Arms	Rare 7	20cr	The model gains +1 Strength. This increases the model's racial maximum by +1.
Enhanced Legs	Rare 8	30cr	The model gains +1 Movement.
Enhanced Torso	Rare 8	35cr	The model gains +1 Toughness.
Familiar*	Rare 8	25cr	The model may reroll one failed to-hit roll in close combat
Mechadendrite	Rare 8	40cr	The model gains another hand which may hold an additional weapon. A model may have up to two Mechadendrites.
Thermoptic Implants	Rare 6	10cr	Smoke grenades do not block LOS for the model when shooting. The model ignores the LOS special rules for the Night Fighting scenario.

* Leader only

CHAOS RENEGADES

“The gods of Chaos beckon you, my brethren! Enthroned beyond the veil of the Warp, they await the fall of the false Emperor. But more than that, they await your efforts at corruption, at slaughter and mayhem and destruction. The gods beckon you – will you answer their call?”

- Arch-Heretic Janus

Overview: The following values are hiring costs for the available Chaos Renegade units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

A Chaos Renegade Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 18.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies each start with different amounts of XP and use different XP Tracks.

Big Mutant: starts with 14XP and uses the Character XP Track

Heavy Renegade: starts with 4XP and uses the Character XP Track

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites each start with different amounts of XP and use different XP Tracks.

Mutant: starts with 8XP and uses the Character XP Track

Chaos Hounds: cannot gain XP

Chaos Renegade Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X	X	X	X
Heavy	X	X		X		X
Big Mutant	X			X		X
Recruit	X	X		X		X
Mutant	X	X		X		X

CHAOS RENEGADE RACIAL SKILLS:

Mutation: (Leader, Mutants and Big Mutants only) The character gains a Mutation at the appropriate cost. This skill may be taken more than once. A model may not gain the same Mutation twice.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Arch-Heretic	75	4	4	4	3	3	1	4	1	8

Starting Equipment: None

Weapons: An Arch-Heretic may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Chaos Renegade Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Mark of the Gods: An Arch-Heretic may choose one of the following Marks for +10cr. Marks grant the indicated bonus and allow the Arch-Heretic to increase the applicable stat (if any) +1 above the normal Racial Maximum. A Mark may only be taken when the Arch-Heretic is initially purchased.

<u>Mark</u>	<u>Effects</u>
Mark of Khorne	The model gains +1 S.
Mark of Nurgle	The model gains +1 T.
Mark of Slaanesh	The model gains +1 I.
Mark of Tzeentch	The model may purchase a single Mutation at half price.
Chaos Undivided	All friendly models within the Arch-Heretic's Leadership range may reroll all failed Leadership tests.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Renegade	30	4	3	3	3	3	1	3	1	6

Starting Equipment: Flak Armour (5+ save)

Weapons: A Renegade may be armed with any weapons from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Chaos Renegade Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Heavy Renegade	30	4	3	3	3	3	1	3	1	6

Starting Equipment: None

Weapons: A Heavy Renegade may be armed with any weapons and wargear from the Basic, Pistol, Close Combat, Special and Heavy weapon lists for the cost listed in the General and Chaos Renegade Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 1 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Big Mutant	135	5	4	2	6	4	3	3	2	7

Starting Equipment: Scaly Hide (5+ save)

Weapons: A Big Mutant may be armed with any weapons from the Close Combat and Heavy weapon lists for the cost listed in the General and Chaos Renegade Armoury. Rules for single and double-handed weapons must be followed when equipping weapons. A Big Mutant may also be given one Mutation when first purchased.

Special Rules: Heavy Grit, Large Target, Cause *Fear*, Kill For The Gods

Heavy Grit: The model counts two-handed weapons as one-handed, and can move at normal speed while carrying a Heavy weapon. Note that it can still only be equipped with two onehanded weapons, and can only fire one weapon per turn.

Kill For The Gods: A Big Mutant may only gain XP by taking an enemy model out of action. A Big Mutant does not have a Racial Maximum for its statistics – the longer it lives, the more powerful it becomes.

RECRUIT (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Heretic	20	4	2	2	3	3	1	3	1	6

Starting Equipment: None

Weapons: A Heretic may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Chaos Renegade Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Heretic has accumulated 10 XP, he may choose weapons and wargear from the Special section of the General and Chaos Renegade Armoury.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Mutant	50	4	4	3	3	3	1	3	1	7

Starting Equipment: None

Weapons: A Mutant may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Chaos Renegade Armoury. Rules for single and double-handed weapons must be followed when equipping weapons. A Mutant must be given one Mutation when first purchased.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Chaos Hound	50	6	4	0	4	4	1	4	2	8

Starting Equipment: Claws and jaws

Weapons: Chaos Hounds are not eligible to take any equipment from the Armoury.

Special Rules: Up to two Chaos Hounds count as one Elite choice.

CHAOS RENEGADE ARMOURY

Special

Bolter	35cr	24" range; S4 AP5; Rapid Fire
Bolt Pistol	25cr	12" range; S4 AP5; Pistol
Combi-bolter	Rare 7	40cr	24" range; S4 AP5; Rapid Fire; Twin-Linked
Sniper Rifle	Rare 6	50cr	36" range; SX AP-; Sniper 1

Heavy

Autocannon	Rare 8	100cr	48" range; S7 AP4; Heavy 2
Heavy Bolter	Rare 6	70cr	36" range; S5 AP4; Heavy 3
Heavy Flamer	50cr	Template; S5 AP4
Heavy Stubber	40cr	36" range; S4 AP6; Heavy 3
Lascannon	Rare 9	125cr	48" range; S9 AP2; Heavy 1
Missile Launcher	80cr	48" range; <i>Frag</i> : S4 AP6 Heavy 1; Blast; <i>Krak</i> : S8 AP3; Heavy 1
Mortar	Rare 6	40cr	48" Guess range; S4 AP6; Heavy 1; Blast

Wargear

Icon of Chaos	Rare 8	40cr	Models within 6" of this model may reroll all failed Ld tests.
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Mutations^

Mutations are a permanent part of a model's wargear and may not be sold or stolen. All mutations cost double for Big Mutants.

Bloated	10cr	The model gains +1 T. Its max T is increased by +1.
Bloodthirsty	20cr	The model gains +1 S and is subject to Frenzy.
Cloven Hooves	15cr	The model gains +1 Movement.
Daemonic Essence	35cr	The model gains a 5+ Invulnerable save.
Daemonic Visage	10cr	The model causes <i>Fear</i> .
Extra Arm	25cr	The model may carry and use an extra one-handed weapon. This grants him +1 Attack down to a minimum of 1, chosen by the mutant's controlling player.
Horned	10cr	The model gains an additional attack at his base WS and S in any turn he charges.
Spines	10cr	Any model in base contact suffers an automatic S1 hit at the beginning of each combat phase.
Tentacle	10cr	One model in base contact loses 1 Attack down to a minimum of 1, chosen by the mutant's controlling player.
Wings	35cr	Counts as a Jump Pack.

DARK ELДАР

"Our foes are weak. Now is the time to strike – first at the mind, then the body, then the soul. Slowly and exquisitely shall we cause our prey's demise."

- Kell Vachon, Sybarite

Overview: The following values are hiring costs for the available Dark Eldar units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

A Dark Eldar Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 14.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies start with different amounts of XP and use different XP tracks.

Executor: starts with 8XP and uses the Character XP Track

Warp Beast: cannot gain XP

Recruit: Your Recruits start with 4XP and use the Character XP Track.

Troops: Your Troops start with 2XP and use the Group XP Track.

Elites: Your Elites start with 11XP and use the Character XP track.

Dark Eldar Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X	X	X	X
Executor	X	X			X	X
Acolyte	X	X			X	X
Scourge	X	X			X	X
Wych	X	X		X	X	X

DARK ELДАР RACIAL SKILLS:

Aura of Hate: The aura of hate emanating from this character is palpable; all enemy models within 6" are at -1 Ld. This penalty is not cumulative for multiple characters with this skill. Models which cause or are immune to fear are unaffected.

Dance of Blood: If this character takes an enemy model Out of Action in close combat and is not engaged with any other models, it may immediately move into base contact with an enemy model within D6". If there are no enemy models within this distance the character is not allowed to move.

Grace of the Eldar: This character receives a 6+ invulnerable save in close combat. This save stacks with Combat Master and Wych Dodge.

Renowned Torturer: (Leader Only) As long as your Leader is not Knocked Down, Stunned, or Out of Action when your opponent makes their first Rout test you may choose to have them roll three dice and use the two highest results.

DARK ELDAR SPECIAL RULES:

Disdain: The Dark Eldar look down on the crude weaponry of the other races and as such cannot choose from the Basic, Pistol or Special sections of the General Armoury. They may still choose General Grenades and Wargear.

Keen Eyes: All models in a Dark Eldar squad can spot hidden models at a distance of double their Initiative value in inches.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Sybarite	80	5	4	4	3	3	1	4	1	8

Starting Equipment: None

Weapons: A Sybarite may be armed with any weapons and wargear (except those excluded in the Disdain special rule) from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Dark Eldar Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Warrior	60	5	4	4	3	3	1	4	1	7

Starting Equipment: Body Armour (5+ save)

Weapons: A Warrior may be armed with any weapons (except those excluded in the Disdain special rule) from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Dark Eldar Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Executor	60	5	4	4	3	3	1	4	1	7

Starting Equipment: None

Weapons: An Executor may be armed with any weapons and wargear (except those excluded in the Disdain special rule) from the Basic, Pistol, Close Combat, Special and Heavy weapon lists for the cost listed in the General and Dark Eldar Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Warp Beast	80	6	4	0	4	3	1	5	2	3

Starting Equipment: Claws and jaws, warp essence (6+ Invulnerable save)

Weapons: A Warp Beast is not eligible to take any equipment from the Armoury.

Special Rules: Animal, Cause *fear*, immune to psychology, Warp Hunter

Warp Hunter: If a Warp Beast begins its turn without a Wych within 6" it will charge the nearest model, friend or foe. If it is not in charge range, it will move as fast as possible in the direction of the nearest model, friend or foe.

This movement is made before moving any other models.

RECRUIT (0 – 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Acolyte	45	5	3	3	3	3	1	4	1	7

Starting Equipment: None

Weapons: An Acolyte may be armed with any weapons or wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the Dark Eldar Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Acolyte has accumulated 14 XP, he may choose weapons and wargear from the Special section of the Dark Eldar Armoury.

ELITE (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Scourge	115	5	4	4	3	3	1	4	1	8

Starting Equipment: Body Armour (5+ save), Jump Pack

Weapons: A Scourge may be armed with any weapons or wargear (except those excluded in the Disdain special rule) from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Dark Eldar Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

ELITE (0 – 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Wych	80	6	4	4	3	3	1	4	1	8

Starting Equipment: None

Weapons: A Wych may be armed with any weapons or wargear (except those excluded in the Disdain special rule) from the Pistol, Close Combat and Special weapon lists for the cost listed in the General and Dark Eldar Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Wych Dodge

Wych Dodge: A Wych benefits from a 6+ Invulnerable save. However, a Wych cannot be equipped with any item that would grant him an armour save.

DARK ELDAR ARMOURY

Basic

Hellglaive	35cr	24" range; S3 AP5; Rapid Fire; +1 Strength in CC.
Splinter Rifle	35cr	24" range; S3 AP5; Rapid Fire; +1 Attack in CC.

Pistol

Splinter Pistol	15cr	12" range; S3 AP5; Pistol
Stinger*	Rare 9	35cr	12" range; S- AP6; Pistol; always wounds on a 2+; if the target model is taken Out of Action, before removing the model place a Blast template over the model with a Strength equal to the model's Toughness, and AP equal to the model's armour save.

Close Combat

Agonizer*	Rare 10	75cr	Power weapon; always wounds on a 4+ or better.
Punisher	Rare 8	60cr	Two-handed; Power weapon; +1 Str
Wych Weapon^	15cr	Parry; one enemy model in base contact loses 1 Attack, down to a minimum of 1.

Special

Blaster	65cr	12" range; S8 AP2; Blast; Assault 1
Shredder	50cr	12" range; S6 AP-; Blast; Assault 1

Heavy

Dark Lance	Rare 7	75cr	36" range; S8 AP2; Heavy 1
Splinter Cannon	Rare 8	80cr	24" range; S4 AP5; Assault 4

Grenades

Terrorfex	10cr	Ordnance; Grenade. Models touched by the template must take a Pinning test at -1 Ld per model affected.
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* Leader only

^ Wyches only

Grenades count as wargear and may only be purchased by Heroes. Each grenade purchase contains enough grenades to equip one model for one game.

