

SHADOW WAR

# ARMAGEDDON







# **SHADOW WAR: ARMAGEDDON**

---

## **DEADLY SKIRMISH COMBAT IN A WAR-TORN HIVE WORLD**



# CONTENTS

|                                    |           |                                                      |            |
|------------------------------------|-----------|------------------------------------------------------|------------|
| <b>WELCOME TO ARMAGEDDON!.....</b> | <b>3</b>  | Space Marine Scout Kill Teams.....                   | 72         |
| The Wars of Armageddon.....        | 6         | Astra Militarum Veteran Kill Teams.....              | 74         |
| The Third War for Armageddon.....  | 8         | Ork Boyz Kill Teams.....                             | 76         |
| Warriors of Armageddon.....        | 10        |                                                      |            |
| The Battle for Acheron.....        | 14        | <b>A WORLD AT WAR.....</b>                           | <b>80</b>  |
| <b>CORE RULES.....</b>             | <b>22</b> | <b>MISSIONS.....</b>                                 | <b>90</b>  |
| What You Will Need.....            | 22        | Kill Team Fight.....                                 | 90         |
| Characteristics.....               | 24        | Scavengers.....                                      | 91         |
| The Turn.....                      | 25        | Hit and Run.....                                     | 92         |
| Movement.....                      | 26        | The Raid.....                                        | 94         |
| Hiding.....                        | 27        | Ambush.....                                          | 96         |
| Terrain.....                       | 28        | Rescue.....                                          | 97         |
| Shooting.....                      | 30        |                                                      |            |
| Hand-to-hand.....                  | 40        | <b>SHADOW WAR CAMPAIGNS.....</b>                     | <b>98</b>  |
| Leadership.....                    | 44        | To War!.....                                         | 98         |
|                                    |           | Muster For Battle.....                               | 98         |
| <b>ADVANCED RULES.....</b>         | <b>47</b> | Hunt in the Promethium Sprawl.....                   | 99         |
| Falling.....                       | 47        | Rewards of Battle.....                               | 100        |
| Stray Shots.....                   | 48        | Serious Injuries.....                                | 101        |
| Exploding Weapons.....             | 48        | Advance.....                                         | 101        |
| Attacking Terrain Features.....    | 49        | Skills.....                                          | 102        |
| Fear.....                          | 50        |                                                      |            |
| Terror.....                        | 50        | <b>SPECIAL OPERATIVES.....</b>                       | <b>108</b> |
| Hatred.....                        | 51        | Space Marine Special Operatives.....                 | 109        |
| Frenzy.....                        | 51        | Ork Special Operatives.....                          | 110        |
|                                    |           | Astra Militarum Special Operatives.....              | 113        |
| <b>ARMOURY.....</b>                | <b>52</b> | <b>SHADOW WARS.....</b>                              | <b>114</b> |
| Types of Weapon.....               | 52        | Adepta Sororitas Kill Teams.....                     | 116        |
| Weapon Profiles.....               | 53        | Chaos Space Marine Kill Teams.....                   | 122        |
| Hand-to-hand Combat Weapons.....   | 54        | Dark Eldar Wyches Kill Teams.....                    | 128        |
| Pistols.....                       | 58        | Craftworld Eldar Kill Teams.....                     | 134        |
| Basic Weapons.....                 | 60        | Genestealer Cult Hybrid Kill Teams.....              | 140        |
| Special Weapons.....               | 62        | Grey Knights Strike Squad Kill Teams.....            | 146        |
| Heavy Weapons.....                 | 65        | Harlequin Troupe Kill Teams.....                     | 152        |
| Grenades.....                      | 66        | Inquisition Kill Teams.....                          | 158        |
| Armour.....                        | 67        | Necron Immortals and Necron Warriors Kill Teams..... | 164        |
| Ammunition and Gunsights.....      | 68        | Skitarii Ranger Kill Teams.....                      | 170        |
| Specialised Equipment.....         | 69        | Tau Empire Pathfinders Kill Teams.....               | 176        |
|                                    |           | Tyranid Warrior Brood Kill Teams.....                | 182        |
| <b>CREATING A KILL TEAM.....</b>   | <b>70</b> | <b>REFERENCE.....</b>                                | <b>194</b> |
| Choosing a Kill Team.....          | 70        |                                                      |            |
| Kill Team Roster.....              | 70        |                                                      |            |
| Kill Team Recruitment.....         | 71        |                                                      |            |

## PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

Shadow War: Armageddon © Copyright Games Workshop Limited 2017. Shadow War: Armageddon, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental. British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

[games-workshop.com](http://games-workshop.com)



# WELCOME TO ARMAGEDDON!

War has come once more to Armageddon, and Orks swarm the depths of the Promethium Sprawl. Bullets snap across the caverns of the Underhive as savage warbands of greenskins stalk the kill teams of Astra Militarum Veterans and Space Marine Scouts tasked with their eradication. The roles of hunter and hunted shift ceaselessly, but both sides in this conflict know one thing for certain – whoever controls the Promethium Sprawl and its rich resources will have the upper hand in the war for Hive Acheron.

The book you hold contains the history of Armageddon, a war-torn hive world that the Imperium has been forced to defend time and again from the depredations of heretics, Daemons and xenos races. In previous battles whole cities have been destroyed in a single stroke, but this conflict will be decided in battles between a handful of courageous individuals.

This book describes the heroes and villains in this war – the very combatants that you will be able to command in your games of Shadow War: Armageddon. Whether you command the superhuman Scouts of the Space Marines, the cunning and brutal Orks or the courageous Veterans of the Astra Militarum, you will find information here about your chosen faction and their enemies, the better to prepare you for the battles to come.

You will also learn about Hive Acheron, and the labyrinthine Promethium Sprawl that joins all of the levels of the hive. In this dark and noxious expanse, one careless step can lead to the destruction of an entire kill team.

This book contains the core rules you need to play battles of Shadow War: Armageddon, which explain how fighters move, shoot and strike blows in hand-to-hand combat. You will also find a comprehensive armoury section that details all of the weaponry wielded on the battlefields of Hive Acheron, as well as the armour and wargear used by the fighters to improve their chances of survival. Rules for picking a kill team are included here, from the fighters who make it up to their unique rules and wargear options.

The rules also include a set of missions to provide variety to your Shadow War: Armageddon games, and rules for combining your individual battles into a campaign in which players compete for control of the Promethium Sprawl, and through that, victory! As the campaign progresses, your kill team will suffer casualties and recruit new fighters, raw recruits will become veterans, and your warriors will learn the vital skills that will help them survive.

What are you waiting for? Battle calls! Turn the page and enter Armageddon...

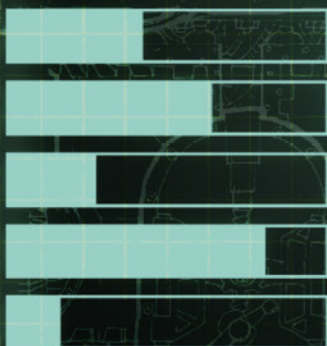






WORKS OF THE S.T.C.

REPORTS ON THE  
S.T.C. PROJECTS



1  
2  
3  
4  
5







# THE WARS OF ARMAGEDDON

**The Ork Warlord Ghazghkull Thraka first set foot upon Armageddon at the head of a mighty horde. The brutal purpose of this Waaagh! was to sunder the hive world, deliver a staggering blow to Humanity, and to proclaim to every greenskin in the galaxy that Ghazghkull was the true prophet of the Ork gods.**

At the close of the 41st Millennium, Armageddon is wracked by war. Hordes of rampaging Orks sweep across the planet, and the survival of Armageddon's colossal hive cities depends on the loyal soldiers of the Astra Militarum and the gene-enhanced warriors of the Adeptus Astartes.

The hive world is no stranger to invasion. Although only dark legends of the First War for Armageddon exist, the history of the Second War is told throughout the Imperium. It began when the giant space hulk of the Ork Warlord Ghazghkull Thraka entered the Armageddon System and crashed into the planet's western continent, Armageddon Prime. Rather than alerting the Imperial authorities, Overlord Herman von Strab sent regiments of his planetary defence forces to address the threat. Under von Strab's inept leadership, whole regiments fell to overwhelming Ork numbers, and soon Armageddon Prime was completely overrun. As the Orks surged eastwards through the equatorial jungles, an entire Legio of Imperial Titans was lost as von Strab sent them unsupported against dozens of lumbering Ork war engines. Soon, Hive Infernus was besieged, and the whole of Armageddon Secundus trembled before the oncoming greenskin hordes.

It was at Hive Hades that the inexorable Ork advance finally slowed. Defences were rallied under Commissar Yarrick, who had been banished to Hades for defying von Strab and alerting the Imperium to the invasion. Yarrick and his men gave no quarter, and through spilt blood and massed artillery fire they held back the Ork onslaught. After months of combat, Ghazghkull

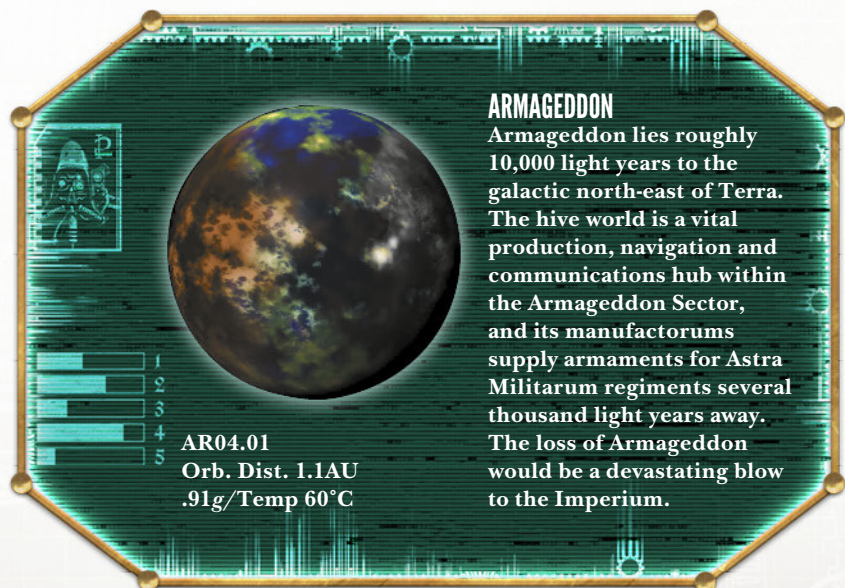
himself joined the fray, for in Yarrick he saw a worthy opponent.

To the south-east, Hive Acheron also faced a sea of greenskin warriors. Regiments of defenders prepared themselves for death, but as the Orks encircled the hive they were met with vengeance from the skies. The Blood Angels Chapter of the Adeptus Astartes had raced to Armageddon in answer to Yarrick's distress call, and with daring orbital assaults they drove the xenos hordes back into the ash wastes. The Ultramarines and Salamanders arrived soon after, and the tide of the war began to turn.

By the time the Adeptus Astartes warriors reached Hades, the hive was already overrun. Spurred on by Yarrick's belligerence, Ghazghkull had summoned every available warband to the siege of Hades. In a colossal push, the Orks broke through the bulwarks of the city. Yarrick himself was grievously wounded in the

combat, but with his famed iron will he continued to fight. When all hope at Hades seemed lost, Commander Dante and his relentless Blood Angels came pouring over the western horizon, tearing through the flank of the horde and shattering the Ork forces. With his armies scattered and in full retreat, Ghazghkull let out an enraged roar from the spire of Hive Hades. His assault on Armageddon was lost.

As the Adeptus Astartes moved to encircle the remaining Ork forces, Ghazghkull fled the Armageddon System. The last greenskin stragglers escaped into the wastelands where they were hunted down mercilessly by Imperial patrols. For his criminal incompetence, Herman von Strab was arrested; however, he eventually escaped from captivity, and many on Armageddon continued to swear allegiance to him.





## GHAZGHKULL RETURNS

Five decades later, the rumblings of Ghazghkull's return were felt. For years there were terrified whispers of Ork raids on small outposts and colonies near Armageddon. Then, with frightening speed, dozens of planets were engulfed by greenskins. On the Day of the Feast of the Emperor's Ascension, fifty-seven years to the day after Ghazghkull's first invasion, the Warlord and his hordes returned to Armageddon.

As the giant Ork armada broke through the Imperial Navy defences in the system, Armageddon's forces steeled themselves for war. Thousand-year-old Titans stirred into motion, their ancient plasma reactors blazing with the heat of suns. Astra Militarum regiments formed up and mounted towering fortifications, while Adeptus Astartes warriors prepared to face the

invaders in the ash-covered wastes. The last soldier to arrive was the Saviour of Armageddon himself: the battle-scarred Commissar Yarrick.

Before a single Ork had made planetfall, Hive Hades was obliterated in a rain of giant asteroids hurled down by Ghazghkull's orbiting space hulks. The message was unmistakable – Ghazghkull had returned to finish what he and Yarrick had started half a century ago.

Over the next days, wave after wave of Ork drop-ships crashed into the planet, and their numbers were added to by swarms of feral Orks who had been living in the deepest recesses of Armageddon's jungles and wastelands. Cacophonous Ork Dakkajets filled the skies, halting all but the most daring supply runs between distant Imperial strongholds.



*From drop sites across Armageddon, Ghazghkull's hordes converged on the central continents – to the west Armageddon Prime, to the east Armageddon Secundus. To the south of Armageddon Secundus a sea of green encircled an Imperial force, which rapidly scrambled to establish a defensive line, while to the north Hive Hades had fallen to Ghazghkull's renewed offensive. Hive Acheron faced threats not only from the Orks without, but the most vile betrayal within.*

## WARLORD GHAZGHKULL THRAKA

Ghazghkull Thraka is one of the greatest threats to the Imperium. His ferocity in battle is matched by a diabolical understanding of strategy and an ability to stir greenskin hordes into a frenzied fervour like no other Ork before him.

Ever since a bolter shell tore through his skull, Ghazghkull has received visions of destruction from the Ork gods, Gork and Mork. He believes himself to be a prophet whose divine mission is to gather every Ork in the galaxy in a great Waaagh! that will consume the stars and eradicate the Imperium of Man. After the defeat of Ghazghkull's first Waaagh! on Armageddon, he fled from the Imperium to commune with his gods. Undeterred by the setback, he devoted himself to his preparations, gathering to his side the warriors and war machines necessary to make his violent visions a reality.

Now, half a century later, Ghazghkull has returned with even greater numbers. He is once again met by Yarrick – now an old man – and the forces of the Imperium.





# THE THIRD WAR FOR ARMAGEDDON

After Ghazghkull's first invasion, the defences in the Armageddon System were bolstered such that the planet could never again be brought to the edge of destruction – or so the Adeptus Administratum strategists believed. Ghazghkull did not want to relive the last war either, and he brought now a Waaagh! large enough to swallow the stars.

As hordes of Orks surged towards Armageddon's hives once more, the soldiers within prepared for inevitable besiegement. Then, without warning, Hive Acheron fell to an unconscionable act of betrayal. Herman von Strab, the traitor overlord, had retaken his city and had aligned himself with Ghazghkull.

To give the hives precious days to fortify, the Adeptus Astartes battled the greenskins on the open plains. With superhuman strength and discipline they annihilated scores of warbands despite being horrendously outnumbered. But for every hundred Orks that were mercilessly cut down,

ten thousand more came pouring across the horizon.

The ceaseless greenskin advance was supported by dozens of Roks that impacted the planet. These gun-encrusted meteors provided Ghazghkull's forces with long-range artillery and were filled with more throngs of hulking Ork warriors. Roks smashed down behind and amidst Imperial lines, sundering defensive formations and replacing disciplined order with anarchy. As the Roks crashed to earth, they sent quakes through the deepest foundations of nearby hives, heralding the imminent onslaught. Trails of thick black

smoke from the plummeting battle stations were seen as far north as the Fire Wastes and as far south as the Deadlands. Assaults on the Roks resulted in staggering casualties for the Astra Militarum, though Cadian shock troops under the personal command of Commissar Yarrick were able to eliminate several of the Ork citadels.

Just as the invasion appeared to be losing momentum, Ghazghkull unleashed a new wave of terror. Far from any Imperial strongholds, hundreds of submersible behemoths had been constructed in secret. Ghazghkull's dread flotillas crossed the Boiling Sea and the Tempest





Ocean and emerged in the dockyards of Hives Tempestora and Helsreach. The defenders at Tempestora were unprepared for such a massive naval assault, and were overrun in a matter of days. At Helsreach, Black Templars Space Marines and the Armageddon Steel Legion fought side by side with militia gangs to keep the hive from falling, but the entire harbour was lost to the Orks.

Food, water and intelligence became scarce inside the remaining Imperial strongholds. Those sent to scout outside the walls were slaughtered by marauding bands of Warbike-riding Speed Freeks. The few who returned told of vast construction yards where Ghazghkull's Meks were forging monstrous Gargants. Soon, the throng of ramshackle colossi began to stomp their way across Armageddon, and were met by the Titan Legions of the Adeptus Mechanicus. Where these metal giants clashed, volcano cannons reduced Gargants to mountains of slag, and Titans fell like dying gods to barrages of supagun shells.

As months passed, the human death toll climbed into the tens of millions. For every Astra Militarum soldier that was ripped apart by an explosion or the cruel swing of a choppa, more were lost in orbit as transport ships tried to ferry desperately needed reinforcements through the Ork blockade. The number of invaders, on the other hand, seemed limitless, and no matter how many Orks were killed, their crude guns never lay on the ground for long before being picked up and fired by a new pair of green hands.

Then, as Armageddon's orbit moved it closer to the sun, the Fire Season began. Extreme temperatures in the northernmost parts of the Fire Wastes sent superheated vortexes roaring southwards. The searing winds caused great clouds of burning ash to race

across the plains, reducing visibility and the chance of survival in the open to virtually zero. The Orks, with their burly constitution, were able to weather the elements longer than the Astra Militarum forces, but even green flesh was ripped from bone in minutes by the scouring sands of the largest tempests. Protected by power armour, the Adeptus Astartes were the last to retreat from the constant battering on the exposed surface. And so it was that the armies on each side fortified their positions and dug in for the long war to come.



With his invasion ground to a halt, Ghazghkull's rage and frustration were unquenchable. Visitations from the Ork gods themselves confirmed that he was meant for greater things, so Ghazghkull left Armageddon to follow his holy quest, leading a great and unending Waaagh! that would unite Ork-kind across the galaxy. Commissar Yarrick, not willing to allow his nemesis to elude him again, gave pursuit to the Warlord, accompanied by the zealots of the Black Templars Chapter.

After years of ceaseless battle, the war on Armageddon still rages. Imperial and Ork forces continuously stream into the system, even as the Great Rift sunder the Imperium. Battle lines scar the planet as Ork armies thrash against the battered and beleaguered forces of Mankind. Generals, captains, commanders and Warbosses go to great lengths to secure the most minor of victories. Every bullet and inch of ground counts, as the Third War for Armageddon is far from over.

### COMMISSAR YARRICK

Commissar Yarrick was already a decorated hero by the time he led the defence of Hive Hades during the Second War for Armageddon. The tenacity he inspired in his soldiers allowed them to blunt the advance of Ghazghkull's hordes. When the hive was finally overrun, Yarrick's arm was severed by the power claw of Warboss Ugulhard. Before he passed out, Yarrick decapitated Ugulhard and held his bloody head aloft. This sent a wave of panic through the remaining greenskin warriors. Yarrick later replaced his missing arm with Ugulhard's power claw, cementing his reputation as the bane of Orks.

With the return of Ghazghkull's armies, Yarrick was called upon to command the planet's defences. His understanding of the Warlord's deranged mind allowed him to counter all but the most outlandish of Ghazghkull's strategies.

When Ghazghkull's holy crusade took him away from Armageddon, Yarrick set off in pursuit. He would not let his nemesis escape a second time.





# WARRIORS OF ARMAGEDDON

**The Third War for Armageddon continues to rage. Fire rains from the skies on packed masses of foot soldiers, and giant war machines blast swathes of destruction through armies. As the piles of bodies grow higher, they start to sink into the choking ash that covers the planet's barren surface.**

There is no way of knowing how many combatants are fighting and dying on Armageddon. Casualties are so horrific that the Imperial logisticians abandoned tallies of dead regiments long ago. Their energies are instead devoted to the more pressing problem of requisitioning enough fuel to bulldoze away all the corpses so that firing positions are kept clear. Every able body in a hive is conscripted and armed, and the Astra Militarum transport ships barely touch down before being sent back into orbit to collect more regiments. Although Ghazghkull has now left the Armageddon System, Ork numbers

continue to grow no matter how fast they are cut down. Even the amount of Adeptus Astartes can only be guessed at, for while the Space Marines are amongst the most loyal warriors of the Imperium, they do not always share their battle plans with Chapters outside their own, let alone with Armageddon's military council.

For the soldiers on the front lines, death can come at any moment. Waves of infantry are obliterated by stray shells as Titans and Gargants blast their colossal armaments at each other, or are trampled underfoot as the enormous war machines march

across the wastelands. Unending aerial dogfights light the sky with fire, while Ork Bombers perform thundering runs to drop their deadly payloads on entrenched infantry. From atop the highest mountains, gun emplacements lob massive shells at rattling convoys of Battlewagons, and across the flats, Meks fire eardrum-shattering kannons at long columns of Imperial armour.



The rain of destruction that covers Armageddon falls hardest along the towering ramparts of the hive cities. Swathes of invaders are blasted apart as they scale blood-encrusted walls, and garrisons are hacked apart or buried under avalanches of ferrocrete rubble. Fortifications are taken then lost as each army battles to capture the factorums and munition stores deep within the bowels of the hives.

For the Orks and Imperium alike, the best way of striking behind the constantly shifting battlefronts is with small teams of highly skilled soldiers. These squads of special operatives rely on stealth rather than numbers, slipping deep into enemy territory to perform deadly precision strikes and secure vital supplies and information. Whether using subterfuge or straightforward acts of violence, a squad can operate with complete independence for months, sowing havoc in the heart of an enemy fortress or rooting out insurgents within their own territory. Separated from their armies, these teams cannot rely on allied support – instead, they scavenge, steal and kill to survive.





## SPACE MARINE SCOUTS

The superhuman soldiers of the Adeptus Astartes are as fearsome in combat as they are versatile in their tactics. Among their elite brotherhoods it is the Scouts who risk the most, with the least protection and support, to ensure the Chapter strikes true.

Space Marines are the mightiest soldiers of the Imperium. Through gene-seed implantation and extensive bio-enhancement, their bodies are transformed into living weapons of the Emperor. Hypnotic psycho-indoctrination allows them to stride fearlessly into any theatre of battle, and their resolve is strengthened by sacred battle litanies.

Before becoming a full-fledged exemplar of the Adeptus Astartes, most Space Marines first serve in the Scout Company of their Chapter. Here, they receive constant tutelage, perfecting their battle-craft even as they fight in precariously held forward positions and in missions that take them deep behind enemy lines. The requirement for stealth and manoeuvrability means that Scouts forego the use of power armour in favour of lighter-weight and less cumbersome protection. However,

Scout armour is still more than capable of stopping a bullet or turning aside the thrust of an enemy's blade.

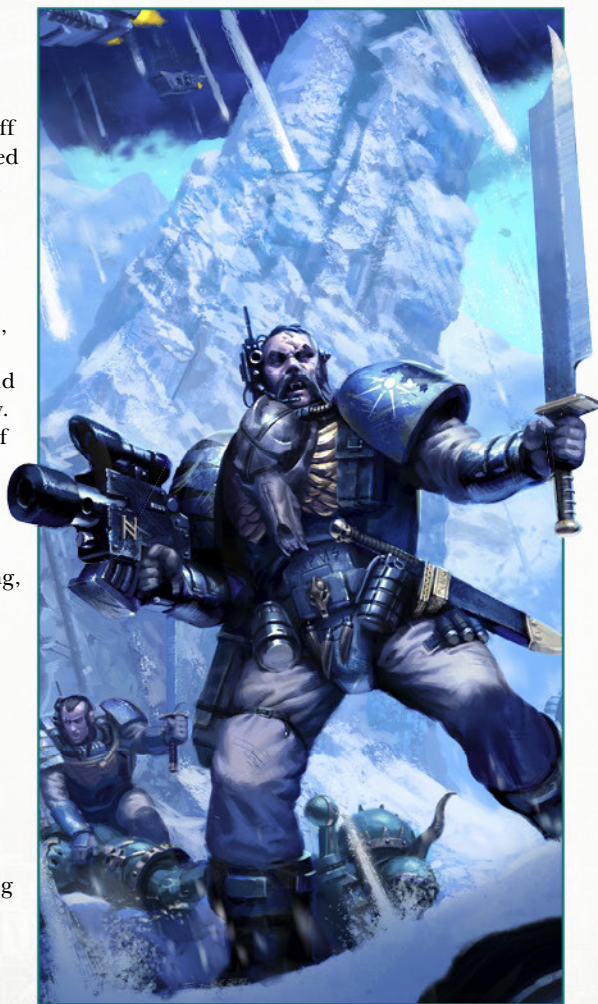
Scouts are the ultimate commandos of the Imperium, far eclipsing the combat acumen of mere human soldiers. A small contingent of Scouts can infiltrate the most heavily defended installations, deal irreparable damage to supply lines and eradicate reserve units. The superhuman durability of Scouts allows them to fight for days without rest, and their tactical versatility keeps their enemies constantly off guard. A kill team shrouded in camo cloaks and armed with sniper rifles can silently stalk their quarry through the darkness of the Underhive. When the time for stealth has passed, a frontal assault by Scouts wielding combat blades and bolt pistols is just as deadly. With coordinated bursts of boltgun and shotgun fire, Scouts can drive back a much larger attacking force, and through careful positioning, a gunner armed with a heavy bolter or missile launcher can turn a bottleneck into a kill zone.

Some of the most dangerous Imperial missions on Armageddon are entrusted to Scout kill teams. At the siege of Hive Infernus, Ork raiding parties overwhelmed the defences of the South Forge Complex. This miasmatic network of

factories provides crucial armaments to the hive, but the besieging Orks made it impossible to reinforce the industrial outpost. Kill teams from the Blood Angels Chapter broke through the siege lines and systematically eradicated the greenskin infestation. Much-needed munitions and weapons could at last flow to Hive Infernus and the defenders of the hive held the Ork siege at bay.

## SPACE MARINE BOLT PISTOL

Bolt pistols are compact versions of the heavier bolt weapons. A bolt pistol's rocket-propelled mass-reactive rounds shatter armour and rupture organs upon impact. The machine spirits of these prized tools of war demand regular blessings if they are to submit to their wielder's will.







### ASTRA MILITARUM VETERAN SQUADS

Veterans are survivors of countless battles who have outlived thousands of their brothers in arms. Astra Militarum Commanders give Veterans the most vital missions, trusting that skill, experience and luck will allow them to stave off almost certain death, at least until after victory is achieved.

The greatest weapon of the Astra Militarum is the limitless manpower of the Imperium. With sheer weight of numbers and overwhelming firepower, the armies of the Imperial Guard are Humanity's bulwark against the horrors of the galaxy. A Company Commander will gladly send wave after wave of soldiers to their deaths to achieve victory, and most recruits do not live through their first battle. Though basic training varies across the distant worlds of the Imperium, one lesson is all-pervasive – disobedience and cowardice will be dealt with by execution.

For those who make it through their first engagement, there is little reprieve from combat. Over time, a regiment will continue to sustain losses until only a handful of soldiers remain. These combat-hardened Veterans carry in themselves a knowledge of warfare that far surpasses that of the rank-and-file masses. As such, Veterans are given the most dangerous assignments and the missions upon which victory or annihilation for entire armies are decided. Where the bulk of the Astra Militarum soldiery are herded en masse towards the enemy by their Commissars, Veterans are permitted

to search for and destroy the enemy as they see fit, and are given the tasks that require more practiced forms of violence.

Over countless battles, Veterans have become adept at using specialised weaponry and equipment, allowing them to harry their enemies with constantly adapting tactics. When assaulting a fortified position, the raw destructive power of demolition charges makes short work of an enemy's walls while flamers incinerate the defenders within. If a more subtle approach is needed, Veterans can skulk past the frontline of battle armed with sniper rifles and combat blades. This ability to adapt – along with their unquenchable hatred for their enemies and uncanny good fortune – is why these soldiers have survived for as long as they have, and they

continue to train and learn new skills whilst on the battlefield. A Veteran fighting in the tangled scaffolds of the Underhive may become skilled at quickly rappelling down rusted ladders and boilers. Similarly, a soldier who has seen more than their fair share of hand-to-hand fighting will be able to see their opponent's attacks coming, and will duck away from a decapitating slash before pivoting to return a swift killing blow.

Astra Militarum kill teams can be found in every theatre of battle on Armageddon. In the western sector of the central jungles, isolated squads of Catachan Jungle Fighters hunt the feral Orks who pour towards the siege at Death Mire. Meanwhile, Cadian Shock Troops and Steel Legion Veterans scour the Diablo Mountains east of Hive Infernus to purge the area of greenskin strongholds.



### ASTRA MILITARUM LASGUN

The lasgun is ubiquitous throughout the Imperium. It is easy to produce and maintain and can be fired accurately with rudimentary training. A lasgun beam will not penetrate heavy armour, but will tear through flesh and bone and can be devastating when fired in focussed salvos.







## ORK BOYZ MOBS

What greenskins lack in subtlety they more than make up for in strength and ferociousness. A typical Ork Boyz can rip the head off a Human with one hand while firing an oversized gun with the other. But they also adapt their barbarism to fit any battle, and animal instincts make them cunning hunters.

Ork hierarchy is easy to understand – the biggest, meanest greenskin will fight their way to the top, then yell orders at the rest of their warband and kick the teeth out of anyone too stupid to obey. The brutality of a unified Ork horde is devastating, and can cause greater levels of destruction than even the well-armed and disciplined armies of the Imperium. As Orks rush into battle, they fire at everything in front of them with deafeningly loud guns before hacking at their enemies with giant blades made of hammered-together scrap. They seem to ignore pain from all but the most grievous of wounds, and can fight on with equal vigour despite missing limbs or ruptured entrails.

Ork Boyz typically form the bulk of a warband and require no training to be lethal. With an instinctual understanding of violence and

mayhem, they arm themselves with the largest weapons they can find and then modify them to their liking with parts looted from the corpses of their enemies. Ork Boyz will dive into a melee with no concern for safety. In fact, most Orks love fighting so much that they will quickly begin killing each other if no other opponents can be found. However, this barbarism does not preclude Orks from being preternaturally cunning.

Using intimidation and threats of violence, a Nob can wrangle a group of Ork Boyz into a highly effective unit.

A mob of Boyz will receive belloyed instructions before being sent into the fray, but the mission may be abandoned if they find something better to attack. When rampaging through enemy territory, Ork Boyz will use what they find to shoot, bludgeon or blast apart their foes. After looting and pillaging, a Mob may even return with better guns and axes than when they set out. Although initially armed with simple shanks and sluggas, a wily group of Boyz may eventually boast the same firepower as any Imperial kill team.

All six of the great Ork clans have a presence on Armageddon, and each clan is exemplified by their kill teams. Goffs have large numbers of Ork Boyz who prefer to rush directly into close combat. Evil Sunz are always looking for fuel and parts

to build Warbuggies and Warbikes. The Bad Moons usually have the best equipment, and will trade with other clans for deadlier armaments. The Snakebites prefer simple weapons, but will go to great lengths to find rare fungi and chemicals for their squig-breeding experiments. The Blood Axes are rebels amongst Orks in that they sometimes favour discipline over anarchy and are capable of following complicated orders, while Deathskulls are born plunderers who can salvage the most derelict tank cannons and transform them into monstrous working weaponry.

## ORK SHOOTA

Shootas epitomise the Ork approach to warfare – they are big, noisy and deadly. They can vary wildly in design, and some shootas are adorned with laser sights and enemy skulls. However, their rapid rate of fire makes them notorious for running out of ammunition in the middle of a killing spree.





# THE BATTLE FOR ACHERON

**The primary hive of Armageddon is more fortified than any other location on the planet. But even as the greenskins advance, Herman von Strab's treason corrupts Acheron from within. A vast battle is imminent, and to the victor will go the spoils of the hive's vast industrial power. The battle for Acheron could decide the war for Armageddon.**

The gargantuan hive of Acheron is the seat of Armageddon's Imperial government. Its mighty spire pierces the polluted cloudscape, and from here the Noble Houses oversee Acheron's production, trade and military forces. Below the Spire, in the vast industrial slum that forms the bulk of the hive, billions toil endlessly in the foundries of the manufacturing dynasties. The fruits of their labour are the weapons, armour, tanks and artillery that are sent throughout the sector to the Astra Militarum.

During the Third War for Armageddon, Acheron did not fall to an invading army – it was lost to the internal rot of treachery. Herman von Strab, Armageddon's deposed Overlord, spent decades forging corrupt alliances with the debauched members of the nobility. Upon

returning he was welcomed by the Noble Houses as the hive's rightful ruler. With the backing of his personal bodyguard – a warband of veteran Orks, no less – von Strab diverted the immense military output of Acheron to the hordes of Ghazghkull Thraka.



The allegiances of the Planetary Defence Forces and Astra Militarum regiments garrisoning the hive were fractured. Some remained loyal to the Imperium, whereas others broke rank and joined the superior armies of the usurpers. Loyalist forces fought bloody skirmishes with traitor platoons and greenskin brute squads from the

highest towers of the spire to the lowest depths of the Underhive. From the ash wastes, vast numbers descended upon the embattled city, with the Imperium unwilling to concede the loss of Acheron and the Ork hordes drawn to the bloodiest arena of the war.

Refusing to let von Strab's treason go unpunished, countless kill teams were sent across the planet to assassinate the autocratic turncoat. Eventually, one of these suicide missions successfully rid Humanity of Herman von Strab once and for all.

It has been years now since von Strab's death. Mighty armies have encaged Armageddon's principal hive in a grinding siege, and neither the forces outside nor those locked inside have gained control of the city. The fate of Acheron still hangs in the balance.