Wargear

			One use only. Roll a D6 for each of the following effects you wish to apply to the model. On a double, the model suffers a wound that does not allow any saves. On a triple the model is killed outright. All effects last until the end of the battle.
Combat Drugs	15cr	1: Model may run at triple speed 2: +1 WS 3: +1 S 4: Model always strikes first, even against models with the <i>strike first</i> special rule 5: Re-roll any misses in close combat 6: +1 Attack
Gruesome Talismans	10cr	The model counts as two models in CC for purposes of All Alone tests.
Hell Mask*	Rare 9	25cr	The model causes <i>Fear</i> .
Soulseeker Ammunition	Rare 8	25cr	One model's Splinter weapons become Mastercrafted (see General Armoury) and ignore cover. Lasts for one game.
Tormentor Helm	Rare 7	25cr	Model is equipped with an additional Splinter Pistol that does not use a hand.
Trophy Rack	25cr	Model gains +1 Ld until the end of battle for the first model they put Out of Action in CC.

* Leader only

ELDAR

"In our search for balance, the Eldar must walk many paths, but the most dangerous path of all is that of the warrior. The danger comes not from the prospect of death itself, but rather from the temptation to keep to the path and become lost in its ways."
- Cythelia, Eldar Farseer

Overview: The following values are hiring costs for the available Eldar units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

An Eldar Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 16.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies start with 8XP and use the Character XP Track.

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites start with 8XP and use the Character XP Track.

Eldar Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X		X	X
Aspect Warrior	X	X			X	X
Youngblood	X	X			X	X
Aspect Aspirant	X	X			X	X

ELDAR RACIAL SKILLS:

Crack Shot: This character may reroll failed to-wound rolls.

Fast Shot: This character may add +1 to the number of shots he makes with Assault weapons.

Defend: Models in base contact with this character lose 1 Attack, down to a minimum of 1. Which weapon is affected is determined by the Eldar player.

Grace of the Eldar: This character receives a 6+ invulnerable save in close combat. This save stacks with Combat Master.

ELDAR SPECIAL RULES:

Disdain: The Eldar look down on the crude weaponry of the other races and as such cannot choose from the Basic, Pistol, or Special sections of the General Armoury. They may still choose General Close Combat weapons, Grenades and Wargear.

Keen Eyes: All models in an Eldar Squad can spot hidden models at a distance of double their Initiative value in inches.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Exarch	75	5	4	4	3	3	1	4	1	9

Starting Equipment: None

Weapons: An Exarch may be armed with any weapons and wargear (except those excluded in the Disdain special rule) from the Close Combat, Basic, Pistol and Aspect weapon lists for the cost listed in the General and Eldar Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Guardian	45	5	3	3	3	3	1	4	1	7

Starting Equipment: Body Armour (5+ save)

Weapons: A Guardian may be armed with any weapons (except those excluded in the Disdain special rule) from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Eldar Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 1)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Weapon Platform	50	5	-	-	-	5	3	-	-	-

Starting Equipment: None

Weapons: A Weapon Platform may be armed with any single weapon from the Heavy weapon list for the cost listed in the Eldar Armoury.

Special Rules: Crew, Large Target, Repairs, Vehicle

Crew: A Weapon Platform must be crewed in order to move or fire any weapons it is equipped with. Any single Eldar model within 2" may crew the Weapon Platform at any given time. This model may use any weapons and wargear he or the Weapon Platform is equipped with, although the weapon range and LOS is measured from the appropriate model. The crewman counts as a separate target which is not affected by the Large Target rule. The crewman may not apply any skills he has towards firing the Weapon Platform's weapon. Should the squad fail a Rout test, the Weapon Platform has autopilot and may flee under its own power. It cannot be captured.

Repairs: Weapon Platforms do not roll on the Heroes' Serious Injuries chart. After a game, roll a D6 for each wound suffered by the Weapon Platform. On a 3+, the wound is healed. On a 1 or 2, the wound is not healed and will be reduced in the Weapon Platform's profile for following games. Lost wounds can be regained by spending 15cr per wound. This cannot take the Weapon Platform above 3 Wounds. If all wounds are lost, the Weapon Platform cannot be repaired and is removed from the roster.

Vehicle: The Weapon Platform automatically passes any Ld tests it is required to make, is unaffected by Photon grenades and cannot gain XP. The Weapon Platform cannot climb, jump or hide, and may not enter or deploy on top of buildings that do not have an appropriately-sized opening or logical way up. Weapons with a Strength of X (such as sniper rifles and needle pistols) cannot wound a Weapon Platform.

HEAVY (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Aspect Warrior	60	5	4	4	3	3	1	4	1	8

Starting Equipment: None

Weapons: An Aspect Warrior may be armed with any weapons and wargear (except those excluded in the Disdain special rule) from the Basic, Pistol, Close Combat, Heavy and Aspect weapon lists for the cost listed in the General and Eldar Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

RECRUIT (0 – 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Youngblood	25	5	2	2	3	3	1	4	1	7

Starting Equipment: None

Weapons: A Youngblood may be armed with any weapons and wargear (except those excluded in the Disdain special rule) from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Eldar Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Youngblood has accumulated 10 XP, he may choose weapons and wargear from the Aspect section of the Eldar Armoury.

ELITE (0 – 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Aspect Aspirant	60	5	3	3	3	3	1	4	1	8

Starting Equipment: None

Weapons: An Aspect Aspirant may be armed with any weapons and wargear (except those excluded in the Disdain special rule) from the Basic, Pistol, Close Combat and Aspect weapon lists for the cost listed in the General and Eldar Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

ELDAR ARMOURY

Basic

Shuriken Catapult	25cr	12" range; S4 AP5; Assault 2
Lasblaster	35cr	24" range; S3 AP5; Assault 2

Pistol

Shuriken Pistol	20cr	12" range; S4 AP5; Pistol
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Heavy

Bright Lance	75cr	36" range; S8 AP2; Heavy 1
Missile Launcher	95cr	48" range; <i>Plasma</i> : S4 AP4 Heavy 1; Blast; Pinning <i>Krak</i> : S8 AP3; Heavy 1
Scatter Laser	100cr	36" range; S6 AP6; Heavy 4
Shuriken Cannon	90cr	24" range; S6 AP5; Assault 3

Aspect

Avenger Shuriken Catapult	30cr	18" range; S4 AP5; Assault 2
Death Spinner	Rare 8	25cr	12" range; S6 AP-; Assault 2
Eldar Long Rifle	Rare 7	65cr	36" range; SX AP6; Sniper 1; Rending
Flamer	30cr	Template; S4 AP5; Assault 1
Fusion Gun	Rare 7	75cr	12" range; S8 AP1; Assault 1; Melta
Fusion Pistol	Rare 7	65cr	6" range; S8 AP1; Pistol; Melta
Power Sword	Rare 8	50cr	Power weapon; Parry
Reaper Launcher	Rare 9	100cr	48" range; S5 AP3; Heavy 2
Scorpion Chainsword	Rare 6	25cr	Chainsword; +1 S in CC.

Wargear

Exarch Armour*	Rare 9	50cr	Model gains a 3+ armour save.
Banshee Mask	10cr	Model gains the <i>strike first</i> special rule.
Mandiblaster	15cr	The model gains an extra attack in CC that has the <i>strike first</i> special rule. This attack inflicts a S4 hit on a 4+.
Shimmershield*	Rare 9	135cr	Place the Ordnance template over this model. All friendly Eldar touched by the template gain a 5+ Invulnerable save in CC.
Swooping Hawk Wings	Rare 8	50cr	Counts as a Jump Pack.

* Leader only

GENESTEALER CULT

"I can feel it, clawing at the insides of my mind, always hissing and clattering, even when I sleep. At first I tried to fight it, but the more I resisted, the more I came to see... The Hive Mind is all-pervasive, the Great Devourer shall prevail, and we shall see to the fostering of its great plan!"

- Barro Syke, Brood Initiate

Overview: The following values are hiring costs for the available Genestealer Cult units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

A Genestealer Cult Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 20.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies start with 4XP and use the Character XP Track.

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites each start with different amounts of XP and use different XP Tracks.

Comrade: starts with 4XP and uses the Character XP Track

Genestealer: cannot gain XP

Genestealer Cult Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X	X	X	X
Heavy	X	X		X		X
Hybrid	X	X		X	X	X
Comrade	X	X		X		X

GENESTEALER CULT RACIAL SKILLS:

Genetic Emergence: (Hybrids only) This character may no longer be equipped with weapons or wargear which require the use of hands. Instead the character adds +1 Attack to its profile, and all of the character's close combat attacks have the Rending weapon rule. This bonus Attack adds +1 to the character's racial maximum.

Hive Mind: (Leader only) As long as the character is standing (not Knocked Down, Stunned, or Out Of Action) and not engaged in close combat, all Leadership tests made by Initiates are taken at this character's Ld, disregarding his Leadership range. This skill does *not* count as increasing the character's Leadership range.

Our Father Watches Us: (Leader only) Any friendly Initiates within this character's Leadership range can reroll all to-hit rolls.

Survive At All Costs: Once per enemy turn this character may swap his position with a friendly Initiate within 2" on the same level. This swap is declared after an enemy model's target is declared but before checking range, moving chargers, making the shooting to-hit roll or placing the template. This may allow the character to avoid a charge, avoid gunfire, or make an extra dash into cover.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Heirarch	65	4	3	3	3	3	1	3	1	8

Starting Equipment: None

Weapons: An Heirarch may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Cult Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership, Our Father Watches Us, Survive At All Costs

Our Father Watches Us: The Heirarch begins the game with this Racial skill.

Survive At All Costs: The Heirarch begins the game with this Racial skill.

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Initiate	15	4	2	2	3	3	1	3	1	6

Starting Equipment: Flak Jacket (6+ save)

Weapons: An Initiate may be armed with any weapons from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Cult Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

HEAVY (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Heavy Comrade	30	4	3	3	3	3	1	3	1	6

Starting Equipment: None

Weapons: A Heavy Comrade may be armed with any weapons and wargear from the Basic, Pistol, Close Combat, Special and Heavy weapon lists for the cost listed in the General and Cult Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

RECRUIT (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Hybrid	25	4	3	2	3	3	1	3	1	6

Starting Equipment: None

Weapons: A Hybrid may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Cult Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Hybrid Acolyte has accumulated 10 XP, he may choose weapons and wargear from the Special section of the General and Cult Armoury.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Genestealer	140	6	6	0	4	4	1	6	2	10

Starting Equipment: Claws and jaws, carapace (5+ save)

Weapons: Genestealers are not eligible to take any equipment from the Armoury.

Special Rules: *Cause Fear*, Rending, Rampage, Animal

Rending: Genestealer attacks have the *rending* weapon rule.

Rampage: Genestealers count changes in elevation of 2" or less as open terrain, ignoring this vertical measurement for figuring out movement distance.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Comrade	30	4	3	3	3	3	1	3	1	6

Starting Equipment: None

Weapons: A Comrade may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Cult Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

CULT ARMOURY

Special

Bolter	35cr	24" range; S4 AP5; Rapid Fire
Bolt Pistol	25cr	12" range; S4 AP5; Pistol
Hellgun	25cr	24" range; S3 AP5; Rapid Fire
Hellpistol	20cr	12" range; S3 AP5; Pistol
Sniper Rifle	Rare 7	50cr	36" range; SX AP-; Sniper 1

Heavy

Autocannon	Rare 8	100cr	48" range; S7 AP4; Heavy 2
Heavy Bolter	Rare 6	70cr	36" range; S5 AP4; Heavy 3
Heavy Flamer	50cr	Template; S5 AP4
Heavy Stubber	40cr	36" range; S4 AP6; Heavy 3
Lascannon	Rare 9	125cr	48" range; S9 AP2; Heavy 1
Missile Launcher	80cr	48" range; <i>Frag</i> : S4 AP6 Heavy 1; Blast; <i>Krak</i> : S8 AP3; Heavy 1
Mortar	Rare 6	40cr	48" Guess range; S4 AP6; Heavy 1; Blast

Grenades

Grenades count as wargear and may only be purchased by Heroes. Each grenade purchase contains enough grenades to equip one model for one game.

Firebomb	5cr	S4 AP5; Blast; Grenade. Leave the Blast template centered on the point of impact after working out the initial effects of the Firebomb. After each player's turn ends, roll a D6. On a 4+ the fire continues to burn, causing the same amount and type of damage on models under or moving through the template. On a roll of 1-3, remove the template from play. One use only.
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Wargear

Sacred Item	Rare 9	50cr	The squad may reroll its first failed Rout test. At the beginning of any Combat phase in either player's turn the model may break the vial. Roll a D6 and apply the results to all friendly models within 2D6". 1: +1 I 2: +1 WS 3: +1 S 4: +1 A 5: Reroll any failed to-hit rolls 6: Reroll any failed to-wound rolls The effects last for the current Combat phase <i>only</i> . One per squad. One use only.
Patriarch Ichor Vial	Rare 8	40cr	

HARLEQUIN TROUPE

"As far as I know, they're on nobody's side – one gang showed up just in time to help us fight off an approaching Chaos horde, only to disappear and come after us with a mob of Orks three days later."
- Talon, Hive Ganger

Overview: The following values are hiring costs for the available Harlequin units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

A Harlequin Troupe must include a minimum of three models. The maximum number of models in your squad may never exceed 10.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Elites: You may have up to 4 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 36XP and uses the Character XP Track.