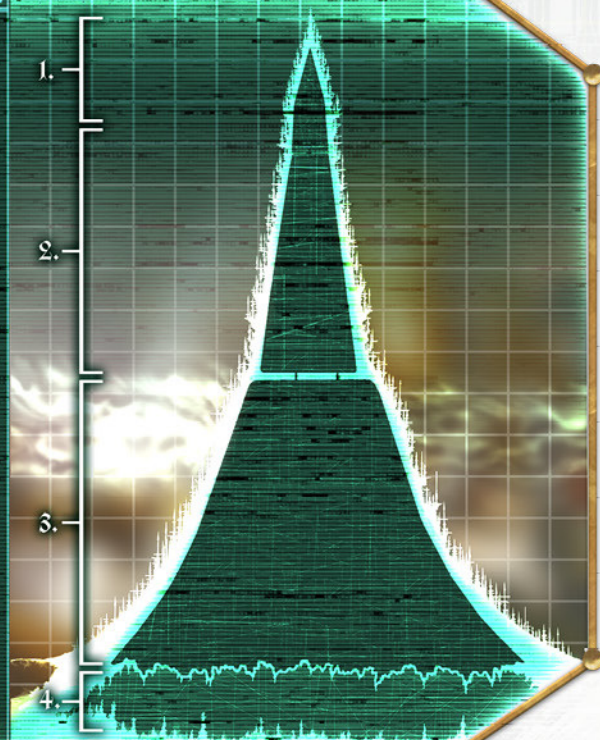


### THE STRUCTURE OF A HIVE

Over millennia of industrial expansion, hives grow from small factory complexes to giant cities, often miles high. Hives are often divided into layers, with the elite segregated from the teeming slums.

1. The pinnacle contains the governor's palace, with its exotic gardens and menageries as well as numerous spaceports.
2. The Spire stretches from the cloud tops to the upper atmosphere, and is home to the hive's Noble Houses.
3. Separated from the Spire by a solid layer of adamantium, the Hive City contains the dense factorums of the Manufacturing Houses, as well as their billions of labourers.
4. The Underhive is an abandoned wasteland where vicious gangs and mutated horrors hunt in the darkness.

The Promethium Sprawl, the massive infrastructure required to sustain such cities, branches through every section of most hives, from the pinnacle to the cesspools of the Underhive.





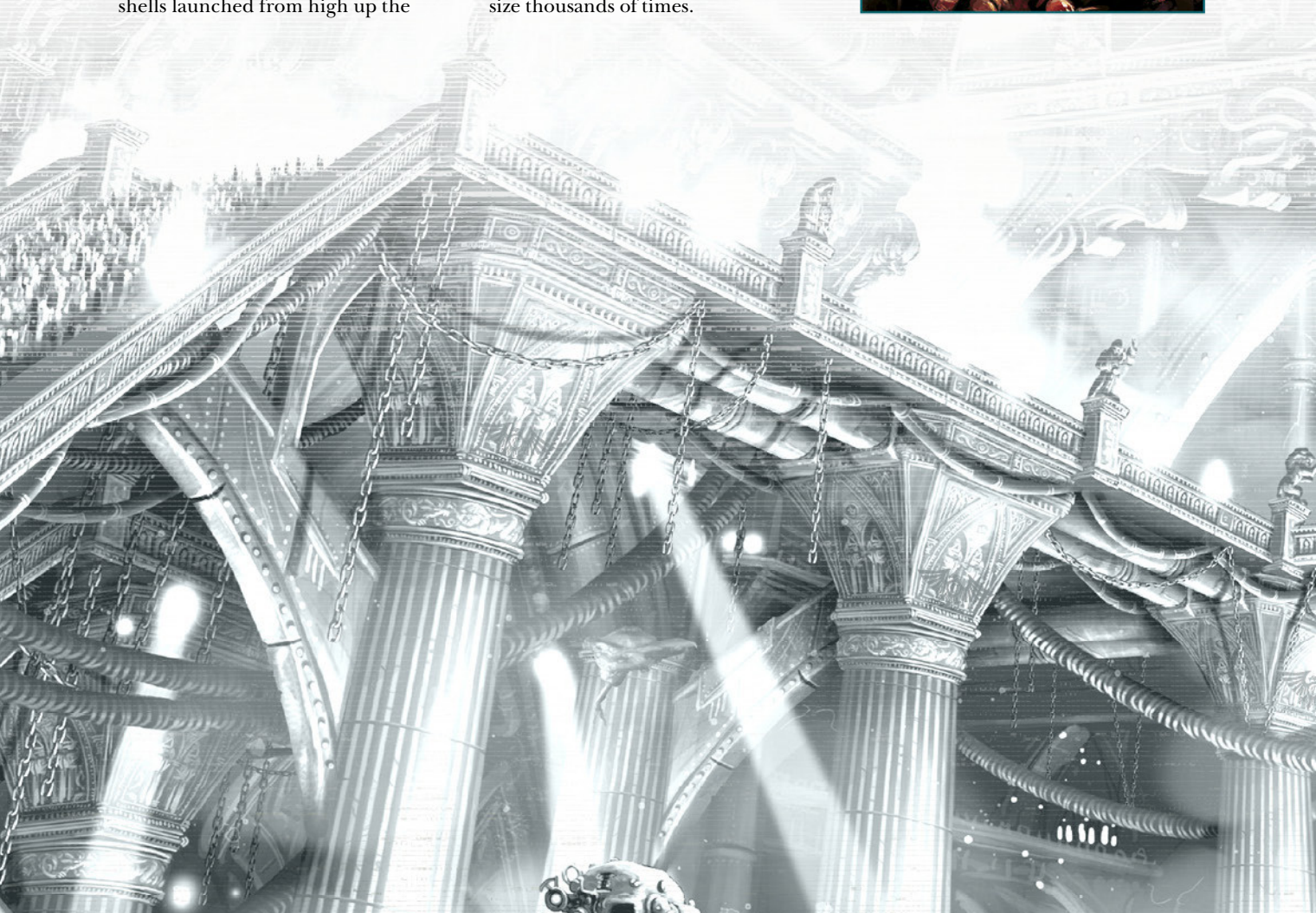
## THE HUNTING GROUNDS

Ever since the death of the tyrant of Acheron, the city has been embroiled in an anarchic civil war. Devoted soldiers of the Imperium clash with defector regiments, blazing batteries of artillery are overrun and then recaptured, and riotous gangs of hivers fight for survival as they search for the food stores and weapons caches that von Strab infixed throughout the hive. The greenskin retainers that once served the late dictator now tear the city apart, with the largest and most ferocious Orks competing to become Acheron's new Warboss. Labyrinthine manufactorum are now blasted battlegrounds, and crowded rookeries flow with blood.

Outside, the siege of Acheron is still a raging tempest. The surrounding forces of Adeptus Astartes and the Astra Militarum have been unable to drive the Ork hordes back into the wasteland. Large-scale movements of troops are obliterated by exploding shells launched from high up the

hive's walls. Captured quad-guns blast Thunderhawk Gunships from the sky as they circle the spire in search of ally-manned landing platforms. Neither the Orks nor the Imperial armies have established more than a perfunctory foothold within the hive, and those fighting inside the city are trapped within the ring of carnage. Only small, dispersed units have a chance of reaching Acheron's innards intact.

Running between the internal domes is a web of pipes and gantries stretching from the bedrock all the way to the Spire. The Promethium Sprawl, as this tangled mass of infrastructure is known, is Acheron's circulatory system, pumping volatile fuel from distant drilling stations to factorums and foundries throughout the hive. The oldest sections of this network date back to when the hive was little more than a refinery conurbation, and it has been added to and repurposed for millennia as the hive has multiplied in size thousands of times.





With the Imperial armies and Ork hordes in and around Acheron becoming ever more entrenched, the need for small units to act as scouts, scavengers and assassins has become vital. But traversing from one stronghold to another through the Promethium Sprawl is treacherous. The network of service tunnels is vast and unmapped, and its haphazard construction has left it with erratic twists and narrow turns. Dripping chemicals and industrial waste lie pooled in depressions where they have putrefied for centuries. At any moment, a vaulted ceiling could collapse, closing off a dead end and entombing its unfortunate explorers. Even the air is hostile, as lingering clouds of noxious gases play havoc with the senses and send those who are less robust into fatal convulsions.

But for the bold and ingenious, there are ways of navigating this serpentine terrain. Servo-skulls and cogitation panels direct the flow channels of



monolithic boilers and pumping stations throughout the Promethium Sprawl. These Standard Template Construct components can be found in mega-structures across the Imperium, and are as familiar to auspex operators as they are to veterans of distant wars and those who have fought through the innards of ancient space hulks. With a little ingenuity and a reasonable amount of luck, members of a patrol can pinpoint the destination and flow-rate of significant fuel channels and hence the direction and strength of enemies holed up in industrial locations. Shutting off a series of valves can choke entire sectors of the resources they need for the continued war effort, although a mistake in sequencing can cause unexpected exhaust explosions or trigger long-forgotten defence protocols.

For all its dangers, this treacherous network does allow for a handful of soldiers to move where large formations cannot, and so has become the prime





hunting ground for kill teams. Inside the walls, infiltrators duck bullets as they saw through the rusted bars of derelict ventilation shafts before rappelling into the bowels of the Underhive. Here, in dark, abandoned recesses, squads battle over ancient access tunnels to allow reinforcements to be brought in from the ash dunes. Other groups forge upwards from the Underhive, using terror tactics and guerrilla warfare to surprise and confound their enemies.

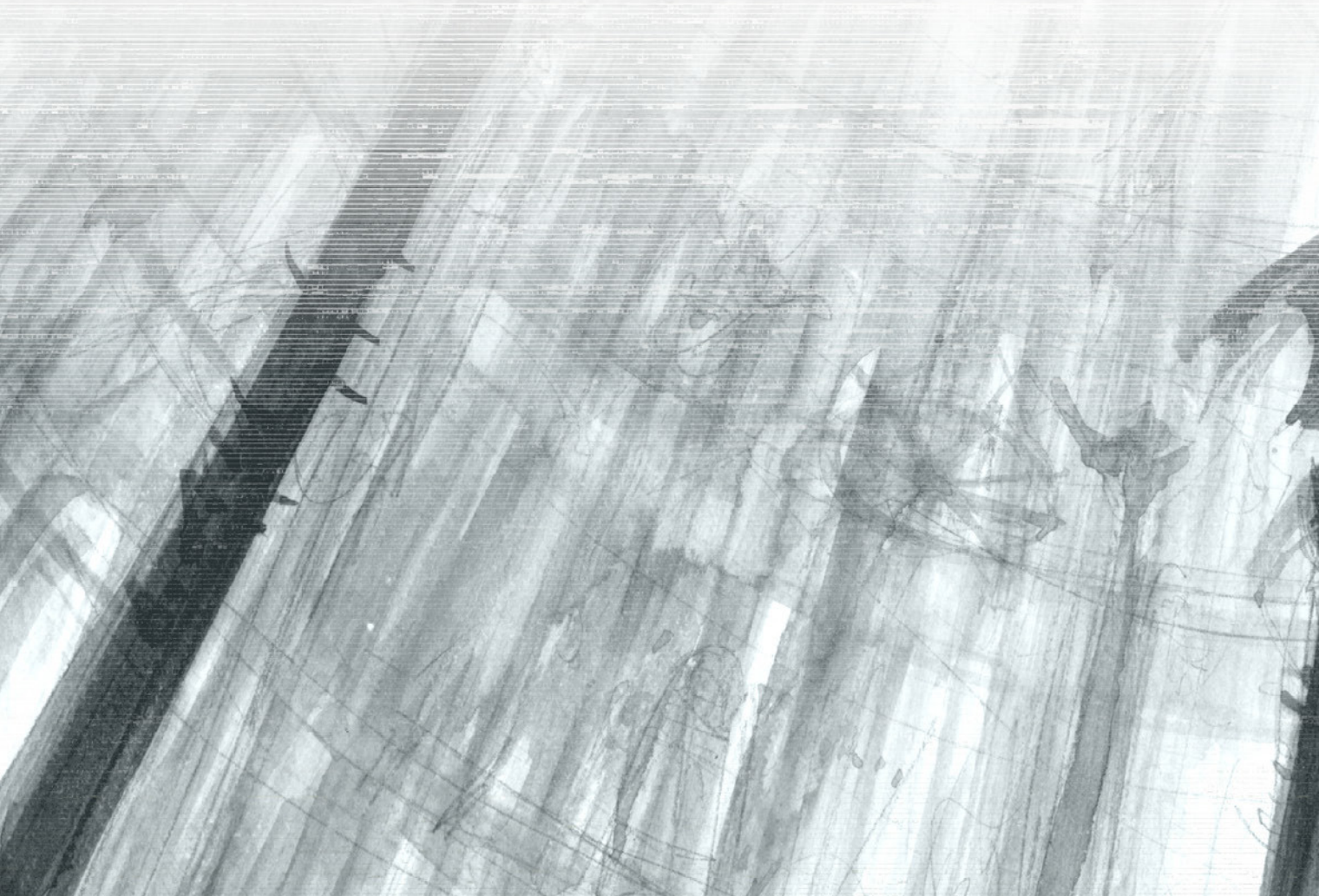
Clambering from darkened hatches and dropping from overhead vents, saboteurs circumvent the most heavily fortified areas of enemy strongholds, using guile and grit to make up for their lack of numbers. A well-placed demolition charge or rokkit launcha blast can cripple a redoubt where a frontal charge of thousands would have failed miserably. Even if the position isn't completely overrun, by the time the defenders are ready to mount

a counteroffensive, they often find their weapon and ammunition stores empty – stolen by the enemy before they receded into the shadows.



When these bands of assassins hunt one another, their skirmishes are deadly. The ceaseless gloom makes it difficult to discern friends from foes, and months of surviving the perilous Underhive leaves the nerves of soldiers stretched until they are razor thin. A group of pursuers may believe they have their enemy cornered, only to find that they have been lured into an ambush. A squad low on ammunition may try to skulk past an enemy encampment, but more often than not, the slightest false move will spark off a tumultuous and savage battle.

Thunderclaps from a dozen exploding demolition charges reverberate deafeningly through the domed chambers as shell casings rattle down through rusted layers of grates. Scattered muzzle flashes cast flittering shadows across corroded railings, and the decking glows a dull red where it has been superheated by las-fire. Fighters duck for cover behind belching exhaust vents, then dart back into the fray to exploit the exposed flank of an incautious enemy. As grenade blasts tear flesh and burst the eardrums of those nearby, the acrid smell of burnt skin intermingles with the familiar chemical fumes. Bodies topple into bottomless chasms, and hacked-off limbs fall to the floor still clutching their weapons. Eventually, one squad will be completely incapacitated or will decide that it is outgunned and retreat into the darkness. The victors will spare a few moments to see to their wounded before forming up and seeking out the next deadly firefight.

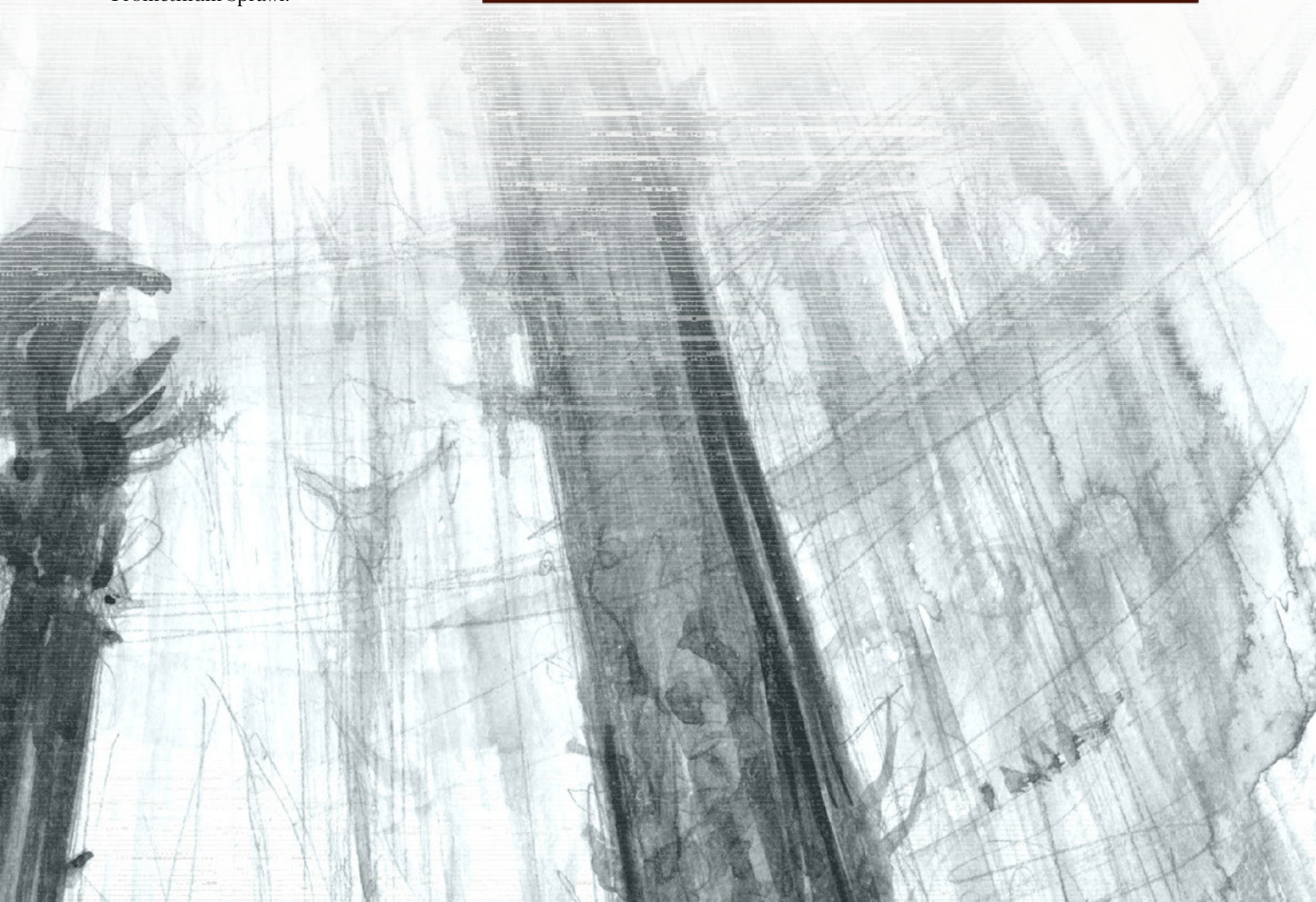




The short lulls between battles provide little respite from conflict. Fighters must constantly scavenge for ammunition and usable weaponry, not to mention edible food and drinkable water. A thorough search of the dead can supply some of these, and Orks will gorge themselves on the meat and blood of still-warm corpses. Veterans and Scouts fall back to makeshift base camps where they might store small stocks of rations as well as reserve armaments and salvaged vox equipment. Other supplies must be requisitioned from fortresses within the Hive City or from the wretched enclaves of gangers and refugees that litter the Underhive. Occasionally, a kill team will stumble across one of von Strab's hidden weapon caches. If they can find a way to burn through or blast open the heavy doors of these vaults, they will be rewarded with heavy armaments and specialist equipment. Fortunately, fuel with which to burn and blast flows like water through the Promethium Sprawl.

### **DENIZENS OF THE UNDERHIVE**

Acheron's hellish Underhive is home to outlaws, refugees and others who have fled the carnage in the upper hive. But there are also pockets of Humanity, long cut off from the Imperium, that are native to the buried domes and caverns. The descendants of those who built and maintained the Promethium Sprawl still lurk in the darkness. Warped in both body and mind by generations of exposure to toxic pollutants, their societies have devolved into warring cults of infrastructure worship. One cult, the Daubers, endlessly paints and repaints the vast network of pipes that stretch for miles in all directions. Different sects paint specific tracts in their own colours, although the purpose of this ritual has long been forgotten. Daubers have been known to attack with righteous fury those whose dripping blood has desecrated a fresh coat of paint.













# CORE RULES

This section of the book introduces the core rules that you need to play **Shadow War: Armageddon**, including rules for moving your fighters, shooting with them, and attacking with them in hand-to-hand combat. Once you have read over these rules you will be ready for your first games of **Shadow War: Armageddon**.

## WHAT YOU WILL NEED

### MODELS

Games of **Shadow War: Armageddon** are fought out using models, referred to as ‘fighters’. Before playing you need enough fighters to assemble a complete kill team as detailed later in the rules. **Shadow War: Armageddon** contains all the models you need to fight a battle with a friend, but there are a variety of different fighter models available from Games Workshop if you want to expand your games. The models that make up your kill team are sometimes called ‘friendly’ models and those that make up your opponent’s kill team are sometimes called ‘enemy’ models.

### TEMPLATES

**Shadow War: Armageddon** includes three special templates:

- A ‘small’ blast template (3" in diameter)



- A ‘large’ blast template (5" in diameter)



- A ‘flamer template’ (a teardrop-shaped template roughly 8" long)



These are used to determine the effects of some weapons, for example grenade bursts or the gout of burning fire projected by a flamer.

### DICE

Throughout a game of **Shadow War: Armageddon**, you will often need to roll dice to see how the actions of your models turn out – how effective their shooting attacks are, what damage they’ve done in hand-to-hand combat, and so on. Most of the dice rolls in **Shadow War: Armageddon** use standard six-sided dice, also known as D6, but there are some exceptions, as noted below.

#### Scatter Dice

**Shadow War: Armageddon** uses a special dice called a scatter dice (marked with arrows and a Hit! symbol). This dice is mostly used to determine a random direction, such as when working out the behaviour of grenades or weapons that fire exploding shells.



#### Artillery Dice

The other special dice used in **Shadow War: Armageddon** is the artillery dice, which is marked 2, 4, 6, 8, 10 and Misfire. This dice is used together with the scatter dice to determine how far shells land from their mark. A Misfire result can result in a shell proving dud.



#### Rolling a D3

In some circumstances, you may be instructed to roll a D3. To do this, simply roll a D6 and halve the number, rounding up. Thus, 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

### Dividing

On occasion, you’ll be called upon to divide the result of a dice roll, a characteristic or some other value. Where this happens, any fractions should always be rounded up. So a D6 roll of 3, halved, would be a result of 2 (1.5 rounded up). Similarly, 25% of a kill team of ten models, rounded up, would be three models.

### Modifying Dice Rolls

Sometimes, you may have to modify the number rolled on the dice (or ‘the roll’). This is noted as D6 plus or minus a number, such as D6+1. Roll the dice and add or subtract the number given to or from the roll (as appropriate) to get the final result. For example, D6+2 means roll a dice and add 2 to the number on the dice for a total between 3 and 8. You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6 and so on. Roll the indicated number of dice and add them together, so a 2D6 roll is two dice rolled and added together for a result between 2 and 12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 to provide a result between 5 and 30.

### Re-roll

In some situations, the rules allow you to re-roll a dice. This is exactly what it sounds like – pick up the dice you wish to re-roll, and roll it again. The second roll counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once, regardless of the source of the re-roll.

*‘I’ll be back...’ - WARLORD GHAZGHKULL THRAKA*



If you re-roll a roll that involved more than one dice, you must re-roll all of the dice, not just some of them, unless the rules specify otherwise. Any modifiers that applied to the first roll also apply to the re-roll. If two or more special rules combine to the effect that both all failed and all successful dice results would have to be re-rolled, do not re-roll any dice; simply use the original result(s) instead.

### Roll-off

If the rules require players to roll-off, each player rolls a dice and the player that rolls the highest result wins the roll off. In the result of a tie, roll again until one player wins – any modifiers that applied to the first roll also apply to further rolls.

### Randomising

Sometimes you'll be called upon to randomly select something – a model, an item, or similar. Where this is the case, simply assign a D6 result to each of the things the random selection must be made from, and roll the dice to make your random choice. If you have fewer than six items to randomise between, simply roll again until you roll an assigned number. For example, Emma must randomly select one of five models. She assigns each model a number between 1 and 5, and rolls

a D6, re-rolling results of 6 until she gets a number between 1 and 5. If you have more than six items to randomise between, split them into equal sized groups of six or less (or as near to this as you can). Then randomly select one group, further randomising between the items in this group to find the (un)lucky item!

### COUNTERS

To help you keep track of a number of different effects in your games of Shadow War: Armageddon, this set includes counters that you can use to indicate which fighters are running, on overwatch, or broken, amongst other things. Simply put the relevant counter next to the fighter in question as a reminder to both players, and remove it again when it is no longer needed.

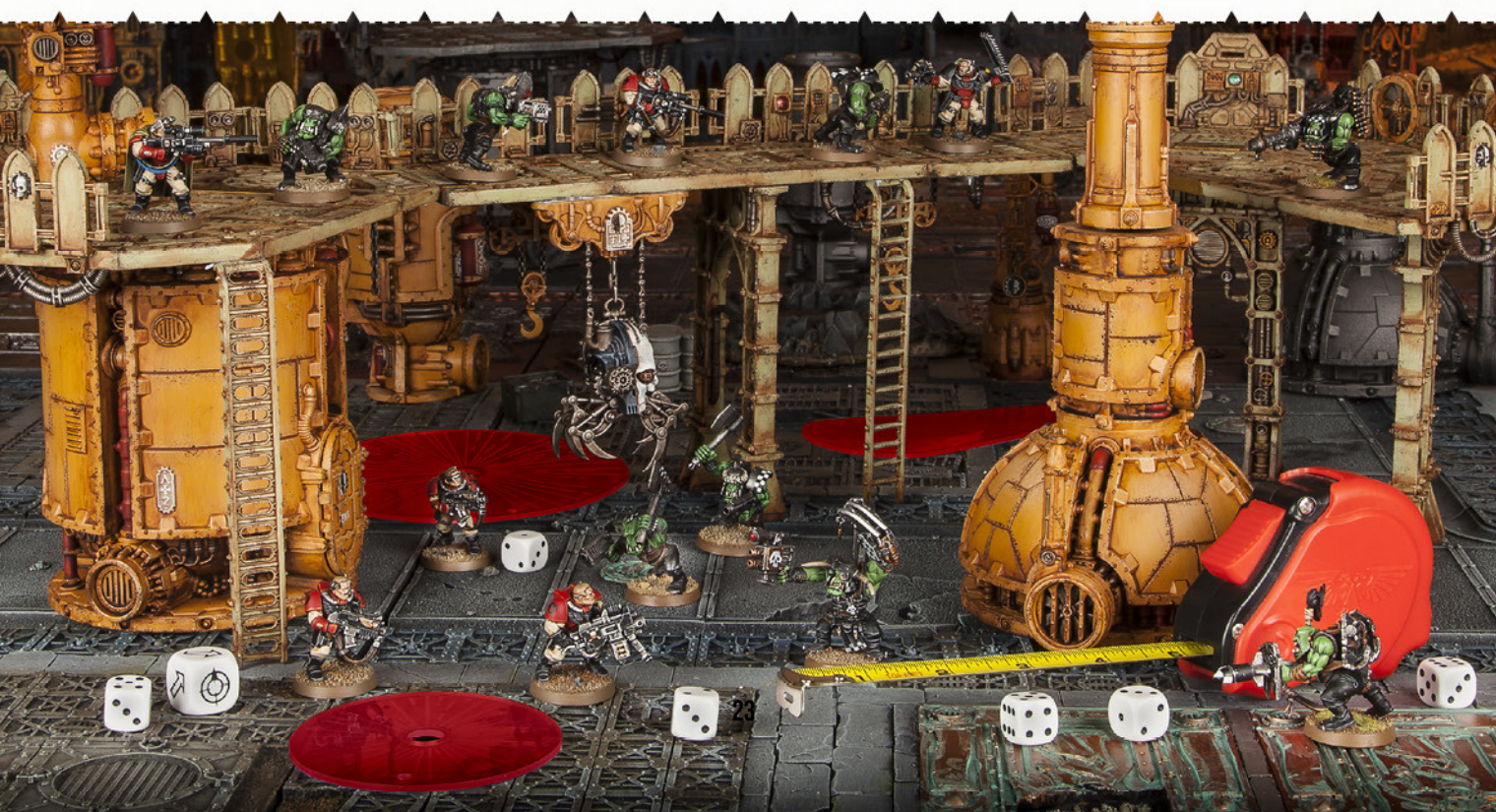
### WHAT ELSE YOU WILL NEED

As well as models, dice, templates and counters, you will need two or more players and a battlefield to fight over! The battlefield is usually a flat surface on which scenery models are placed and over which the armies fight. The battlefield can be of any size from 2' by 2' upwards, but you will rarely need a space larger than 4' by 4'. A Realm of Battle board makes an excellent battlefield, but a typical dining table will suffice.

Every battlefield looks better if it includes at least some terrain. Games Workshop manufactures a range of Citadel Scenery models for just this purpose, and some of this scenery is included in Shadow War: Armageddon. These models are designed to provide an evocative and tactically challenging landscape over which the models in your kill team can fight. How you set up Citadel Scenery models is normally a matter of personal taste, though if a mission requires a specific piece of terrain, or set up, it will say so. In general, we find that the more scenery you set up, the better the game will be. That aside, placing the scenery so as to create an interesting and inspiring looking landscape should be your primary goal.

You will need at least one retractable tape measure marked in feet and inches. All distances in Shadow War: Armageddon are given in imperial units, and you can measure any distances in the game at any time.

You'll also need pens, pencils, and paper. When you play a game you will need to keep track of wounds suffered by your fighters, the weapons they are carrying, and other details. This is easily done using a roster sheet, an example of which is found on page 120.





# CHARACTERISTICS

The fighters of Shadow War: Armageddon have wildly varied martial skills and physical abilities. Some are faster than others, some are stronger, some more determined, some are better shots, and so forth. This tremendous variety is fully represented in the form of characteristics and special skills. Right now we won't worry about the special skills – these come later with practice and battle experience.

Each fighter is defined by their characteristics, which are assigned a value of between 1 and 10. The higher value your fighter has for any characteristic the better – for example, a fighter with a Strength of 6 is stronger than a fighter with a Strength of 2. Descriptions of the characteristics are given below.

**Move (M):** A fighter's Move shows the number of inches they can move in a turn. The usual number is 4 as most fighters move 4" per turn, although they can move faster when they are running or charging.

**Weapon Skill (WS):** Weapon Skill is a measure of close combat ability – how good the fighter is at hand-to-hand combat.

**Ballistic Skill (BS):** Ballistic Skill shows how good a shot the fighter is. When a fighter fires a gun, the chance of hitting a target depends upon their Ballistic Skill.

**Strength (S):** Strength simply shows how strong a fighter is! Strength is especially important when a fighter is in hand-to-hand combat because the stronger they are, the harder they can hit.

**Toughness (T):** Toughness is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club, hand weapon or fist. The tougher a fighter is, the harder they are to wound or kill.

**Wounds (W):** A fighter's Wounds value shows how many times a fighter can be wounded before they collapse and go down dead or incapacitated. Most individuals have a Wounds value of only 1, but tough veteran fighters might have a value of 2 or more.

**Initiative (I):** The Initiative value represents alertness and reaction speed. It determines a fighter's chance of dodging a sudden blow or gathering their wits while shells and bombs explode around them.

**Attacks (A):** The Attacks value indicates the number of 'Attack dice' rolled when the fighter fights in hand-to-hand combat. The more dice you roll, the more chance you have of beating your opponent!

**Leadership (Ld):** Leadership represents raw courage and self-control. The higher a fighter's Leadership, the more likely they are to remain steadfast in combat while others run off or are slain around them.

## MINIMUM VALUES

Injuries or other effects can cause fighters to suffer penalties to one or more of their characteristics. These penalties can never modify a characteristic to below 1, or 2 in the case of Leadership. The only exception to this is the Wounds characteristic, which can be reduced to 0 if the fighter becomes injured.

## CHARACTERISTIC TESTS

Fighters will often be required to take characteristic tests during a game.

If a fighter must take a characteristic test, roll a D6. If the result is equal to or below the characteristic involved then the test is passed. If the result is higher than the characteristic then the test has been failed. A roll of 6 always fails, no matter what the value of the characteristic being tested.

Leadership tests work in exactly the same way except that the test is rolled using 2D6. The two scores are added together and compared to the fighter's Leadership value to see if the test is passed.

## CHARACTERISTIC PROFILE

A fighter's characteristic values are given in their characteristic profile. Below are profiles for three kill team fighters – a Scout, a Veteran and an Ork Boy. All these details are recorded using your kill team roster. This is explained properly later on. For now, it's enough to know what the characteristics are and how the values vary.

| Fighter            | M  | WS | BS | S | T | W | I | A | Ld |
|--------------------|----|----|----|---|---|---|---|---|----|
| Space Marine Scout | 5" | 4  | 4  | 4 | 4 | 1 | 4 | 1 | 8  |
| Veteran Guardsman  | 4" | 3  | 4  | 3 | 3 | 1 | 3 | 1 | 7  |
| Ork Boy            | 4" | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  |



Space Marine Scout



Veteran Guardsman



Ork Boy



# THE TURN

During the game you take command of a kill team. Your opponent commands a rival kill team, your deadly opponents in the forthcoming conflict.

The fighters and scenery are set up on the battlefield as appropriate for the mission you are fighting (see the Missions section). There are many different types of mission, varying from a straightforward skirmish between to rescue missions, ambushes and daring raids. Depending on the mission played, you can set the fighters up in different ways, but all the games are basically played in the same fashion.

Players take it in turns to command their kill team. When it is your turn you can move all your fighters, shoot with any fighters who are able to do so, and fight hand-to-hand combats. Once your turn is complete it is your opponent's turn to move, shoot and fight with their kill team.

## SEQUENCING

While playing Shadow War: Armageddon, you'll occasionally find that two or more rules are to be resolved at the same time – normally 'at the start of the movement phase' or 'before the mission begins'. When this happens during the game, the player whose turn it is chooses the order. If these things occur before or after the game or between turns, the players roll off and the winner decides in what order the rules are resolved.

## PHASES

To keep track of who's doing what and when, your turn is divided into four distinct phases as follows. Each phase is completed before beginning the next.

### 1 Movement

During the movement phase you may move your fighters according to the rules given later for movement.

### 2 Shooting

In the shooting phase your fighters may shoot with any appropriate weapons as described in the rules for shooting.

### 3 Hand-to-hand

During the hand-to-hand phase all fighters in hand-to-hand combat fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.

### 4 Recovery

During the recovery phase your fighters can try to regain their nerve if shaken by enemy fire, or recover from minor injuries.

Once your turn is complete it is your opponent's turn. Your opponent works through each phase, moving, shooting, fighting hand-to-hand and attempting to recover, after which their turn is over.

Games last until one side either gives in or is forced into defeat as described later. You can also be obliged to withdraw from the fight if your side takes too many casualties. During some missions, there is a specific objective which you must achieve, perhaps to destroy a machine or rescue a captive. Each of the special missions describes what you must do to win, and therefore end, the game.





# MOVEMENT

During the movement phase you can move your fighters. Move them one at a time and finish moving each before moving the next one. You can move your fighters in any order except where noted below.

## 1 Charges

If you want a fighter to charge at an enemy and attack them hand-to-hand then you must do this before moving any other fighters. When you charge, you must declare to your opponent that you are charging and indicate which enemy fighter you are attacking.

## 2 Compulsory Moves

Sometimes a fighter is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter whose nerve breaks must run away from their enemies and take cover. Make all your compulsory moves before finishing any remaining movement.

## 3 The Rest

Once you have moved chargers and compulsory movers you can move the rest of your fighters as you wish.



## MOVING

During their movement phase fighters can move up to their Move characteristic in any direction. Most fighters have a Move characteristic (M) of 4" and so can move 4" in any direction, including up or down ladders.

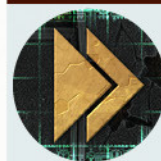
You do not have to move a fighter the full permitted distance or at all if you do not wish. Any exceptions are described later and invariably involve charging or compulsory moves.

At the end of a fighter's move, the fighter can be turned to face in any direction. If you wish, any fighter who hasn't moved can pivot on the spot in the movement phase. Fighters who do not move (including those who only pivoted) are said to be stationary.

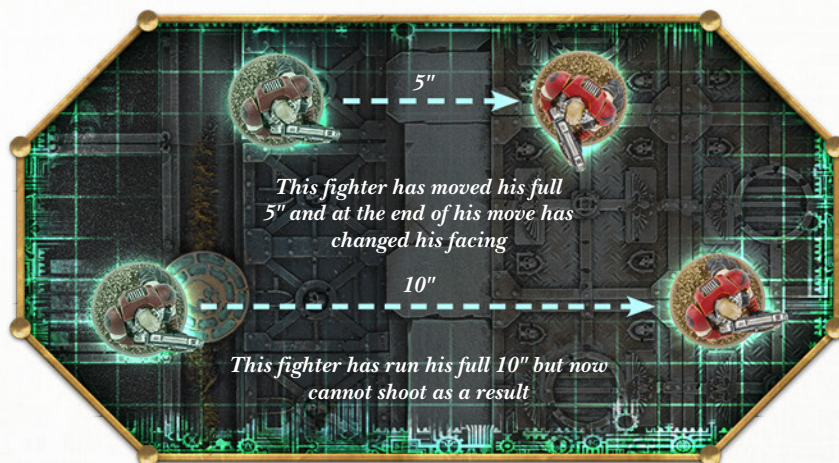
## RUNNING

The normal 4" move represents a fighter moving at a fairly rapid rate but allowing time to aim and shoot a weapon and generally observe what is going on around them. If you wish, a fighter can move much quicker than this – they can run! A running fighter can move at double speed: 8" rather than 4", for example.

A running fighter loses their chance to shoot in the turn. They are concentrating on running and are not prepared to fight, having shouldered their weapons or replaced them in holsters. Place a Run counter next to the fighter to remind both players that they are unable to shoot that turn, and that they will be harder to hit with shooting attacks in the opposing player's turn.



Run counter



*The Ork Boy can move up and down this ladder in the same way as it moves across the battlefield. As the ladder is more than 4" tall, and as the Ork Boy's Move characteristic is only 4", the Ork cannot reach the top of the ladder in one move unless it runs (or charges). If the Ork doesn't run, it will finish its move around 1" from the top of the ladder (see Wobbly Model Syndrome, pg 28).*



# HIDING

## CHARGING

If you wish a fighter to engage an enemy in hand-to-hand combat then they must make a special move called a charge. You can declare a charge against any enemy fighter that your fighter is aware of and can reach with their charge. A fighter is aware of any enemies they can see (see Line of Sight, pg 30) and any enemies that are not hidden and are within a number of inches equal to twice the fighter's Initiative. For example, a Space Marine Scout with an Initiative characteristic of 4 is aware of any enemies that are not hiding and are within 8".

A charge is like a run, at double Move rate, but ends with the charger touching their enemy base-to-base. Once opposing fighters are touching bases in this way they are engaged in hand-to-hand combat. Fighters are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

Note that you cannot move fighters into hand-to-hand combat except by charging – any move intended to bring a fighter into hand-to-hand combat is a charge by definition.

## CHARGING MULTIPLE ENEMIES

If your fighter could charge into simultaneous base-to-base contact with more than one enemy fighter, you can declare that the fighter will charge all of them – a risky strategy as they will then be outnumbered! Charging multiple enemies follows the same rules as for charging: your charger ends their move touching bases with all of the enemies that you have declared the charge against.

## MOVING OFF THE BATTLEFIELD

Fighters cannot normally move off the battlefield, however some missions require them to do so. If a fighter's move is sufficient to take them to the battlefield edge, and the mission allows it, they can leave the battlefield in their movement phase.

The Hiding rule allows us to represent the fact that real people can duck down and conceal themselves in a way our unmoving and dramatically posed fighters cannot. A hiding fighter keeps as still as possible, just peeking out over their cover or around a corner. Hiding is sometimes useful if you want to keep out of a fight until the enemy gets within close range, or if you want a breather to recover and to regroup your forces.

A fighter can hide if they are behind a low wall or column, at the corner of a building, or in a similar position where a fighter might reasonably conceal themselves. The player simply declares that their fighter is hiding and can indicate this by placing a Hidden counter beside the fighter. They can do this before, after or even during that fighter's move.



*The fighter can hide behind this dome, so the player may declare that they are hiding.*

While hidden a fighter cannot be seen or shot at, even if a portion of the fighter is actually sticking up or out from their cover. A hidden fighter cannot shoot without giving away their position or coming out of hiding; if a hiding fighter shoots or moves so that they can be seen then they are no longer hidden and can be shot at as normal.

A fighter who runs or charges is not able to hide that turn. Their sudden burst of speed does not give them time to conceal themselves from view.

A fighter may stay hidden over several turns so long as they remain behind a concealing wall or similar feature. They may even move around behind cover provided they remain concealed while they do so. If an enemy moves into a position where they would clearly be able to see the hidden fighter, then the fighter cannot claim to be hidden any longer and the counter is removed.

A fighter may not hide if they are too close to an enemy – they will be seen or heard no matter how well concealed they may be. This distance varies according to the enemy fighter, who will always detect hidden foes within their Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy fighters within 3".

## SILENT WEAPONS

Some weapons emit no sound or flare, and will be noted as 'Silent' in their Armoury entry. If a hidden fighter fires a silent weapon then there is a chance they will remain undetected. After the attack has been made, roll a D6. On a roll of 1-3 the shooter is spotted and is no longer hidden, while on a 4+ the fighter remains hidden.



Hidden counter



# TERRAIN

Battles mostly take part in open areas where movement is easiest. Obviously high walls and other constructions will block a fighter's progress, but the ground level and raised surfaces are reasonably solid. However, should they find themselves struggling over shifting ash wastes or up to their elbows in marshes of bubbling pollutant, your fighters' progress will be impeded as indicated below.

## OPEN GROUND

The battlefield surface, building floors, connecting walkways and ladders are all considered to be open ground which does not affect movement. Fighters can also move through doors or hatches without slowing their speed.

## DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of hive foliage, pools of pollutant liquid, and industrial spoilage. Fighters move over difficult ground at half their normal rate, so 1" of movement across difficult ground counts as 2". For example, to cross a 1½" wide pool

of bubbling algal slime a fighter must expend 3" of their move. Similarly, if moving over a steep mound of industrial spoilage a fighter with a Move characteristic of 4" will move at 2" per turn rather than 4".

A fighter who is running is also slowed down by difficult ground. A fighter with a Move characteristic of 4" will run at 4" rather than 8" over steep slopes, for example.

## VERY DIFFICULT GROUND

This is the really nasty stuff you wouldn't want to go near. It includes tar pits, deep or noxious pools of liquid wastes, and narrow crawlholes through the rubble. Fighters move over very difficult ground at a quarter of the normal rate, so each 1" of movement counts as 4".

## IMPASSABLE GROUND

Much of Hive Acheron is impossible to move over or through. Corrosive pools, enveloping layers of toxic ash, walls, collapsed tunnels and so on are all impassable: fighters cannot move across impassable ground.

## WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, and other low obstacles form barriers that a fighter can either go around or leap over. A fighter can leap over a barrier less than 1" high and no more than 1" deep without impeding their movement at all. A barrier between 1" and 2" high, and no more than 1" deep, can still be crossed by climbing over but a fighter must use half of the distance they can move to do so. For example, a fighter with a Move characteristic of 4" must give up 2" of their move to cross the barrier. A barrier higher than 2" is too tall to climb over and is effectively impassable.

## WOBBLY MODEL SYNDROME

Sometimes you may find that terrain makes it hard to put a fighter exactly where you want. If you balance it in place, it is likely to fall and get damaged. In cases like this, it is fine to leave the model in a safer position as long as both players have agreed and know its 'actual' location. If the model is targeted, you'll need to hold it back in place e.g. to check line of sight.







OPEN GROUND

WALL

OPEN GROUND

IMPASSABLE GROUND



# SHOOTING

Shadow War: Armageddon fighters carry a variety of weaponry. Individual fighters often have several different weapons such as grenades, pistols, knives and guns.

During the shooting phase of your turn each of your fighters may shoot once with one of their weapons. So a fighter could either fire a bolt pistol, fire a shotgun, or throw a grenade, for example.

Work through your fighters one at a time. Pick which fighter is going to shoot, choose their target, work out if they hit their enemy and, if they do, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish.

## WHO CAN SHOOT

Each fighter can shoot once in the shooting phase so long as they can see a target and have a suitable weapon or a supply of grenades. Fighters can shoot even if they have moved (though not if they ran this turn) and shoot in any direction: we assume that fighters are looking around, scanning constantly for threats. Fighters in base contact with an enemy cannot shoot.

## LINE OF SIGHT

To shoot at a target a fighter must be able to see it, and the only way to check this is to stoop over the battlefield for a fighter's eye view. Sometimes it will be obvious whether a target can be seen, but at other times it will be more difficult as buildings and pipelines will be in the way. Note fighters can also block line of sight, just like terrain.

So long as the fighter can see at least a part of the target's body they can

shoot, even if all that can be seen is an arm or leg. If they can see nothing but the tip of a gun or the end of a sword then they cannot shoot as they are unable to see the target's body. If in doubt, and if you've checked the shot from both the shooter's and the target's view and still can't decide, then roll a dice – on a 1-3 the fighter can't see and on a 4-6 they can.

## CLOSEST TARGET

A fighter must shoot at the closest enemy as they represent the most immediate threat. However, a fighter can fire at a more distant target if it is easier to hit. For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot. A fighter may also choose to fire at a more distant target if the closest enemy is in hand-to-hand combat or downed, as described later in this section.



*In this diagram the closest target is A but he is obscured by cover and so is more difficult to hit than the more distant targets B, C and D. In this situation the shooter may shoot at Target B since he is the closer of the more distant targets even though he is further away than target A.*



## RANGE

Your fighter's target must be within range of the weapon they are using. Remember that you can measure distances at any time. Each type of weapon has a maximum range as detailed in the Armoury section. The following examples show the short and long ranges of some typical weapons – the maximum range is the extent of the long range.

| Weapon      | Short Range | Long Range |
|-------------|-------------|------------|
| Bolt pistol | 0-8"        | 8-16"      |
| Boltgun     | 0-12"       | 12-24"     |
| Lasgun      | 0-12"       | 12-24"     |
| Shoota      | 0-12"       | 12-24"     |
| Slugga      | 0-8"        | 8-16"      |

## HIT MODIFIERS

Some shots are easier than others: it is easier to hit a target that is in the open than one behind cover. Usually it is easier to hit a close target than one further away. This is represented by the following modifiers.

|    |                  |                                                                                                                                                                                         |
|----|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -1 | In Partial Cover | Up to half the target is obscured (see Cover, pg 32).                                                                                                                                   |
| -2 | In Cover         | More than half the target is obscured (see Cover, pg 32).                                                                                                                               |
| -1 | Overwatch        | The shooter is firing at a target whilst on overwatch (see Overwatch, pg 36).                                                                                                           |
| -1 | Charging         | The shooter is firing at a target that is charging them.                                                                                                                                |
| -1 | Running          | The target ran in their previous movement phase.                                                                                                                                        |
| -1 | Small Target     | The whole target is less than ½" tall or wide. Such targets might include unexploded bombs, mechanical devices, or a specific point on the floor. Fighters are always larger than this! |
| +1 | Large Target     | The whole target is at least 2" tall or wide. Such targets include large processor tanks, bulkhead doors and other sizeable bits of industrial equipment.                               |

Modifiers for range depend upon the weapon used. All weapons have their own range bands and different modifiers at short or long range, as indicated in the Armoury section of this book. The following examples show how this works.

| Weapon      | Short Range | Long Range |
|-------------|-------------|------------|
| Bolt pistol | +2          | -          |
| Boltgun     | +1          | -          |
| Lasgun      | +1          | -          |
| Shoota      | +1          | -          |
| Slugga      | +1          | -1         |

## HITTING THE TARGET

To determine whether a shot hits its target, roll a D6. This is known as the 'To Hit roll'. The dice score needed will depend upon how good a shot the shooter is (as indicated by their Ballistic Skill). The chart below shows the minimum D6 roll needed to score a hit.

| BS of shooter | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8  | 9  | 10 |
|---------------|---|---|---|---|---|---|---|----|----|----|
| D6 score      | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 |

For example, if the shooter has a Ballistic Skill of 3, a dice roll of 4+ is required to hit the target. An easy way to remember this is simply to subtract the shooter's Ballistic Skill from 7 to find the number needed to hit.

You will notice that the chart covers scores of 1 and even less. However, a dice roll of 1 is always a miss regardless of circumstances. There is no such thing as a certain hit! Rolls of 6 may require you to make an Ammo roll (pg 36).

Pistols, basic and special weapons are sensitive to range: they are likely to hit at short range but can be inaccurate at long range. Remember, long range isn't very far in the case of a pistol! Heavy weapons aren't sensitive to range. With these weapons it is as easy to hit at a distance as it is at short range because a close moving target is hard to track with a weighty or clumsy weapon.

If a target is exactly at the range boundary between short and long range for a weapon (e.g. exactly 12" away for a boltgun), always use the modifiers for short range.

*'It is the purest folly to believe that an individual can save Armageddon. Wars are not won by heroes, they are won by firepower and force, and the application of strategy and tactics.'*

**- COMMISSAR YARRICK**



## COVER

The many walls, gantries, pipes and ruined buildings of the Promethium Sprawl provide plenty of cover. If a target is partly obscured by intervening terrain then it will be harder to hit. How much harder depends upon how much of the target is obscured by the terrain.

If the shooter can see at least half of the target's body but not the entire body, then the target is said to be 'in partial cover'. The shooter suffers a -1 to hit modifier.

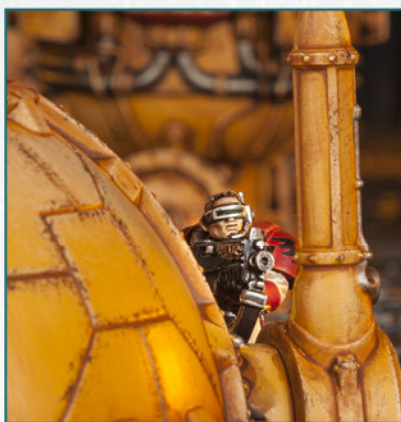
If the shooter can see some of the target's body but less than half of it, then the target is said to be 'in cover'. The shooter suffers a -2 to hit modifier.

If a target fighter is hiding, and either in cover or partially in cover, then they cannot be seen or fired at even if the shooter can see a portion of the fighter's body. The fighter is assumed to be keeping still, concealing themselves in the shadows and hugging their cover as closely as they can (see Hiding, pg 27).

A certain amount of judgement is called for by the players when deciding whether a fighter can be seen, if they are in cover, or whether they can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then the players should roll-off to settle it.

## SMALL AND LARGE TARGETS

These modifiers are not normally used unless the mission involves a specific target which is especially large or small. For example, perhaps you must destroy a promethium tank to achieve your objective. Enemy fighters are never small or large targets.



**In cover:** less than half of the fighter's body is in view.



**In partial cover:** more than half of the fighter's body is in view.



**In the open:** a shooter would incur no penalties to hit.

## 7+ TO HIT

Because of the modifiers, it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but your fighter can still hit if you are lucky. If you roll a 6 for your fighter's To Hit roll then they might have hit. Roll a further D6 – the additional score required is shown on the table below.

| Score Required to Hit | 7  | 8  | 9  | 10   |
|-----------------------|----|----|----|------|
| Additional D6 Score   | 4+ | 5+ | 6+ | Miss |

*Example: An Ork Boy is shooting a shoota at a target 12" away and behind partial cover. The Ork Boy's Ballistic Skill is 2 so he requires a 5 to hit. The modifiers are -1 for long range and a further -1 for partial cover. A score of 7 is therefore needed. To achieve this the Ork Boy must roll a 6 followed by a further roll of 4+.*

## PINNED

As soon as a fighter is hit, the model is knocked over and placed face up. We say the fighter has been 'pinned'.

The force of the shot has knocked the fighter off their feet. The shot may have hurt or even killed them, or they may be lucky and escape without significant harm. Later we'll deal with what happens to the pinned fighter if they survive unharmed. First, we'll find out whether the shot has wounded them.

Note that there are occasions when a fighter may suffer a hit that wasn't from enemy shooting – for example, their weapon might have exploded or they might have fallen from a ledge (both situations are covered later in these rules). Unless specified otherwise, any fighter who suffers a hit is also pinned, even if they are not wounded.



## WOUNDING THE TARGET

Once your fighter has hit a target, you must test to see whether a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment, or perhaps it just grazes them.

To determine whether the shot has caused a wound you must compare the Strength value of the weapon with the Toughness characteristic of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Armoury section, but a few examples are given here.

| Weapon         | Strength |
|----------------|----------|
| Boltgun        | 4        |
| Heavy bolter   | 5        |
| Lasgun         | 3        |
| Rokkit launcha | 8        |

The chart below shows the D6 score required to turn a hit into a wound – an 'N' means that it is impossible to cause a wound on a target that tough using a weapon of that strength. Roll a D6, in what is known as the 'To Wound roll', and if the result is equal to or greater than the score required, the target suffers a wound. Remember that an average fighter will have a Toughness characteristic of 3 (for a Veteran) or 4 (for a Scout or an Ork).

## SAVING THROWS

Some fighters wear protective clothing which may save them from a wound if they are lucky. Armour is represented in the game by armour saves.

### Armour Saves

If a fighter is wearing armour and suffers a wound, their player rolls a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type of armour. The most common armour types and the D6 roll required to make a save are given below.

An unmodified roll of 1 is always a failure, even if the fighter has a saving throw better than 2+.

| Armour            | Minimum D6 score required to save |
|-------------------|-----------------------------------|
| Squig-hide armour | 6                                 |
| Scout armour      | 4                                 |
| Flak armour       | 6                                 |

Some weapons are better at penetrating armour than others. A shot from a lasgun might be deflected relatively easily, but an Ork rokkit is a different matter! To represent this, each weapon has an armour save modifier as indicated in its description in the Armoury section. For example, a boltgun has a -1 save modifier so all armour saves must deduct 1 from the dice roll.

### Invulnerable Saves

Some rare equipment or special skills confer an invulnerable save instead of an armour save. Invulnerable saves work in exactly the same way as armour saves except that they ignore all save modifiers, even against weapons with high Strength, such as rokkit. A fighter can take an armour save or an invulnerable save – they may not take both. Their player can decide which save they want to use.

*Example: A fighter is hit by a shot from a laspistol and suffers a wound. Fortunately, he is wearing Scout armour. The player rolls a D6 and scores 5 – enough to deflect the shot and save him.*

## TARGET'S TOUGHNESS

|    | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|---|---|---|---|---|---|---|---|---|----|
| 1  | 4 | 5 | 6 | 6 | N | N | N | N | N | N  |
| 2  | 3 | 4 | 5 | 6 | 6 | N | N | N | N | N  |
| 3  | 2 | 3 | 4 | 5 | 6 | 6 | N | N | N | N  |
| 4  | 2 | 2 | 3 | 4 | 5 | 6 | 6 | N | N | N  |
| 5  | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 6 | N | N  |
| 6  | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 6 | N  |
| 7  | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 6  |
| 8  | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6  |
| 9  | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5  |
| 10 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4  |



## INJURIES

Most fighters have a Wounds characteristic of 1 but some have a value of 2 or more. If the target has a Wounds characteristic of more than 1 then deduct 1 from their characteristic for the rest of the game for each wound they suffer. As soon as a fighter suffers their last remaining wound, the player whose fighter inflicted the wound rolls a D6 and consults the following table to determine the extent of their injuries. This is known as an 'Injury roll'.

### Flesh Wound

If a fighter only sustains a flesh wound then they suffer a mild injury and are able to fight on. A fighter can sustain several flesh wounds and still continue to fight, albeit at reduced effectiveness. Make a note on your roster sheet and apply the penalties indicated for the rest of the game. Unless the fighter is also 'down' (see right), restore their Wounds characteristic to 1. Finally, leave the fighter lying face up to show they are still pinned (see Pinned Fighters, pg 35).

Each time a fighter suffers a flesh wound, subtract a further point of Weapon Skill and Ballistic Skill, to a minimum of 1. If a fighter with a Weapon Skill and Ballistic Skill of 1 suffers a flesh wound then they drift into unconsciousness due to severe loss of blood and are taken out of action.

|     |               |                                                                                                                                                       |
|-----|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | Flesh Wound   | The target has sustained a minor wound. Subtract 1 from both their Weapon Skill and Ballistic Skill for the rest of the game.                         |
| 2-5 | Down          | The target falls down to the ground where they lie wounded and barely conscious. Turn the model face down.                                            |
| 6   | Out of Action | The target has been badly wounded and falls to the ground unconscious. Remove the model from play immediately – it takes no further part in the game. |

### Down

When a fighter goes down they are either badly injured or temporarily knocked senseless: they might recover or they might lapse into unconsciousness and even die.

During their movement phase a fighter who is down can crawl 2", but other than this the fighter cannot do anything else. This enables a badly wounded fighter to get behind cover (if they're lucky!).

A player must find out what happens to any of their fighters who are down at the end of their recovery phase. Make an Injury roll. If you roll a 1, the fighter suffers a flesh wound, and they are pinned for one turn (see Pinned Fighters, pg 35). Turn the model face up to show this. If you roll 2-5, the fighter's situation is unchanged. If you roll a 6, the fighter is taken out of action.

### Out of Action

'Out of Action' indicates that a fighter is out of combat and out of the game. It is impossible to tell whether the fighter is alive or dead, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether they survive (see Serious Injuries, pg 101).



### **MULTIPLE WOUNDS**

Some weapons inflict more than 1 wound when they hit. A fighter cannot be reduced to fewer than zero wounds, but each extra wound inflicted against a fighter with 1 remaining wound means you make another Injury roll. So, if a fighter has 1 wound remaining and suffers 4 wounds, the player whose fighter inflicted the wounds makes 4 Injury rolls.

Any multiple 'down' results have no additional effect, but a fighter can suffer multiple flesh wounds. A fighter who suffers flesh wounds and goes down at the same time is treated as going down but suffers the penalties indicated for their flesh wounds as well.

### **HIGH IMPACT**

Some weapons inflict hits with such devastating force that any fighters struck by them are likely to be severely injured. Weapons with a Strength of 7 or more are known as high-impact weapons.

When a fighter is hit by a high-impact weapon they will go out of action on a roll of 5 or 6 on the Injury table rather than the normal 6. Note that this only applies when making the initial Injury roll for the shooting attack. Injury rolls made during the recovery phase follow all of the normal rules instead.

### **PINNED FIGHTERS**

Often a fighter is hit and pinned but doesn't go down or out of action. They might be hit and not wounded, or they might have suffered a flesh wound.

A fighter who is pinned remains knocked over, lying face up. Whilst pinned a fighter cannot do anything except crawl up to 2" during the movement phase.

A fighter who is pinned at the start of their turn will automatically recover from pinning at the end of that turn. In effect, the fighter misses their turn and is then ready to fight once more in their following turn. At the end of the turn stand the fighter up to show that they are no longer pinned.

If a fighter has at least one other fighter from their kill team within 2" then they can try to escape pinning at the start of their turn by taking an Initiative test (see Characteristic Tests, pg 24). If the test is passed then the fighter has recovered their wits: stand the model up. The fighter can move and fight normally that turn. If they do not move after standing, they are considered to be stationary.

If the only friendly fighters within 2" are new recruits or fighters who are down or whose nerve has been broken, a fighter cannot try to escape pinning in this way. Rather than reassuring the fighter and offering covering fire, the proximity of these unreliable comrades will only encourage them to keep their head down!

*'Armageddon, a world whose name is known across the Imperium. Armageddon, a world whose name has become a byword for war and destruction on a massive scale. Armageddon, where the fate of a thousand worlds hangs in the balance.'*

**- LORD COMMANDER SOLAR EUGENIAN**



## SHOOTING INTO HAND-TO-HAND COMBAT

It is rash to shoot at fighters who are grappling with each other at close quarters – it is very easy to hit the wrong fighter! Although the models themselves are immobile the fighters are actually ducking, diving and rolling about in a whirlwind of action. Remember, your fighters do not have to shoot at an enemy fighter who is in hand-to-hand combat with one of your fighters, even if they are the closest target.

Should you wish a fighter to shoot at an enemy engaged in hand-to-hand combat, roll to hit as normal. If your fighter hits then you must randomise who is hit by the shot (see pg 23) – there is as much chance of hitting the target as there is of hitting each fighter they are fighting.

## SHOOTING AT A FIGHTER WHO IS DOWN

Although your fighters do not have to shoot at a target who is down, even if they are the closest target, you can choose for them to do so if you are feeling particularly vindictive! In practice this is rarely the best option available to your fighters.

If a fighter who is already down takes a further wound or wounds, make an Injury roll and apply the result. A flesh wound will inflict further penalties to the fighter's Weapon Skill and Ballistic Skill. If the fighter goes down again then ignore the result. If they go out of action remove the fighter from combat.

## AMMO ROLLS

Ammo rolls represent faults in guns or ammunition as well as the possibility of simply running out of ammo. Power packs can fade or suddenly release a burst of energy, shells jam in the loading mechanism, explode or prove dud. No gun is absolutely reliable or has an infinite ammo supply, and some are notoriously fickle.

When rolling To Hit, a result of 6 indicates that your fighter's weapon may have malfunctioned after firing, and an Ammo roll is required.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo Roll rating as shown in the Armoury section. To make an Ammo roll, roll 2D6. If you roll less than the number indicated, the weapon has malfunctioned or run out of ammo and is useless for the rest of the game. Make a note on your kill team roster. If you roll the score indicated or greater then the weapon functions normally and your fighter can continue to use it.

## Repairs and Resupplies

If a weapon runs out of ammo, malfunctions or explodes, then it is assumed that the weapon is fixed and its ammo replenished in time for the next battle. Supplies of grenades are also restocked, as are any other pieces of specialist equipment that do not specify otherwise.

## OVERWATCH

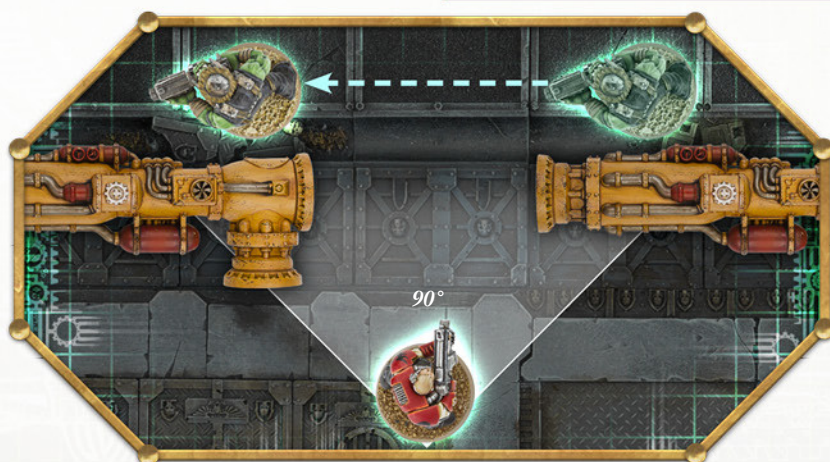
Rather than shooting in your turn, fighters can take up positions to shoot at any enemy that appears in view in your opponent's turn. This is called overwatch.

Any of your fighters can go on overwatch at the start of your turn. A fighter must give up their whole turn to go on overwatch. The fighter cannot move (except pivoting), shoot or hide, but can remain hidden if they started their turn in hiding. You may find it convenient to place an Overwatch counter by the fighter to indicate it is on overwatch.

During the enemy's movement phase the fighter can shoot at any target as it presents itself, so long as the target is in the 90° arc in front of the model. For example, the fighter could shoot before the target moves, after it has completed its move, or actually while the target is moving. Overwatch is obviously very useful for shooting at enemy fighters as they dash from cover.



Overwatch counter



*The Space Marine Scout is on overwatch, while the Ork Boy is in partial cover behind the pipe. The Space Marine Scout can shoot at any target that presents itself in the 90° arc in front of him, and at any time. When the Ork Boy moves across the gap, the Space Marine Scout can choose to fire at the opportune moment – when the Ork Boy has no cover at all!*



Once a fighter has finished shooting, or at the beginning of their next turn, they are no longer on overwatch – the Overwatch counter is removed and the fighter is free to move and shoot, or go on overwatch again, in their own turn.

If a fighter is hit whilst on overwatch they lose their overwatch status immediately and the Overwatch counter is removed. The same applies if the fighter is forced to move for any reason – e.g. if a fighter's nerve breaks (see Broken Fighters, pg 44).

When you wish to shoot with a fighter on overwatch, begin by declaring that you are doing so and then determine the position of the enemy fighter at the moment of fire. Work out the shot as normal, applying any modifiers. Remember that your fighter can fire at any time during the enemy's movement, so you might want to let an enemy get into close range before your fighter shoots. Remember also that firing on overwatch has a -1 modifier of its own – it's always tricky to hit a foe emerging into view.

When determining whether or not a target of overwatch fire is running, the fighter's move that turn is used rather than that of their previous turn.

### Fleeting Targets

If a fighter on overwatch targets an enemy fighter that both started their move and would end their move out of line of sight of the shooter, then they count as a fleeting target. A fighter attempting to shoot at a fleeting target must take an Initiative test. If they pass the test the fighter can be targeted as normal. If they fail the test then they did not react quickly enough, and cannot shoot at that enemy. The fighter remains on overwatch, however, so they can attempt to shoot another enemy fighter that turn, if the opportunity presents itself.

### SUSTAINED SHOOTING

Some especially large and dangerous weapons can fire a sustained burst of shells which may hit several targets at a time. This is called sustained fire. The Armoury section specifies which weapons are capable of sustained fire. These are weapons with a high rate of fire such as the big shoota, which can rake targets with a hail of shells.

When a fighter shoots with a weapon of this kind, declare whether they are firing a single shot or using sustained fire. A single shot is worked out as normal following the usual shooting rules, while sustained fire is worked out as follows.

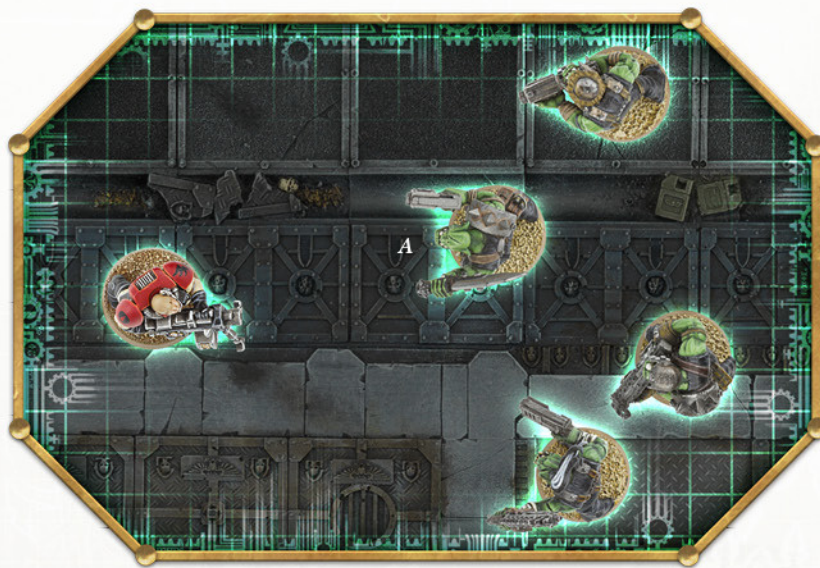
First roll to determine how many separate shots the weapon makes by rolling a number of D3 up to the weapon's sustained fire value. For example, if you were firing a weapon with 2 sustained fire dice, you could choose to roll one or two D3. The total rolled is how many shots the fighter can make this turn. These shots follow

the usual shooting rules (resolve each shot as its own shooting attack) with the following exceptions.

Each shot must target either the original target or another fighter within 4" of the first target (even though these other fighters may not be the closest enemies to the shooter). The first shot must target the original target.

If any shot causes an Ammo roll (see opposite), resolve the shot and its Ammo roll before resolving any remaining shots.

If the fighter can no longer see any targets but they still have shots remaining then they are wasted, but all of the shots indicated by the sustained fire dice must still be fired. You must make a To Hit roll for each wasted shot in case they cause an Ammo roll.



*The Space Marine Scout in this example fires his heavy bolter at the incoming Orks. Against odds like this, the Scout decides to fire as many shots as he can, so opts to use his weapon's sustained fire. The first shot must target Ork A, who is the closest to the Scout, but the remaining shots (for as long as the Scout's ammo holds out) can be distributed amongst any of the Orks in this example, as they are all within 4" of the original target.*



## BLAST WEAPONS

Some weapons fire an exploding shell or energy blast that inflicts damage over a large area. The areas affected are represented by the small blast and large blast templates – the weapon's profile will specify which should be used.

When a fighter shoots a weapon that uses a small or large blast, nominate their target and make a To Hit roll exactly as you would with any other weapon. If your fighter hits the target, centre the template directly over the target fighter. The target is hit, and any other fighter that lies wholly inside the template is hit too. If a fighter lies partially within the template then they are hit on a further D6 roll of 4-6. Make To Wound and Injury rolls for each fighter that is hit as for any other weapon.