Heavy: Your Heavies start with 20XP and use the Character XP Track.

Troops: Your Troops start with 8XP and use the Group XP Track.

Elites: Your Elites start with 14XP and use the Character XP Track.

Harlequin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X		X	X
Death Jester	X	X			X	X
Shadowseer	X	X	X		X	X
Harlequin	X	X			X	X

HARLEQUIN TROUPE RACIAL SKILLS:

Acrobatic: When charged, before moving the charger this character may make a normal move of up to 5".

Hit and Run: This character may voluntarily leave combat at the start of his turn, and does not suffer any automatic hits.

Defend: Models in base contact with this character lose 1 Attack, down to a minimum of 1. Which weapon is affected is determined by the controlling Harlequin player.

Relentless: This character may run even if there is an enemy model within 8".

HARLEQUIN TROUPE SPECIAL RULES:

Disdain: The Harlequins look down on the crude weaponry of the other races and as such cannot choose from the Basic, Pistol, or Special sections of the General Armoury. They may still choose General Close Combat weapons, Grenades and Wargear.

Keen Eyes: All models in a Harlequin Troupe can spot hidden models at a distance of double their Initiative value in inches.

The Great Dance: Outsiders can contribute nothing to the Great Dance, and are shunned by the Harlequins. A Harlequin Troupe cannot hire Mercenaries. In addition, a Harlequin Troupe cannot buy any item which would grant them an armour save, as it would limit their agility.

Leave No Trace: All Harlequin Armoury weapons and wargear count as Rare 10 for other races, regardless of special rules.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Troupe Master	130	5	5	4	3	3	1	5	1	9

Starting Equipment: Holo-suit (5+ Invulnerable save), flip belt

Weapons: A Troupe Master may be armed with any weapons and wargear (except those excluded in the Disdain and Great Dance special rules) from the Pistol and Close Combat weapon lists for the cost listed in the General and Harlequin Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Trouper	110	5	4	4	3	3	1	5	1	8

Starting Equipment: Holo-suit (5+ Invulnerable save), flip belt

Weapons: A Trouper may be armed with any weapons (except those excluded in the Disdain and Great Dance special rules) from the Pistol and Close Combat weapon lists for the cost listed in the General and Harlequin Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 1)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Death Jester	120	5	4	4	3	3	1	5	1	8

Starting Equipment: Holo-suit (5+ Invulnerable save), flip belt

Weapons: A Death Jester may be armed with any weapons and wargear (except those excluded in the Disdain and Great Dance special rules) from the Pistol, Close Combat and Heavy weapon lists for the cost listed in the General and Harlequin Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 1)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Shadowseer	150	5	4	4	3	3	1	5	1	8

Starting Equipment: Holo-suit (5+ Invulnerable save), flip belt

Weapons: A Shadowseer may be armed with any weapons and wargear (except those excluded in the Disdain and Great Dance special rules) from the Pistol and Close Combat weapon lists for the cost listed in the General and Harlequin Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Veil of Tears

Veil of Tears: Any enemy model wishing to target any friendly Harlequin model within 6" of the Shadowseer must roll 2D6x2. This is the firing model's maximum range in inches. If this puts the model out of range they cannot fire at all this turn. The firing model's short range is not affected.

ELITE (0 – 4)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Harlequin	120	5	4	4	3	3	1	5	1	8

Starting Equipment: Holo-suit (5+ Invulnerable save), flip belt

Weapons: A Harlequin may be armed with any weapons and wargear (except those excluded in the Disdain and Great Dance special rules) from the Pistol and Close Combat weapon lists for the cost listed in the General and Harlequin Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HARLEQUIN ARMOURY

Close Combat

Harlequin's Kiss	25cr	Rending CCW
Power Sword	50cr	Power weapon; Parry
Riveblade	60cr	Power weapon; on a to-wound roll of 6, the enemy is automatically taken Out of Action

Pistol

Fusion Pistol	65cr	6" range; S8 AP1; Pistol; Melta
Shuriken Pistol	20cr	12" range; S4 AP5; Pistol

Heavy

Shrieker Cannon	75cr	24" range; S6 AP5; Assault 3; Pinning Template; S(8) AP2; Assault 1; when rolling to wound, use the target's Leadership instead of his Toughness; Light Walkers are automatically Stunned but suffer no other effects or damage
Neuro-Disrupter	50cr	

Wargear

Holo-suit	N/A	Model gains a 5+ Invulnerable save.
Flip Belt	N/A	Model ignores the effects of difficult terrain and may reroll any failed Initiative tests.
Bio-Explosive Ammo	20cr	Lasts for one game only. May only be used with Shuriken Pistols. Any model taken Out of Action by Bio-Explosive Ammo explodes. Use the small blast template, with a Strength equal to the target model's Toughness and AP equal to the model's Armour save.
Domino Field	35cr	Enemy models will only hit this model on a roll of a 6 in CC
Dread Mask	10cr	The model counts as two models in CC for purposes of All Alone tests.
Mask of Fear	25cr	The model causes <i>fear</i> .
Rictus Mask*	Rare 9	60cr	All enemy models within 6" of this model and not within 6" of a friendly model at the start of their turn must take an All Alone test as though they were outnumbered in CC.

* Leader only

IMPERIAL GUARD

"What are you waiting for? Go get 'em! Do you grunts want to live forever?"
- Sgt. Gorman, Catachan 2nd

Overview: The following values are hiring costs for the available Imperial Guard units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

An Imperial Guard Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 20.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies start with 4XP and use the Character XP Track.

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites each start with different amounts of XP and use different XP Tracks.

Commissar: starts with 11XP and uses the Character XP Track

Veteran: starts with 8XP and uses the Character XP Track

Imperial Guard Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X	X	X	X
Heavy	X	X		X		X
Recruit	X	X		X		X
Commissar	X	X	X	X		X
Veteran	X	X		X		X

IMPERIAL GUARD RACIAL SKILLS:

Independent Commissar: (Commissar Only) If your squad's Leader is taken Out of Action, the Commissar takes control of the squad and gains the Leadership skill for this game only. If your squad's Leader is ever killed, the Commissar will automatically replace him as Leader.

Iron Discipline: (Leader only) The model's Leadership range increases by 6". This stacks with the Battle Tongue skill.

IMPERIAL GUARD VARIANTS:

The Imperial Guard is composed of hundreds of worlds, each with their own army and style of fighting. If so desired, players may choose one and *only* one variant rule to add flavor to their squad upon its creation. This variant rule applies to the squad for its entire existence – in campaign play *and* in one-off games. Any applicable pricing modifiers must be applied when purchasing a new warrior.

Armoured Company: The squad has access to plenty of armoured vehicles, and may even come from a Forge World. The squad may choose to take a Light Walker (See Mercenaries) as two Heavy slots. All hiring and upkeep costs apply – however, the Light Walker does not count as a Mercenary, so they may hire a second Light Walker. The Light Walker only counts as one Hero during the Exploration phase. The squad cannot hire any Heavy Guardsmen.

Cityfighters: The squad is accustomed to fighting in urban combat zones. For +5cr per model, all models can see through 12" of covered buildings, and ignore movement penalties for difficult terrain when moving through buildings or rubble.

Close Order Drill: The squad has been specially trained to fight in organized formations. For +5cr per model, if any model is within 1" of at least one other friendly model, both models receive +1 Weapon Skill and +1 Leadership. The Ld bonus does not apply if the model is using someone else's Leadership.

Cyber-Enhancement: The squad has been bionically augmented, making them much tougher than ordinary soldiers. For +10cr per model, all models gain a 6+ Invulnerable save.

Die Hards: The squad has been trained to fight until the bitter end, no matter what the odds. For +5cr per model, all models are immune to All Alone tests.

Gland Warriors: The squad has had experimental stim glands implanted. For +10cr per model, all models gain +1 Movement.

Hardened Fighters: The squad is experienced in close quarters combat. For +5cr per model, all models gain +1 Weapon Skill.

Heavy Infantry: The squad is entirely equipped with either carapace armour or feral plate armour. For +10cr per model, all Troops choices are equipped with Carapace Armour. The Leader, Heavies, Elites and Recruits do not have to pay this cost, but must always be equipped with Carapace Armour as part of their initial purchase, and cannot sell or trade this armour.

Jungle Fighters: The squad is accustomed to fighting in thick jungle or woodlands. For +5cr per model, all models can see through 12" of jungle or woods, and ignore movement penalties for difficult terrain when moving through jungle or woods.

Scouts: The squad is composed of stealth specialists. For +10cr per model, all models are equipped with Cameleoline, but may never be equipped with armour better than Flak Armour.

Xenos Fighters: The squad has been specially trained to know the combat styles and weak points of a specific race. For +5cr per model, all models will hit on a 3+ in melee against a single designated Xenos race – Eldar (including Dark Eldar), Genestealers (Genestealers and Hybrids *only*), Kroot, Orks or Tau. This race cannot change in the course of the squad's existence.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Junior Officer	65	4	4	4	3	3	1	4	1	8

Starting Equipment: None

Weapons: A Junior Officer may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Imperial Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Guardsmen	35	4	3	3	3	3	1	3	1	7

Starting Equipment: Flak Armour (5+ save)

Weapons: A Guardsman may be armed with any weapons from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Imperial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Heavy Guardsman	35	4	3	3	3	3	1	3	1	7

Starting Equipment: None

Weapons: A Heavy Guardsman may be armed with any weapons and wargear from the Basic, Pistol, Close Combat, Special and Heavy weapon lists for the cost listed in the General and Imperial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

RECRUIT (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Conscript	15	4	2	2	3	3	1	3	1	6

Starting Equipment: None

Weapons: A Conscript may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Imperial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Conscript has accumulated 10 XP, he may choose weapons and wargear from the Special section of the General and Imperial Armoury.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Veteran	45	4	3	4	3	3	1	3	1	8

Starting Equipment: None

Weapons: A Veteran may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Imperial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

ELITE (0 – 1 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Commissar	65	4	4	4	3	3	1	4	1	8

Starting Equipment: None

Weapons: A Commissar may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Imperial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Officer, Make An Example

Officer: The Commissar may choose from Leader-only weapons and wargear.

Make An Example: If a Rout test is failed with a Commissar in your squad you may choose to check to see if one of your models is within firing range and line of sight of the Commissar. If so, the model is immediately taken Out of Action and the Rout test is rerolled. Remember, a roll cannot be rerolled more than once! The second Rout test result stands. This ability may not be used more than once per game.

IMPERIAL ARMOURY

Basic

Bolter*	35cr	24" range; S4 AP5; Rapid Fire
Storm Bolter*	Rare 8	45cr	24" range; S4 AP5; Assault 2

Pistol

Bolt Pistol*	25cr	12" range; S4 AP5; Pistol
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Special

Hellgun	25cr	24" range; S3 AP5; Rapid Fire
Hellpistol	15cr	12" range; S3 AP5; Pistol
Sniper Rifle	Rare 6	50cr	36" range; SX AP-; Sniper 1

Heavy

Autocannon	Rare 7	100cr	48" range; S7 AP4; Heavy 2
Heavy Bolter	70cr	36" range; S5 AP4; Heavy 3
Heavy Flamer	50cr	Template; S5 AP4
Heavy Stubber	40cr	36" range; S4 AP6; Heavy 3
Lascannon	Rare 9	125cr	48" range; S9 AP2; Heavy 1
Missile Launcher	80cr	48" range; <i>Frag</i> : S4 AP6 Heavy 1; Blast; <i>Krak</i> : S8 AP3; Heavy 1
Mortar	40cr	48" Guess range; S4 AP6; Heavy 1; Blast

Wargear

Cameleoline	Rare 9	15cr	Enemy models suffer a -2 to-hit penalty when shooting at this model if it is in cover, as opposed to the normal -1.
Chem-Inhaler	Rare 8	15cr	Model may roll 3D6 and take the two lowest dice for Ld tests. This does not apply to Rout tests.
Trademark Item	Rare 7*	40cr	Models within the character's Leadership area may reroll all failed Ld tests.