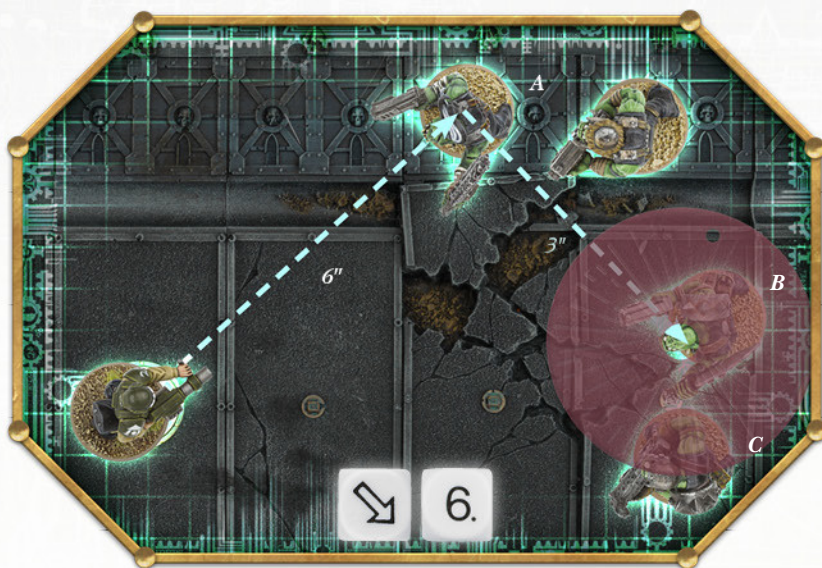
If your fighter misses the original target then their shot has flown wild but may still land close enough to cause damage. To determine where the shot has landed you must make a Scatter roll. To do this you will need the two special dice: the scatter dice and the artillery dice. Take both of these dice and roll them so that they land as close to the target as possible.



If the artillery dice shows a number, this indicates how far the shot has missed the target by – 2", 4", 6", 8" or 10". The shot lands this far away in the direction indicated by the scatter dice arrow (note that the Hit! symbol also has an arrow marked on it to indicate a direction for this purpose). Place the template in the position indicated by the dice, and determine which fighters are hit as described above.

If a Misfire is rolled then the shot dissipates in the air or is a dud and has no effect. If the dice show both a Hit! and Misfire then the shot has no effect and the weapon is treated as having failed an Ammo roll (see Ammo rolls, pg 36).

Note that no shot can ever scatter by more than half the range between the shooter and their target. If the target is 10" away, for example, the miss may not scatter by more than 5". However, a wildly scattering shot may land outside its usual line of sight, fire arc (90° in front of a shooter on overwatch) or beyond its usual maximum range.



*An Astra Militarum Veteran fires a blast weapon at his four Ork opponents. He fails his To Hit roll and so the shot scatters. He rolls the scatter and artillery dice and scores a 6. Because this is more than half the range to his target, the shot only scatters 3" in the direction indicated. The template is placed accordingly. Enemy model B is wholly under the template and so is hit. Enemy model C is partially under the template, and a dice is rolled to see if he is hit too. The Ork player rolls a 5, so the poor fighter is caught in the blast.*



## GRENADES

There are many different sorts of grenades available to fighters. The most common are explosive frag grenades or stikkbombs and implosive krak grenades. If a fighter carries grenades then it is assumed that they have enough to last the entire battle, regardless of how many they might actually throw.

A fighter can throw a grenade rather than shoot a weapon. A grenade throw is treated exactly like any other shot, so roll To Hit using the thrower's Ballistic Skill characteristic.

The maximum range of a thrown grenade depends upon the Strength characteristic of the fighter. A fighter can throw a grenade a distance equal to three times their Strength. For example, a fighter with a Strength of 3 can throw a grenade up to 9".

## Exploding Grenades

Frag grenades and some special grenade types use the large blast template. Grenades that use a template scatter if they miss just like other weapons with blast templates. Work out scatter as described already, except that the number on the artillery dice is always halved because grenades are thrown at very short ranges. On the other hand, the maximum scatter limit does not apply to grenades, which can bounce around all over the place before going off! A grenade thrown at a target 2" away may therefore scatter up to 5" in any direction.

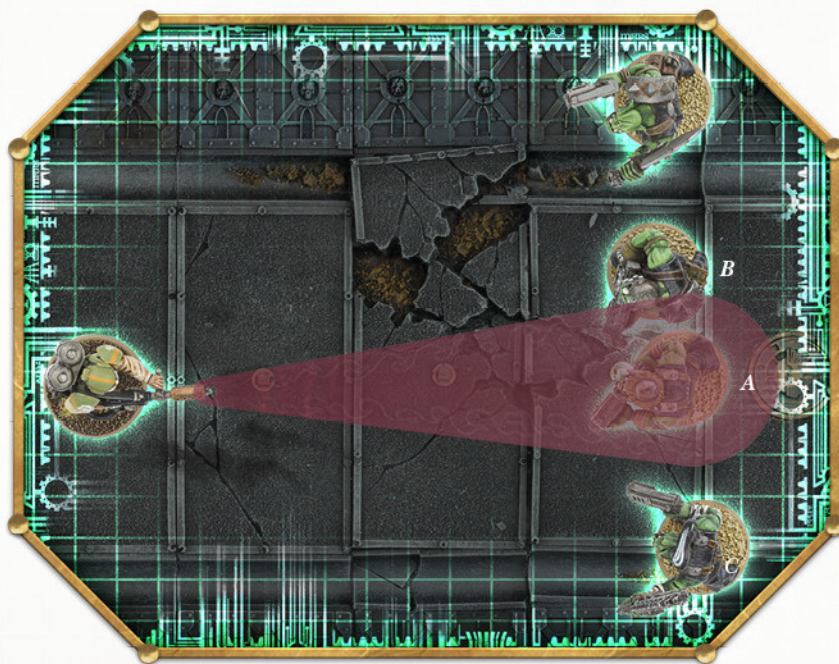
Exploding grenades are very useful for flushing out fighters from behind cover, as they can simply be lobbed over obstacles or bounce through gaps. A fighter throwing a grenade that uses a template suffers only a -1 To Hit penalty when targeting a fighter in cover, and no To Hit penalty for targeting a fighter in partial cover. Other modifiers apply as normal. Note that this bonus doesn't apply to grenade launchers.

## FLAMER TEMPLATE

All flamer type weapons use a special teardrop-shaped template to represent the jet of flame.

To shoot a flamer weapon, take the flamer template and place it with the narrow end touching the base of the shooter and the broad end over their target. The template must be centred over the target – you can't veer the template to either side in order to hit more enemy fighters. Flamer weapons do not roll to hit – any fighters wholly covered by the template are hit automatically and any fighters partially covered are hit on a further D6 roll of 4-6.

Any hits are resolved as normal: roll To Wound and then determine injuries for any wounded fighters. Note that the hit modifiers for range, cover, and such like do not apply to flamer weapons. Flamers are especially good at winking enemy fighters from behind cover!



*An Astra Militarum Veteran fires a flamer at his Ork opponents. He must aim for Ork A as he is the closest enemy. While it may be tempting to move the template to the fighter's right to try and catch Ork C, this is not allowed. Instead the Veteran partially catches Ork B in the jet of flame as well. Because Ork B is not fully covered, a dice roll must be made to see if he is hit. The result is 4, meaning that he is also hit by the flamer.*



# HAND-TO-HAND

Hand-to-hand fighting is the most dangerous and desperate kind of combat. With adversaries using swords and knives, point-blank fire from pistols and even fists, feet and heads to take out an opponent it is either a very brave or foolish fighter who initiates hand-to-hand combat.

## WHO CAN FIGHT

Fighters who are touching base-to-base are said to be engaged in hand-to-hand combat. This can only happen if a fighter has charged an enemy, or followed-up into base-to-base contact with them (see Follow-up, pg 42), as fighters are not otherwise allowed to move into base-to-base contact.

In the hand-to-hand phase, regardless of whose turn it is, all fighters who are engaged in hand-to-hand combat will fight. If there is more than one hand-to-hand combat taking

place the player whose turn it is decides in what order they will be resolved. All of their fighters will fight each of the enemies they are engaged in hand-to-hand combat with.

Fighters fighting in hand-to-hand combat cannot do anything else as they are far too busy struggling with their adversaries. Any very close-range shots they are able to make with pistols are taken into account in the hand-to-hand combat rules that follow.

## ATTACK SEQUENCE

Most fights are 'one-on-one', where a fighter is duelling one other fighter. These combats are worked out as described below. Fights involving several fighters attacking a single opponent are worked out slightly differently, as described later.

|   |                         |                                                                                                                                                                                                                                                                                                                                                                                        |
|---|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <b>Roll Attack Dice</b> | Both players roll a number of D6 equal to their fighter's Attacks characteristic.                                                                                                                                                                                                                                                                                                      |
| 2 | <b>Determine Winner</b> | Each player picks their single highest scoring dice and adds their fighter's Weapon Skill to the score. They then add any modifiers as shown on the opposite page. The total is the Combat Score. The player with the highest Combat Score wins. In the case of a tie the fighter with the highest Initiative characteristic wins. If there is still a tie, the combat is a stand-off. |
| 3 | <b>Number of Hits</b>   | Compare the Combat Scores of both combatants. The difference between their Combat Scores is the number of times the winner hits the loser. If a fighter wins the combat on a tie they still cause 1 hit.                                                                                                                                                                               |
| 4 | <b>Roll To Wound</b>    | For each hit scored the winner rolls To Wound in exactly the same way as for hits from shooting (pg 33). The Strength value will depend upon the weapon used.                                                                                                                                                                                                                          |
| 5 | <b>Saving Throw</b>     | Fighters who are wearing armour or who have an invulnerable save can make saving throws in the same way as troops hit by shooting attacks (pg 33).                                                                                                                                                                                                                                     |
| 6 | <b>Resolve Injuries</b> | Resolve injuries in the same way as you would for wounds inflicted by shooting (pg 34).                                                                                                                                                                                                                                                                                                |

*'Myriad are the ways of war. The lightning strike, the tenacious defence, the cunning ruse; all have their time and place, oft as not dictated by the lie of the land or balance of forces that you find at your disposal. The art of war is learning how to bind the tactics, terrain and forces at your command to your advantage.'*

- THE TACTICA IMPERIUM



## ROLL ATTACK DICE

Roll the number of dice indicated by the fighter's Attacks characteristic.

Although a fighter can roll more than one Attack dice it is only the best result that counts towards the Combat Score. The advantage of rolling more dice is that it gives you a better chance of rolling high. However, it will also increase the chances of a fighter fumbling (see Fumble, pg 42).

## Fighting with Two Weapons

If the fighter carries a weapon in each hand, such as two pistols, two swords, or a pistol and a knife, then the fighter rolls one extra Attack dice. Note that a pistol that has run out of ammo can't be used in this way.

This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons – the sheer bulk of basic, special and heavy weapons mean that fighters equipped with these weapons can't gain the benefits of this rule. Carrying grenades does not prevent a fighter from using an extra weapon as they are assumed to be clipped to the fighter's belt or stowed conveniently out of the way. These different types of weapon are discussed in the Armoury section.

## DETERMINE WINNER

Each player takes their best Attack dice roll, adds the fighter's Weapon Skill and then applies the following modifiers. The highest score is the winner. In the case of a tie the highest Initiative wins, in which case the winner will score a single hit. If the scores are tied and both fighters have the same Initiative, the result is a stand-off and no blows are struck.

## COMBAT SCORE MODIFIERS

### +1 Opponent Fumbles

Add 1 to your score for each of your opponent's fumbled dice (rolls of 1). See the Fumble rule on the next page for an explanation of how this works.

### +1 Critical Hit

Add 1 to your score for each critical hit inflicted (additional rolls of 6). See the critical hit rule on the next page for an explanation of how this works.

### +1 Charging

If your fighter charged into combat this turn add 1 to their Combat Score.

### +1 Higher Up

If your fighter is standing on a higher level, platform, or slope then add 1 to their Combat Score.

### -1 Encumbered

If your fighter is carrying a heavy weapon or other heavy piece of equipment, subtract 1 from their Combat Score.

### -1 Obstacle

If your fighter has charged an enemy who is sheltering behind cover such as a low wall, then subtract 1 from your fighter's Combat Score. This penalty only applies during the turn when you charge.

Note that to hit modifiers for ranged weapons are never applied in hand-to-hand fighting. These only apply when shooting at a distance, as described in the Shooting section.

## NUMBER OF HITS

The difference between the winner's Combat Score and the loser's Combat Score is the number of times the winner has hit the loser.

*Example: An Ork Boy (WS4) is fighting a Veteran (WS3). The Ork Boy rolls a 2 and a 3 and adds his WS of 4 to his highest dice to make a total of 7. The Veteran rolls a 4 and adds his WS of 3 to make 7, but the Veteran has charged and so adds a further +1 making 8. The Veteran has won by 8 to 7, and the difference (1) is the number of hits he has struck against his opponent.*

## WOUNDS, ARMOUR AND INJURIES

Once you have established the number of hits, the remaining procedure is the same as for shooting.

Note that fighters cannot be pinned by hand-to-hand hits, but they suffer wounds in the same way and injuries are resolved in the same way too.

## WEAPONS

Only hand-to-hand weapons and pistols can be used to fight hand-to-hand combat. All fighters carry a knife at the very least, and are assumed to have one tucked out of sight if the model itself does not show it.

A fighter will, generally speaking, fight hand-to-hand combat with the weapons they carry as depicted on the model. However, fighters are allowed to stow any weapons they are holding and draw any they are equipped with at the start of a hand-to-hand combat – players should declare which weapons their fighters are using before any attacks are rolled. Remember that fighters equipped with a basic, special or heavy weapon do not gain an extra attack for using two close combat weapons in hand-to-hand combat.

Fighters cannot swap weapons around once they are fighting hand-to-hand; they must persevere with their chosen weapons until they are no longer involved in hand-to-hand combat.



If a fighter is using a single weapon then any hits inflicted in hand-to-hand fighting are assumed to have been made with that weapon. Resolve the hit using the Strength of the weapon as indicated in the Armoury section.

If a fighter uses two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other. For example, a fighter carrying a sword and a laspistol who inflicts two hits will strike once with the sword and once with the laspistol. Any odd hits can be resolved with either weapon.

### ARMOUR MODIFIERS

Knives, swords and other close combat weapons often use the fighter's own Strength. The chart below is used to determine any saving throw modifiers when a fighter's own Strength is used. Some close combat weapons have an Armour Save Modifier of their own, which applies on top of the modifier for the wielder's Strength.

| Model's Strength | Armour Save Modifier |
|------------------|----------------------|
| 3 or less        | 0                    |
| 4                | -1                   |
| 5                | -2                   |
| 6                | -3                   |
| 7                | -4                   |
| 8                | -5                   |
| 9 or more        | -6                   |

### PARRY

Fighters armed with swords can attempt to turn aside an opponent's blows. To represent this, a fighter with a sword can force an opponent to re-roll one of their highest scoring Attack dice before working out their Combat Score. However, a fighter can only parry if their opponent's highest scoring Attack dice is greater than their own highest scoring Attack dice.

For example, if you rolled a 5 and your opponent rolled a 3 then their fighter's attack could not be parried, but their fighter could parry your fighter's attack. Remember, if your opponent has 2 or more Attack dice they can always choose their new highest score rather than the score of the re-rolled dice.

If both combatants are fighting with swords then the ability to parry cancels out and neither may do so. In the unlikely event that a fighter carries two swords they may parry twice – that is, they may force two re-rolls or one re-roll against a fighter with a single sword.

### FUMBLE

In the mayhem of close combat it is only too easy to trip or overbalance and leave yourself open to a quick punch or stab. Any Attack dice rolls of a 1 indicate that your fighter has tripped, dropped a weapon, or otherwise fumbled. For each fumble rolled your opponent may add 1 to their own Combat Score. Note that you must always roll your fighter's full number of attacks – there's no holding back in hand-to-hand combat!

### CRITICAL HITS

A critical hit represents a lucky blow, a spectacular feint or a cunning trick. If you roll two or more Attack dice, and roll more than one 6, your fighter has scored a critical hit. Each extra 6 after the first (which is taken as your highest attack roll) adds 1 to your Combat Score.

### MULTIPLE COMBAT

When two or more fighters are fighting a single enemy this is called a multiple combat. The outnumbered fighter must fight each of their opponents one after the other during the hand-to-hand phase. The outnumbering player can decide the order in which their fighters will fight. Having chosen the first fighter to fight, the combat is worked out exactly as described for one-on-one fights.

If the outnumbered fighter survives they must go on to fight their second opponent. The outnumbering player chooses their second fighter and the combat is worked out as before except that the outnumbering fighter now rolls an extra Attack dice and adds 1 to their Combat Score.

If the outnumbered fighter survives they go on to fight the third, fourth and each successive enemy until there are none remaining. Each subsequent enemy they fight gains a further Attack dice and adds a further +1 to their Combat Score. For example the third enemy has +2 Attack dice and +2 Combat Score, the fourth has +3 Attack dice and +3 Combat Score, and so on.

### FOLLOW-UP

If all of a fighter's hand-to-hand opponents go out of action the fighter may make a special follow-up move. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The fighter can be immediately moved up to 2". Your fighter can use this 2" move to get behind cover, to engage another fighter in hand-to-hand combat, or in any way you wish. Your fighter can cross an obstacle without penalty during a follow-up, but other terrain penalties apply as normal.

Note that a follow-up doesn't affect a fighter's ability to move in their following movement phase. The follow-up is an extra bonus move that reflects the intense activity of close-quarter fighting.



If your fighter uses a follow-up move to engage another enemy then move the fighter, but the fighter won't make any further attacks that turn – instead the fight continues in the next hand-to-hand phase. This is because the fighter has insufficient time to do anything other than follow-up. If a fighter follows-up into a combat that is yet to be resolved, they do not make attacks and cannot be attacked that turn, but otherwise the rules for multiple combats apply. Using a follow-up move in this way is a continuation of hand-to-hand combat, so the fighter will not receive the usual charging bonus to their Combat Score and they can't swap their weapons.

### FIGHTERS DOWN

Fighters who are wounded and go down in hand-to-hand combat are completely at the mercy of their enemy. In a one-on-one combat any fighter who goes down is automatically out of action. Their enemy finishes them off with a quick blow and the fighter is removed.

In multiple combats a fighter who goes down has more chance of survival. Where all fighters on one side go down they are automatically taken out of action. Where two or more fighters are fighting on the same side, some can go down as described on the Injury table (pg 34).

### PINNED FIGHTERS AND HAND-TO-HAND COMBAT

Fighters cannot be pinned when fighting hand-to-hand combat. A fighter who is hit whilst engaged in hand-to-hand combat, even if hit by shooting in the shooting phase, is not pinned. If a fighter is already pinned when they are charged then they are no longer pinned as soon as they are in base-to-base contact – the pressing need to defend themselves galvanises the fighter into action.

### MOVING FROM COMBAT

Once fighters are engaged in hand-to-hand fighting they cannot move away in their movement phase. They must stand and fight until they are taken out of action, until they take out their enemies, or until one or the other breaks and runs as described later. The only exception to this is in a multiple combat, where fighters who go down can crawl away so long as comrades continue to fight.

### DOWNED FIGHTERS IN COMBAT

If a fighter has charged an enemy fighter who is down, they can finish them off in the hand-to-hand phase, as long as the downed fighter is their only opponent in the combat. The downed fighter is taken out of action, and the attacking fighter can make a follow-up move. If a fighter makes a follow-up move that brings them into combat with a downed fighter, the downed fighter is immediately taken out of action. The triumphant fighter may not make a second follow-up move!

### SPECIAL INJURIES

Some hand-to-hand combat weapons have special injury rules. These special rules are used if the Injury roll for a hit from one of these weapons resulted in an 'out of action' result. If the fighter was using multiple weapons which each inflicted an 'out of action' result then the fighter's player can choose which weapon's special rules will take effect. If a 'down' result is rolled instead, meaning that the fighter is automatically taken out of action, special injury rules are not used.





# LEADERSHIP

## KEEPING YOUR NERVE

This section of the rules is concerned with how your fighters react under fire: whether they bravely continue to fight while shells explode around them or whether they turn tail and run for cover. Regardless of your own feelings, even the most hardened fighter can be driven off or forced to take cover as the action heats up.

## BREAK TESTS

A fighter may be called upon to take a break test to see if their nerve holds. A break test works in exactly the same way as a Leadership test – roll 2D6 and compare the result to the fighter's Leadership (Ld) characteristic. If the result is higher than the characteristic, the test is failed and the fighter's nerve is broken: they run to cover as described below. If the result is equal to or lower than the characteristic, the test is passed and the fighter keeps their nerve. In this case there is no further effect and the fighter continues to fight as normal.

## WHEN TO TEST

If a fighter goes down or out of action then each friendly fighter within 2" must take an immediate break test.

## BROKEN FIGHTERS

If a fighter fails a break test then the fighter's nerve has broken. For this reason we refer to such fighters as broken and you can indicate this by placing a Broken counter by the fighter if you wish.

The broken fighter is momentarily shaken and will attempt to run for cover. They might recover sufficiently to return to the fray once they have steeled themselves to fight on.

## Run to Cover

As soon as a fighter is broken they turn tail and run for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" away from their enemy and towards cover. Roll the dice to determine how far the fighter runs.

If they can reach a position of cover within this distance where they cannot be seen by enemy fighters then they stop there.

If they are unable to reach cover where they cannot be seen, the fighter runs the full distance rolled. In subsequent movement phases they continue to move 2D6" away from the enemy until they reach such a position. If they can get out of sight by staying where they are and hiding then they will do so instead (see Hiding, pg 27).

A broken fighter can do nothing other than run to cover and remain there while they attempt to recover their nerve as described below. They may not otherwise move and they will not shoot.

## Combat with Broken Fighters

Should a broken fighter be charged and forced into a hand-to-hand engagement then they are in deep trouble! While broken a fighter's Weapon Skill counts as 1. If they survive the hand-to-hand phase, even if they win, they automatically break from combat and run for cover at the end of the phase as described below.



Broken counter



### **Breaking from Hand-to-hand Combat**

A fighter who loses their nerve and breaks while fighting hand-to-hand combat turns away from their enemy and runs away 2D6" just like any other broken fighter. Because a broken fighter is turning their back upon the enemy they are very likely to be struck as they turn to flee. To represent this the fighter takes one automatic hit from their enemy, as if they had been hit in close combat. Work this out as soon as the fighter breaks and before they are moved.

### **Recovering Your Nerve**

A broken fighter may attempt to recover their nerve during their recovery phase so long as they are in cover and they cannot be seen by an enemy fighter. Take a Leadership test for the fighter. If they pass the test they are no longer broken and can fight normally from then on. If they fail the test they remain broken.

### **Broken That Turn**

It is not possible for a fighter to be broken and recover their nerve during the same turn – a fighter who loses their nerve during their own side's turn cannot recover in the recovery phase of that turn.

### **Pinning and Broken**

If a pinned fighter is broken then they automatically escape from pinning and make a dash for cover as normal. Broken fighters cannot be pinned.

### **Down and Broken**

Fighters who are down can be broken. However, their injuries mean that they only move 2", rather than 2D6", when they run (crawl) to cover.

## **THE BOTTLE TEST**

A kill team that sustains heavy casualties risks losing its bottle. The bottle test is a special roll the player must make at the start of their turn if a quarter (25%) or more of their kill team is down or out of action, rounding up. For example, in a kill team of 10 fighters a test is required

if 3 or more fighters are down or out of action.

In a campaign game, there will be times when only a portion of the kill team goes on a mission. Only the number of fighters that participate in the mission is used to determine when a bottle test is needed.

Some missions allow fighters to leave the fight voluntarily – indeed, it might be necessary to complete the mission! For example, attackers in a Hit and Run mission (pg 92) can move off a battlefield edge when they have completed their goal. Fighters that leave a fight voluntarily do not count as down or out of action for the purposes of the bottle test.

To take a bottle test, roll 2D6. If the score is more than the kill team leader's Leadership characteristic then the test is failed and the kill team bottles out of combat. The game ends immediately and surviving fighters retreat from the area. A failed bottle test is the most common way for a game to end. If the score is equal to or less than the Leadership characteristic the player has passed the test and their kill team may continue to fight.

If the kill team leader is out of action or is down, then the player may not use their Leadership to take the test. Instead, use the highest Leadership characteristic amongst those of the remaining fighters who are neither down nor out of action.

## **THE BETTER PART OF VALOUR**

A player may voluntarily fail a bottle test if they wish to do so, in which case there is no need to take the test – the mission simply ends. A player may only do this once the conditions for making a bottle test have been met.









# ADVANCED RULES

**This section includes a variety of rules which add further detail and complexity to the game. They are not necessary in order to play, so they have been gathered together here for players to use if they wish.**

We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then you'll have no problem introducing these more complex elements as you go along.

## FALLING

The multiple levels and gantries of the Promethium Sprawl afford fighters ample opportunity to fall from a great height.

### TEST TO FALL

If a fighter becomes pinned or goes down within 1" of an edge, there is a chance they will slip and fall off. To determine this they must take an Initiative test. If the test is failed then they fall over the edge to the ground.

If a fighter is engaged in hand-to-hand fighting within 1" of an edge then they may fall off if they lose the combat. The fighter must take an Initiative test. If the test is failed then they fall over the edge to the ground.

If a fighter is forced to move in a random direction then there is a chance they may fall if they reach an edge. The fighter must take an Initiative test. If this is failed then they fall over the edge to the ground. If the test is passed then the fighter stops at the edge.

### FALLING DAMAGE

A fighter who falls sustains an automatic hit at a Strength equal to the height of the fall in inches. If this hit wounds the fighter, a fall of up to 3" will inflict 1 wound, and a fall of more than 3" will inflict D6 wounds. A fall of 7" or more uses the rules for High Impact (pg 35).

Saving throws can be made against wounds sustained by falling. Save modifiers are the same as for hand-to-hand combat hits from combatants with high Strengths. So, Strength 4 inflicts a -1 penalty, Strength 5 inflicts -2, Strength 6 inflicts -3 and so on.

A dizzying fall of more than 10" takes the fighter out of action automatically – there is no need to make a To Wound roll, and no saving throws can be made.

A fighter who falls without going down or out of action is pinned.

### FALLING ONTO ANOTHER FIGHTER

In the unlikely event that someone else lies directly in the path of a plummeting fighter then they may also be hurt. The hapless individual is hit on a D6 roll of 4-6. They sustain a hit at the same Strength as that suffered by the faller, and suffer 1 or D6 wounds depending on the distance of the fall, as described above. If struck by the falling fighter, and assuming they don't go down or out of action, the victim is pinned. Assuming the faller and victim survive, position the fighters 1" apart to make it clear they are not in hand-to-hand combat.

### JUMPING DOWN

A fighter can jump down from a higher level to another below. If the fighter elects to do this and the height is 3" or less then they take an Initiative test.

If the test is failed the fighter lands clumsily and suffers a hit just as if they fell. If the test is passed then the fighter lands safely and can continue their move. Each 1" fallen costs ½" of the fighter's movement. For example, if a fighter moved 2" to a ledge and successfully jumped down 2" then they will have used 3" of movement.

If the height is more than 3", or the fighter does not have the necessary movement remaining to cover the distance fallen, then the fighter follows the usual rules for falling.

### JUMPING ACROSS

A fighter can attempt to jump across a horizontal gap from one side to the other.

Move the fighter up to the gap and roll a D6. If the number rolled is equal to or greater than the number of inches required to cross the gap then they leap over to the other side, and can continue their move if they have any remaining movement left. Each 1" leapt costs 1" of movement. If the fighter fails to cover the gap, either because the number rolled was too low or they don't have enough movement to cover the distance leapt, then the fighter falls instead, as described above.

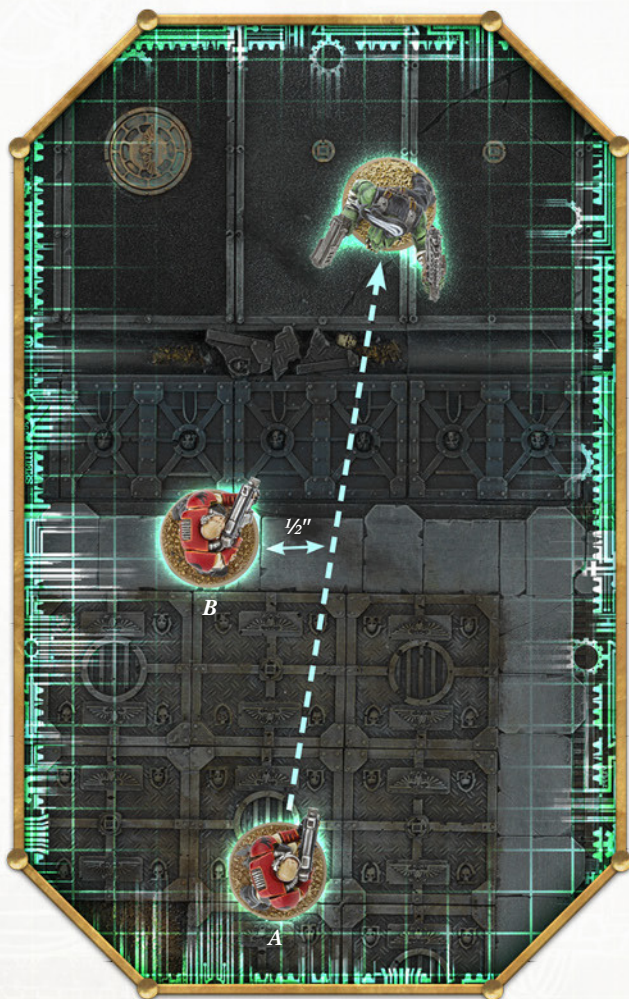


## STRAY SHOTS

When a fighter shoots and misses it sometimes happens that the path of the shot passes close to one of your own fighters.

If a shot passes within  $\frac{1}{2}$ " of a friend at any point along its path then there is a chance of accidentally hitting the friend. This can only happen when you roll a To Hit roll of 1, and only if the friend is closer to the target than the firing model is.

Roll a further D6 to determine if the stray shot hits the intervening fighter. On a roll of 1 the intervening fighter is hit. Resolve the shot against that fighter as normal. There may be a choice of more than one fighter who could be hit by a stray shot. In this case randomise which target is hit (pg 23).



*Scout A shoots at the Ork, but rolls a 1 on his To Hit roll. As Scout B is within  $\frac{1}{2}$ " of the line of fire, there is a chance he will be hit by the stray shot.*

## EXPLODING WEAPONS

Badly maintained weapons, unstable ammunition and old corroded power packs can explode, damaging the weapon and probably harming the shooter. While not as dangerous as a direct hit from the weapon, this is still bad news and can easily take a fighter down or out of action.

Some weapons in the Armoury are noted as 'unreliable'. When a 6 is rolled To Hit for one of these weapons then an Ammo roll is required (pg 36).

If an Ammo roll results in a 2 then the weapon is not only useless for the rest of the game (as a 2 will inevitably fail) but the weapon explodes.

If an unreliable weapon's Ammo Roll rating is 'Auto' then it automatically fails an Ammo roll so none is taken. However, roll 2D6 anyway – the weapon explodes on a roll of 2.

An exploding weapon inflicts an automatic hit on the user as if they were struck by their own weapon but with a Strength value of 1 less than normal. In the case of weapons that use templates, no template is used: the blast is confined solely to the firing fighter.



## ATTACKING TERRAIN FEATURES

Sometimes a fighter may want to attack an inanimate object rather than an enemy. Perhaps they want to cave in a door, destroy a fuel pipe, rip apart a power cable or smash a promethium tank. These are all terrain features and can be attacked as described below. Note that the following rules can only be used as described in the missions or under special conditions if agreed by both players. You cannot, for example, shoot a template weapon at a piece of terrain next to a fighter simply in order to avoid a cover modifier.

Although not strictly accurate it is convenient to think of terrain features as being able to take a fixed number of 'wounds', just like fighters. Terrain features also have a Toughness value and they can sustain a certain number of wounds before they are destroyed or damaged. For example, the promethium tank in the Hit and Run mission has a Toughness of 6 and 1 'wound'. Obviously, buildings cannot be pinned or broken.

A structure can be shot at just like an enemy fighter. You must therefore roll to hit and score wounds as normal. Many structures will be easier to hit than fighters because they are large targets (+1 to hit).

A fighter can also use krak grenades or melta bombs as demolition charges. The device can be placed upon a structure within 1" of the fighter during the shooting phase. This is considered to be shooting although no roll is required to hit. The bomb is fastened to the structure by means of its magnetic casing, it explodes, and the target is hit automatically.

A fighter can strike a structure in base contact in the hand-to-hand phase. They cannot fight hand-to-hand combat against an enemy or shoot their weapon in the same turn. In effect the fighter is attacking the structure during the turn, hacking away at it with whatever weapons they have. A fighter automatically strikes 1 hit on a structure for each Attack on their profile. Work out the result of hits in the normal way.

*'We's stomped 'umies, we's blown up stuff and we's driven our traks from one end of da world to da uvva. We's gonna come back next year!'*

**- BUGSPLATTA DEFIK OF THE RED WHEELZ SPEED FREAKS**







## FEAR

Fear is a natural reaction to horrific mutants, unearthly psychic powers, and some particularly gruesome injuries. To represent this, fighters must take a Leadership test when confronted by fearsome creatures or circumstances.

If the fighter is charged by a fighter who causes fear then they must take a special Leadership test called a fear test. If the test is failed then the fighter is broken.

If the fighter declares a charge against a fighter who causes fear then they must take a fear test. If the test is failed then the fighter is not broken, but is transfixed by fear. The fighter is unable to move or do anything else for the rest of their turn.

## TERROR

Terror is a more potent form of fear. Just as some horrific creatures are so ghastly they cause fear, others are even worse and cause terror instead.

Circumstances which cause terror also cause fear as described above, so you will need to test if a fighter tries to charge a terrifying creature, or if the creature charges your fighter.

In addition, you must make a special Leadership test called a terror test for each fighter who is within 8" of a creature who causes terror at the start of the creature's turn. If the test is failed then the fighter is broken.

### FIGHTERS WITH FEAR OR TERROR

Later on you may acquire fighters who are sufficiently frightening to cause fear themselves! Obviously such individuals are not going to be put off by others of their kind.

A fighter who causes fear does not have to test Leadership for fear. They treat any enemy who causes terror as causing fear instead – i.e. they do not have to take a terror test if the terrifying enemy is within 8" at the start of their turn. A fighter who causes terror cannot be affected by either fear or terror.

*'Orkses are never beaten in battle... we can always come back for anuvver go...' - ANON*



## HATRED

Hate is a powerful emotion and in the Promethium Sprawl there is plenty of opportunity for kill teams to develop bitter rivalries. This is represented by the special rules for hatred. Hatred can often develop following disturbing injuries.