* Leader only

INQUISITION

“There are those who question our methods, who condemn us and name us murderers and tyrants. Those who mutter such heresies should fear us, for it is they who are close upon the threshold of corruption - we shall show them no mercy.”
- Inquisitor Sturm

Overview: The following values are hiring costs for the available Inquisition units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

An Inquisition Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 16.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies start with 8XP and use the Character XP Track.

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites start with different amounts of XP and use the Character XP Track.

Tactical Stormtrooper: starts with 8XP

Assassin: starts with 14XP

Inquisition Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X	X	X	X
Inq. Servitor	X	X		X		X
Recruit	X	X	X	X	X	X
Tac. Trooper	X	X		X	X	X
Assassin	X	X		X	X	X

INQUISITION RACIAL SKILLS:

Chosen of the Emperor: (Leader only) All enemies attempting to charge the model must pass a Leadership test. If they fail the test they cannot move at all this turn.

Fearless: The model will always pass any Ld tests it is forced to make. This does not apply to Rout tests.

Purge The Unclean: The model will always hit Chaos Renegade models on a 3+.

Suffer Not The Alien: The model *hates* all non-human squads of any kind and the squad may not hire any non-human Mercenaries.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Inquisitor	75	4	4	4	3	3	1	4	1	8

Starting Equipment: None

Weapons: An Inquisitor may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Inquisitorial Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Stormtrooper	50	4	3	4	3	3	1	3	1	7

Starting Equipment: Carapace Armour (4+ save)

Weapons: An Inquisitorial Stormtrooper may be armed with any weapons from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Inquisitorial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Inquisitorial Servitor	65	4	3	3	3	3	1	3	1	8

Starting Equipment: Bionic body (4+ save)

Weapons: An Inquisitorial Servitor may be armed with any weapons and wargear from the Pistol and Close Combat weapon lists for the cost listed in the General and Inquisitorial Armoury. In addition, he may be armed with either a Powerfist or any weapon from the Special and Heavy weapon lists for the cost listed in the General and Inquisitorial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Rite of Pure Thought

Rite of Pure Thought: The model is immune to Psychology.

RECRUIT (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Acolyte	25	4	2	2	3	3	1	3	1	7

Starting Equipment: None

Weapons: An Acolyte may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Inquisitorial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making, Look Out Sir!

Hero In The Making: Once the Acolyte has accumulated 10 XP, he may choose weapons and wargear from the Special section of the General and Inquisitorial Armoury.

Look Out Sir!: If an Inquisition squad's Leader suffers a hit, before rolling to wound he may allocate the hit to any Acolyte within 2" on a D6 roll of a 4+. The Acolyte may save as normal.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Tactical Stormtrooper	60	4	3	4	3	3	1	3	1	7

Starting Equipment: Carapace Armour (4+ save)

Weapons: A Tactical Stormtrooper may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Inquisitorial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

ELITE (0 – 1 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Assassin	100	5	4	4	3	3	1	4	1	8

Starting Equipment: Agile (5+ Invulnerable save)

Weapons: An Assassin may be armed with any weapons and wargear from the Pistol and Close Combat weapon lists for the cost listed in the General and Inquisitorial Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Agile, Infiltrate, Relentless, Restricted Access

Agile: An Assassin benefits from a 5+ Invulnerable save, but cannot purchase any armour, as it would limit agility.

Infiltrate: An Assassin begins the game with this Speed skill.

Relentless: An Assassin may run even if there is an enemy model within 8".

Restricted Access: An Assassin may choose from Leader-only weapons.

INQUISITORIAL ARMOURY

Basic

Bolter*	35cr	24" range; S4 AP5; Rapid Fire
Hellgun	25cr	24" range; S3 AP5; Rapid Fire
Storm Bolter*	45cr	24" range; S4 AP5; Assault 2

Pistol

Bolt Pistol*	25cr	12" range; S4 AP5; Pistol
Hellpistol	20cr	12" range; S3 AP5; Pistol
Inferno Pistol*	Rare 8	65cr	6" range; S8 AP1; Pistol; Melta
Needle Pistol*	25cr	12" range; SX AP6; Pistol; always wounds on 4+

Close Combat

Digital Weapons*	Rare 8	30cr	Once per combat phase, the model inflicts an automatic S4 hit on a 4+ in CC. This attack is made at +2 Initiative.
Lighting Claw*	Rare 9	75cr	Power weapon; may reroll all failed to-wound rolls
Power Fist*	Rare 9	75cr	Power weapon; doubles user's Strength; always strikes last

Special

Combi-Flamer*	Rare 8	55cr	Bolter that may fire once per game as a Flamer.
Combi-Meltagun*	Rare 8	75cr	Bolter that may fire once per game as a Meltagun.
Combi-Plasmagun*	Rare 8	65cr	Bolter that may fire once per game as a Plasmagun.

Heavy

Heavy Bolter	Rare 6	70cr	36" range; S5 AP4; Heavy 3
Incinerator	Rare 7	55cr	Template; S5 AP4; Assault 1; ignores Invulnerable saves
Multi-Melta	Rare 9	125cr	24" range; S8 AP1; Heavy 1; Melta
Plasma Cannon	Rare 9	115cr	36" range; S7 AP2; Heavy 1; Blast; Gets Hot
Psycannon	Rare 10	150cr	18" range; S6 AP4; Assault 3; ignores Invulnerable saves or 36" range; S6 AP4; Heavy 3; ignores Invulnerable saves

Wargear

Familiar*	Rare 8	25cr	The model may reroll one failed to-hit roll in close combat
Inquisitorial Mandate*	Rare 9	50cr	Allows the squad to reroll its first failed Rout test.
Power Armour*	Rare 9	50cr	Provides a 3+ armour save

* Leader only

KROOT MERCENARIES

"Those... things.... came out of the jungle at a run as though they knew exactly where we were. Only half our squad was down before they started eating the casualties... Emperor's Light, I hope that next time we can see them coming."
- Sgt. Haskill, Cadian 133rd

Overview: The following values are hiring costs for the available Kroot Mercenaries units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

A Kroot Mercenaries Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 16.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies each start with different amounts of XP and use different XP Tracks.

Hunter: starts with 8XP and uses the Character XP Track

Krootox: cannot gain XP

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites each start with different amounts of XP and use different XP Tracks.

Kroot Vulture: starts with 11XP and uses the Character XP Track

Kroot Hounds: cannot gain XP

Kroot Mercenaries Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X	X	X	X
Hunter	X			X	X	X
Recruit	X			X	X	X
Vulture	X			X	X	X

KROOT MERCENARIES RACIAL SKILLS:

Evolutionary Adaptation: This skill allows the character to increase the maximum value of one of his attributes by one. This skill may be taken multiple times, although it may not be used to increase any single attribute more than once.

Mark Of The Favored: This character benefits from a 6+ Invulnerable save. This skill stacks with Step Aside.

Trademaster: This character may purchase any weapons or wargear from any racial Armoury at +1 Rarity. If the wargear does not have a Rare value treat it as being Rare 6.

Trapper: At the start of the game secretly make a note of D3 buildings outside of both players' deployment zones. Any model (friend or foe) moving inside or on top of one of these buildings suffers a S4 AP6 hit on a D6 roll of a 1. Moving implies that the model has changed position, and does not include shooting or turning in place. Before making this roll indicate to the other player that the building has been trapped.

Urban Fieldcraft: This character may apply the Fieldcraft special rule to difficult terrain designated as rubble, craters, and buildings.

KROOT MERCENARY SPECIAL RULES:

Eaters Of The Dead: Most races find the prospect of eating your fallen foes horrific. Ironically enough, this means that Kroot Mercenaries may not hire any Mercenaries other than a Light Walker.

Fieldcraft: Kroot Mercenaries do not suffer movement penalties when moving through difficult terrain designated as jungle, woods, or brush, and can see up to 12" through this same terrain.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Shaper	85	5	4	4	4	3	1	4	1	8

Starting Equipment: None

Weapons: A Kroot Shaper may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Kroot Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Carnivore	50	5	4	3	4	3	1	3	1	7

Starting Equipment: Hide armour (6+ save).

Weapons: Kroot Carnivore Kindred may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Kroot Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Krootox	125	5	4	0	6	5	3	3	2	5

Starting Equipment: None

Weapons: The Krootox may be armed with a single weapon from the Heavy weapon list, which can only be operated by the rider, for the cost listed in the General and Kroot Armoury.

Special Rules: Rider, Stupid (unless being ridden), Large Target, Animal

Rider: Any Kroot Shaper, Carnivore, Hunter, or Juvenile may ride the Krootox. This model may use any weapons and wargear he or the Krootox is equipped with. The rider does not benefit from an increased armour save, and counts as a separate target which is not affected by the Large Target rule.

HEAVY (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Vulture	95	4	4	3	4	3	1	3	1	7

Starting Equipment: Wings (count as a Jump Pack), Hide armour (6+ save)

Weapons: Kroot Vultures may be armed with any weapons and wargear from the Basic, Close Combat and Pistol weapon lists for the cost listed in the General and Kroot Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

RECRUIT (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Juvenile	30	5	3	2	4	3	1	3	1	6

Starting Equipment: None

Weapons: Kroot Juvenile Kindred may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Kroot Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Juvenile has accumulated 10 XP, he may choose weapons and wargear from the Special section of the General and Kroot Armoury.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Hunter	60	5	4	3	4	3	1	3	1	7

Starting Equipment: None

Weapons: Kroot Hunter Kindred may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Kroot Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Kroot Hound	50	6	4	0	4	3	1	5	2	5

Starting Equipment: Claws and jaws

Weapons: A Kroot Hound is not eligible to take any equipment from the Armoury.

Special Rules: Sprint, Animal, up to two Kroot Hounds count as a single Elite choice

Sprint: Kroot Hounds begin the game with this Speed skill.

KROOT ARMOURY

Basic

Kroot Rifle	40cr	24" range; S4 AP6; Rapid Fire; counts as two CCW in CC
Kroot Crossbow	30cr	18" range; S4 AP-; Assault 1; counts as two CCW in CC

Pistol

Kroot Pistol	20cr	12" range; S4 AP6; Pistol
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Special

Kroot Hunting Rifle	50cr	36" range; SX AP-; Sniper 1
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Heavy

Kroot Bolt Thrower	30cr	36" range; S4 AP-; Assault 1
Kroot Gun	75cr	48" range; S7 AP4; Rapid Fire

Wargear

Explosive Bolts	5cr	Grant a single Kroot Crossbow or Kroot Bolt Thrower AP6. Lasts for one game.
Kroothawk Totem	Rare 8	50cr	You may reroll the dice to determine who gets to start the game.
Blood of the Stalker	20cr	One game only. The entire squad counts its deployment zone as being D6" deeper than normal.

ORKS

"WE'S GREEN! WE'S MEAN! WE'S... um... WE'S GREEN!"
- Boss Gobsmash, Blue Face Tribe

Overview: The following values are hiring costs for the available Ork units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

An Ork Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 18.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies start with 8XP and use the Character XP Track.

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites start with 8XP and use the Character XP Track.

Ork Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X		X	X		X
Mekboy	X		X	X		X
Short Toof	X			X		X
Loota	X			X		X
Skarboy	X			X		X

ORK RACIAL SKILLS:

WAAAGH!: (Leader only) As long as this character is alive, all Orks ignore All Alone tests, and the squad may reroll any failed Rout tests.

Madboy: The character is subject to Frenzy.

Tuff 'Un: The character reduces enemy Injury rolls against him by -1.

Kommando: (One per squad) The character gains the Infiltrate skill.

ORK SPECIAL RULES:

Bad Reputation: Orks are liable to fight anyone they can, including their allies. An Ork squad cannot hire any Mercenaries other than Hunting Beasts, Light Walkers, Mad Doks, Ogryns and Ork Wyrdboyz.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Nob	55	4	4	2	4	4	1	3	1	8

Starting Equipment: None

Weapons: A Nob may be armed with any weapons and wargear from the Close Combat, Basic, Special, and Pistol weapon lists for the cost listed in the General and Ork Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Ork Boy	30	4	4	2	3	4	1	2	1	7

Starting Equipment: Flak jacket (6+)

Weapons: An Ork Boy may be armed with any weapons from the Basic, Close Combat and Pistol weapon lists for the cost listed in the General and Ork Armoury. Rules for single and doublehanded weapons must be followed when equipping weapons.

TROOPS (do not count towards minimum of 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Gretchin	15	4	2	2	2	2	1	2	1	5

Starting Equipment: None

Weapons: Gretchin are either armed with a Grot Blasta or given an Ammo Crate, the cost of which is included in their profile. Gretchin may not use any other weapons or wargear aside from their free knife.

Special Rules: Insignificant, Living Shield

Insignificant: Gretchin do not count as models for purposes of targeting the closest model, determining which models take All Alone tests, or determining your squad size for Rout tests. Gretchin only count as half a model for determining model count when calculating your squad's maximum size. Gretchin cannot gain XP.