Most kill teams will have fighters that come to hate an enemy kill team member over the course of a campaign. The following rules apply to fighters who hate their rivals.

If a fighter can see a hated adversary then all break, fear and terror tests are taken as if the fighter had a Leadership characteristic of 10.

A fighter fighting hand-to-hand combat with a hated foe can re-roll any Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the fighter has vented their pent-up anger and fights as normal. These re-rolls must be made before any parries are declared. Remember that no dice can be re-rolled more than once!

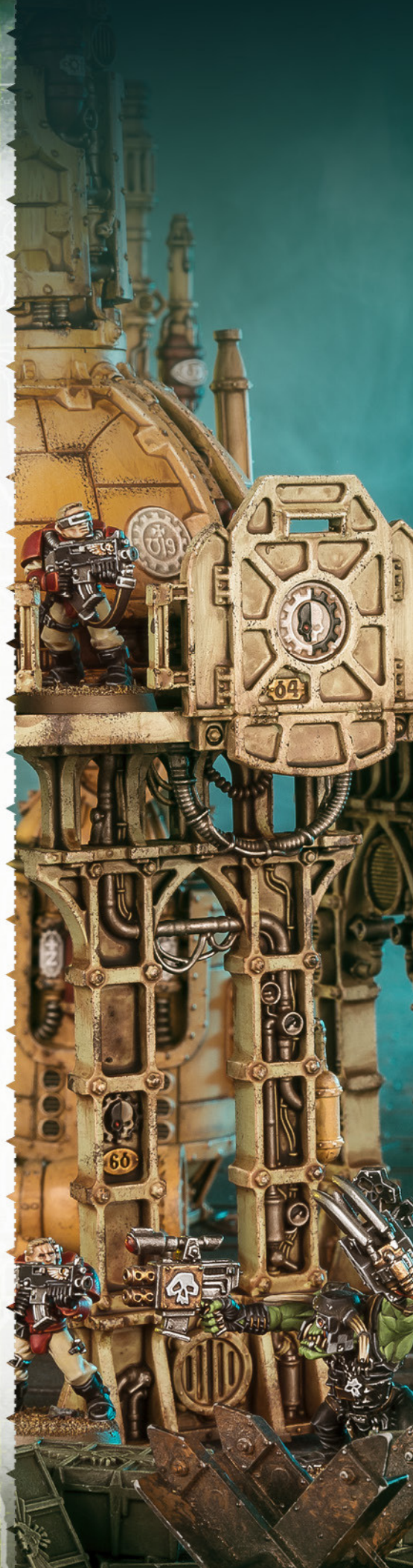
A fighter in hand-to-hand combat must use their 2" follow-up move to engage a hated enemy if possible. Otherwise they must use the follow-up to move towards a hated enemy they can see. They may not use follow-up to move away from hated enemies or take cover if there are any hated enemy fighters in sight.

## FRENZY

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. However this happens, all such wild and dangerous individuals are described as frenzied.

If an individual is frenzied the following rules apply.

- A frenzied fighter must always charge the closest enemy if able to do so.
- The frenzied fighter doubles their Attacks characteristic. For example, a frenzied fighter with an Attacks characteristic of 2 is considered to have an Attacks characteristic of 4.
- Frenzied fighters cannot parry.
- Frenzied fighters must use their 2" follow-up move to engage an enemy in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to the closest enemy. They may not use a follow-up move to get behind cover or move away from all enemies.
- Frenzied fighters are never affected by fear or terror, nor are they affected by hatred.
- If a frenzied fighter loses their nerve and is broken as described in the Leadership section, then the Frenzy rules no longer apply. The fighter has taken a beating and their sense of self-preservation asserts itself.
- A player may try to gain full control over a frenzied fighter at the start of their turn. This is purely up to you – you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the fighter take a Leadership test for the fighter. If the test is passed then the fighter is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.





# ARMOURY

This section describes the different weapons that fighters carry as well as other equipment such as armour and gunsights. In addition to commonplace weapons and easily obtained items of equipment there are many unusual or exotic weapons and rare devices of various kinds. These much sought-after items are carried only by the most successful kill teams, but they have been collated here for ease of reference.

Don't worry about learning the rules for every weapon and item of equipment as this isn't necessary. The pages that follow provide you with all sorts of information, which can be referred to as and when needed. There is a summary chart for the various weapons for convenience (pg 117). To start with, players should familiarise themselves with the weapons their kill team is armed with. Once players have mastered these, new weapons and unusual items of equipment may be introduced as required.

A kill team may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Holstered pistols can obviously represent any pistol weapon, whilst grenades can be assumed to be concealed, so a model not depicted with grenades can still carry them. All fighters are assumed to carry a knife even if the model itself does not visibly have one.

## TYPES OF WEAPON

All weapons are divided into one of the following broad categories.

### HAND-TO-HAND COMBAT WEAPONS

These are weapons designed for use purely at close quarters, such as swords, knives, and crude Ork choppas. Such weapons cannot be used for shooting but only in hand-to-hand combat.

### PISTOLS

Pistols are small handheld firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

### BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot with such a weapon but it confers no advantage in hand-to-hand fighting.

### SPECIAL WEAPONS

Special weapons are similar to basic weapons in terms of their size and the way they are used. However, they are more complex in design, costly, and far more specialised in nature. Due to this, only specialists can use special weapons.

### HEAVY WEAPONS

Heavy weapons are even larger and heavier than basic weapons, and are generally more powerful and have a longer effective range. Many can spit out vast amounts of bullets while others are designed to punch holes in tanks or create large blasts. Heavy weapons are difficult to maintain and cumbersome to fire, so only the kill team's specialists can use them, and only if they remain stationary in their movement phase. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

### GRENADES

Grenades are small bombs that are thrown by hand and which explode on impact. A model can throw a grenade instead of shooting a weapon but they cannot be used in hand-to-hand combat.

*'We stand at a junction, with roads leading to both abject defeat and glorious victory. In order to choose the right path to follow we need first to look back along the road that has led us to this point...'*

**- COMMISSAR YARRICK**



# WEAPON PROFILES

## HAND-TO-HAND COMBAT WEAPONS

As the name suggests, hand-to-hand combat weapons are used only in hand-to-hand combat, so usually have only a short profile.

### CHAINSWORD

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | 4        | 1      | -2        |

#### Strength

The Strength value of a hit inflicted by the weapon. This is used to determine the chances of the target being wounded by the attack. In this case, the chainsword has a Strength of 4. Some hand-to-hand combat weapons have no Strength of their own, but instead act as a modifier to their wielder's Strength, e.g. 'As user +2'.

#### Damage

The number of wounds inflicted by a hit – this is usually 1, but particularly dangerous weapons can inflict more. Sometimes the amount of damage will be random, e.g. D6.

#### Save Modifier

The modifier applied to the target's armour save if they have one. In the case of weapons that act as a bonus to their wielder's Strength, remember to calculate the save modifier using the total Strength after the bonus has been applied to the model itself (see Armour Modifiers, pg 42).

## RANGED WEAPONS

Ranged weapons include pistols, basic weapons, special weapons and heavy weapons. These all have a slightly longer profile than hand-to-hand combat weapons, to cover their ability to make a ranged attack by shooting at a target.

### LASGUN

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" | 12-24" | +1     | -    | 3    | 1    | -         | 2+        |

#### Range Short/Long

The short and long ranges of the weapon, in this example 0-12" and 12-24" respectively.

#### To Hit Short/Long

The to hit modifiers applied when shooting at short and long range. The to hit modifier for short range applies when shooting at a target within short range, so in this example the lasgun would gain a +1 'to hit' modifier when shooting at a target within 0-12". Use the short range to hit modifier if a target falls into both range categories.

#### Strength

The Strength value of a hit inflicted by the weapon. This is used to determine the chances of the target being wounded by the attack.

#### Damage

The number of wounds inflicted by a hit – usually 1 but in the case of larger weapons possibly more. Sometimes the amount of damage will be random, e.g. D6 or even 2D6.

#### Save Modifier

The modifier applied to the target's armour save if they have one.

#### Ammo Roll

The 2D6 result needed to pass an Ammo test. The lower the number the more reliable the weapon, so 3+ is good and 7+ not so good. Some weapons fail automatically and are indicated as 'Auto' (automatic fail). Note that although weapons with an 'Auto' Ammo Roll rating automatically fail Ammo rolls, the failed roll can still be negated by items and skills that ignore failed Ammo rolls.





# HAND-TO-HAND COMBAT WEAPONS

Hand-to-hand combat weapons include a wide variety of weapons intended to inflict vicious injuries up close and personal. These weapons cannot be used to shoot, they are used exclusively for hand-to-hand fighting.

All fighters carry a knife in addition to whatever other weapons they carry. If not apparent on the model it is assumed to be tucked into a boot or concealed by the fighter's clothes.

## ASSAULT BLADE

*See Sword.*

## BIG CHOPPA

A big choppa is a double-handed bludgeon with a blade attached, wielded with an overhead swing that turns most opponents into crumpled, blood-spurting heaps if it connects.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | 1      | -         |

**Two-handed:** It requires two hands to swing a massive weapon, so it can never be used together with another weapon.

**Mighty Blow:** The sheer mass of a massive weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If the wielder charged into combat this turn then their opponent rolls one less Attack dice for the duration of the turn (to a minimum of 1).

**Draws:** Due to the ponderous lurching swing required to wield this weapon, the wielder's opponent is likely to catch them on the upswing. If the combat ends in a draw then the wielder's Initiative is halved when working out which fighter wins.

## BUZZ-CHOPPA

*Includes Dok's Tools.*

A buzz-choppa is a noisy and brutal weapon favoured by some Ork boyz. It is basically a simple Ork choppa that has been improved with the addition of a set of rending saw-teeth that can cut with ease though the toughest armour.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | 4        | 1      | -2        |

**Noisy:** This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

## CHAINWORD

The chainsword is a deadly if noisy weapon with a powered chainsaw edge. Its rending saw-teeth are made from sub-atomically honed adamantium and can slice through plasteel. It is an expensive and prestigious weapon favoured by Imperial kill team leaders.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | 4        | 1      | -2        |

**Parry:** Fighters with swords are able to parry (pg 42).

**Noisy:** This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

## CHOPPA

*Includes Wrench.*

Orks use a variety of crudely made bladed weapons. The largest single-handed choppas can bisect most foes in a single swing.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | 1      | -         |

## COMBAT BLADE

*See Knife.*

## CUTLASS

*See Sword.*

## DOK'S TOOLS

*See Buzz-choppa.*

## GRABBA STIKK

This device is used most often for keeping grots where the Runtherd wants them, but can also be used to pin a fighter's arms to their sides, to give the Gretchin a fair chance.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As User  | 1      | -         |

**Gotcha:** Instead of attacking in the hand-to-hand phase, if this fighter is in base-to-base contact with an enemy model, the fighter can take a Strength test at the beginning of the phase. If they are successful, their opponent can only roll a single Attack dice in any combat until the end of the phase.



### GROT PROD

A poking device that can deliver a nasty shock, this is a must-have for the flashiest Runtherds, and quite useful in a melee.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -2        |

### KILLSAW

A killsaw is a makeshift circular saw, used in fashioning the crude vehicles of the Orks but also useful for lopping off limbs.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | 1      | -2        |

**Noisy:** This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

### KNIFE

*Includes Combat Blade and Shank.*

Every fighter carries a knife of some kind. Heavy-bladed single-edge fighting knives are the most common type, but needle-thin stilettos and long double-edged daggers are favoured by some fighters, while Orks use crude shanks.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

### LIGHTNING CLAW

These deadly claws are sheathed in an energy field that makes a mockery of most armour.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | 1      | -3        |

**Claw:** A fighter armed with a lightning claw cannot carry anything else in that hand. If the fighter has two lightning claws, they can re-roll To Wound rolls in the hand-to-hand phase.

### POWER AXE

The power axe is a large bladed weapon, often as tall as a man. It utilises the same energy field technology as the power sword and is even more devastating on account of its greater size and more powerful disruptor generator. Because of its size, the weapon is often wielded with both hands, although it can be used one-handed with a slight reduction in effect.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +3 | 1      | -         |

**Dual-handed:** A power axe can be wielded in one hand using the profile above. Alternatively a fighter can wield a power axe with both hands, in which case it confers a further +1 bonus to their Strength.

### POWER FIST

*See Power Claw.*





## POWER KLAW

*Includes Power Fist.*

Ork Nobz favour brutal power claws over the more sophisticated power fists of other races. These huge hydraulic shears are capable of rending and crushing even the toughest foes.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +3 | D3     | -3        |



## POWER MAUL

The power maul is a brutal instrument, taking all of the crushing, bludgeoning power of a mace and sheathing that in a disruptive energy field.

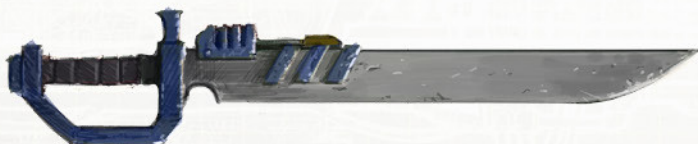
| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | D3     | -         |

## POWER SWORD

The power sword may look much like an ordinary sword but it is actually a technically sophisticated and very deadly weapon. The sword's hilt and blade incorporate an energy source and a disruptor generator which sheathes the blade in a shimmering energy field.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | 1      | -3        |

**Parry:** Fighters with swords are able to parry (pg 42).



## SERVO-ARM

These powerful mechanical arms are used to build and repair structures and vehicles, and at a pinch to crush skulls with horrifying ease.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | 6        | 1      | -         |

**Extra Weapon:** The fighter can use the servo-arm in addition to any other weapons they use in hand-to-hand combat. When they do so, they roll an extra Attack dice. However, only one hit in each hand-to-hand phase can be caused by the servo-arm.

## SHANK

*See Knife.*

## SQUIG-HIDE WHIP

This leathery lash is used to keep recalcitrant grots from getting too uppity, or to stop them fleeing for the hills.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

**Keepin' Order:** Gretchin within 3" of a friendly fighter armed with this weapon re-roll any failed Leadership tests of any kind, unless the wielder is broken or down.

## SQUIG HOUND

Runtherds are sometimes accompanied into battle by squig hounds that help to keep the grots in line and occasionally take a chomp out of the enemy with their razor-sharp teeth.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | 4        | 1      | -2        |

**Extra Weapon:** The fighter can use a squig hound in addition to any other weapons they use in hand-to-hand combat. When they do so, they roll an extra Attack dice. However, only one hit in each hand-to-hand phase can be caused by the squig hound.





## SWORD

*Includes Assault Blade and Cutlass.*

Longer blades are carried by some fighters as well as their knives. These short, broad-bladed weapons are easy to carry and are well suited to fast and bloody combat. Fighters make use of a great variety of other bladed weapons including cleavers and machetes. All of these bladed weapons are essentially similar and they have the same weapon profile.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

**Parry:** Fighters with swords are able to parry (pg 42).

## THUNDER HAMMER

Thunder hammers release a tremendous blast of energy when they strike, slamming the foe to the ground and leaving them stunned (if they survive at all). This, combined with the crushing weight of the hammer itself, makes for an incredibly deadly weapon.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +4 | D3     | -         |

**Concussive:** A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

## 'URTY SYRINGE

The concoction in this syringe is, to an Ork, the very definition of 'kill or cure'. For those with a less hardy constitution, it is simply lethal.

| Range        | Strength  | Damage | Save Mod. |
|--------------|-----------|--------|-----------|
| Close Combat | (As user) | 1      | -         |

**Toxic:** No To Wound roll is required when a target is hit with this weapon: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. Note this only applies against living targets. If this weapon hits an unliving target, then a normal To Wound roll must be made using the Strength shown in the profile.

A target suffering their final wound from this weapon does not roll on the standard Injury table. Instead, roll on the table below both when the injury is inflicted and in subsequent recovery phases.

### D6 Result

- 1 No Effect:** The toxin has no effect or wears off. The target may continue to fight in the same way as if they had suffered a flesh wound except that they suffer no penalties to their Weapon Skill or Ballistic Skill.
- 2-4 Comatose:** The target is knocked comatose and falls to the ground. The model counts as down except that they cannot move.
- 5-6 Out of Action:** The target slumps lifelessly to the ground. They may be dead or barely living, but are overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If this weapon hits a model that is already down and inflicts a Comatose result, then the model must roll on the chart above in subsequent recovery phases instead of the standard Injury table.

## WRENCH

*See Choppa.*





# PISTOLS

Pistols are small handheld weapons that are especially useful for hand-to-hand combat. At short ranges their lightness means they are easy to aim and fire, though at longer ranges their lack of stability and power means they are inaccurate.

## BOLT PISTOL

Bolt weapons are sophisticated weapons that fire self-propelled explosive ammunition in the form of small missiles called bolts. Bolt weapons are hard to maintain, and this is a weapon best suited to the technically sophisticated armies of Space Marines for which it was designed.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | +2     | -    | 4    | 1    | -1        | 5+        |



## GROT BLASTA

No self-respecting Ork would allow a grot to have a better gun than them, so the only guns that Gretchin get to carry are cobbled-together affairs that are inaccurate, low-powered and unreliable.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | -      | -1   | 3    | 1    | -         | 5+        |

**Unreliable:** Grot blastas are crudely made and often poorly maintained. They may explode (see pg 48).

## KUSTOM MEGA-SLUGGA

A Mek's pet project, tinkered with until it boasts a profusion of worky gubbinz and zappy bits, a kustom mega-slugga is its owner's pride and joy. Capable of blasting a hole through a Space Marine Scout at twenty paces, the only drawback of these weapons is their tendency to blow up at the slightest provocation.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-6"  | 6-18" | +1     | -    | 8    | 1    | -3        | 7+        |

**Unreliable:** Kustom mega-sluggas are dangerously unstable. They may explode (see pg 48).

## LASPISTOL

Laser weapons are manufactured in vast quantities in the hive manufactorums across Armageddon and are exported to the armed forces of the Imperium throughout the galaxy, along with plenty of power packs. Supplies of parts are plentiful and repairs are cheap.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | +1     | -    | 3    | 1    | -         | 3+        |



*'We hold them here or we fight them on the hallowed ground of Terra itself. I for one would rather see a million human lives lost here than allow a single Ork to set foot on Earth.'*

**- GENERAL PAVLOV, ARMAGEDDON COMMAND GUARD**



## PLASMA PISTOL

Plasma weapons fire torrents of bright glowing plasma – matter in a superheated, energised state. When a plasma blast strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Though bulky by the standards of most handguns, plasma pistols are still light enough to be wielded in one hand, and their destructive capacity more than makes up for the danger they present to their wielder if fired at maximum capacity.

Firing on low energy:

| ◀Range▶ |       | ◀To Hit▶ |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-6"    | 6-12" | +1       | -    | 4    | 1    | -1        | 7+        |

Firing on maximum power:

| ◀Range▶ |       | ◀To Hit▶ |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-6"    | 6-18" | +1       | -    | 7    | 1    | -3        | 7+        |

**Energy Levels:** You can choose to shoot the plasma pistol on a low energy setting or maximum power. The profiles for each setting are different. A plasma pistol fired on maximum power is unreliable and may explode (see pg 48).



## SLUGGA

The slugga is a primitive Ork handgun that fires solid bullets. Sluggas are readily available, simple to maintain, and fairly reliable, although the quality of individual weapons varies a great deal.

| ◀Range▶ |       | ◀To Hit▶ |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-8"    | 8-16" | +1       | -1   | 4    | 1    | -         | 5+        |

**Unreliable:** Sluggas are crudely made and often poorly maintained. They may explode (see pg 48).



*This Ork Boy fights with a whirring buzz-choppa in one hand and a hefty slugga in the other.*



# BASIC WEAPONS

This section covers weapons designed to be carried and used with two hands like an automatic rifle or sub-machine gun. These comprise some of the most common and effective weapons available to the fighters in Hive Acheron.

## BOLTGUN

The boltgun or bolter is the standard armament of the Imperium's finest fighting forces, the Space Marines. It is a weapon made in limited quantities and to the highest standards using the most costly materials. Boltguns require constant attention and regular expert maintenance if they are to work properly.

Bolt weapons fire self-propelled armour-penetrating mass-reactive explosive missiles called bolts, which are very effective indeed.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | +1       | -    | 4    | 1    | -1        | 5+        |



## KOMBI-SHOOTAS AND KOMBI-WEAPONS

Kombi-weapons are made by crudely welding, nailing or tying two guns together to ensure maximum dakka at the opportune moment.

A kombi-shoota consists of two shootas lashed together. A model armed with a kombi-shoota uses the shoota weapon profile and rules, but with Sustained Fire: 2 dice, rather than 1 dice, and an Ammo Roll rating of 7+ rather than 5+.

A kombi-weapon consists of a main shoota and a secondary weapon, which will either be a rokket launcher or a skorch. A model armed with a kombi-weapon can choose to fire either the main shoota using the normal rules for a shoota, or the secondary weapon, using the rules for a rokket launcher or kombi-weapon skorch as appropriate. The shoota can be fired every turn, but the secondary weapon can only be fired once per battle and then automatically runs out of ammunition. You cannot fire both weapons in the same turn. If an Ammo roll is failed for a kombi-weapon before the secondary weapon is fired, then the secondary weapon can be used once (assuming the weapon doesn't explode, of course!), but the shoota can no longer be fired. Weapon reloads only apply to the main shoota, and cannot be purchased for the secondary weapon.

## KOMBI-WEAPON SKORCHA

Beloved of Ork arsonists, the skorch is a huge flamethrower that sprays a great gout of burning fuel over the target area. Skorchas are most commonly mounted to Ork vehicles, though some Meks have been known to build smaller versions of them into kombi-weapons as well.

| "Range"  |      | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|----------|------|----------|------|------|------|-----------|-----------|
| Short    | Long | Short    | Long |      |      |           |           |
| Template |      | -        | -    | 5    | D3   | -3        | Auto      |

**Flamer:** The skorch's shot is represented by the teardrop-shaped template. This is used as described in the Shooting section (pg 39).

## LASGUN

The standard-issue weapon for many Astra Militarum regiments including Armageddon's own Steel Legion, lasguns are reliable and easy to maintain. They have longer range and higher ammunition capacity than a Laspistol, but offer all of the smaller weapon's trustworthiness.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | +1       | -    | 3    | 1    | -         | 3+        |

## SHOOTA

Shootas fire bullets, explosive shells, or a mixture of both. They fire a burst of shots all at once and make quite a lot of noise. Noise is important, as Orks firmly believe that the louder a weapon is, the more damage it does and the further it can shoot.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | +1       | -    | 4    | 1    | -         | 5+        |

**Sustained Fire:** 1 dice.

**Unreliable:** Shootas are crudely made and often poorly maintained. They may explode (see pg 48).



## SHOTGUN

A shotgun is a simple low-velocity weapon. Some are pump-action guns, fed from a tubular magazine slung under the barrel, others have box magazines or long ammo belts.

Shotguns use several recognised types of ammunition, each tailored to a particular type of shot or range. A variety of shell types are available and you can decide which to use before shooting. Their different effects are summarised on the profile. If you fail an Ammo roll the weapon and all ammunition carried cannot be used for the remainder of the game.

### Solid Slug

This is the standard type of solid ammunition. It takes the form of a heavy shell that is fairly inaccurate but quite powerful.

| "Range" |       | "To Hit" |      |      |      | Save Ammo |      |
|---------|-------|----------|------|------|------|-----------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod.      | Roll |
| 0-4"    | 4-18" | +1       | -1   | 4    | 1    | -1        | 5+   |

### Blastshot

A blastshot cartridge is filled with lots of small pellets. Although it's not as powerful as other types of ammunition it is very useful for taking down groups of enemies, or for hitting targets that are in cover.

If you hit the target with a blastshot, place a small blast template with its centre directly over the target model. The target is hit, and any other model that lies wholly under the template is hit too. If a model lies partially under the template then it is hit on a further D6 roll of 4-6. Roll for wounds and injuries on each model that is hit following the usual rules. Note that blastshot cartridge attacks will not scatter – if they miss, they have no effect.

In addition, blastshot attacks disregard any cover modifiers. The target is attacked as if it were in the open.

| "Range" |       | "To Hit" |      |      |      | Save Ammo |      |
|---------|-------|----------|------|------|------|-----------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod.      | Roll |
| 0-4"    | 4-18" | +1       | -1   | 3    | 1    | -         | 5+   |



## SNIPER RIFLE

A sniper rifle is a long-ranged weapon that fires toxin-laden high-calibre rounds. A specially designed suppressor system built onto the end of the gun barrel means that it is virtually silent, and consequently the favoured weapon for surprise attacks and long-range assassinations.

| "Range" |        | "To Hit" |      |      |      | Save Ammo |      |
|---------|--------|----------|------|------|------|-----------|------|
| Short   | Long   | Short    | Long | Str. | Dam. | Mod.      | Roll |
| 0-18"   | 18-36" | -1       | -    | 4    | 1    | -1        | 7+   |

**Sniper Weapon:** A sniper rifle takes time to set up and use. Because of this, a fighter cannot fire a sniper rifle if they moved that turn.

**Silent:** This weapon emits no noise so when fired doesn't test to sound the alarm during missions such as The Raid.





# SPECIAL WEAPONS

Special weapons are similar in size and design to basic weapons and like them require both hands to fire. These are expensive and technically sophisticated weapons that require above-average care and skill to use. For this reason not everyone can use such a weapon and they are only carried by specialists.

## BIG SHOOTA

Big shootas combine all of the endearing qualities of shootas (loads of noise and explosions when they fire, mind-numbing recoil and plenty of dakka) with even bigger shells and even more dakka. What's not to like?

| "Range" |        | "To Hit" |      |      |      | Save |      | Ammo |  |
|---------|--------|----------|------|------|------|------|------|------|--|
| Short   | Long   | Short    | Long | Str. | Dam. | Mod. | Roll |      |  |
| 0-18"   | 18-36" | -        | -    | 5    | 1    | -2   | 5+   |      |  |

**Sustained Fire:** 2 dice.

## FLAMER

The flamer fires a burst of flaming fuel, an unstable sticky material that ignites upon contact with air. This volatile substance is held within a pressurised container that fits underneath the weapon or is attached by a separate fuel pipe. A canister contains little fuel, so flamers often run out of power after a few shots.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

| "Range"  |      | "To Hit" |      |      |      | Save |      | Ammo |  |
|----------|------|----------|------|------|------|------|------|------|--|
| Short    | Long | Short    | Long | Str. | Dam. | Mod. | Roll |      |  |
| Template |      | -        | -    | 4    | 1    | -2   | 5+   |      |  |

**Flamer:** The flamer's shot is represented by the teardrop-shaped flamer template. This is used as described in the Shooting section (pg 39).

**Ammo Roll:** The flamer is required to take an Ammo roll each and every time it fires.



## GRENADE LAUNCHER

A grenade launcher is a light tubular launcher capable of firing most grenade types by means of a compressed gas charge. The most common grenades are explosive frag grenades and implosive krak grenades which are designed for cracking open tough and well-armoured targets.

The launcher is a very robust and straightforward weapon. Its supply of compressed gas is soon expended, but recharging is a simple matter of using a high-pressure source to fill its internal tank.

| "Range" |        | "To Hit" |      |      |      | Save |      | Ammo |  |
|---------|--------|----------|------|------|------|------|------|------|--|
| Short   | Long   | Short    | Long | Str. | Dam. | Mod. | Roll |      |  |
| 0-14"   | 14-28" | -        | -1   | -    | -    | -    | 7+   |      |  |

**Ammo:** Grenades must be specially modified in order for them to be fired from a launcher, so the grenades purchased for a grenade launcher cannot be thrown during a game. Likewise, grenades not allocated to the launcher cannot be fired from it.

## GRENADE GAUNTLET

These gauntlets are simple enough for Ogryns to use, and with a bit of luck the wielder can use one to lob frag-bombs into the midst of their enemies.

| "Range" |       | "To Hit" |      |      |      | Save |      | Ammo |  |
|---------|-------|----------|------|------|------|------|------|------|--|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod. | Roll |      |  |
| 0-8"    | 8-16" | -        | -1   | 4    | 1    | -1   | 7+   |      |  |

**Large Blast:** A frag-bomb spills its explosive contents over a large area, and so uses the large blast template.

*'LET'S STOMP SOME 'UMIES!' - POPULAR ORK SAYING*



## HEAVY FLAMER

Heavy flamers spread a sheet of flame over a short distance. The weapon's volatile fuel is held within pressurised canisters carried in a backpack. These contain a reasonable amount of fuel but can only be expected to make a few short bursts of fire. Due to its short effective range, it is almost impossible to miss with a heavy flamer and several victims can be claimed with a single shot, even those hunkering behind cover.

| "Range"  |      | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|----------|------|----------|------|------|------|-----------|-----------|
| Short    | Long | Short    | Long |      |      |           |           |
| Template |      | -        | -    | 5    | D3   | -3        | 5+        |

**Flamer:** The heavy flamer's shot is represented by the teardrop-shaped flamer template. This is used as described in the Shooting section (pg 39).

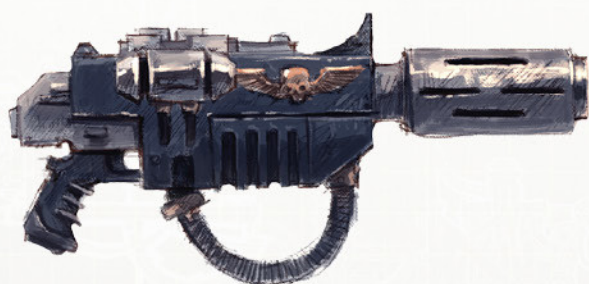
**Ammo Roll:** The heavy flamer is required to take an Ammo roll each and every time it fires.

## MELTAGUN

The meltagun is also known as the melter, cooker or vape gun. It works by means of sub-molecular thermal agitation, literally cooking, and eventually vaporising, the target. A meltagun can melt plastel and its effect upon living tissue is horrible indeed.

The weapon itself makes no noise when fired. However, the passage of the beam heats the air to super-hot temperatures, causing a distinctive hiss that becomes a roaring blast as living flesh is hit and body moisture vaporises explosively.

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-6"    | 6-12" | +1       | -    | 8    | D6   | -5        | 5+        |



## PLASMA GUN

Plasma guns hold their fuel suspended in a photonic state, typically in a sturdy flask or backpack container, before it is fed into the weapon's miniature fusion core and energised into a plasma state. They are extremely effective and very dangerous, but they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing as short a blast as possible with slightly reduced effectiveness.

Firing on low energy:

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-6"    | 6-24" | +1       | -    | 4    | 1    | -1        | 7+        |

Firing on maximum power:

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-6"    | 6-24" | +1       | -    | 7    | 1    | -3        | 7+        |

**Energy Levels:** You can choose to shoot the plasma gun on a low energy setting or maximum power. The profiles for the settings are different. A plasma gun fired on maximum power is unreliable and may explode (pg 48).

**Sustained Fire:** 1 dice. Sustained fire can only be used when shooting on maximum power.







## RIPPER GUN

Crude but devastating weapons, ripper guns unleash huge amounts of high-calibre rounds into anyone luckless enough to be in front of the weapon when an Ogryn pulls the trigger. They are fitted with burst limiters so that even the most enthusiastic Ogryn should have enough ammo to see them through their opening salvo.

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Ammo |      |
|---------|-------|----------|------|------|------|-----------|------|
| Short   | Long  | Short    | Long |      |      | Mod.      | Roll |
| 0-6"    | 6-12" | -        | -    | 5    | 1    | -2        | 7+   |

**Sustained Fire:** 2 dice.

**Ripper Blade:** A ripper gun can be used in the hand-to-hand phase as a knife (albeit one that the Ogryn wields in two hands).



## ROKKIT LAUNCHER

A rokket launcher is a large but simple weapon consisting of a primitive launcher and as many rokkets as the Ork can carry. Rokkites tend to be a bit unreliable, but when they work they can blow an enemy fighter to smithereens.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Ammo |      |
|---------|--------|----------|------|------|------|-----------|------|
| Short   | Long   | Short    | Long |      |      | Mod.      | Roll |
| 0-12"   | 12-30" | -        | -1   | 8    | D6   | -3        | 7+   |

## STORM BOLTER

A storm bolter is a compact, double-barrelled boltgun, capable of a high rate of fire without sacrificing anything in terms of range or stopping power.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Ammo |      |
|---------|--------|----------|------|------|------|-----------|------|
| Short   | Long   | Short    | Long |      |      | Mod.      | Roll |
| 0-12"   | 12-24" | +1       | -    | 4    | 1    | -1        | 5+   |

**Sustained Fire:** 1 dice.



# HEAVY WEAPONS

This category covers particularly large and powerful weapons. They are too heavy and clumsy to be used by all fighters, and are also difficult to maintain and repair. Only fighters with appropriate technical skills can hope to operate weaponry of this kind, so heavy weapons are only carried by specialists.

All of the heavy weapons described below are weighty, cumbersome guns which take quite a bit of physical strength and energy to carry and use. Spare parts, ammunition and a basic toolkit all add to the weight its wielder must bear. Because of this, a fighter cannot fire a heavy weapon if they moved that turn. As this rule applies to all heavy weapons it is not included in the special rules for individual weapons.

## HEAVY BOLTER

All bolt weapons are highly advanced and technically sophisticated, and the heavy bolter is a devastatingly effective yet portable weapon of this type. They are extremely bulky, noisy and fire massive shells that explode when they hit their target, causing great devastation.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-20"   | 20-40" | -        | -    | 5    | D3   | -2        | 5+        |

**Sustained Fire:** 2 dice.



## MISSILE LAUNCHER

The missile launcher is a complex and weighty piece of machinery, but highly regarded on account of its versatility. Powered missiles are fed into the weapon by means of a magazine or hopper, though some versions must be loaded one shot at a time.

**Missile Ammunition:** A missile launcher must be supplied with missile ammunition, purchased at additional cost from the ammunition weapon list. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

### Super Krak Missile

This missile contains a powerful implosive charge designed to crack open heavy armour. As such it is intended to destroy armoured fighting machines and other well-armoured targets.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-20"   | 20-72" | -        | -    | 8    | D6   | -5        | 7+        |

### Frag Missile

This missile explodes upon impact, scattering shrapnel over a wide area. The missile is ideal for scything down groups of exposed fighters.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-20"   | 20-72" | -        | -    | 4    | 1    | -2        | 7+        |

**Large Blast:** A frag missile spills its explosive contents over a large area, and so uses the large blast template.

## SNAZZGUN

Snazzguns are marvels of Orky know-wotz. Their owners pour countless teef into having additional barrels, drum magazines, and all manner of widgets and gubbinz attached to their prized guns. The resultant weapons have been known to fire clouds of flaming bullets, blasts of plasma or volleys of rocket-propelled grenades.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | +1       | -    | 5    | 1    | -2        | 7+        |

**Bullets, Blasts and Grenades:** Each time a Snazzgun is fired, you can choose whether it uses the large blast template or Sustained Fire: 2 dice.

**Unreliable:** Snazzguns are notoriously over-powered, and may explode (pg 48).



# GRENADES

Grenades are thrown by hand or can be fired from a grenade launcher, a tubular device powered by compressed gas or an electromagnetic charge. There are many different kinds of grenade, but the most common by far are frag and krak grenades.

Whatever type of grenade you carry, a grenade throw counts as a 'shot', so a fighter can shoot a gun or throw a grenade, but not both. For the rules on grenades see the Shooting section of the main rules (pg 39).

When you equip a fighter with grenades they are assumed to carry enough actual grenades to last an entire encounter. Their supply of grenades will automatically run out if an Ammo roll is required, i.e. the Ammo Roll rating is 'Auto' for all grenades.

## DEMOLITION CHARGES

These man-portable explosives excel at destroying enemy armour and defensive structures, though the risks to those operating them are high.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 8        | 2D6    | -5        |

**Demolition Only:** A demolition charge cannot be thrown like an ordinary grenade. Instead it must be attached to a stationary structure as explained in the rules for attacking terrain (pg 49). Once attached, the demolition charge will explode at the start of the fighter's next shooting phase, giving them one turn to get away.

**Large Blast:** When the demolition charge explodes, carry out an attack with it by placing the centre of the large blast template over the demolition charge's location. The structure it was attached to and any models caught in the blast are hit by the demolition charge.

**One Use Only:** A model with a demolition charge can use it once per mission. After it has been used it cannot be used again. You cannot take weapon reloads for a demolition charge.

## FRAG GRENADES

*Includes Stikkbombs.*

A frag grenade contains an explosive charge as well as a casing that is designed to fragment into deadly shrapnel. It is a common weapon, easy to acquire and effective in use.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 3        | 1      | -         |

**Large Blast:** As the name would suggest, a fragmentation or 'frag' grenade spills its explosive contents over a substantial area, and hence uses the large blast template.

## KRAK GRENADES

Krak grenades are designed to pierce armoured targets by means of a concentrated implosive charge. They are very effective at destroying hard targets and structures, and for blasting into defended positions.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 6        | D6     | -3        |

**Unwieldy:** A krak grenade is a heavy and cumbersome grenade with a concentrated blast. It is therefore harder to hit a target with a krak grenade than with other grenades and a -1 to hit modifier is imposed when throwing one. This modifier doesn't apply to krak grenades fired from a grenade launcher.

**Demolition:** A krak grenade can be attached to a stationary structure as explained in the rules for attacking terrain (pg 49). Krak grenades taken as ammunition for a grenade launcher cannot be used in this way.

## MELTA BOMBS

Melta bombs or thermal bombs contain a subatomic thermal charge capable of melting through a sheet of plastel or vaporising flesh. The intense heat caused is very localised in effect, so the weapon is seldom used in conventional fighting – its primary purpose is as a demolition charge to melt doors or machines. For these purposes it has a special contact plate used to affix it to stationary targets.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 8        | 2D6    | -5        |

**Demolition Only:** The melta bomb cannot be thrown like an ordinary grenade and its size prevents its use in a grenade launcher. Instead a melta bomb must be attached to a stationary structure as explained in the rules for attacking terrain (pg 49).

## STIKKBOMBS

*See Frag Grenades.*



# ARMOUR

The armies of the far future make use of advanced powered suits of armour and energy fields to protect themselves against the awesome weaponry of the 41st Millennium.

A fighter can only wear one suit of armour at a time.

## CARAPACE ARMOUR

*Includes 'Eavy Armour.*

Carapace armour is made of rigid plates of armaplas moulded to fit parts of the body, while 'eavy armour is a crude imitation made from battered sheets of metal. The armour offers reasonable protection from low-powered weaponry but is rather heavy.

**Armour Save:** A fighter wearing carapace armour receives a 4+ armour save.

**Initiative:** Because of its cumbersome weight, a fighter wearing carapace armour suffers a -1 Initiative characteristic penalty.

## 'EAVY ARMOUR

*See Carapace Armour.*

## FLAK ARMOUR

Flak armour is made from high-tensile padded fabric, usually in the form of a sleeveless jacket which covers the upper torso. It offers minimal protection against low-powered weapons and is most useful against blasts and explosive impacts from near misses.

**Armour Save:** A fighter wearing flak armour has a basic armour save of 6+. This is increased to 5+ against weapons that use a template.

## POWER ARMOUR

A fully enclosed suit of armour, made of thick ceramite plates and fitted with electronically motivated fibre bundles that enhance the wearer's strength, power armour is the signature of the Adeptus Astartes. Although primarily used by the Space Marines, a handful of other Imperial agents may also be able to acquire one of these suits.

**Armour Save:** A fighter wearing power armour receives a 3+ armour save.

## SCOUT ARMOUR

Scout armour is formed of light plates of specially modified carapace armour. Less cumbersome than standard carapace armour, while still offering the same level of protection, Scout armour is ideal for the subtle infiltration work often carried out by Space Marine Scouts.

**Armour Save:** A fighter wearing Scout armour receives a 4+ armour save.

## SQUIG-HIDE ARMOUR

Squig-hide armour is made out of tough squig skin studded with nuts and bolts and hanging metal plates, and sometimes complemented by a crude metal helmet. It offers rudimentary protection, particularly against simple close combat weapons like knives or swords.

**Armour Save:** A fighter wearing squig-hide armour receives a 6+ armour save.

## TERMINATOR ARMOUR

Incredibly rare and almost impregnable, Terminator armour – or Tactical Dreadnought armour – is worn by the elite of the Space Marines. It is the toughest and most powerful personal armour worn in the Imperium.

**Armour Save:** A fighter wearing Terminator armour receives a 3+ armour save. However, they take their armour saves with two dice, adding the results together.

**Invulnerable Save:** A fighter wearing Terminator armour receives a 5+ invulnerable save.

**Unshakeable:** A fighter wearing Terminator armour cannot be pinned by shooting attacks, unless they are from high-impact weapons.

*Like most Space Marines, this Crimson Fist is equipped with power armour. He carries a boltgun, the standard armament of the Adeptus Astartes.*





# AMMUNITION AND GUNSIGHTS

This section covers special types of gun ammunition and advanced gunsights.

As alternate ammo and sights are specific to individual guns, you must note down which weapon they are for. You can decide not to use a sight, and if alternate ammo is bought for a gun then the fighter will still also have a supply of regular ammo. If a model can make multiple ranged attacks in the same turn then it must use the same sights and/or ammunition for all the shots that are made.

## GITFINDA

These can be elaborate ocular bionics, oversized telescopes, or Mork knows what else. The function of a gitfinda is to improve the accuracy of its user to near-average levels.

A gitfinda can be fitted to a snazzgun. A stationary fighter using a snazzgun with a gitfinda adds 1 to their Ballistic Skill characteristic for the duration of that shooting attack.

## HELLFIRE BOLTS

The cores of hellfire bolts contain highly corrosive acids that inflict horrendous wounds on unprotected flesh. Poorly maintained hellfire bolts are notoriously explosive as any leaking acid can eat away at the bolt weapon's innards.

A hit from a bolt pistol or boltgun firing hellfire bolts inflicts D3 wounds. However, weapons which use hellfire bolts are unreliable and may explode (pg 48).

## HOTSHOT LASER POWER PACK

The hotshot pack uses a rarer and less robust power matrix, with the advantage that it can force more power through a standard laser weapon. However, the risk of burning out the weapon or exhausting the pack itself is much greater.

A laspistol or lasgun firing hotshot packs receives a +1 Strength bonus. However, the weapon's Ammo Roll rating is worsened to 6+.

## RED-DOT LASER SIGHT

This sight shines a low-powered red laser beam, placing a red dot wherever it's aimed. Wary fighters look out for the glint of the laser beam, taking cover if they spy the red dot.

A red-dot sight can be fitted to either a pistol, basic weapon or special weapon. A fighter using a weapon with a red-dot sight receives a +1 to hit modifier.

A fighter hit by a weapon with a red-dot sight stands a chance of spotting the red dot and ducking aside. If the shooter is within a 90° arc to the front of the target, then the target receives a 6+ invulnerable save. A fighter who is pinned or down does not receive this bonus. If the target is a sentry and spots the dot by making their invulnerable save, then the alarm will also be raised.

## TELESCOPIC SIGHT

A telescopic sight is a simple optical aid to accuracy. The sight can be fitted to most rifle-type weapons to increase the shooter's chances of scoring a hit at extreme range. It requires concentration to use and is only a benefit to shooters who stop and aim carefully.

A telescopic sight can be fitted to a basic weapon or a special weapon. The sight can be used in conjunction with a red-dot sight. A stationary fighter using a weapon with a telescopic sight increases the weapon's Long Range by a number of inches equal to its Short Range – for example, a lasgun's maximum range becomes 36".

## TOXIC ROUND

Some weapons, most notably sniper rifles, can be loaded with toxic rounds rather than more conventional bullets. The deadly toxins in these rounds overload the target's nervous system, rendering them unconscious or dead in seconds.

No To Wound roll is required when a target is hit with a toxic round: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. Note that this only applies against living targets. If a toxic round hits an unliving target, then a normal To Wound roll must be made, resolving the shot at the normal Strength of that weapon.

**Injuries:** Do not roll on the standard Injury table for a target suffering their final wound from a toxic round. Instead, roll on the table below both when the injury is inflicted and in subsequent recovery phases.

| D6  | Result                                                                                                                                                                                                                        |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | <b>No Effect:</b> The toxin has no effect or wears off. The target may continue to fight in the same way as if they had suffered a flesh wound except that they suffer no penalties to their Weapon Skill or Ballistic Skill. |
| 2-4 | <b>Comatose:</b> The target is knocked comatose and falls to the ground. The model counts as down except that they cannot move.                                                                                               |
| 5-6 | <b>Out of Action:</b> The target slumps lifelessly to the ground. They may be dead or barely living, but are overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.  |



If a toxic round hits a model that is already down and inflicts a Comatose result, then the model must continue to roll on the chart above in subsequent recovery phases instead of the standard injury table.



# SPECIALISED EQUIPMENT

The fighters in the bowels of Hive Acheron have access to all kinds of specialised equipment, ranging from advanced gear and specially designed items to simple, useful accessories.

## BRUTE SHIELD

These shields resemble large and resilient energised bucklers. They are carried by some Ogryns, serving equally well in combat as a defensive measure and handy bludgeon.

A fighter with a brute shield rolls an extra Attack dice in the hand-to-hand phase.

**Invulnerable Save:** A fighter with a brute shield receives a 5+ invulnerable save.

## CAMO GEAR

Scouts and Veterans often wear camo cloaks – loose garments woven from light-reactive material known as cameleoline, which imitates the appearance of nearby terrain – or camouflaged combat garb.

Enemy models must subtract 4" from the maximum range of any shooting attacks they make that are directed at a fighter who is equipped with camo gear. This means that a weapon with a maximum range of 12" can only target a fighter with camo gear when they are within 8". Weapons that use templates are not affected by camo gear.

## CLIP HARNESS

Fighters who must constantly climb the sheer ruins and crumbling superstructure of the Promethium Sprawl often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened around the body, with a strong steel clip or magnetic clasp that can be attached to a nearby object. If the wearer should fall the harness will save them and enable the fighter to scramble to safety.

The end of the safety line must be fastened for it to work. A model can fasten a harness if it does not move in

its movement phase. The fighter can still perform other actions in addition to fastening the harness, such as shooting or going into overwatch. The harness is automatically unfastened when the model moves or enters hand-to-hand combat.

If a model with a fastened safety line becomes pinned or goes down within 1" of an edge then it does not have to test to fall. The fastened harness prevents the wearer from falling, just as if they had passed an Initiative test.

## PHOTO-VISOR

A photo-visor is a special visor that enhances vision in poor light conditions. It is also calibrated to register infrared as well as visible light. The enhanced image appears in the scope and makes it easier to pick out targets that are concealed behind cover.

A stationary fighter equipped with a photo-visor reduces the penalty when shooting at a model in cover by 1. So, partial cover is ignored and cover counts as a -1 to hit modifier rather than -2.

## SLABSHIELD

The slabshield is a towering wall of protective armaplas. Fighters can shelter behind it from the worst of enemy fire – its construction is more sturdy than that of most walls.

A fighter equipped with a slabshield is always considered to be in cover against any shooting attack originating from the 90° arc in front of them. A single friendly fighter in the 90° arc to the rear of this fighter, and in base-to-base contact with them, is also considered to be in cover against these shooting attacks. A fighter equipped with a slabshield can never claim the additional Attack for being armed with two weapons in the hand-to-hand phase.

## STORM SHIELD

A storm shield is a large, solid shield that has an energy-field generator built into it. Though the bulk of the shield offers physical protection, it is the energy field which is more impressive, as it is capable of deflecting almost any attack. Even blows that would normally cut through Terminator armour are turned aside with ease by the protective energies of the storm shield.

A fighter equipped with a storm shield can never claim the additional Attack for being armed with two weapons in the hand-to-hand phase.

**Invulnerable Save:** A fighter with a storm shield receives a 3+ invulnerable save.

## WEAPON RELOAD

When a fighter carries a weapon such as a shoota or bolter, which fires a great many individual shells in a short burst, they are assumed to carry extra ammunition to last most of the battle. However, a fighter can, if they want, carry additional magazines and fuel over and above the normal amount. This extra ammo is carried in the form of reloads.

If a fighter carries a reload for a weapon, then you can re-roll the first failed Ammo roll made for that weapon. For weapons with an 'Auto' Ammo roll, such as grenades, a weapon reload means that you pass the first Ammo roll made for that weapon on a 3+.

Reloads are specific to individual weapons; when a reload is bought the player must note down exactly which weapon the reload is for. The cost of a reload is half the cost of the weapon, rounding up any fractions. Only the base cost of the weapon is used. The cost of any extra ammunition types bought for the weapon are ignored and you only need to buy a reload for the weapon itself. Reloads that are used during a game will be replaced before the next game as part of the kill team's usual resupply.



# CREATING A KILL TEAM

Before you are ready to play *Shadow War: Armageddon*, you need to recruit your kill team. A kill team can be from any one of the three factions we have already described: Space Marine Scouts, Astra Militarum Veterans, or Ork Boyz.

## CHOOSING A KILL TEAM

A Space Marine Scouts or Astra Militarum Veterans kill team consists of 3-10 models, and an Ork Boyz kill team consists of 3-20 models.

To start your kill team you will need to refer to the kill team recruitment list printed at the end of this section. There are three recruitment lists, one for each of the factions.

You have a total of 1,000 points with which to recruit your kill team. Each list explains how many points it costs to recruit and equip the different kill team fighters you can include in your kill team.

### KILL TEAM FIGHTERS

There are four types of kill team fighter available for recruitment: kill team leaders, troopers, specialists, and new recruits.

#### Kill Team Leader

Your kill team must be led by a kill team leader. This model represents the player themselves in their guise as a hardened fighter. A kill team can only have one leader.

#### Troopers

The ordinary kill team fighters are called troopers. They are experienced, competent and trustworthy fighters who make up the bulk of most kill teams.

#### Specialists

Fighters armed with heavy weaponry or technical equipment are called specialists. Specialists are often strong – they need to be to carry their weapons – and they can be technicians; good at fixing or making things. This is necessary because their weapons are more complex than those of other fighters and must be kept in a good state of repair.

#### New Recruits

New recruits, as their name implies, have just joined the kill team. They are often highly trained, but have not yet gained the same level of experience as the other members of the kill team. This makes them rather less effective in combat.

## KILL TEAM ROSTER

You'll need a kill team roster sheet to write down the details of your kill team. You'll find a blank roster sheet on page 120. We suggest you photocopy or copy enough sheets to allow you to keep a neat and accurate record of your kill team as it changes from game to game.

When you have chosen your kill team, take a kill team roster sheet and write down the details of each fighter in the spaces provided. It's a good idea to work out the kill team on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the permitted 1,000 points as possible. Any points not spent are lost.

The kill team roster is a record of your kill team and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record incidental details such as exploding weapons, flesh wounds, and the like.

You will need to give your kill team a name, and also name all your fighters. We leave it to you to invent suitable names, though you'll find examples and ideas for names in this book. You will also need to choose a sub-faction for your kill team, which will determine how your fighters develop over time (see pg 102).



# KILL TEAM RECRUITMENT

The following lists are used to recruit and equip your kill team. To start with you have 1,000 points with which you must recruit at least three fighters including a leader.

## CHOOSING THE KILL TEAM

You have 1,000 points to spend on recruiting and arming your kill team within the following guidelines.

### Minimum of Three Fighters:

A kill team must have at least three models.

### Maximum Number of Fighters:

A Space Marine Scouts or Astra Militarum Veterans kill team can have up to 10 models. An Ork Boyz kill team can have up to 20 models.

**Leader:** Your kill team must have one leader. Not more. Not less!

**Troopers:** You can include as many troopers as you can afford.

**Specialists:** A kill team can have up to two specialists, except Astra Militarum Veteran kill teams, which can have up to three specialists.

**New Recruits:** No more than half the kill team can be made up of new recruits.

## LEADERS

The kill team leader is unlike the rest of the kill team in that they can fight efficiently even on their own. They always count as having a friend within 2", regardless of whether this is the case or not. This means they can always test to avoid being pinned early.

Any fighter within 6" of the leader can use the Leadership characteristic of the kill team leader when taking break tests and tests to see if the fighter recovers their nerve when broken. In addition, any fighters within 6" of the kill team leader can use the Initiative characteristic of the leader when testing to escape pinning early. This represents the leader's ability to encourage and inspire their fellow kill team members and push them beyond their normal limits.

However, a leader cannot confer these benefits if they are down or broken. The sight of an injured kill team leader bleeding out is far from encouraging.

## ARMING YOUR MODELS

Each fighter you recruit can be armed with one or more of the weapons listed on the relevant weapons list for their faction. In addition to being restricted to weapons available to their faction, different types of fighter are restricted to different types of weapon.

A kill team fighter's weapons must be represented on the model itself. The exceptions are knives and grenades, which are assumed to be tucked inside clothing, and holstered pistols, which can represent any type of pistol. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling and painting your models.

A fighter can carry only one heavy weapon – e.g. they can carry a heavy bolter or a missile launcher, but not both. They can have any number of other weapons. The model is always assumed to be using the weapon depicted in their hands unless the player declares otherwise. Remember, any additional weapons the fighter is armed with must be identifiable on the model itself.

A fighter can carry any number of grenades. The cost is the price of equipping the model with a supply of the relevant type of grenades – not the cost of a single grenade. Once equipped with grenades a fighter may use them in every battle.

Unless specifically mentioned otherwise, it's not possible for a kill team fighter to modify or change their equipment during a mission. A fighter who changes their weaponry after a game must be represented by a new model, or converted to carry the appropriate weapons. Other items don't always need to be modelled onto the miniature, such as photo-visors. It's up to the player to decide how much detail they want to add.

## DEATH OF A FIGHTER

When a fighter is killed all of their equipment is lost. This is very important to remember as it is not possible to reallocate their equipment once they are dead.

*'Being able to read the lie of the land is arguably the most important skill an officer can have. On the attack, a wise commander will use the terrain to mask his advance from the enemy's sight. On defence, he will occupy positions that provide cover for his troops and a clear view of the routes along which the enemy is likely to attack. Using terrain well can give even an inferior force the chance of victory, while using it badly can lead to the defeat of all but the strongest attacker.'*

- THE TACTICA IMPERIUM



# SPACE MARINE SCOUT KILL TEAMS

Space Marine Scouts are well versed in guerilla warfare. They are also the future of their Chapter, trainee warriors in the final stages of the transformation to become fully fledged battle-brothers.

## SPACE MARINE SCOUT SPECIAL RULES

The following special rule applies to all of the members of a Space Marine Scout kill team.

**And They Shall Know No Fear:** A fighter with this rule never has to take fear or terror tests. In addition, a fighter with this rule can always test to recover early from pinning, even if there is no friendly fighter within 2".



## SPACE WOLVES WOLF SCOUTS

The Wolf Scouts of the Space Wolves, unlike those of other Chapters, are fully fledged Space Marines, with a lifetime's experience on the battlefield. If you choose the Space Wolves sub-faction for your Space Marines Scout kill team, you cannot recruit any Novitiate Scouts – new recruits belong in the Blood Claws! However, your Scout Gunners have access to the Space Wolves Special Weapons list, in addition to those they normally have access to.

## SCOUT SERGEANT

| SCOUT SERGEANT | Kill Team Leader |    |    |   |   | Cost to recruit: 200 points |   |   |    |
|----------------|------------------|----|----|---|---|-----------------------------|---|---|----|
|                | M                | WS | BS | S | T | W                           | I | A | Ld |
| Scout Sergeant | 5"               | 4  | 4  | 4 | 4 | 1                           | 4 | 2 | 9  |

Every Space Marine Scout kill team is led by an experienced veteran sergeant. They are deeply respected by the Scouts in their kill team.

**Wargear:** A Scout Sergeant has a combat blade and Scout armour. In addition, a Scout Sergeant can be armed with items chosen from the Space Marine Scout Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## SCOUT

| SCOUT | Trooper |    |    |   |   | Cost to recruit: 100 points |   |   |    |
|-------|---------|----|----|---|---|-----------------------------|---|---|----|
|       | M       | WS | BS | S | T | W                           | I | A | Ld |
| Scout | 5"      | 4  | 4  | 4 | 4 | 1                           | 4 | 1 | 8  |

Scouts form the bulk of every Space Marine Scout kill team. They are dependable and experienced fighters.

**Wargear:** All Space Marine Scouts have a combat blade and Scout armour. In addition, a Scout can be armed with items chosen from the Space Marine Scout Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## NOVITIATE SCOUT

| NOVIATIE SCOUT  | New Recruit |    |    |   |   | Cost to recruit: 75 points |   |   |    |
|-----------------|-------------|----|----|---|---|----------------------------|---|---|----|
|                 | M           | WS | BS | S | T | W                          | I | A | Ld |
| Novitiate Scout | 5"          | 3  | 3  | 4 | 4 | 1                          | 4 | 1 | 8  |

Novitiates are the newest recruits to a Scout kill team, and have only recently finished their indoctrination and training.

**Wargear:** All Novitiate Scouts have a combat blade and Scout armour. In addition, a Novitiate Scout can be armed with items chosen from the Space Marine Scout Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## SCOUT GUNNER

| SCOUT GUNNER | Specialist |    |    |   |   | Cost to recruit: 110 points |   |   |    |
|--------------|------------|----|----|---|---|-----------------------------|---|---|----|
|              | M          | WS | BS | S | T | W                           | I | A | Ld |
| Scout Gunner | 5"         | 4  | 4  | 4 | 4 | 1                           | 4 | 1 | 8  |

Gunners are usually physically strong individuals, well suited to carrying the kill team's heavy weaponry. They are also technically competent. This is a good thing because their weaponry requires careful maintenance if it is to function properly.

**Wargear:** All Scouts Gunners have a combat blade and Scout armour. In addition, a Scout Gunner can be armed with items chosen from the Space Marine Scout Pistols, Heavy Weapons, Ammunition, Grenades and Miscellaneous lists.

*'Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting.'*

- LORD GENERAL SOLAR MACHARIUS



## SPACE MARINE SCOUT WEAPON AND EQUIPMENT LISTS

### Ammunition

|                 |           |
|-----------------|-----------|
| Hellfire bolts* | 20 points |
| Toxic rounds**  | 20 points |

\* Can be purchased for bolt pistols or boltguns only

\*\* Can be purchased for sniper rifles only

### Grenades

|               |           |
|---------------|-----------|
| Frag grenades | 25 points |
| Melta bombs*  | 30 points |
| Krak grenades | 40 points |

\* Scout Sergeant only

### Miscellaneous

|                     |                               |
|---------------------|-------------------------------|
| Camo gear           | 5 points                      |
| Clip harness        | 10 points                     |
| Photo-visor         | 15 points                     |
| Red-dot laser sight | 20 points                     |
| Telescopic sight*   | 20 points                     |
| Weapon reload       | Half cost of weapon in points |

\* Cannot be fitted to shotguns

### Hand-to-Hand Weapons

|                       |           |
|-----------------------|-----------|
| Combat blade (knife)  | 5 points  |
| Assault blade (sword) | 15 points |
| Chainsword            | 25 points |
| Power sword*          | 50 points |

\* Scout Sergeant only

### Pistols

|                |           |
|----------------|-----------|
| Bolt pistol    | 25 points |
| Plasma pistol* | 50 points |

\* Scout Sergeant only

### Basic Weapons

|              |           |
|--------------|-----------|
| Shotgun      | 20 points |
| Boltgun      | 35 points |
| Sniper rifle | 40 points |

### Heavy Weapons

|                              |            |
|------------------------------|------------|
| Heavy bolter                 | 180 points |
| Missile launcher:            |            |
| ... with frag missiles       | 175 points |
| ... with super krak missiles | 190 points |
| ... with both                | 225 points |

### Space Wolves Special Weapons

|            |           |
|------------|-----------|
| Flamer     | 40 points |
| Plasma gun | 80 points |
| Meltagun   | 95 points |





# ASTRA MILITARUM VETERAN KILL TEAMS

Astra Militarum Veterans are hardy and skilful warriors. Such soldiers have faced down horrors that would drive a lesser soul mad, and endured a gauntlet of war that has honed their abilities to exceptional levels.

## ASTRA MILITARUM VETERAN SPECIAL RULES

The following special rule applies to all of the members of an Astra Militarum Veteran kill team.

**Voice of Command:** At the start of their shooting phase, an Astra Militarum leader can choose to direct the shooting of nearby members of their kill team, rather than shooting at the enemy themselves. The leader cannot shoot in the shooting phase, but all other members of the kill team that are within 6" of the leader can re-roll To Hit rolls of 1.



### VETERAN SERGEANT

| VETERAN SERGEANT | Kill Team Leader |    |    |   |   | Cost to recruit: 120 points |   |   |    |
|------------------|------------------|----|----|---|---|-----------------------------|---|---|----|
|                  | M                | WS | BS | S | T | W                           | I | A | Ld |
| Veteran Sergeant | 4"               | 4  | 4  | 3 | 3 | 1                           | 4 | 1 | 8  |

Every Veteran kill team is led by an experienced Veteran Sergeant.

**Wargear:** A Veteran Sergeant has a combat blade and flak armour. In addition, a Veteran Sergeant can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

### VETERAN GUARDSMAN

| VETERAN GUARDSMAN | Trooper |    |    |   |   | Cost to recruit: 60 points |   |   |    |
|-------------------|---------|----|----|---|---|----------------------------|---|---|----|
|                   | M       | WS | BS | S | T | W                          | I | A | Ld |
| Veteran Guardsman | 4"      | 3  | 4  | 3 | 3 | 1                          | 3 | 1 | 7  |

Veteran Guardsman form the bulk of every Veteran kill team. They are dependable and experienced fighters.

**Wargear:** All Veteran Guardsmen have a combat blade and flak armour. In addition, a Veteran Guardsman can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

### GUARDSMAN

| GUARDSMAN | New Recruit |    |    |   |   | Cost to recruit: 50 points |   |   |    |
|-----------|-------------|----|----|---|---|----------------------------|---|---|----|
|           | M           | WS | BS | S | T | W                          | I | A | Ld |
| Guardsman | 4"          | 3  | 3  | 3 | 3 | 1                          | 3 | 1 | 7  |

Guardsman are the newest recruits to a Veteran kill team. They have proved their ability in battle, and have been inducted into the kill team to replace casualties suffered in earlier missions.

**Wargear:** All Guardsmen have a combat blade and flak armour. In addition, a Guardsman can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

### SPECIAL WEAPONS OPERATIVE

| SPECIAL WEAPONS<br>OPERATIVE | Specialist |    |    |   |   | Cost to recruit: 70 points |   |   |    |
|------------------------------|------------|----|----|---|---|----------------------------|---|---|----|
|                              | M          | WS | BS | S | T | W                          | I | A | Ld |
| Special Weapons<br>Operative | 4"         | 3  | 4  | 3 | 3 | 1                          | 3 | 1 | 7  |

Special Weapons Operatives have been trained in the use of various specialised weapons that are used by the Astra Militarum.

**Wargear:** All Special Weapons Operatives have a combat blade and flak armour. In addition, a Special Weapons Operative can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Special Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

*'Only faith in the Emperor and the training I am going to give you will save you on the battlefield.'*

- VETERAN SERGEANT KESSER



## ASTRA MILITARUM VETERANS WEAPON AND EQUIPMENT LISTS

### Ammunition

|                                |           |
|--------------------------------|-----------|
| Hotshot laser power pack ..... | 15 points |
| Toxic rounds* .....            | 20 points |

\* Can be purchased for sniper rifles only

### Grenades

|                     |           |
|---------------------|-----------|
| Frag grenades ..... | 25 points |
| Melta bombs .....   | 30 points |
| Krak grenades ..... | 40 points |

### Miscellaneous

|                            |                               |
|----------------------------|-------------------------------|
| Camo gear .....            | 5 points                      |
| Clip harness .....         | 10 points                     |
| Carapace armour .....      | 20 points                     |
| Red-dot laser sight* ..... | 20 points                     |
| Telescopic sight** .....   | 20 points                     |
| Weapon reload .....        | Half cost of weapon in points |

\* Cannot be fitted to flamer, heavy flamer or grenade launcher

\*\* Cannot be fitted to flamer, heavy flamer, grenade launcher, melta gun or shotgun

### Hand-to-Hand Weapons

|                             |           |
|-----------------------------|-----------|
| Combat blade (knife) .....  | 5 points  |
| Assault blade (sword) ..... | 15 points |
| Chainsword .....            | 25 points |
| Power sword* .....          | 50 points |

\* Veteran Sergeant only

### Pistols

|                      |           |
|----------------------|-----------|
| Laspistol .....      | 15 points |
| Bolt pistol* .....   | 25 points |
| Plasma pistol* ..... | 50 points |

\* Veteran Sergeant only

### Basic Weapons

|                |           |
|----------------|-----------|
| Shotgun .....  | 20 points |
| Lasgun .....   | 25 points |
| Boltgun* ..... | 35 points |

\* Veteran Sergeant only

### Special Weapons

|                              |            |
|------------------------------|------------|
| Sniper rifle .....           | 40 points  |
| Flamer .....                 | 40 points  |
| Demolition charge .....      | 50 points  |
| Plasma gun .....             | 80 points  |
| Melta gun .....              | 95 points  |
| Heavy flamer .....           | 100 points |
| Grenade launcher:            |            |
| ... with frag grenades ..... | 85 points  |
| ... with krak grenades ..... | 100 points |
| ... with both .....          | 125 points |





# ORK BOYZ KILL TEAMS

Ork Boyz charge into battle in a great mass, crashing into the enemy like a green landslide. Bellowing with the joy of battle, mobs of Ork Boyz excel at close quarters where they can hack, bludgeon and stamp their foes into bloody ruin.

## ORK BOYZ SPECIAL RULES

The following special rule applies to all of the members of an Ork Boyz kill team.

**'Ere We Go!:** Add 1 to the attack rolls of a fighter from an Ork Boyz kill team if they made a charge move in the same turn.

**Mob Rule:** While there are more fighters from this kill team on the battlefield than there are enemy fighters, add 1 to their Leadership characteristic. When there are double the number of fighters (or more) from this kill team on the battlefield than there are enemy fighters, add 2 to their Leadership characteristic instead. Fighters from this kill team who are down are not included.



## BOSS NOB

Kill Team Leader

Cost to recruit: 160 points

|          | M  | WS | BS | S | T | W | I | A | Ld |
|----------|----|----|----|---|---|---|---|---|----|
| Boss Nob | 4" | 4  | 2  | 4 | 4 | 2 | 3 | 3 | 7  |

An Ork Boyz kill team is led by a Boss Nob. Ork Nobz are the epitome of the Ork species – large, brutal and possessing a single-minded determination and love of fighting.

**Wargear:** A Boss Nob has a shank and squig-hide armour. In addition, a Boss Nob can be armed with items chosen from the Ork Boyz Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

## BOY

Trooper

Cost to recruit: 60 points

|     | M  | WS | BS | S | T | W | I | A | Ld |
|-----|----|----|----|---|---|---|---|---|----|
| Boy | 4" | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  |

Boyz are natural warriors and hardened fighters who form the bulk of all mobs.

**Wargear:** All Boyz have a shank and squig-hide armour. In addition, an Ork Boy can be armed with items chosen from the Ork Boyz Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

## YOOF

New Recruit

Cost to recruit: 30 points

|      | M  | WS | BS | S | T | W | I | A | Ld |
|------|----|----|----|---|---|---|---|---|----|
| Yoof | 4" | 3  | 2  | 3 | 4 | 1 | 2 | 1 | 7  |

Yoofs are young, inexperienced Orks. Starting out ham-fisted and unreliable, Yoofs learn fast and soon develop into fully fledged Boyz.

**Wargear:** All Yoofs have a shank and squig-hide armour. In addition, a Yoof can be armed with items chosen from the Ork Boyz Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

## SPANNER BOY

Specialist

Cost to recruit: 70 points

|             | M  | WS | BS | S | T | W | I | A | Ld |
|-------------|----|----|----|---|---|---|---|---|----|
| Spanner Boy | 4" | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  |

Spanner Boyz have got what Orks term 'know-wotz' – they know what's wrong when things don't work, and they know how to use things that would leave another Ork scratching their head in confusion.

**Wargear:** All Spanner Boyz have a shank and squig-hide armour. In addition, a Spanner Boy can be armed with items chosen from the Ork Boyz Pistols, Special Weapons, Grenades and Miscellaneous Equipment lists.