Living Shield: Gretchin provide a 5+ special save against shooting for friendly models behind and within 1" of them. If the save is successful the Gretchin must be removed as a casualty. This special save is negated by melta weapons and weapons that ignore cover.

HEAVY (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Loota	35	4	4	2	3	4	1	2	1	7

Starting Equipment: None

Weapons: A Loota may be armed with any weapons and wargear from the Basic, Pistol, Close Combat, Special and Heavy weapon lists for the cost listed in the Ork Armoury. In addition, a Loota may be armed with any weapons from the Basic, Pistol, Close Combat, Special and Heavy weapon lists for the cost listed in *any* Armoury of *any* of the races being used in the campaign. If a race is not being used in the campaign, its weapons are not available to Lootas! Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Misfire

Misfire: If an Ork Loota is using a weapon not available in either the General or Ork Armoury, on a to-hit roll of a 1 he hits himself with the weapon. For weapons which do not require a to-hit roll, such as template weapons, roll a D6 anyways. This may not be rerolled due to an Ammo Crate.

RECRUIT (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Short Toof	25	4	3	2	3	4	1	2	1	6

Starting Equipment: None

Weapons: A Short Toof may be armed with any weapons and wargear from the Basic, Pistol and Close Combat weapon lists for the cost listed in the General and Ork Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Ork Short Toof has accumulated 10 XP, he may choose weapons and wargear from the Special section of the General and Ork Armoury.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Skarboy	40	4	4	2	4	4	1	2	1	7

Starting Equipment: None

Weapons: A Skarboy may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Ork Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

ELITE (0 – 1 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Mekboy	50	4	4	2	4	4	1	2	1	7

Starting Equipment: None

Weapons: A Mekboy may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Ork Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Mekanik

Mekanik: Having a Mekboy in your squad allows you to purchase Kustom Jobs and special wargear as noted in the Ork Armoury.

ORK ARMOURY

Basic

Shoota 20cr 18" range; S4 AP6; Assault 2

Pistol

Slugga 15cr 12" range; S4 AP6; Pistol

Close Combat

Power Klaw* 75cr Power weapon; doubles user Strength; always strikes last

Special

Big Shoota 60cr 36" range; S5 AP5; Assault 3

Burna 75cr Template; S4 AP5; Assault 1; Power weapon

Rokkit Launcha 60cr 24" range; S8 AP3; Assault 1

Heavy

Kustom Blasta*/^ 65cr 24" range; S7 AP2; Heavy 1; Gets Hot

Skorcha 85cr Template; S5 AP4; Assault 1; Power weapon

Grenades

Grenades count as wargear and may only be purchased by Heroes. Each grenade purchase contains enough grenades to equip one model for one game.

Super Stikkbombz^ 15cr S10 AP4; Blast; Grenade. On a roll of a 1 to hit, center the Blast template on the user. Mekboy only.

Wargear

Mega Armour*/^ 50cr Provides a 3+ armour save

Kustom Force Field^ 100cr All friendly models within 6" gain a 5+ Invulnerable save.

Bionik Bitz^ 10cr Model gains a 6+ Invulnerable save.

Kustom Job: Blasta^ 10cr Shoota/Slugga becomes AP3 at ranges of 12" or less and suffers from the Gets Hot rule. Permanent upgrade.

Kustom Job: More Dakka^ 10cr Makes Slugga Assault 2 and Shoota Assault 3. Permanent upgrade.

Kustom Job: Shootier^ 10cr Makes Shoota/Slugga S5. Permanent upgrade.

Ork Jetpack^ 50cr Counts as Jump Pack.

Ammo Crate N/A Allows one friendly model within 2" to reroll a single missed to-hit roll when shooting. This does not apply to Grenades or Looted weapons. A model cannot be aided by multiple Ammo Crates in one turn.

Grot Blasta N/A 12" Range; S3 AP-; Assault 1

* Leader Only

^ Requires Mekboy in squad

SISTERS OF BATTLE

"We stand as the few who have come through the trials by fire necessary to prove those who truly seek to serve the Emperor. Now we purify the universe of the sins of heresy with a more testing form of flame. May our faith guide us to victory."

- Sister Superior Annabelle

Overview: The following values are hiring costs for the available Sisters of Battle units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

A Sisters of Battle Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 12.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies start with 8XP and use the Character XP Track.

Recruit: Your Recruits start with 4XP and use the Character XP Track.

Troops: Your Troops start with 2XP and use the Group XP Track.

Elites: Your Elites start with 8XP and use the Character XP Track.

Sisters of Battle Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader	X	X	X	X		X
Retributor	X	X		X		X
Novice	X	X		X		X
Seraphim	X	X		X		X
Dominion	X	X		X		X

SISTERS OF BATTLE RACIAL SKILLS:

Martyrdom: (Leader Only) When this model is taken out of action, all remaining members of the squad receive +1 to their Strength, Initiative, and Leadership stats for the remainder of the battle.

True Grit: This model may use a Bolter as though it were a one-handed weapon. When using a Bolter in close combat it follows the same rules as a Pistol. Skills that allow a model to use two pistols will allow this model to use two Bolters.

Angelic Visage: Any Sisters of Battle model within 6" of this model increases its Ld by +1 up to a maximum of 10 for purposes of Psychology tests.

Holy Hatred: The character may reroll all failed to-hit rolls in the first round of combat.

SISTERS OF BATTLE SPECIAL RULES:

Shield Of Faith: All Sisters of Battle models are immune to any form of psychic power.

Acts Of Faith: A Sisters of Battle squad can perform an Act of Faith once per battle. The effects of an Act of Faith only affect Sisters of Battle models – no Mercenaries benefit from the Act, nor do they count when determining the current number of models in the squad. The controlling player must declare he is performing an Act of Faith and choose one of the Acts below before rolling 2D6 and determining the result.

Hand Of The Emperor

Phase: Either player's Combat phase.

Test of Faith: Roll equal to or **under** the current number of models in the squad. A result of 12 always fails.

Effect: Make the Test of Faith before rolling to hit. Each model in the squad adds +2 to its Strength, but will strike last. This Act lasts for the current Combat phase.

Divine Guidance

Phase: Either player's Combat phase/own Shooting phase.

Test of Faith: Roll equal to or **under** the current number of models in the squad. A result of 12 always fails.

Effect: Make the Test of Faith before rolling to hit. All attacks gain the *Rending* weapon ability. This Act lasts for the current phase.

Light Of The Emperor

Phase: Own Movement phase.

Test of Faith: Roll equal to or **over** the current number of models in the squad.

Effect: Test at the beginning of the phase. Any models which are fleeing automatically rally, and all models in the squad will automatically pass all Ld tests. This Act lasts for one full turn.

Spirit of the Martyr

Phase: Enemy Shooting phase or either player's Combat phase.

Test of Faith: Roll equal to or **over** the current number of models in the squad.

Effect: Roll at the beginning of the turn. All models in the squad gain an Invulnerable save equal to their normal Armour save for the remainder of the turn. This may not be combined with any other saves. This Act lasts for one full turn.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Sister Superior	100	4	4	4	3	3	1	4	1	9

Starting Equipment: Power armour (3+ save)

Weapons: A Sister Superior may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Sisters of Battle Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Sororita	70	4	3	4	3	3	1	3	1	8

Starting Equipment: Power armour (3+ save)

Weapons: A Sororita may be armed with any weapons from the Basic, Pistol and Close Combat lists for the cost listed in the General and Sisters of Battle Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Retributor	80	4	3	4	3	3	1	3	1	8

Starting Equipment: Power armour (3+ save)

Weapons: A Retributor may be armed with any weapons and wargear from the Basic, Pistol, Close Combat, Special and Heavy weapon lists for the cost listed in the General and Sisters of Battle Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

RECRUIT (0 – 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Novice	60	4	2	3	3	3	1	3	1	7

Starting Equipment: Power armour (3+ save)

Weapons: A Novice may be armed with any weapons and wargear from the Basic, Close Combat and Pistol weapon lists for the cost listed in the armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Heroine In The Making

Heroine In The Making: Once the Novice has accumulated 10 XP, she may choose weapons and wargear from the Special section of the General and Sisters of Battle Armoury.

ELITE (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Seraphim	90	4	3	4	3	3	1	3	1	8

Starting Equipment: Power armour (3+ save)

Weapons: The Seraphim may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Sisters of Battle Armoury. Rules for single- and double-handed weapons must be followed when equipping weapons.

Special Rules: Gunfighter

Gunfighter: If this model is equipped with two of the same one-handed weapons it may fire them both at once. This is worked out as though only one weapon was firing, but it benefits from the *twin-linked* weapon rule. This also applies to any close combat attacks should the model be equipped with pistols.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Dominion	80	4	3	4	3	3	1	3	1	8

Starting Equipment: Power armour (3+ save)

Weapons: A Dominion may be armed with any weapons and wargear from the Basic, Pistol, Close Combat and Special weapon lists for the cost listed in the General and Sisters of Battle Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

SISTERS OF BATTLE ARMOURY

Basic

Bolter	35cr	24" range; S4 AP5; Rapid Fire
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Pistol

Bolt Pistol	25cr	12" range; S4 AP5; Pistol
Hand Flamer	30cr	Template; S4 AP5; Assault 1
Inferno Pistol	Rare 8	65cr	6" range; S8 AP1; Pistol; Melta

Special

Combi-Flamer*	Rare 8	55cr	Bolter that may fire once per game as a Flamer.
Combi-Meltagun*	Rare 8	75cr	Bolter that may fire once per game as a Meltagun.
Combi-Plasmagun*	Rare 8	65cr	Bolter that may fire once per game as a Plasmagun.
Meltagun	75cr	12" range; S8 AP1; Assault 1; Melta
Storm Bolter	45cr	24" range; S4 AP5; Assault 2

Heavy

Heavy Bolter	70cr	36" range; S5 AP4; Heavy 3
Heavy Flamer	50cr	Template; S5 AP4; Assault 1
Multi-Melta	Rare 8	125cr	24" range; S8 AP1; Heavy 1; Melta

Wargear

Book of St. Lucius	25cr	The model gains the Leadership ability. One per squad.
Inquisitorial Mandate*	Rare 9	50cr	Allows the squad to reroll its first failed Rout test.
Jump Pack	50cr	Counts as a Jump Pack.
Rosarius*	Rare 11	100cr	Provides a 4+ Invulnerable save
Simulacrum Imperialis	Rare 8	40cr	The squad may roll three dice when making a Test of Faith and choose which two to use.

* Leader only

TAU EMPIRE

"The gue'la cannot understand our motives. They refuse to become part of the Greater Good, refuse to be led by our Ethereals. We come in peace, hoping to craft a brighter future for the both of our races – our conflicts can be easily repaired. Unfortunately, it would seem that nothing is easy for them."
- Shas'ui Kael

Overview: The following values are hiring costs for the available Tau Empire units and weapons. At the start of a campaign, you have 700 credits with which to requisition the troops and equipment you want in your squad, although this amount may change depending on the campaign or scenario.

Recruiting Your Squad:

A Tau Empire Squad must include a minimum of three models. The maximum number of models in your squad may never exceed 16.

Leader: Your squad must include 1 Leader, no more, no less.

Troops: You must have at least 2 Troops choices in your squad.

Heavies: You may have up to 2 Heavy choices in your squad.

Recruits: You may have up to 2 Recruits in your squad.

Elites: You may have up to 2 Elite choices in your squad.

EXPERIENCE:

Leader: Your Leader starts with 20XP and uses the Character XP Track.

Heavy: Your Heavies start with 8XP and use the Character XP Track.

Recruit: Your Recruits start with no XP and use the Character XP Track.

Troops: Your Troops start with no XP and use the Group XP Track.

Elites: Your Elites each start with different amounts of XP and use different XP Tracks.

Pathfinder: starts with 8XP and uses the Character XP Track

Drone: cannot gain XP

Tau Empire Skill Table

	Combat	Shooting	Academic	Strength	Speed	Racial
Leader		X	X		X	X
Battlesuit		X		X		X
Shas'saal		X	X		X	X
Pathfinder		X			X	X

TAU EMPIRE RACIAL SKILLS:

Suppressive Fire: When this character causes a Pinning test, it is taken at -1 Ld.

LEADER

	Cost	M	WS	BS	S	T	W	I	A	Ld
Shas'ui	55	4	3	4	3	3	1	3	1	8

Starting Equipment: None

Weapons: A Shas'ui may be armed with any weapons and wargear from the Close Combat, Basic, Special, and Pistol weapon lists for the cost listed in the General and Tau Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Leadership

TROOPS (2+)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Fire Warrior	35	4	2	3	3	3	1	2	1	7

Starting Equipment: Body Armour (4+ save)

Weapons: A Fire Warrior may be armed with any weapons from the Basic and Close Combat weapon lists for the cost listed in the General and Tau Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

HEAVY (0 – 2 Restricted)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Battlesuit	135	4	2	3	4	4	1	2	2	7

Starting Equipment: Battlesuit (3+ save, stat upgrades included in above profile)

Weapons: A Battlesuit may be armed with any weapons and wargear from the Basic, Close Combat, Special, and Heavy weapon lists for the cost listed in the General and Tau Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Heavy Grit, Twin-Linking

Heavy Grit: The model counts two-handed weapons as one-handed, and can move at normal speed while carrying a Heavy weapon. Note that it can still only be equipped with two one-handed weapons, and can only fire one weapon per turn.

Twin-Linking: If this model is equipped with two of the same one-handed weapons it may fire them both at once. This is worked out as though only one weapon was firing, but it benefits from the *twin-linked* weapon rule.

RECRUIT (0 – 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Shas'saal	25	4	2	2	3	3	1	2	1	6

Starting Equipment: Body Armour (4+ save)

Weapons: A Shas'saal may be armed with any weapons and wargear from the Basic, Close Combat, and Pistol weapon lists for the cost listed in the General and Tau Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Hero In The Making

Hero In The Making: Once the Shas'saal has accumulated 10 XP, he may choose weapons and wargear from the Special section of the General and Tau Armoury.

ELITE (0 - 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Pathfinder	55	4	2	3	3	3	1	2	1	7

Starting Equipment: Body Armour (4+ save)

Weapons: A Pathfinder may be armed with any weapons and wargear from the Basic, Close Combat, Special, and Pistol weapon lists for the cost listed in the General and Tau Armoury. Rules for single and double-handed weapons must be followed when equipping weapons.

Special Rules: Infiltrate

Infiltrate: A Pathfinder begins the game with this Speed skill.

ELITE (0 – 2)

	Cost	M	WS	BS	S	T	W	I	A	Ld
Drone	40	6	2	2	3	3	1	4	1	5

Starting Equipment: Drone Armour (4+ save)

Weapons: Drones must be armed with one option from the Drones list for the cost listed in the armoury. Drones may never take any other equipment or upgrades from any Armoury.

Special Rules: Repulsors, two Drones count as a single Elite choice

Repulsors: Drones ignore terrain effects and count changes in elevation of 2" or less as open terrain, ignoring this vertical measurement for figuring out movement distance.

TAU ARMOURY

Basic

Pulse Carbine	45cr	18" range; S5 AP5; Assault 1; Pinning
Pulse Rifle	50cr	30" range; S5 AP5; Rapid Fire

Pistol

Pulse Pistol	35cr	12" range; S5 AP5; Pistol
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Special

Rail Rifle	60cr	36" range; S6 AP3; Heavy 1; Pinning
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Heavy

Burst Cannon^	Rare 6	50cr	18" range; S5 AP5; Assault 3
Missile Pod^	Rare 8	100cr	36" range; S7 AP2; Assault 2
Plasma Rifle^	Rare 9	60cr	24" range; S6 AP2; Rapid Fire

Drone

Markerlight	10cr	See Tau Wargear.
TL Pulse Carbines	40cr	18" range; S5 AP5; Assault 1; Pinning; Twin-Linked
Rail Rifle	60cr	36" range; S6 AP3; Heavy 1; Pinning
Shield Generator	50cr	Provides a 4+ Invulnerable save

Wargear

Battlesuit*	Rare 9	100cr	Grants the model +1 S, +1 T, +1 A, and a 3+ save, These added stats do not count towards the racial limit. The model may be equipped with weapons from the Heavy weapons list, and benefits from the <i>Heavy Grit</i> special rule. The model no longer benefits from any Speed skills.
Shield Generator^	Rare 8	75cr	Provides a 4+ Invulnerable save
Bonding Knife*	Rare 9	50cr	The squad may reroll its first failed Rout test.
Drone Controller	35cr	All Drones in the squad have their Ld increased to 7 as long as the user is not Out of Action.
Jetpack^	Rare 8	50cr	Counts as a Jump Pack
Markerlight	15cr	36" range; Heavy 1. Each markerlight hit affects only the model targeted, but the benefits extend to the entire Tau Empire squad. The effects of cumulative markerlights stack and allow one of the following bonuses per hit: +1 to hit the target, -1 to the target's Ld for Pinning tests, target the model even if it is not the closest.
Stealth Generator^	Rare 9	75cr	The model may use the <i>Infiltrate</i> skill. All shooting directed at the model is at -1 to hit.

* Leader only

^ Battlesuit only

MERCENARIES

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Blood Pact Trooper	40 / 20	4	4	4	3	3	1	4	1	8

"The Blood Pact army has been annihilated, but it turns out that its soldiers are as tenacious as ever, parading their vile heritage as they hire their services out to those most devoted to Chaos."

- Petrov, Vostroyan Commissar

May Be Hired: Blood Pact Troopers may only be hired by Chaos Renegades.

Starting Equipment: Carapace Armour (4+ save) and choice of either a lasgun, shotgun, or laspistol and axe.

Special Rules: Cause *fear*, Die Hard, *hate* all enemy models

Die Hard: A Blood Pact Trooper will automatically pass all Leadership tests he is required to make.

Skills: A Blood Pact Trooper may choose from Combat, Shooting, Strength and Speed skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Bounty Hunter	40 / 25	4	4	4	3	3	1	4	1	8

"I tag 'em and bag 'em – no better way to make a living. Not that it's ever as easy as it sounds..."

- Lucas Dommik, Bounty Hunter

May Be Hired: Bounty Hunters may be hired by any squad.

Starting Equipment: Flak Armour (5+ save), photon grenades, and choice of either a bolter or bolt pistol and chainsword

Special Rules: Bounty

Bounty: At the start of each game, before deployment, nominate a single enemy Hero. If the Bounty Hunter can successfully take this Hero Out of Action, your warband will gain half his current credit value (each point of XP counts for 2cr). The other half is claimed by the Bounty Hunter, and you will not have to pay his upkeep fee for this game.

Skills: The Bounty Hunter may choose from Combat, Shooting, Strength and Speed skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Dark Eldar Mandrake	45 / 25	5	4	4	3	3	1	5	1	8

May Be Hired: Dark Eldar Mandrakes may only be hired by Chaos Renegade, Dark Eldar and Genestealer Cult squads.

Starting Equipment: Body Armour (5+ save), sword and splinter pistol (See Dark Eldar Armoury)

Special Rules: Shadow-Skinned

Shadow-Skinned: Enemy models shooting at a Dark Eldar Mandrake always suffer a -1 to-hit penalty. In addition, a Dark Eldar Mandrake may hide even if he is not behind cover.

Skills: The Dark Eldar Mandrake may choose from Combat, Shooting and Speed skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Demo Trooper	40 / 25	4	3	3	3	3	1	3	1	7

"Boom! Ehehe... Let's go find another building!"
- Ivan, Demo Trooper

May Be Hired: Demo Troopers may be hired by any squad.

Starting Equipment: Flak Armour (5+ save), mines, frag grenades and laspistol

Special Rules: Explosives Expert, Infiltrate, Sensitive Equipment

Explosives Expert: Demo Charges do not have a Rare value as long as your squad has a Demo Trooper in it.

Infiltrate: The Demo Trooper begins the game with this Speed skill.

Mines: S3 AP6; Assault 1; Ordnance. A Demo Trooper may lay a mine in his Shooting phase. Place a marker in base-to-base contact with the Demo Trooper. Any enemy model moving within 3" of the mine at any point during the rest of the game must pass an Initiative test before completing its movement or trigger the mine's effects, which are worked out immediately and will be centered on the triggering model. All models affected by the mine but not Stunned or taken Out of Action are automatically Knocked Down after working out the effects. The Demo Trooper may also choose to detonate all of his mines on the board during his shooting phase instead of shooting. Once a mine has been triggered, the relevant marker is removed from the board.

Sensitive Equipment: Whenever a Demo Trooper suffers a wound (after saves), roll a D6. On a roll of a 1, a S4 AP6 Ordnance template is centered on the model and the effects are immediately worked out. The Demo Trooper is then removed from play.

Skills: The Demo Trooper may choose from Speed skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Eldar Ranger	65 / 30	5	4	4	3	3	1	4	1	8

“Those that tread the Path of the Outcast are not truly lost, and should never be forgotten – we may have need of their skills in the battles yet to come.”

- Kyra, Banshee Aspect Warrior

May Be Hired: Eldar Rangers may only be hired by Eldar, Imperial Guard, and Tau squads.

Starting Equipment: Body Armour (5+ save), Eldar long rifle (See Eldar Armoury)

Special Rules: Cameleoline, Expert Tracker, Infiltrate, Pathfinder

Cameleoline: Enemy models suffer a -2 to-hit penalty when shooting at an Eldar Ranger in cover, as opposed to the normal -1.

Expert Tracker: The Eldar Ranger begins the game with this Academic skill.

Infiltrate: The Eldar Ranger begins the game with this Speed skill.

Pathfinder: The Eldar Ranger does not suffer any penalties for moving through difficult terrain.

Skills: The Eldar Ranger may choose from Shooting and Speed skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Farsight Tau Merc	50 / 25	4	3	3	3	3	1	3	1	8

“Where is the glory in fighting for the Greater Good? Your actions are but an unrecognized few among many. Out here, on his own, a Tau can make a name for himself.”

- Shodan, Farsight Merc

May Be Hired: Farsight Tau Mercs may be hired by any squad except Adeptus Mechanicus, Inquisition, Sisters of Battle and Tau.

Starting Equipment: Body Armour (4+ save), sword, photon grenades, and choice of either a pulse rifle or pulse carbine (See Tau Armoury)

Skills: The Farsight Tau Merc may choose from Combat, Shooting and Speed skills when he gains a new skill.

Dau'Ma's pulse blast crumpled the Swooping Hawk's wings and the Eldar spiralled out of control, smashing into him and knocking them both to the ground and scattering their rifles. Both aliens scrambled to their feet, sizing each other up for a few breathless seconds.

The Eldar stepped forward casually, drawing his ornamented dagger in anticipation of an easy kill. Dau'Ma grinned under his helmet and reached behind himself to draw the four-foot katana wielded by those trained under Commander Farsight's command, watching the sudden look of fear on the Eldar's face with a decidedly un-Tau glee.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Hunting Beast	25 / 10	7	4	0	4	3	1	4	2	6

"A man could not wish for a more loyal companion than my saberwolf. All I have to do is keep him fed and scratch behind his ears, and he will follow me into battle more readily than any soldier I know."

- Major Lupe, Sibernian Dragoons

May Be Hired: Hunting Beasts may be hired by any squad except Tau.

Starting Equipment: Hide (6+ save), claws and jaws

Special Rules: Animal, Carnivore

Animal: Hunting Beasts cannot gain XP.

Carnivore: Squads do not have to pay upkeep for the Hunting Beast if it has taken an enemy model out of action in the previous game.

"Badgutt! Badgutt! Badgutt!" On the wartrukk's bed a gobbo cowered in fear, tied to an iron crate that shook with the struggles of the creature inside. A crowd of orks jeered from a safe distance away from the truk, while Boss Badgutt balanced precariously on top of the rattling container.

"Is youse ready?" bellowed Badgutt. The warband roared appreciatively, slapping their broad green hands against scavenged armour. "I can't hear youse guys! LOUDER!" roared the Boss. The raucous clamour was redoubled, and sluggas were fired in the air. Badgutt surveyed his minions, then, judging the time to be right, kicked the locking pin out of the door. It slammed down into the bed of the truk and a slaverling, fungal predator leapt out of the back, a thick iron chain and collar restraining it. Frenziedly dashing around, it tore after the gobbo, opening a mouth packed with jagged fangs and swallowing the screaming greenskin whole. Badgutt loomed over his mates, spreading his arms theatrically. "WAAAAAGH!"

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Kroot Merc	40 / 15	5	4	3	4	3	1	3	1	8

"As long as you can accept the fact that they're going to eat a few casualties on both sides, you and them are going to get along just fine."

- Tyro, Catachan Veteran

May Be Hired: Kroot Mercs may be hired by any squad except Adeptus Mechanicus, Inquisition and Sisters of Battle.

Starting Equipment: Hide armour (6+ save), Kroot Rifle (See Kroot Mercenaries Armoury)

Special Rules: Fieldcraft

Fieldcraft: The Kroot Merc does not suffer movement penalties when moving through difficult terrain designated as jungle, woods, or brush, and can see up to 12" through this same terrain.