*'Half-glimpsed shadows? Orks wearing camouflage? Do you take us for imbeciles? Orks are barbaric and entirely single-minded. Army doctrine, which has served us well for ten thousand years, teaches us this. Orks come on in a great horde, they do not slink and sneak in the shade.'*

- EXTRACT FROM TRANSCRIPT OF COURT MARTIAL INVESTIGATING THE FALL OF LATHIR OUTPOST



## ORK BOYZ WEAPON AND EQUIPMENT LISTS

### Grenades

Stikkbombs .....25 points

### Miscellaneous

Clip harness .....10 points

Red-dot laser sight.....15 points

'Eavy armour .....25 points

Weapon reload .....Half cost of weapon in points

### Hand-to-Hand Weapons

Shank (knife) .....5 points

Choppa .....10 points

Buzz-choppa.....15 points

Big choppa\* .....15 points

Power klaw\* .....85 points

\* Boss Nob only

### Pistols

Slugga .....10 points

### Basic Weapons

Shoota.....25 points

Kombi-shoota\* .....40 points

Kombi-weapon\* .....50 points

\* Boss Nob only

### Special Weapons

Rokkit launcha .....130 points

Big shoota .....150 points













# A WORLD AT WAR

First built as a crucial infrastructure network for Hive Acheron, the treacherous and half-forgotten miles of the Promethium Sprawl now echo to the thunder and screams of guerilla war. The following pages show that conflict in all its desperate glory. From the brutish, bellowing Orks and their scrap-built weapons to the elite warriors of the Space Marine Scouts and the hard-bitten survivors of the Astra Militarum, each kill team has its own warlike look and feel.





*The Promethium Sprawl features endless tracts of tanks and silos; models like these could easily be used in place of the Promethium Tank counter from the Hit and Run mission (pg 92).*

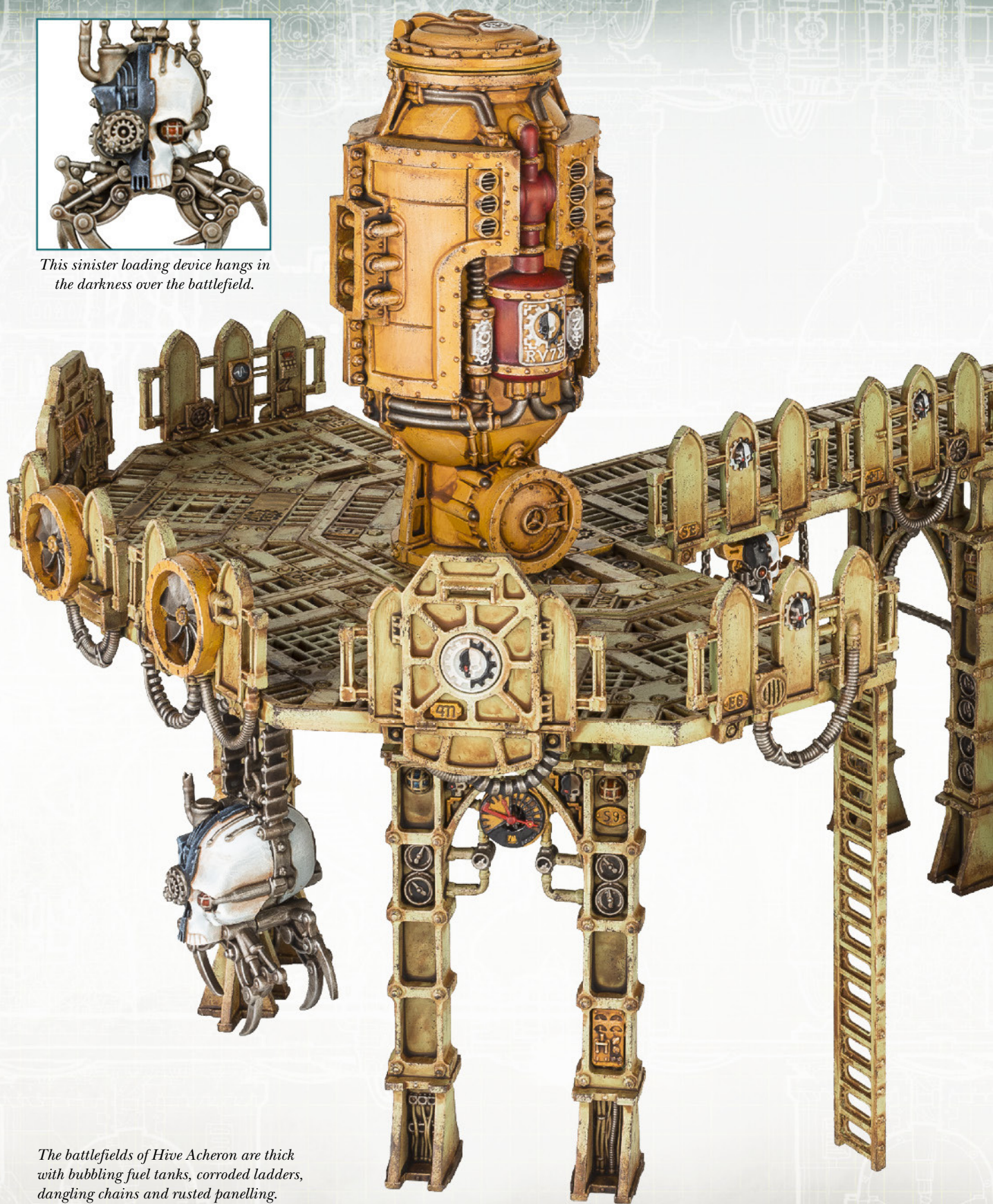


*The motif of the Cult Mechanicus adorns this ancient maker's plate.*



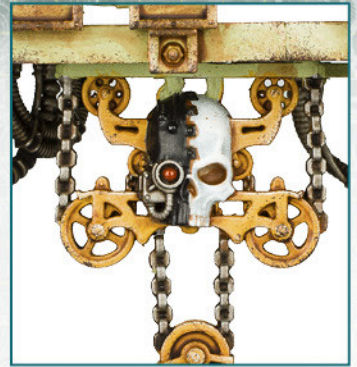


*This sinister loading device hangs in the darkness over the battlefield.*



*The battlefields of Hive Acheron are thick with bubbling fuel tanks, corroded ladders, dangling chains and rusted panelling.*





*The icon of the Martian Priesthood marks even the lowest machinery.*



*This rusted bulkhead provides fighters with ideal cover.*



*The purpose of these vast machines is known to few in the Imperium.*



*This reinforced hatch could offer a hiding place for a kill team's cache.*



# SPACE MARINES



*Blood Angels Scout  
Sergeant Raphaelon*



*Blood Angels Scout  
Dantael*



*Blood Angels Novitiate  
Scout Agnolo*



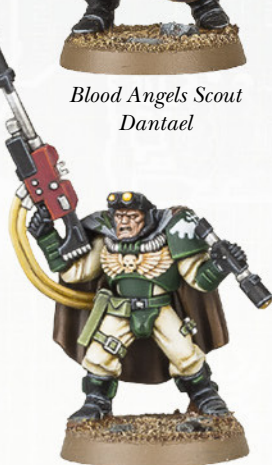
*Blood Angels  
Scout Paolus*



*Blood Angels Scout  
Gunner Leonarus*



*Dark Angels Scout  
Gunner Aphrael*



*Dark Angels  
Scout Zachari*



*Dark Angels  
Scout Ezekial*



*Dark Angels Novitiate  
Scout Mordekai*



*Dark Angels  
Scout Azheran*







*Blood Ravens Scout  
Sergeant Michaelos*



*Blood Ravens  
Scout Varian*



*Blood Ravens  
Scout Subrias*



*Blood Ravens Novitiate  
Scout Nasansis*



*Special operatives, like this Ultramarines Apothecary and these Deathwatch Veterans, can join your kill team for a mission (pg 108)*



*Iron Hands Veteran Garrsak*



*Ultramarines Veteran Orphean*



*Terminator special operatives armed with lightning claws, a power fist and storm bolter, and a thunder hammer and storm shield*



# ORKS



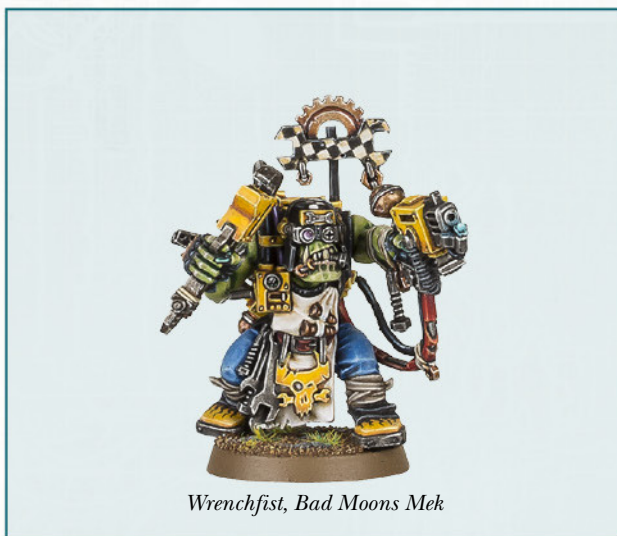
*Dregskar, Evil Sunz  
Ork Boy*

*Nuzrok, Evil Sunz  
Ork Boy*

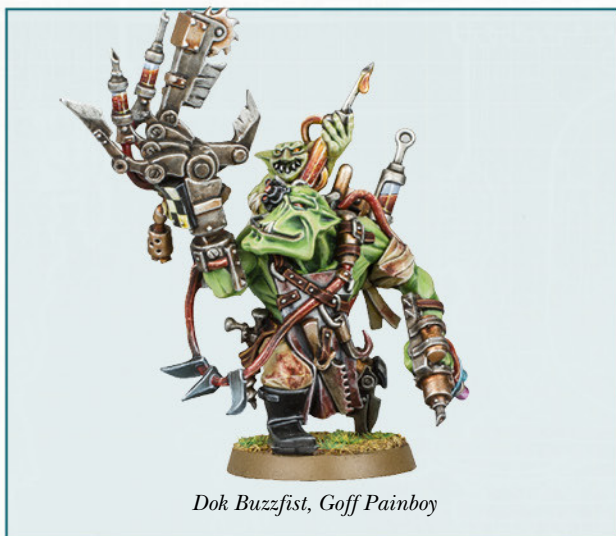
*Skragjaw, Evil Sunz  
Boss Nob*

*Nuk da Stabba, Evil Sunz  
Ork Boy*

*Gitfang, Evil Sunz  
Spanner Boy*



*Wrenchfist, Bad Moons Mek*



*Dok Buzzfist, Goff Painboy*







*Rugluk, Goff Ork Boy*



*Badsmasha, Goff Boss Nob*



*Madteef, Goff Ork Boy*



*Skraggit, Goff Ork Yoof*



*Burgutz Gitstabba,  
Goff Ork Boy*



*Lugnutz, Goff Ork  
Spanner Boy*



*Gorbok, Goff Ork Boy*



*Wurrskrag Bigdakka,  
Goff Ork Spanner Boy*



*Snakebite Runtherd Brog Squiggutz and his Gretchin, Buggi, Narkit, Skrigg and Muk*



*Three Flash Git special operatives armed with enormous snazzguns*



# ASTRA MILITARUM



*Cadian Special Weapons  
Operative Vance*



*Cadian Veteran  
Guardsman Chenko*



*Cadian Veteran Sergeant Neils*



*Cadian  
Guardsman Weskern*



*Officio Prefectus Commissar Brost*



*Tech-Priest Enginseer Molechai*



*Nunk, an Ogryn*







*Militarum Tempestus Scion special operatives from the 55th Kappic Eagles*



*Catachan Veteran  
Guardsman Stranski*



*Catachan Guardsman Brostin*



*Catachan Special Weapons  
Operative McClaine*



*Catachan Special Weapons  
Operative 'Boom' Hauser*





# MISSIONS

This section includes missions for your games of *Shadow War: Armageddon*. Simply choose with your opponent which of the following missions you wish to play, or use the table on page 98 to determine one randomly. Each mission tells you how to set up the battlefield, how to deploy your kill teams, how to start and end the game, and any other rules that apply for the mission.

## KILL TEAM FIGHT

Kill teams run the risk of encountering one another as they cross the Promethium Sprawl on patrol. Not all encounters end in violence. Sometimes two kill teams meet and, finding common cause, go their own way in peace. Other encounters end in fierce firefights and bloody skirmishes with neither side prepared to cede ground. Ultimately, every kill team must be prepared to defend itself, to seize every opportunity offered by the Promethium Sprawl and to maintain a fearsome reputation.

The Kill Team Fight mission represents one such encounter. Two enemy kill teams meet while travelling through a ruined dome. The kill teams are diametrically opposed – neither is prepared to turn their back and let their opponent get away without a fight. Without further ado, blades are drawn and weapons cocked, and the fighting begins in earnest.

### TERRAIN

Each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area of 4' by 4', or slightly smaller, so that the kill teams start off a reasonable distance apart.

### KILL TEAM DEPLOYMENT

Each player rolls a dice. The low scorer chooses which battlefield edge they wish to set up on, and places all of their kill team fighters within 8" of that edge. Their opponent then sets up within 8" of the opposite battlefield edge.

### STARTING THE GAME

The players roll off. The winner takes the first turn.

### ENDING THE GAME

Kill Team Fight has no specific objective other than to drive off the enemy kill team.

If a kill team fails a bottle test, or one player volunteers to bottle out, the game ends immediately. The kill team that bottles out loses and the other kill team wins.

### SPECIAL

If the winning kill team takes at least three enemy models out of action, and inflicts three times as many out of action casualties as it suffers itself, then it earns one additional promethium cache due to the huge amount of territory they have claimed.





# SCAVENGERS

The Promethium Sprawl is a near-endless maze of concealed entrances and long-forgotten, crumbling structures. Sometimes these contain valuable caches of supplies or promethium, prizes which kill teams are often tasked with locating. This is not without risk, though, and these isolated places can be home to ferocious mutant creatures.

In this mission two kill teams encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

## TERRAIN

Each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area of 4' by 4', or slightly smaller, so that the kill teams start off a reasonable distance apart.

Once you have placed the terrain you must place a number of Loot counters on the battlefield to represent items of value. Roll a D6 to see how many counters there are. Each player takes it in turns to place a counter. Roll off – the highest scorer goes first. Loot counters must be placed more than 8" from the edge of the battlefield and at least 4" away from each other. Note that the counters are placed before deciding which edge the kill teams will play from, so it is a good idea to put the counters towards the middle of the battlefield.

## KILL TEAM DEPLOYMENT

Each player rolls a dice. The low scorer chooses which battlefield edge they wish to set up on, and places all of their kill team within 8" of that edge. Their opponent then sets up within 8" of the opposite battlefield edge.

## STARTING THE GAME

The players roll off. The winner takes the first turn.

## THE MONSTER ROLL

Each player rolls a D6 at the start of the opposing player's turn. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival kill team.

The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the battlefield is attacked.

Roll a D6 again to see what happens to the fighter.

- 1 The fighter manages to beat the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for their main ranged weapon – they have fired off loads of ammo to drive off the attack.
- 2-5 The fighter manages to beat the creature. The fighter may not do anything else this turn.
- 6 There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter is automatically taken out of action.

## PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting their movement or ability to shoot or fight.

Fighters who go out of action drop any Loot counters they were carrying where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during that turn.

If a fighter takes an enemy out of action in hand-to-hand combat they automatically capture any loot their opponent is carrying.

## ENDING THE GAME

The fight continues until one of the kill teams is driven off or until one kill team has the majority of the loot in its possession as described below.

If a kill team fails a bottle test, or one player volunteers to bottle out, the game ends immediately. The kill team that bottles out loses and the winner is left in possession of the battlefield. The winner can claim any Loot counters that are loose on the battlefield when the game ends.

If a kill team succeeds in capturing more than half of the Loot counters, and the fighters carrying them are within 8" of their own battlefield edge at the start of their turn, then the game ends and that kill team has won.

## SPECIAL

After the game is over, each kill team has the time to examine the loot they have claimed. Players roll a dice for each Loot counter in their possession at the end of the game; if they roll one or more 6s, they earn one additional promethium cache.



Loot counter



# HIT AND RUN

Kill teams who want to explore far from their lines rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like.

The Hit and Run mission represents a daring raid on a rival kill team's hideout. The aim isn't to destroy the hideout, just to cause as much damage as possible and hamper their activities in the area.

## TERRAIN

In this mission the players should roll off to determine who is the attacker and who is the defender. Whoever scores higher is the attacker.

Starting with the defender, each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. The area of terrain represents the defender's hideout. It is suggested that the terrain is set up within an area of roughly 4' by 4'.

Once the terrain is set up, the defender places a Loot counter to represent a hoard which they plan to take back to their base. The defender also places the Promethium Tank counter, representing the kill team's current cache.

The defender can place the loot anywhere on the battlefield, and can place the Promethium Tank counter on the top surface level of any building. They must place the loot and the Promethium Tank counter at least 8" apart. These are not necessarily going to play an important part in the game. The Promethium Tank counter is only of significance in the Blitz mission, whilst the loot is used in the Stick Up mission.

## THE MISSION

After the terrain is placed the attacker secretly rolls a D6 on the table below and notes down what their mission

objective is. The defender shouldn't know the mission – it is up to them to guess the attacker's intentions.

- 1 Blitz:** The attackers try to destroy the tank. Their mission is to cause any damage to the promethium tank. The tank has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.
- 2 Assassinate:** The attackers try to gun down the opposing kill team leader. Their mission is to take the opposing kill team leader out of action. If the opposing kill team leader is unavailable for this mission, roll again on this table.
- 3 Neutralise:** The attackers aim to ambush and 'neutralise' an enemy kill team fighter, chosen as described in Kill Team Deployment. The attackers' mission is to put the target fighter out of action in hand-to-hand combat.
- 4 Shock Tactics:** The attackers plan to disorient their enemies by striking hard and fast. Their mission is, having set up within 12" of one battlefield edge, to move at least one model off the battlefield from the opposite edge.
- 5 Stick Up:** The attackers try to steal the opposing kill team's loot. Their mission is for one of their fighters to leave the battlefield with the loot. The Loot counter can be picked up and moved as described in the Scavengers mission (pg 91). If successful, the attacker rolls a dice at the end of the game; if they roll a 6, they earn one additional promethium cache.
- 6 Choose:** The attacker can choose one of the five missions described above.

## KILL TEAM DEPLOYMENT

The defender sets up first. They deploy D6 models from their kill team to represent fighters in the immediate area around the kill team's camp. Double this number for Ork Boyz kill teams. The defender chooses which fighters they wish to deploy and may place them anywhere on the battlefield, but they must be placed at least 8" away from all battlefield edges. Special deployment rules such as Infiltration cannot be used by the defenders. Randomly determine one of these models to be the target of the Neutralise mission (regardless of the mission the attacker has rolled).

The attacker has a randomly determined number of kill team fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. Add 4 to this number of fighters for Ork Boyz kill teams. The remaining fighters have been left behind so as not to draw attention to the raiding party and to protect the kill team's own territory against reprisals. The attacker can choose which of their fighters they will commit to the Hit and Run.

The attacker then deploys their kill team anywhere on the battlefield not within 12" of an enemy fighter. Note that in the Shock Tactics mission attackers must be placed within 12" of one battlefield edge.

## STARTING THE GAME

The players roll off. The winner takes the first turn.





## REINFORCEMENTS

At the start of each of their turns after the first, the defender can bring reinforcements onto the battlefield. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 = up to 3 fighters. Add 1 to the number of fighters that the defender can bring onto the battlefield for Ork Boyz kill teams. The fighters all arrive on the same battlefield edge, measuring their movement from the edge of the battlefield.

To see what battlefield edge they appear on, first number the battlefield sides 1-4, then roll a D6. On a roll of 1-4 the reinforcements arrive on the battlefield edge that corresponds with the nominated number. On a roll of 5-6 the defender can choose which battlefield edge they appear on. Defenders arriving at the start of the turn may move and fight normally from that turn.

## ENDING THE GAME

The game ends once the mission objective is met and all surviving attackers have moved off a battlefield edge. The game also ends if all the attackers or defenders are down or taken out of action or if either player bottles out. If the attackers have achieved their mission objective or the defender bottled out, the attacker wins – if they have not, or if they bottled out, the defender wins instead.

As the attackers have so few fighters and because they are well prepared for the attack, the kill team does not have to take bottle tests until it has lost 50% of its fighters rather than the usual 25%. The defender is protecting their kill team's hideout, vital equipment and supplies, and so doesn't have to take bottle tests at all. However, once they have lost 50% of their fighters, they may bottle out voluntarily. If they do, they must lose 1 promethium cache, and the attacker gains 1 additional promethium cache.





# THE RAID

The front lines within Hive Acheron are constantly shifting, and territory previously thought secure enough to build an outpost in can find itself hotly contested days later. Raids are launched as battle lines shift to and fro and the different factions vie for territory.

In the Raid mission, one kill team attacks the territory of another faction. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or get past the sentries, destroy the objective and then get away as quickly as possible.

**Designer's Note:** *This mission introduces new rules for sentries, which make the game particularly nail-biting. The mission is slightly more complex than earlier ones and for newer players it's worth leaving this mission aside until you have a firm grasp of the game rules.*

## TERRAIN

In this mission the players should roll off to determine who is the attacker and who is the defender. Whoever scores higher is the attacker.

Starting with the defender, each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area of 4' by 4' or thereabouts.

The battlefield represents an area that the defender has built up into an outpost complete with a bunker, the better to defend their resources and command the surrounding territory.

## RAID OBJECTIVE

After the terrain is set up, the defender places the Entrance counter anywhere on the ground level of the battlefield. This represents the entranceway to the bunker. The raiders must destroy the Entrance to win the game.

The Entrance is a structure with a Toughness of 6 and can sustain the equivalent of 3 wounds. Once the Entrance has been reduced to 0 'wounds' it counts as having been destroyed.

## KILL TEAM DEPLOYMENT

The defender sets up first. They deploy up to D6 of their kill team as sentries, choosing which fighters they wish to put on sentry duty. Double this number for Ork Boyz kill teams. Sentries can be placed anywhere on the battlefield at least 8" away from all battlefield edges. The remaining fighters will arrive as reinforcements, as described later.

The attacker then deploys their kill team within 8" of a randomly selected battlefield edge. The attacker has a random number of kill team fighters taking part in the raid. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. Add 4 to this number of fighters for Ork Boyz kill teams. The remaining fighters have been left behind. The attacker can choose which of their fighters will commit to the raid. Special deployment rules such as Infiltration cannot be used by either kill team in this mission.



## STARTING THE GAME

The attacker takes the first turn of the game.

## SENTRIES

Sentries move up to D6-3 inches per turn, rolling separately for each sentry. If the distance is negative then the attacking player can move the sentry model instead, though they cannot move them into an obviously harmful position (such as walk them straight off a ledge). For example, a roll of 1 gives a move of -2, so the attacker moves the sentry up to 2".

## SOUNDING THE ALARM

Until the alarm is sounded, sentries move as described above, their Weapon Skill is halved and they cannot shoot or do anything else. After the alarm is sounded sentries can move and attack as normal. The alarm can be sounded in a number of different ways:

**Spotting:** Roll a D6 at the start of each player's turn. Sentries can try to spot any raiders who are within their Initiative distance multiplied by the dice score so long as they are within the 90° arc in front of the sentry and not hidden. Raiders in the open will be spotted automatically. Raiders in partial cover will be spotted on a D6 roll of 4+. Raiders in cover will be spotted on a D6 roll of 6.

Sentries will spot any raider within their Initiative distance in inches regardless of cover or hiding. Raiders are also spotted if they move within the Initiative distance of a sentry during the raiders' turn.

If a sentry spots a raider or is hit by a ranged attack and isn't taken down then they sound the alarm if they survive the turn. Sentries taken out of action cannot sound the alarm. Sentries who end the turn down sound the alarm on a roll of 4+.



**Shooting:** If a raider shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like sniper rifles. Note that shooting can sound the alarm even if there are no sentries left.

**Fighting:** A sentry who is attacked in hand-to-hand combat will sound the alarm if they survive the turn. If the raider shoots a pistol or uses a weapon noted as being noisy in the Armoury in hand-to-hand combat then you must roll as described above to see whether the noise causes the alarm to be sounded.

The noise of fighting may also cause the alarm to be sounded even if the sentry doesn't survive to do so themselves. Roll a D6. If the score is equal to or less than the number of raiders fighting in the hand-to-hand combat then the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug a sentry then a roll of 1-3 will sound the alarm.

**Entrance:** The alarm is automatically sounded if the Entrance is destroyed.

Note that although it's possible to set off the alarm mid-turn, the special sentry rules still apply until the end of that turn.

## REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as they see fit. These fighters are not set up on the battlefield, but can enter as reinforcements.

Once the alarm is sounded the defender can attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the roll equals or beats the number of models in the group, or is a roll of 6, then the group may enter the battlefield. If the roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to bring as many models as they dare into play each turn.

Reinforcements enter together on any of the three battlefield edges other than the edge where the attacker deployed, measuring their movement from the edge of the battlefield. Roll a D6 to determine which edge they enter from as shown on the diagram. Reinforcements cannot be placed within 10" of a raider but can move and fire normally on the turn they are placed.

## ENDING THE GAME

The game ends if the Entrance is destroyed and all surviving raiders leave the battlefield by the edge where they originally set up. The game also ends if all the raiders or defenders are down or taken out of action, or if a kill team bottles out.

As the attackers have so few raiders, the kill team does not have to take bottle tests until it has lost 50% of its fighters rather than the usual 25%. The defenders are determined to defend their territory, and don't have to take bottle tests. However, once they have lost 50% of their fighters, they may bottle out voluntarily. If they do, they must lose 1 promethium cache, and the attacker gains 1 additional promethium cache.

If the Entrance is destroyed and the attacker didn't bottle out, or the defenders bottle out, then the attacker wins, otherwise the defender wins.

## SPECIAL

If the Entrance was destroyed then roll a D6. On a roll of 1 or 2, the defender earns 1 fewer promethium cache than they normally would at the end of the game (to a minimum of 0).



Entrance counter



Attacker's table edge





# AMBUSH

The massed refineries and factorums, all connected by the Promethium Sprawl, afford ample opportunity for kill teams to ambush their enemies.

In the Ambush mission one kill team has set a trap for the other. The ambushers must plan their trap very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

## TERRAIN

In this mission the players should roll off to determine who is the attacker (the ambusher) and who is the defender (whose kill team is about to be ambushed).

Starting with the attacker, each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area of roughly 4' by 4'.

## KILL TEAM DEPLOYMENT

Before setting up their kill team, the defender splits their fighters into one or more groups, each of two or more models. The defender chooses one group and places it within 6" of the centre of the battlefield.

The attacker then sets up their entire kill team. All the attacking fighters must set up behind cover and in hiding. They may not set up within 12" of a defending fighter, but otherwise can be placed where you wish. If it is not possible to set up all the attacking fighters in this way, any remaining fighters must simply be set up at least 18" from all defenders.

The defender then sets up the rest of their kill team one group at a time. They nominate the group they wish to deploy and roll a D6. On a roll of 1-5 the fighters must set up within 4" of one defender who has already been placed. On a roll of 6 the group may be placed anywhere on the battlefield, though they must still set up within 4" of one another. This enables them to ambush the ambushers! Special deployment rules such as Infiltration cannot be used by the defenders.

Note that although attackers may not set up within 12" (or 18" if not in hiding) of a defender, this is not true of the defending fighters who may set up within 1" of ambushers. They cannot be set up in hand-to-hand combat.

## STARTING THE GAME

Once both players have completed deployment the defender rolls a D6 for each group that they were able to place anywhere on the battlefield (due to a previous roll of 6) and adds the results together. On a total of 1-5 the attacker takes the first turn. On a total of 6 or more the defender takes the first turn.

## ENDING THE GAME

If a kill team fails a bottle test, or one player volunteers to bottle out, the game ends immediately. The kill team that bottles out loses and the other kill team wins.

## SPECIAL

If the winning kill team takes at least three enemy models out of action, and inflicts three times as many out of action casualties as it suffers itself, then it earns one additional promethium cache due to the huge amount of territory they have claimed.





# RESCUE

Kill team fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious kill team can discover that one of its fighters has staggered unwittingly into the clutches of their enemies. Rather than kill their captives, kill teams will often interrogate them for information using any means available to them, be they verbal, physical, psychological or even psychic if they have access to a psyker of sufficient skill.

This mission represents a rescue mission. One of your kill team fighters has been captured and you have discovered where they are being held. A small group of raiders is poised to mount a daring rescue bid.

This mission can only be chosen when one of your kill team members has been captured by your opponent (pg 101). The player whose fighter has been captured always has the option of playing this mission – no roll is needed. If the player whose fighter has been captured plays a different mission against the opponent whose kill team captured the fighter, it is too late for their lost member and they are killed – remove them from the roster, and the opponent can spend an additional 100 points on their next Recruit or Rearm action (pg 100). This is not necessary if two kill teams each have one or more captives from the other kill team – if they choose not to trade the captives (see right), they may instead play two consecutive Rescue missions, rolling off to decide who gets to attempt to rescue their fighter(s) first.



Unless noted otherwise, the rules are the same as for the Raid mission (pg 94), except that the Entrance counter isn't used.

## THE CAPTIVES

When they set up their kill team, the defending player places all their captives from the enemy kill team anywhere they like on the battlefield. The captives may not move until they are freed. The defender is not allowed to attack or 'execute' their captives, but must attempt to drive off the rescuers. Once the captive is freed, they may be attacked or shot at like any other fighter.

A captive is rescued and free to move and fight once cut free by a friendly fighter. The fighter must move into base contact with the captive in the movement phase and spend the rest of the turn cutting them free. They may not shoot, fight hand-to-hand, or do anything else during that turn. Note that the captive has no weapons or other equipment, but is given a knife by their liberator; it's assumed their equipment has been stashed elsewhere and cannot be used during the game.

## ENDING THE GAME

The game ends if all the attackers (including any freed captives) are either down, taken out of action or leave the battlefield edge that they were deployed from. The game also ends if a kill team bottles out.



The defenders are guarding their hideout so don't have to take bottle tests. However, once they have lost 50% of their fighters, they may bottle out voluntarily. If they do, they must lose 1 promethium cache, and the attacker gains 1 additional promethium cache in addition to rescuing any surviving captives. The attackers are well prepared for the attack so the kill team does not have to take bottle tests until it has lost 50% of its fighters rather than the usual 25%.

If one kill team bottles out, that team loses and the other kill team wins. Otherwise, if all surviving attackers and captives have left the battlefield via the attackers' battlefield edge, then the attacker wins, while if all of the captives are taken out of action trying to escape, the defender wins. Any rescued captives return with all the equipment that was on their roster. Any captives that are not rescued are lost, and the defender can spend an additional 100 points on their next Recruit or Rearm action.

**Designer's Note:** *When playing in a campaign with several players, you may find that it will be some time (and many missions) before you and your opponent can fight this mission for the fate of the captured fighter(s).*

*Alternatively, you may find that both players have captured one or more of their opponent's fighters, meaning that both sides want to launch a Rescue simultaneously to avoid losing their fighter(s). If both players agree, you may exchange a promethium cache for each captive you want to ransom back from their captor – you should remove the cache(s) traded in this way from your roster, and the captor should add them to their own roster. You can then continue to play in the campaign as normal.*



# SHADOW WAR CAMPAIGNS

**Shadow War campaigns centre around collecting and fighting battles with kill teams in the Promethium Sprawl. Kill team leaders play games of cat and mouse with their foes amidst the monolithic refineries and tangled factorums, leading their squads in daring strikes against their enemies.**

Shadow War: Armageddon can be played and enjoyed in one-off missions – you do not need to use these extra rules in your games. However, campaigns of Shadow War: Armageddon are fun and rewarding, giving you and your friends the opportunity to write the story of your own kill teams, charting their successes and failures as they grow in experience. In the end, one of you will be able to claim the glory of total victory!

In order to take part in a Shadow War campaign, you will need two or more players. All players will need to have a kill team, as described in Creating a Kill Team (pg 70).

The players fight missions against each other using the kill teams they have created. These missions will gain their kill team experience and points. The kill team might grow in size as the leader's mettle is proven, and the warriors under their command will become more powerful.

After gaining enough victories, your kill team leader will be set a final mission. If they can complete this mission, control of this area of the Promethium Sprawl will be yours, and you will be crowned the victor of the campaign.

## TO WAR!

Having created a kill team, you can now fight missions with it. These missions are fought against other kill teams taking part in the campaign.

You can arrange to fight missions as and when you wish, and can use any Shadow War: Armageddon mission that is available to you. Once both players have mustered their kill teams for battle (see right), either choose a mission that you and your opponent both want to play, or roll on the following table:

| D6 | Mission                                                                                                                   |
|----|---------------------------------------------------------------------------------------------------------------------------|
| 1  | Kill Team Fight (pg 90)                                                                                                   |
| 2  | Scavengers (pg 91)                                                                                                        |
| 3  | Hit and Run (pg 92)                                                                                                       |
| 4  | The Raid (pg 94)                                                                                                          |
| 5  | Ambush (pg 96)                                                                                                            |
| 6  | Roll-off; the player who wins chooses the mission, and will be the attacker where a mission has an attacker and defender. |

## MUSTER FOR BATTLE

The fighters you use for a game must be those on your kill team's roster. You may find that as the campaign goes on your kill team suffers injuries, and sometimes your kill team will not be able to fight at full strength. This is covered under Serious Injuries (pg 101). With the exception of injured fighters, you must use your full kill team in each mission you play, unless the mission specifies otherwise. Each kill team may also be accompanied by one or more special operatives (pg 108).

### THE WAR FOR ARMAGEDDON

The apocalyptic battle between the forces of the Imperium and Ghazghkull's Orks is the backdrop against which the vicious struggles amongst the Promethium Sprawl are set. If you're taking part in a campaign, it's best to ensure at least half of the players are using kill teams from the Ork clans if you can. Battles between Ork kill teams are common, as Orks love a good fight, but

infighting between Imperial kill teams is rarer, though far from impossible amongst the chaos of planet-wide war. Some Astra Militarum Veterans are still sworn to von Strab's service, while others might have spent so long in the darkness of the Underhive that they've forgotten where their allegiance lies.



# HUNT IN THE PROMETHIUM SPRAWL

Once you have chosen a mission and mustered your kill team, both players should roll on the table below, which will decide the subplots of the mission you are about to play.