Skills: The Kroot Merc may choose from Combat, Strength and Speed skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Light Walker	125 / 40	6	3	3	5	7	3	3	1	10

"Kroot got their big beasties, 'umies and Eldar and them Tau got their pansy stompas, and we got our Kans. Kans is da best, see."

- Grokbar 'Eadsplitta, Ork Nob

May Be Hired: Light Walkers may be hired by any squad.

Starting Equipment: None

Special Rules: Customizable, Heavy Grit, Large Target, Repairs, Twin-Linking, Vehicle

Customizable: Light Walkers may be equipped with a Powerfist (See the Adeptus Mechanicus Armoury) and/or any weapons from the Special and Heavy weapon lists for the cost listed in your Racial Armoury and the General Armoury. These weapons are lost if the vehicle is removed from the roster.

Heavy Grit: The model counts two-handed weapons as one-handed, and can move at normal speed while carrying a Heavy weapon. Note that it can still only be equipped with two one-handed weapons, and can only fire one weapon per turn.

Repairs: After a game, roll a D6 for each wound suffered by the Light Walker. On a 3+, the wound is healed. On a 1 or 2, the wound is not healed and will be reduced in the Light Walker's profile for following games. Lost wounds can be regained by spending 25cr per wound. This cannot take the Light Walker above 3 Wounds. If all wounds are lost, the Light Walker cannot be repaired and is removed from the roster.

Twin-Linking: If this model is equipped with two of the same one-handed weapons it may fire them both at once. This is worked out as though only one weapon was firing, but it benefits from the *twin-linked* weapon rule.

Vehicle: The Light Walker automatically passes any Ld tests it is required to make, is unaffected by Photon grenades and cannot gain XP. The Light Walker cannot climb, jump or hide, and may not enter or deploy on top of buildings that do not have an appropriately-sized opening or logical way up. Weapons with a Strength of X (such as sniper rifles and needle pistols) cannot wound a Light Walker.

The Inquisitorial kill-team hunkered down behind the shelter of a decorative wall. The square had become eerily quiet. A few huddled shadows clustered in the factory windows looking out on the street, and telltale movements betrayed yet more behind the still-burning wreck of a civilian ground vehicle. Inquisitor Sturm peered at the cultists through the dim light provided by smashed firebombs. Before they had moved in a disturbingly coordinated manner, but now it looked like they were waiting for something.

That something did not take long to appear. An armoured serpentine monster slithered around the corner of a nearby manufactory, taking a stormtrooper by surprise and tearing him apart in a flurry of chitinous claws. *Tyranid!* Sturm's gun line immediately opened fire on the beast, but it shrugged off the hellgun blasts and advanced on them with silent malevolence. Cultists began pouring out of the buildings, discharging their crude weapons at random into Sturm's squad.

"Hold your positions!" shouted the Inquisitor, carefully directing his rounds at the Tyranid's weak points. "Hold!" The monstrous creature loomed above him, and he stared into its cold, alien eyes without fear as shots bounced off its bony armour. "Suffer not the alien to live!" he cried, firing his pistol once more before the jaws closed around him.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Loxatl	100 / 50	6	4	4	4	5	2	5	2	10

"You smell that? Kind of a minty, rancid-milk smell? That means you keep your fething eyes open and check everywhere, especially above us."

- Maggenon, Tanith First and Only

May Be Hired: Loxatl may be hired by any squad except Adeptus Mechanicus, Inquisition and Sisters of Battle.

Starting Equipment: Tough hide (4+ save), claws and jaws, and a spinal-mounted Flechette Launcher.

Special Rules: Cause *fear*, Cold-Blooded, Dew-claws, Pathfinder

Cold-Blooded: A Loxatl cannot gain XP.

Dew-claws: Loxatl may move up vertical surfaces and along ceilings as though they were open ground, and do not have to take an Initiative test when climbing up or down.

Flechette Launcher: 18" range; S3 AP5; Assault 2; Rending; Pinning

Pathfinder: The Loxatl does not suffer any penalties for moving through difficult terrain.

Skills: A Loxatl may choose from Combat, Strength and Speed skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Mad Dok	25 / 15	4	4	2	3	4	1	2	1	7
Grot Orderly	5 / 5	4	2	2	2	2	1	2	1	5

"Grots, 'old 'im still! I'll fix you up ded good!"

- Sawbonez, Mad Dok

May Be Hired: Mad Doks may only be hired by Ork squads.

Starting Equipment: Flak Armour (5+ save), 'Urty Syringe, Slugga (See Ork Armoury)

Special Rules: Dok's Toolz, Grot Orderlies

'Urty Syringe: A 'Urty Syringe is a Close Combat weapon that always wounds on a 4+.

Dok's Toolz: A Mad Dok may spend his entire turn trying to fix a friendly model within 2". Roll a D6. On a result of a 6, the target model regains a single lost wound. This cannot take the model above its starting number of wounds. On a roll of a natural 1, the target model loses a wound, with no saves allowed.

Grot Orderlies: A Mad Dok may be assisted by up to two Grots who mostly help by sitting on the Dok's victim. Grot Orderlies are subject to all special rules that apply to Gretchin (See Orks). For each Grot Orderly within 2" of a model being fixed by the Dok, he may add +1 to his Dok's Toolz roll. A roll of a natural 1 is still a failure.

Skills: The Mad Dok may choose from Combat and Strength skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Ogryn Bodyguard	50 / 25	6	4	3	5	4	3	3	2	8

"Dis is my gun, it gets da job done. Hey, dat rhymed!"
- Gonk, Ogryn

May Be Hired: Ogryn Bodyguards may be hired by any squad except Dark Eldar and Eldar.

Starting Equipment: Flak Armour (5+ save), Ripper Gun

Special Rules: Cause *fear*, It's Dark In Dere!, Large Target, Look Out Sir!

It's Dark In Dere!: An Ogryn Bodyguard suffers from Stupidity so long as he is inside a small enclosed space such as a building or vehicle wreck (such areas are to be agreed upon by both players before the game).

Look Out Sir!: If a squad's Leader suffers a hit, before rolling to wound he may allocate the hit to any Ogryn Bodyguard within 2" on a D6 roll of a 4+. The Ogryn Bodyguard may save as normal.

Ripper Gun: 12" range; S4 AP6; Assault 2. A Ripper Gun uses two hands and adds +1 to the Ogryn Bodyguard's Strength in CC.

Skills: The Ogryn Bodyguard may choose from Combat and Strength skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Ork Wyrdboy	30 / 15	4	4	2	3	4	1	2	2	8

"Quit yer scrappin'! My poor 'ead's near burstin' again!"
- Boof, Ork Wyrdboy

May Be Hired: Ork Wyrdboyz may only be hired by Ork squads.

Starting Equipment: Hide armour (6+ save), Wyrdboy Staff (Allows the Ork Wyrdboy to Parry)

Special Rules: Wyrdboy Powers, 'Eadbang

Wyrdboy Powers: A Wyrdboy begins the game with the following Wyrdboy Powers. One Power per round may be used instead of shooting, and counts as a shooting attack.

Psychic Vomit: Template. All models touched by the template suffer a S3 AP- hit. The strength of the hit is increased by +1 for every Ork on the battlefield engaged in close combat (even enemy Orks!).

Get 'Em!: All Orks (even enemy Orks!) within 6" are subject to Frenzy for the remainder of the game.

Gork'll Fix It: One friendly Ork model within 6" may reroll any failed armour saves this turn. If he does not have an armour save he gains a 6+ Invulnerable save.

Eye of Mork: One friendly Ork model within 6" may reroll any failed to-hit rolls in the current Ork turn.

'Eadbang: When using a Wyrdboy Power, the Ork Wyrdboy must roll 2D6. On any roll of a 2 or 12 the Power cannot be used this turn and the Ork Wyrdboy immediately unleashes a Psychic Vomit in a random direction before suffering a Strength D6 hit that allows no armour saves.

Skills: The Ork Wyrdboy may choose from Combat and Strength skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Priest	30 / 10	4	3	3	3	3	1	3	1	8

"Forward, my brethren! Into the fray! For the Hive Mind!"
- Barratus, Cult Priest

May Be Hired: Priests may only be hired by Genestealer Cults, Imperial Guard, Inquisition, and Sisters of Battle.

Starting Equipment: Eviscerator

Special Rules: *Frenzy*, Fanatical

Eviscerator: Counts as a Great Weapon that grants the Priest AP1 in close combat.

Fanatical: All friendly models (not including other Mercenaries) within 6" of the Priest gain *hatred*.

Skills: The Priest may choose from Combat, Strength and Speed skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Psyker	30 / 15	4	2	3	3	3	1	3	1	7

"They seek to use powers that were not meant for any mortal to wield, and are as dangerous to themselves as they are to others. Slay them without mercy – or they will kill you."
- Sister Maria, Order of the Crimson Robe

May Be Hired: Psykers may be hired by any squad except Adeptus Mechanicus and Sisters of Battle.

Starting Equipment: Laspistol and sword

Special Rules: Psychic Powers, Perils of the Warp

Psychic Powers: A Psyker begins the game with two of the following Psychic Powers, chosen randomly by rolling a D6. If the same Psychic Power is rolled twice, roll again. One Power per round may be used instead of shooting, and counts as a shooting attack. When gaining a Skill, he may instead choose to learn a new random Psychic Power.

1 – *Machine Curse:* 18" range; Assault 1; Blast – Any models touched by the Blast template cannot use any ranged weapons in the following turn.

2 – *Psychic Lash:* One model within 6" suffers D3 S3 attacks, with no armour saves allowed.

3 – *Lightning Arc:* 24" range; S3 AP6; Heavy D6

4 – *Fear of the Darkness:* All enemy models within 12" must immediately pass a Psychology test or flee.

5 – *Mindbreaker:* Template – All enemy models touched by the template are immediately Knocked Down.

6 – *Siren Call:* 18" range; Assault 1 – The target model immediately moves his base movement towards the Psyker, and cannot move in his following movement phase.

Perils of the Warp: When using a Psychic Power, the Psyker must roll 2D6. On any roll of a 2 or 12 the Power cannot be used this turn and the Psyker immediately suffers a S6 hit.

Skills: The Psyker may choose from Shooting and Academic skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Scribe	20 / 15	4	2	2	3	3	1	3	1	7

"You know the old saying, that the pen is mightier than the sword? Most would be wise to heed that phrase."
- Argos, Explorator

May Be Hired: Scribes may only be hired by Adeptus Mechanicus, Imperial Guard and Inquisition squads.

Starting Equipment: Flak jacket (6+ save), Laspistol

Special Rules: Contacts, Misallocation of Resources

Contacts: A Scribe allows his squad to add +1 to its rolls when trying to acquire a single Rare item. This may stack with the Connections skill.

Misallocation of Resources: A Scribe can reduce the cost of a single item purchased per game by 4D6cr, to a minimum of 1cr.

Skills: A Scribe may choose from Academic and Speed skills when he gains a new skill.

In the libraries of the Imperial Administratum building of Delios Prime, thousands of scribes dwelled, producing billions of pages of records, lists and summons per year. One of these scribes was Sebastian, a heavily-augmented man of pale skin and intermediate age. A skull-servitor ghosted into the room, the only sign of its approach being the flickering glow of the candle crowning the machine. In its tiny manipulators it held a credit chip. Sebastian took the chip and examined it as he continued to write. Ah, so the Captain had accepted the new price. He extended a telescoping claw to pick up a nearby tome, scratching out a few numbers with his pen and replacing the values. A simple correction, but in due time the Captain would receive a new heavy bolter and several thousand rounds of ammunition in addition to his normal supply shipment. One scribe among millions, one page among billions. Such were the mechanics of Imperial bureaucracy.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Space Marine	70 / 40	4	4	4	4	4	1	4	1	8

"They have commanded legions and conquered worlds. They are gods among men. Why do they waste their skill aiding the weak and helpless? They could be so much more."
- Drychar, Scourge

May Be Hired: Space Marines (or Chaos Space Marines) may be hired by any squad except Eldar and Tau.

Starting Equipment: Power armour (3+ save), frag grenades, and choice of either a bolter or bolt pistol and chainsword

Special Rules: And They Shall Know No Fear, cause *fear*

And They Shall Know No Fear: A Space Marine will automatically pass any Ld tests he is required to make.

Skills: A Space Marine may choose from the Combat, Shooting and Strength skills when he gains a new skill.

MERCENARY

	Cost/Upkeep	M	WS	BS	S	T	W	I	A	Ld
Vespid Stingwing	70 / 35	4	3	3	3	4	1	5	1	6

“A leaf on the wind with a razor edge. The y’eldi have proven themselves a powerful addition to our great cause.”
- Aun Sho'kal, Ethereal

May Be Hired: Vespid Stingwings may be hired by any squad except Adeptus Mechanicus, Inquisition and Sisters of Battle.

Starting Equipment: Chitinous carapace (5+ save), claws, neutron blaster, wings (counts as Jump Pack)

Special Rules: Skilled Flyer

Neutron Blaster: 12” range; S5 AP3; Assault 1

Skilled Flyer: A Vespid Stingwing ending its Jump Pack movement in an area of difficult terrain does not have to take an Initiative test, and also does not have to take an Initiative test when entering small elevated openings such as windows in mid-flight.

Skills: A Vespid Stingwing may choose from the Shooting and Speed skills when it gains a new skill.

GENERAL SKILLS

COMBAT

Combat Master: If this character is fighting against more than one enemy in the Combat phase, he gains an extra Attack. In addition, he is immune to 'All Alone' tests.

Counter-Attack: If this character performs a successful parry, it may then immediately make a single attack of its own. This ability may only be used once per turn.

Feint: This character may "convert" a single parry he is allowed into an additional Attack. This must be declared at the start of either player's combat phase.

Stock Strike: This character may use any two-handed shooting weapon as a two-handed CCW, granting him +1 Strength. This skill may not be used with Heavy weapons.

Step Aside: This character is granted a 5+ Dodge save in close combat.

Strike to Kill: Add +1 to all Injury rolls caused by this character in close combat.

SHOOTING

Eagle Eyes: The character does not have to fire at the model closest to him. This model may fire at targets within extreme range using the 'long range' modifier (Extreme range is half again the weapon's maximum). This skill does not affect Melta or Template weapons or Grenades.

Grenadier: This character is adept at tossing Grenades. He may elect to either throw two of the same type of Grenades, each with a -1 to-hit penalty, or may choose to throw a single Grenade and negate the normal -1 to-hit penalty.

Gunfighter: The character may fire using both Pistols (assuming he is armed with two) during the shooting phase and may use both Pistols as normal to attack in the close combat phase. Attacks may be designated in any way, but each Pistol must be given one attack.

Hip-Shooting: The character may fire during the shooting phase, even if it ran during its Movement phase. This shot is at a -1 to-hit in addition to any other modifiers (this replaces the normal -1 modifier for moving and shooting, and does apply to Assault weapons). This skill may not be used with Heavy weapons.

Point Blank: The character gains +1 to to-hit, to-wound, and Injury rolls with ranged weapons when within 6" of his target.

Quick Shot: The character may fire an additional shot using any weapon he has fired that turn, as long as he did not move during the movement phase. This skill is only usable with Basic and Pistol weapons.

Trick Shot: The character ignores all modifiers for cover when shooting.



ACADEMIC

Battle Tongue: This skill may only be taken by a character with the 'Leadership' ability. The range of this character's 'Leadership' is increased by 6".

Connections: The character allows his squad to add +2 to its rolls when trying to acquire a single Rare item. This skill may be applied several times to separate rolls, once for each character in a squad that has it.

Expert Tracker: This character allows you to reroll one die while exploring. Several characters may use this skill, however a single die may not be rerolled more than once.

Haggle: This character allows his squad to deduct 2D6 credits from the cost of any single item during each re-supply.

Weapons Expert: This model may use any weapon he comes across, regardless of racial origin. He may also use any weapon in his race's Armoury he would not normally be allowed to use, excepting Heavy weapons.

STRENGTH

Brawn: This character may use his Initiative value when using weapons which would normally force him to strike last in combat (i.e. Power Fists).

Fearsome: This character causes *fear*.

Furious Charge: This character adds +1 to his Strength and Weapon Skill when charging.

Incredible Strength: This character may move at normal speed when carrying a Heavy weapon.

Mighty Blow: This character receives a +1 bonus to his Strength in close combat. This bonus does not apply to Pistols.

Resilient: This character reduces the Strength of each hit against him by -1. This does not affect armour save modifiers.



SPEED

Infiltrate: (One character per squad. Characters which have this skill as a Special Rule do not count towards this limit.) A character with this skill is always placed on the battlefield after the opposing squad and can be placed anywhere on the table as long as it is out of sight of the opposing squad and more than 12" away from any enemy models. If both players have models which can Infiltrate, roll a D6 for each and add their Initiative value, and the highest roll sets up first.

Jump Up: This character ignores "Knocked Down" Injury results (unless the original result of the Injury has already been reduced).

Leap: This character may leap D6" inches during the movement phase in addition to moving, running, or charging. The character's leap will ignore man-sized terrain and obstacles. If attempting to leap a gap, this character may add D3" to the distance he can leap. This model may also move 1" away from enemy models at the end of the combat phase without incurring any automatic hits.

Lightning Reflexes: When this character is charged, Initiative values are used instead of the charging model automatically striking first.

Rapid Return: This character may attempt to catch any thrown Grenade that either hits him or lands within 1" of him. If the character passes an Initiative test he has caught it and may throw the Grenade as if it were his shooting phase, although the Grenade will automatically scatter. If he fails the Initiative test, the Grenade works as normal.

Sprint: This character may choose to move up to triple his normal movement during a run or a charge.

RACIAL MAXIMUMS

Models may not increase their statistics above their racial maximums unless specifically stated by a special rule or skill.

HUMAN

	Cost	M	WS	BS	S	T	W	I	A	Ld
Human	N/A	4	6	6	4	4	3	6	3	10

ELDAR

	Cost	M	WS	BS	S	T	W	I	A	Ld
Eldar	N/A	5	7	7	4	4	3	7	3	10

KROOT

	Cost	M	WS	BS	S	T	W	I	A	Ld
Kroot	N/A	5	7	6	5	4	3	6	3	9

OGRYN

	Cost	M	WS	BS	S	T	W	I	A	Ld
Ogryn	N/A	6	7	6	6	5	3	6	4	9

ORK

	Cost	M	WS	BS	S	T	W	I	A	Ld
Ork	N/A	4	7	5	5	5	3	5	3	9

TAU

	Cost	M	WS	BS	S	T	W	I	A	Ld
Tau	N/A	4	5	6	4	4	3	5	3	10

VESPID STINGWING

	Cost	M	WS	BS	S	T	W	I	A	Ld
Vespid Stingwing	N/A	4	6	6	4	5	3	8	3	9

WORLD IN ARMS: SCENARIOS

When choosing a scenario, roll a D6 and use the scenario with the corresponding number. Alternatively, both players can roll a D6, with the highest roll being allowed to pick the scenario, or both players may simply agree on which battle is to be played.

1 – Search And Destroy

In the rubble-strewn streets of a world in arms, firefights are commonplace as squads of soldiers seek their foes.

Setup

Each player rolls a dice. The player who rolls the highest may choose who deploys first. The first player then chooses his table edge, placing all of his models within 8” of the edge. His opponent then sets up within 8” of the opposing edge.

Starting The Game

Each player rolls a dice. The player who rolls the highest may choose who has first turn.

Ending The Game

When one of the squads fails its Rout test or Routs voluntarily, the game ends. The Routing squad loses and their opponents win.

Experience

+1 Survives – If a Hero or Troop group survives the battle they gain +1 XP.

+1 Winning Leader – The Leader of the winning squad gains +1 XP.

+1 Per Enemy Model Out Of Action – Any Hero earns +1 XP for each enemy model he puts Out of Action.

2 – Night Fighting

The dark of night provides a welcome opportunity for some and a feared predicament for others, as visibility is limited and the battles quickly degenerate into close-quarters streetfighting.

Special Rules

After declaring a target in the Shooting phase, roll 2D6 and multiply the result by 3 to determine the number of inches your model can see. If the target is beyond this range it cannot be shot at and your model's Shooting phase is wasted – you cannot choose another target. Roll for each model separately.

Setup

Each player rolls a dice. The player who rolls the highest may choose who deploys first. The first player then chooses his table edge, placing all of his models within 8” of the edge. His opponent then sets up within 8” of the opposing edge.

Starting The Game

Each player rolls a dice. The player who rolls the highest may choose who has first turn.

Ending The Game

When one of the squads fails its Rout test or Routs voluntarily, the game ends. The Routing squad loses and their opponents win.

Experience

+1 Survives – If a Hero or Troop group survives the battle they gain +1 XP.

+1 Winning Leader – The Leader of the winning squad gains +1 XP.

+1 Per Enemy Model Out Of Action – Any Hero earns +1 XP for each enemy model he puts Out of Action.

3 – Take And Hold

Your squad has been directed to capture a cluster of objectives and keep them from the enemy.

Special Rules

Three buildings or markers approximately halfway between both players' deployment zones are agreed upon by both players to be the Objectives. An Objective is considered to be captured when a player has at least one model within 6" of it and there are no enemy models within 6" of it. Once a player has captured an Objective it is marked as being his and it remains his even if his models move more than 6" away from it. This does not prevent enemy models from capturing it later!

Setup

Each player rolls a dice. The player who rolls the highest may choose who deploys first. The first player then chooses his table edge, placing all of his models within 8" of the edge. His opponent then sets up within 8" of the opposing edge. Models with the Infiltrate skill may not use it for this scenario.

Starting The Game

Each player rolls a dice. The player who rolls the highest may choose who has first turn.

Ending The Game

When one squad has captured all three objectives the game ends and the squad wins. Alternatively, when one of the squads fails its Rout test or Routs voluntarily, the game ends. The Routing squad loses and their opponents win.

Experience

+1 *Capture Objective* – Any Hero gains +1 XP if he ends the game within 6" of an Objective captured by your squad.

+1 *Survives* – If a Hero or Troop group survives the battle they gain +1 XP.

+1 *Winning Leader* – The Leader of the winning squad gains +1 XP.

+1 *Per Enemy Model Out Of Action* – Any Hero earns +1 XP for each enemy model he puts Out of Action.

4 – Urban Assault

Your squad must capture a nearby enemy outpost while defending their own outpost in turn.

Setup

Each player rolls a dice. The player who rolls the highest may choose who deploys first. The first player then chooses his table quarter, placing all of his models within this area and at least 12" from the center of the board. His opponent then sets up in the opposing table quarter and at least 12" from the center of the board.

Special Rules

Each player chooses one building in their table quarter to be their Outpost after table quarters have been determined but before placing any models.

Starting The Game

Each player rolls a dice. The player who rolls the highest may choose who has first turn.

Ending The Game

If a squad can get one model into base contact with the enemy's Outpost the game ends and the squad wins. Alternatively, when one of the squads fails its Rout test or Routs voluntarily, the game ends. The Routing squad loses and their opponents win.

Experience

+1 *Capture The Outpost* – Any Hero that ends the game in base contact with the enemy's Outpost gains +1 XP.

+1 *Survives* – If a Hero or Troop group survives the battle they gain +1 XP.

+1 *Winning Leader* – The Leader of the winning squad gains +1 XP.

+1 *Per Enemy Model Out Of Action* – Any Hero earns +1 XP for each enemy model he puts Out of Action.

5 – Point Defense

Your squad is holding an important objective and must stop the enemy from taking it at all costs.

Setup

The squad with the lowest number of models is the defender in this scenario. A single building or marker in the center of the board is the Objective. The defender deploys all his models inside or within 6" of the Objective. The attacker then deploys all his models within 6" of any board edge.

Starting The Game

The attacker has the first turn.

Ending The Game

If at the end of the defender's turn the attacker has more standing models within 6" of the Objective than the defender, the attacker wins. Alternatively, when one of the squads fails its Rout test or Routs voluntarily, the game ends. The Routing squad loses and their opponents win.

Experience

+1 *Survives* – If a Hero or Troop group survives the battle they gain +1 XP.

+1 *Winning Leader* – The Leader of the winning squad gains +1 XP.

+1 *Per Enemy Model Out Of Action* – Any Hero earns +1 XP for each enemy model he puts Out of Action.

6 – Breakthrough

Your squad is surrounded by the encroaching enemy. The only way out is to cut a bloody path to freedom.

Setup

The squad with the lowest number of models is the defender in this scenario. The defender deploys all his models within 6" of the center of the board. The attacker then deploys all his models within 6" of any board edge.

Special Rules

After both sides have deployed the defender rolls a scatter die. The direction of the arrow shown on the die indicates the table edge to be the escape route.

Starting The Game

The attacker has the first turn.

Ending The Game

If the defender can move all models in his squad that are not Out of Action off the edge determined to be the escape route he wins the game. Alternatively, when one of the squads fails its Rout test or Routs voluntarily, the game ends. The Routing squad loses and their opponents win.

Experience

+1 *Survives* – If a Hero or Troop group survives the battle they gain +1 XP.

+1 *Winning Leader* – The Leader of the winning squad gains +1 XP.

+1 *Per Enemy Model Out Of Action* – Any Hero earns +1 XP for each enemy model he puts Out of Action.