Before any terrain or fighters are set up, each player rolls 2D6 and looks up the result on the subplots table. Both results apply to the mission you are about to fight.

| 2D6 Subplot                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 2D6 Subplot                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>2 <b>Lost in the Sump:</b> The player who rolled this result must remove a randomly selected fighter, other than their kill team leader, from their kill team for this mission – they have lost their way.</p> <p>3 <b>Toxic Ash:</b> Any fighters who are down at the end of the mission go out of action on a roll of 1-4, rather than 1-3 (see Rewards of Battle, overleaf). If both players roll this result, then all fighters who are down at the end of the mission go out of action.</p> <p>4 <b>Lightning Strike:</b> The player who rolled this result can choose to take (and fail) a bottle test at the start of any of their turns once an enemy fighter has been taken out of action. The player can do this even if their kill team has not suffered casualties.</p> <p>5 <b>Corrosive Slick:</b> Roll a dice for any fighter who runs or charges in the mission. On a roll of 1, that fighter goes down at the end of their move as they slip in the treacherous slick. If both players roll this result, then fighters go down on a roll of 1 or 2.</p> <p>6 <b>Hidden Cache:</b> The player who wins the mission gets an additional 100 points to spend on their Recruit or Rearm action (pg 100). If both players roll this result, the player who wins the mission gets an additional 150 points instead.</p> | <p>7 <b>It's Quiet:</b> No result.</p> <p>8 <b>Vital Mission:</b> The player who wins the mission can re-roll the dice to determine how many promethium caches they receive (pg 100). If both players roll this result, the player who wins the mission will receive 3 promethium caches.</p> <p>9 <b>Indomitable:</b> The player who rolls this result can subtract 1 from their bottle tests in the mission.</p> <p>10 <b>Fear and Confusion:</b> Add 1 to all Leadership tests (including break tests, fear tests, and so on) in the mission for both players. If both players roll this result, add 2 to all Leadership tests instead.</p> <p>11 <b>Bitter Rivalry:</b> The player who rolled this result randomly selects a fighter from their kill team and a fighter from their opponent's kill team. These fighters hate each other (pg 51). Make a note of this on your rosters – this rivalry is eternal!</p> <p>12 <b>Friendly Territory:</b> The player who rolled this result can re-roll Serious Injury rolls of 1-3 for their kill team members (pg 101).</p> |

*'Do not throw your forces blindly into battle. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. Then select those of your troops best suited to the task in hand.'*

- THE TACTICA IMPERIUM



# REWARDS OF BATTLE

At the end of each mission both players follow these steps:

- 1 Recover Injured Fighters:** Players roll a dice for each fighter who is down at the end of the mission. On a 4-6 the fighter recovers and suffers no further ill effects. On a 1-3 the fighter goes out of action. Players then make a Serious Injury roll for each fighter who is out of action.
- 2 Claim Promethium:** Players gain promethium caches according to how well they fared in the mission (see right).
- 3 Advance:** A member of your kill team has picked up a new skill, or has been toughened by their time in the Promethium Sprawl. Pick a fighter other than a new recruit from your kill team who was not taken out of action in the mission, and roll on the Advance table opposite for them.
- 4 Promote:** Add a Mission Completed mark to the roster for each new recruit in your kill team who was not taken out of action. Any new recruit who has three Mission Completed marks becomes a trooper, losing their previous role and changing their characteristics to match those of a trooper of their faction, but keeping their equipment.

- 5 Resupply:** Your kill team receives a supply drop, returns to the Imperial hive stronghold or swaggers back to their clan's warcamp to brag about their latest exploits.

If your leader has been slain, choose one fighter from your kill team, other than a new recruit. They become the kill team leader, losing their previous role but keeping their characteristics, skills and equipment. If you only have new recruits remaining, your kill team is disbanded! You lose all promethium caches, and must pick a new kill team as if starting a new campaign.

If your leader was not slain, you can choose one of the following actions:

*Recruit:* Add a new fighter or new fighters to the kill team, with a total cost (including equipment) of no greater than 100 points. Any points not spent are lost.

*Rearm:* Purchase new equipment for fighters in your kill team with a total cost of no greater than 100 points. Any points not spent are lost.

You can trade a single promethium cache to increase the total points available for your Recruit or Rearm action by 100 – if you do so, remove the cache from your roster.

You can switch equipment between the fighters in your kill team at this step, subject to the normal restrictions (weapons must be represented on the model and can only be used by certain fighters, and so on). However, your new recruit(s) cannot switch equipment at this point. Equipment not given to a fighter in your kill team is lost.

## CLAIM PROMETHIUM

Kill teams receive promethium caches after a mission is complete. If the kill team tied or lost the mission, it receives 1 promethium cache. If it won the mission, it receives D3 promethium caches. Add the promethium caches you scored to the total recorded on your roster.

## TOTAL VICTORY

In order to win a Shadow War: Armageddon campaign, your kill team must first gather 15 promethium caches. This is the maximum a kill team can gather – any excess are lost. They must then fight and win one more mission in order for your kill team to claim control of the region and win the campaign. If the next mission you fight is tied or lost, you do not receive any promethium caches – just keep on fighting missions until you either win the campaign... or another player wins first!

If for any reason your total of promethium caches drops below 15, you must once more gather caches until your total is 15 before attempting a mission to win the campaign. This means you can't use a special operative in a mission to win the campaign.

You can shorten or lengthen a campaign by changing the number of promethium caches a kill team must gather. For example, for a shorter campaign, you could say that a kill team only needs 8 or 10 promethium caches before fighting their final mission, or for a longer one, say that their commanders demand that they secure 20 or even 30 caches!

## CALL OF THE PROMETHIUM SPRAWL

It is common for players to get attached to particular fighters, and to want to continue their story beyond a single campaign. You can do this when creating a new kill team by paying the points for the fighter and their equipment as normal, and an additional 15 points for each characteristic advance and 25 points for each skill the fighter has.



## SERIOUS INJURIES

After a mission, roll on the following table for each of your fighters that is out of action. This is known as a 'Serious Injury roll'.

### SERIOUS INJURY TABLE

#### D6 Result

- 1 **Dead... or Worse:** Roll the dice again. On a roll of 1-3, the fighter is slain. Remove the fighter and all of their equipment from your kill team's roster. On a roll of 4+, the fighter is captured by your opponent's kill team! See the Rescue mission (pg 97).
- 2 **Head Wound:** The fighter gains the Frenzy rule. Make a note of this on your kill team's roster. They must miss your next mission.
- 3 **Painful Recovery:** The fighter gains Hatred for a fighter from the kill team who put them out of action (the player who owns the injured fighter chooses). Make a note of this on your kill team's roster. They must miss your next mission.
- 4-5 **Full Recovery:** The fighter recovers in time for your next mission.
- 6 **What Doesn't Kill You...:** The fighter recovers in time for your next mission. In addition, they gain an advance (right), unless they are a new recruit, in which case they gain a Mission Completed mark. Make a note of this on your roster.

## ADVANCE

After a mission, roll on the following table for the fighter you have chosen for an advance. This is known as an 'Advance roll'. Each of a fighter's characteristics can only be increased once – if a fighter already has both characteristic increases from a result, re-roll until you get a different result. Make a note of the result on your roster.

### ADVANCE TABLE

#### 2D6 Result

- 2-3 **Hardy:** Choose one: +1 Toughness or +1 Wound.
- 4 **Fierce:** Choose one: +1 Strength or +1 Attack.
- 5-9 **Skilled:** Generate a new skill (see overleaf).
- 10 **Quick:** Choose one: +1 Move or +1 Initiative.
- 11-12 **Deadly:** Choose one: +1 Weapon Skill or +1 Ballistic Skill.





# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Space Marine Scouts are agile and trained in stealth, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

The following charts show what kind of skills are available to fighters of the different factions. Each faction is divided

into different sub-factions, such as the trigger-happy Bad Moon Orks or the hardy Salamanders. The sub-factions included below represent the main protagonists of the war on Armageddon, but it is not an exclusive list; as the war progresses, more armies are joining the fray. Choose the sub-faction that best suits your collection (for example, if you have a Flesh Tearers kill team, use the Blood Angels sub-faction). To use the chart, look at your sub-faction's entry in the chart, and cross reference the fighter's role against the skill types available. If the column is marked '✓' then you can roll on that skill table. A blank column indicates that you cannot roll for that type of skill.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Cadians               | Trooper    |        |          |          | ✓       |        | ✓        | ✓       |
|                       | Specialist |        | ✓        | ✓        |         |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |
| Catachans             | Trooper    | ✓      |          |          |         | ✓      |          | ✓       |
|                       | Specialist | ✓      |          | ✓        |         | ✓      |          | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |
| Steel Legion          | Trooper    | ✓      |          | ✓        |         |        | ✓        |         |
|                       | Specialist | ✓      | ✓        | ✓        |         |        | ✓        |         |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |



| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Goffs                 | Trooper    | ✓      | ✓        |          |         | ✓      |          |         |
|                       | Specialist | ✓      | ✓        | ✓        |         | ✓      |          |         |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |
| Blood Axes            | Trooper    | ✓      |          |          |         |        | ✓        | ✓       |
|                       | Specialist | ✓      |          | ✓        |         |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |
| Deathskulls           | Trooper    | ✓      | ✓        | ✓        |         |        |          |         |
|                       | Specialist | ✓      | ✓        | ✓        |         |        | ✓        |         |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |
| Evil Sunz             | Trooper    | ✓      | ✓        |          |         | ✓      |          |         |
|                       | Specialist |        | ✓        | ✓        |         | ✓      | ✓        |         |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       | ✓      | ✓        |         |
| Bad Moons             | Trooper    |        | ✓        |          |         | ✓      | ✓        |         |
|                       | Specialist |        | ✓        | ✓        |         | ✓      | ✓        |         |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |
| Snakebites            | Trooper    | ✓      | ✓        |          |         | ✓      |          |         |
|                       | Specialist | ✓      | ✓        |          |         | ✓      |          | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       | ✓      |          | ✓       |



| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Sons of Guilliman     | Trooper    | ✓      |          |          | ✓       |        | ✓        |         |
|                       | Specialist |        | ✓        | ✓        |         |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |
| Blood Angels          | Trooper    | ✓      | ✓        |          | ✓       |        |          |         |
|                       | Specialist |        | ✓        | ✓        |         |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |
| Salamanders           | Trooper    |        | ✓        |          |         | ✓      | ✓        |         |
|                       | Specialist |        | ✓        | ✓        |         |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |
| White Scars           | Trooper    |        | ✓        |          | ✓       |        |          | ✓       |
|                       | Specialist |        | ✓        | ✓        | ✓       |        |          | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |
| Space Wolves          | Trooper    | ✓      | ✓        |          |         |        | ✓        | ✓       |
|                       | Specialist | ✓      | ✓        | ✓        |         |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |
| Angels of Redemption  | Trooper    | ✓      |          |          |         |        | ✓        | ✓       |
|                       | Specialist | ✓      | ✓        |          |         |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |



## COMBAT SKILLS

- 1 **Combat Master**  
If the fighter is attacked by multiple opponents in hand-to-hand combat then the fighter uses their numbers against them. The enemy fighters don't gain the multiple combat bonuses to their Attacks and Combat Score.
- 2 **Disarm**  
The fighter may use this skill against one close combat opponent at the start of the hand-to-hand phase. The fighter must take an Initiative test. If they pass the test then they knock their opponent's weapons aside – their opponent must fight using only a knife in this phase. It's assumed the fighter recovers their weapons in time for the next turn.
- 3 **Feint**  
The fighter can give up one of their Attack dice (before rolling) to make a feint. If they do so, they can add 2 to their Combat Score. They cannot do this in a turn in which they used the Berserk Charge skill.
- 4 **Block**  
During each hand-to-hand combat the fighter can choose one of their opponent's Attack dice and force them to re-roll it.
- 5 **Counter-attack**  
In a round in which this fighter is charged, roll an extra Attack dice for this fighter.
- 6 **Step Aside**  
The fighter has an uncanny ability to dodge blows in close combat. The fighter receives a 4+ invulnerable save against any hits struck during hand-to-hand combat.

## FEROCITY SKILLS

- 1 **Berserk Charge**  
This fighter's combat modifier for charging is +2, rather than +1.
- 2 **Impetuous**  
When this fighter makes a follow-up move, they can move up to 4" instead of 2".
- 3 **Iron Will**  
The fighter can re-roll any failed Leadership tests – break tests, fear tests, and so on. If the fighter's Leadership is being used for a bottle test then you can re-roll it if it is failed.
- 4 **Killer Reputation**  
This fighter's reputation has spread far and wide. They cause fear.
- 5 **Nerves of Steel**  
The fighter can always test to recover early from pinning, even if there is no friendly fighter within 2". If the fighter could already do this, you can re-roll the Initiative test if it is failed.
- 6 **True Grit**  
When you make an Injury roll for this fighter in the recovery phase, subtract 1 from the roll, to a minimum of 1.



## GUERRILLA SKILLS

- 1 **Armourer**  
If this fighter was deployed, you can re-roll the first failed Ammo roll in each mission (regardless of which fighter's weapon is being rolled for).
- 2 **Scavenger**  
As long as the fighter didn't go out of action, after a mission you have 50 extra points to spend on your Recruit or Rearm action (pg 100).
- 3 **Hunter**  
As long as the fighter is not currently injured, you can re-roll the Hunt in the Promethium Sprawl roll (pg 99) before a mission.
- 4 **Medic**  
As long as this fighter didn't go out of action, you can re-roll a Serious Injury roll for one fighter after a mission.
- 5 **Destined for Greatness**  
You can re-roll any Advance rolls for this fighter.
- 6 **Survivor**  
You can re-roll any result on the Serious Injury table (pg 101) for this fighter.





## AGILITY SKILLS

### 1 Catfall

If a fighter with the Catfall skill falls then they can take an Initiative test. If the test is passed then they suffer no damage from the fall, though they will still be pinned. The fighter may also jump down distances of greater than 3" without falling, as long as they have sufficient movement.

### 2 Dodge

A fighter with this skill receives a 6+ invulnerable save against hits from shooting. If this saving throw is passed, the fighter is not pinned – they weren't hit!

### 3 Jump Back

At the start of any hand-to-hand combat phase the fighter may attempt to disengage from combat by jumping back. The fighter must take an Initiative test to do this. If the test is passed then they may immediately jump back 2", leaving any hand-to-hand opponents behind. If the test is failed then they must remain and continue to fight as normal.

### 4 Great Leap

When the fighter jumps across a gap, they jump 3+D3" rather than D6". They can use the full distance rolled, even if they do not have sufficient movement remaining to do so.

### 5 Catch Grenade

If the fighter is targeted with a grenade that does not use a template, or is standing under the final position of a template from a grenade, roll a D6. On a roll of 5+ the fighter catches the grenade and hurls it a safe distance. The grenade has no effect. This ability has no effect on grenade launchers.

### 6 Sprint

The fighter may triple their movement rate when they run or charge, rather than doubling it as normal.

## MUSCLE SKILLS

### 1 Bodycheck

If the fighter charged this turn then they can reduce the Weapon Skill of an opponent in base-to-base contact by 1 for the duration of the turn.

### 2 Burly

This fighter can gain the bonus for fighting with two weapons in hand-to-hand combat even if they are equipped with a basic, special or heavy weapon in addition to their two hand-to-hand weapons.

### 3 Crushing Blow

When this fighter hits in hand-to-hand combat, their armour modifier is improved by 1. For example, if their hits would normally inflict a -1 armour modifier, this is improved to -2.

### 4 Headbutt

If this fighter's Combat Score is the same as their opponent's, do not compare Initiative characteristics to see who wins. Instead, this fighter wins as they get a brutal headbutt in. If both fighters have this skill, compare Initiative characteristics as normal.

### 5 Hurl Opponent

The fighter may use this skill if they win a combat, in place of hitting their enemy. The fighter must take a Strength test. If they pass the test then the opponent is thrown up to D6" in a direction of your choice. The hurled fighter is unharmed but pinned, unless they are thrown down a drop, in which case they suffer falling damage (pg 47). They can also be hurled at an enemy fighter, in which case they will stop when they collide with the target, and both fighters are pinned.

### 6 Iron Jaw

When this fighter is wounded in hand-to-hand combat, make a Toughness test for the fighter, adding 1 to the dice roll. If the Toughness test is passed, ignore the wound.



## SHOOTING SKILLS

### 1 Crack Shot

When you roll an Injury roll for a shooting attack made by this fighter, you can re-roll the dice. Note that this only applies when making the initial Injury roll for the shooting attack. Injury rolls made during the recovery phase follow all of the normal rules instead.

### 2 Fast Shot

Any pistol or basic weapon used by this fighter, other than a weapon that uses a template, has Sustained Fire: 1 dice. A fighter with both Fast Shot and Crack Shot must choose which skill to use when they fire.

### 3 Gunfighter

This fighter can use two pistols at once, granting them an extra shooting attack when they shoot, following the usual rules. They can only use this extra attack when armed with a pistol in each hand, and when they do so they cannot use the Crack Shot or Fast Shot skills.

### 4 Hip Shooting

This fighter is allowed to shoot even if they ran in the same turn (except with Heavy weapons). However, if they do so they suffer a -1 to hit modifier. Unmodified To Hit rolls of 6 still cause an Ammo roll, and a fighter cannot use the Crack Shot skill in a turn in which they use this skill.

### 5 Marksman

You can re-roll To Hit rolls for this fighter when they make shooting attacks.

### 6 Ammo Hound

You can re-roll any Ammo rolls you make for this fighter.



## STEALTH SKILLS

### 1 Ambush

This fighter can hide in a turn in which they go on overwatch, as long as this is all they do in their turn.

### 2 Dive

A fighter with this skill can run and hide in the same turn.

### 3 Escape Artist

This fighter can never be captured. If a Serious Injury roll would result in this fighter being captured, treat it as a What Doesn't Kill You... result instead.

### 4 Evade

The fighter ducks and weaves as they move, making them very hard to hit. Any enemy shooting at them from short range suffers a -2 to hit modifier, while any enemy shooting at long range suffers a -1 modifier. This penalty only applies if the fighter is in the open and is not benefitting from a cover modifier.

### 5 Infiltration

Once both kill teams have been set up, but before a mission begins, you may make two free run moves with this fighter. They may not do anything during these moves except run, and they may not move within 8" of an enemy.

### 6 Sneak Up

Halve the distance at which this fighter is spotted when in hiding. For example, if an enemy would normally spot this fighter when within 3", they can only spot this fighter when within 1½".





# SPECIAL OPERATIVES

Uncountable armies are fighting for the fate of Armageddon, and a kill team may be joined by one or more special operatives – when they can be spared – for the duration of a mission. The presence of one of these battle-hardened fighters can make all the difference in the claustrophobic conflicts in the Promethium Sprawl.

Before a mission is chosen (pg 98), any player with the appropriate model or models can secure the services of a special operative. These powerful warriors come at a steep cost however – the kill team must forfeit 1 promethium cache for each special operative they wish to fight alongside them in the next mission. After the mission the special operative leaves.

A player may take more than one special operative, and may take more than one of the same kind of special operative – a Space Marine Scouts player could secure the assistance of two Space Marine Veterans, for example. However, they may well find that their promethium supplies are depleted even should they succeed in their mission!

Each operative is considered to be part of their kill team (although they do not count towards the maximum size of the kill team), and shares that kill team's special rules. For example, a Veteran who joins a Scouts kill team has the And They Shall Know No Fear rule (pg 72) and is included when working out how many fighters must be down or out of action for bottle tests.





# SPACE MARINE SPECIAL OPERATIVES

## APOTHECARY

|            | M  | WS | BS | S | T | W | I | A | Ld |
|------------|----|----|----|---|---|---|---|---|----|
| Apothecary | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

Though formally part of a Command Squad, Apothecaries can nonetheless be found accompanying even the smallest Space Marine strike teams to ensure the gene-seed of the fallen can be harvested.

**Wargear:** A Space Marine Apothecary has a chainsword, bolt pistol, frag and krak grenades and power armour.

**Field Medic:** Fighters within 3" of a friendly Apothecary subtract 2 from their recovery phase Injury rolls to a minimum of 1 (including for injuries caused by toxic weapons or toxic rounds). In addition, after the battle, you can choose to re-roll any Serious Injury rolls.

## VETERAN

|         | M  | WS | BS | S | T | W | I | A | Ld |
|---------|----|----|----|---|---|---|---|---|----|
| Veteran | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

The elite 1st Company of each Space Marine Chapter is replete with warriors whose combat prowess has been honed over hundreds of years and upon a thousand battlefields.

**Wargear:** A Space Marine Veteran has a boltgun with a telescopic sight or red-dot laser sight, bolt pistol, frag and krak grenades and power armour. He may also do any of the following:

Exchange his boltgun for a storm bolter, flamer, plasma gun, meltagun, chainsword, power sword or power fist.

Exchange his bolt pistol for a plasma pistol.

Exchange both his boltgun and bolt pistol for a pair of lightning claws.

## TERMINATOR

|            | M  | WS | BS | S | T | W | I | A | Ld |
|------------|----|----|----|---|---|---|---|---|----|
| Terminator | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

A veteran battle-brother clad in Tactical Dreadnought armour and armed with some of the deadliest weaponry available to Mankind, a Space Marine Terminator is an army unto himself.

**Wargear:** A Space Marine Terminator has a power sword, storm bolter and Terminator armour. He may also do one of the following:

Exchange his power sword for a power fist.

Exchange his power sword and storm bolter for a pair of lightning claws or for a thunder hammer and storm shield.

**Killer Reputation:** Space Marine Terminators cause fear.

**Bounty:** If a Space Marine Terminator is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

## DEATHWATCH VETERAN

|                    | M  | WS | BS | S | T | W | I | A | Ld |
|--------------------|----|----|----|---|---|---|---|---|----|
| Deathwatch Veteran | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

Deathwatch Veterans are the Imperium's foremost xenos hunters, and as many as could be mustered were sent to Armageddon to help contain the grave threat posed by the massive Ork invasion.

**Wargear:** A Deathwatch Veteran has a boltgun with hellfire bolts and a telescopic sight or red-dot laser sight, frag and krak grenades and power armour. He may also do either of the following:

Take a silencer for his boltgun, giving it the Silent rule (pg 61), or take a power maul, power sword or storm shield.

Exchange his boltgun and hellfire bolts for a power maul and storm shield, a power sword and storm shield, or a shotgun.

**Xenos Hunter:** When attacking Ork fighters with a Deathwatch Veteran in hand-to-hand combat, you score critical hits on rolls of 5 or 6 instead of 6.



# ORK SPECIAL OPERATIVES

## PAINBOY

|         | M  | WS | BS | S | T | W | I | A | Ld |
|---------|----|----|----|---|---|---|---|---|----|
| Painboy | 4" | 4  | 2  | 4 | 4 | 2 | 3 | 3 | 7  |

A Painboy is the nearest Ork equivalent to something resembling a medic, but the fear of being ‘volunteered’ for such surgery though injury in battle is often enough to inspire the Orks to fight all the harder.

**Wargear:** A Painboy is armed with dok’s tools, an ‘urty syringe and squig-hide armour.

**Medic:** As long as the Painboy didn’t go out of action, you can re-roll a Serious Injury roll for one fighter after a mission.

**Wardok:** Fighters within 3" of a friendly Painboy subtract 2 from their recovery phase Injury rolls to a minimum of 1 (including for injuries caused by toxic weapons or toxic rounds). In addition, fighters within 6" of a friendly Painboy can use the Painboy’s Initiative characteristic when testing to escape pinning early, as long as the Painboy is not down or broken.

## MEK

|     | M  | WS | BS | S | T | W | I | A | Ld |
|-----|----|----|----|---|---|---|---|---|----|
| Mek | 4" | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  |

Ork Meks are instinctively gifted in the art of cobbling together even the most random pile of scrap metal into a technological marvel that has no scientific justification to operate, yet somehow does so regardless!

**Wargear:** A Mek is armed with a slugga, wrench, stikkbombs and squig-hide armour. They may also do any of the following:  
Exchange their slugga for a kustom mega-slugga.  
Exchange their wrench for a killsaw.

**Armourer:** If the Mek was deployed, you can re-roll the first failed Ammo roll in the mission (regardless of which fighter’s weapon is being rolled for).

**Mekaniak:** Fighters within 3" of a friendly Mek can re-roll failed Ammo rolls.

## RUNTHERD & D6 GRETCHIN

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

The Orks don’t trust the diminutive Gretchin to do anything especially useful if left unsupervised, for they are notoriously craven creatures, so a Runtherd will accompany them to poke and prod them in the right direction.

**Wargear:** A Runtherd is armed with a grabba stikk, a slugga, stikkbombs, a squig-hide whip and squig-hide armour. Gretchin are each armed with a grot blasta and a shank. In addition, a Runtherd may also do any of the following:  
Exchange their grabba stikk for a grot prod.  
Exchange their squig-hide whip for a squig hound.

**Scavengers:** As long as the Runtherd didn’t go out of action, after a mission you have 50 extra points to spend on your Recruit or Rearm action.

**Useless Grots:** Gretchin are considered to be new recruits – their presence is in no way encouraging.

**Mad Grot:** If the Runtherd is only accompanied by a single Gretchin, it’s a particularly mean one! Add 1 to the Gretchin’s Attacks characteristic.



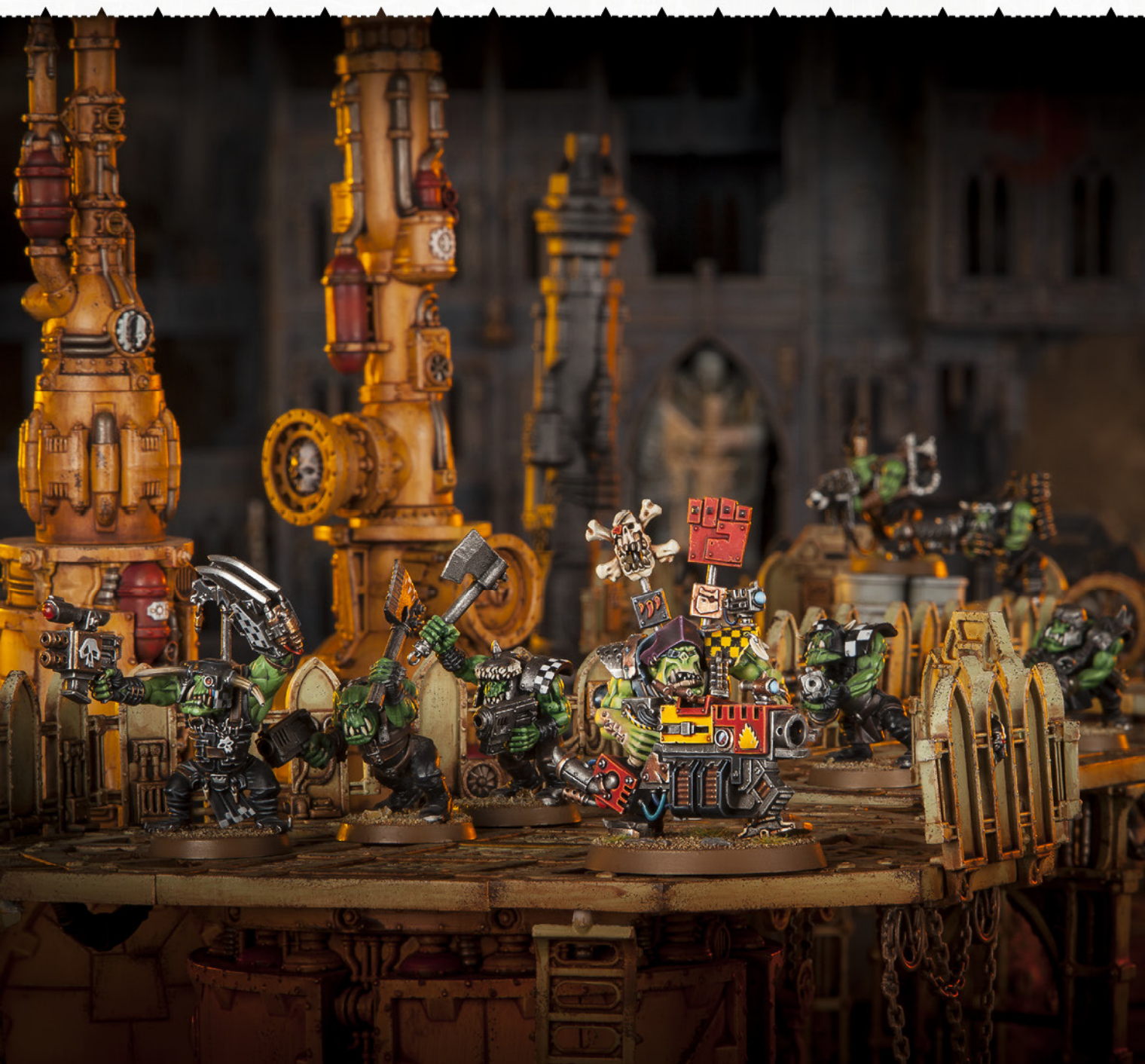
## FLASH GIT

|           | M  | WS | BS | S | T | W | I | A | Ld |
|-----------|----|----|----|---|---|---|---|---|----|
| Flash Git | 4" | 4  | 2  | 4 | 4 | 2 | 3 | 3 | 7  |

The outlandish Flash Gitz carry enormous 'kustomised' hand-cannons that they have retrofitted together and constantly tinker with to ensure that they are the biggest, loudest and shootiest guns of all.

**Wargear:** A Flash Git is armed with a snazzgun with a gitfinda, a shank, stikkbombs and squig-hide armour. In addition, a Flash Git may exchange their shank for a cutlass.

**Crack Shot:** When you roll an Injury roll for a shooting attack made by a Flash Git, you can re-roll the dice. Note that this only applies when making the initial Injury roll for the shooting attack. Injury rolls made during the recovery phase follow all of the normal rules instead.









# ASTRA MILITARUM SPECIAL OPERATIVES

## OFFICIO PREFECTUS COMMISSAR

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

The Commissars of the Officio Prefectus are living symbols of Imperial authority, whose mere presence is enough to inspire (and intimidate) all into doing their duty, no matter the cost.

**Wargear:** An Officio Prefectus Commissar has a bolt pistol, chainsword, frag and krak grenades and flak armour. He may also do any of the following:

Exchange his bolt pistol for a plasma pistol.

Exchange his chainsword for a power sword or power fist.

**Fear Me, But Follow:** Any friendly fighter within 6" of a Commissar can use the Commissar's Leadership characteristic when taking break tests and tests to see if the fighter recovers their nerve when broken. In addition, any friendly fighters within 6" of the Commissar can use the Commissar's Initiative characteristic when testing to escape pinning early. Finally, a kill team with a Commissar automatically passes any bottle tests (whether you want it to or not!). A Commissar cannot confer these benefits if they are down or broken.

## TECH-PRIEST ENGINEER

|                      | M  | WS | BS | S | T | W | I | A | Ld |
|----------------------|----|----|----|---|---|---|---|---|----|
| Tech-Priest Engineer | 4" | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 8  |

Skilled battle-smiths and custodians of the machines of war that accompany the massed ranks of the Astra Militarum, a Tech-Priest Engineer can soothe the machine spirit of even the most temperamental weaponry.

**Wargear:** A Tech-Priest Engineer has a laspistol, power axe, servo-arm, frag and krak grenades and power armour.

**Soothe Machine Spirit:** You can choose to re-roll any failed Ammo rolls for friendly fighters within 6" of a Tech-Priest Engineer.

## OGRYN

|       | M  | WS | BS | S | T | W | I | A | Ld |
|-------|----|----|----|---|---|---|---|---|----|
| Ogryn | 6" | 4  | 3  | 5 | 5 | 3 | 2 | 3 | 6  |

Abhumans of prodigious size and power, Ogryns are highly sought after as auxiliary assets within the ranks of the Astra Militarum in spite of their rather limited intellectual capacity.

**Wargear:** An Ogryn has a ripper gun, frag grenades and flak armour. He may also do any of the following:

Exchange his flak armour for carapace armour.

Exchange his ripper gun for a grenadier gauntlet and slabshield or a power maul and brute shield.

**Prodigious Power:** Generate a Muscle skill (pg 106) for an Ogryn when you muster your kill team.

**Bounty:** If an Ogryn is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

## MILITARUM TEMPESTUS SCION

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

Highly trained and utterly dedicated to the completion of their mission, the Tempestus Scions represent the finest soldiers that Humanity has to offer besides the superhuman Adeptus Astartes.

**Wargear:** A Militarum Tempestus Scion has a lasgun with a hotshot laser power pack and red-dot laser sight, a photo-visor, frag and krak grenades and carapace armour. He may also exchange his lasgun for a flamer, a grenade launcher with frag and krak grenades, a meltagun or a plasma gun.

**Crack Shot:** When you roll an Injury roll for a shooting attack made by a Militarum Tempestus Scion, you can re-roll the dice. Note that this only applies when making the initial Injury roll for the shooting attack. Injury rolls made during the recovery phase follow all of the normal rules instead.



# SHADOW WARS

*The battles that rage through Acheron's sprawling underhive are but a drop in the ocean of clandestine campaigns that ravage the Imperium. Armageddon is a single planet in a vast galaxy, and every hive world, promethium colony and mining station can quickly become enshrouded in a shadow war.*

The clarion call to war often rings loud and clear in the 41st Millennium, with armies amassing in ranks many thousands deep and fleets arriving in numbers that blot out a system's sun. But these armies are preceded by more insidious threats – agents and operatives who sow the seeds of destruction long before the bulk of an invading force ever arrives. Throughout the manifold branches of the Imperium – as well as amongst the ravaging hordes of xenos, mutants, heretics and traitors – kill teams are used to strike at the heart of the enemy war machine. Squads of covert soldiers wreak havoc by laying ambushes, severing supply lines and conducting savage acts of sabotage. Even after the flames of full-scale war have been ignited, these warriors persist in their malicious duties, infiltrating enemy positions to prosecute their campaigns of terror.

While tanks, artillery and Titans exchange fire on the open plains of a given war zone, kill teams operate in a far more labyrinthine theatre of battle. They find the hidden paths that snake beneath the foundations of fortresses, emerging with guns blazing amidst munitions depots and fuel silos. They trek through skeletal forests of derelict manufactorums, circumnavigating the opposing force to eliminate the rearguard. Using secrecy and surprise as their tools of war, a handful of hardened soldiers can do as much damage as a small army.

Of course, such deadly units are seldom allowed to carry out their operations unabated. Warriors from both sides of an engagement are routinely deployed into areas where larger armies cannot go, into the dense tangle of pipes and machinery that lies sprawled across the surfaces of so many planets in the

galaxy. Here, amidst the rust and ruin, do the kill teams engage one another. Victory is achieved using stealth and cunning, as well as regular outbursts of frenetic brutality. Each warrior is at once both predator and prey, hunting as they are hunted through narrow corridors and along perilous gantries. They fight independently of their larger armies, cut off from resupply and chain of command. Their wits, their intuition and their propensity for violence are the only weapons they can rely on, and they put these to deadly effect at every opportunity.

The warriors who fight in these shadow wars are as varied as the planets on which they do battle, and within the Imperium there are many types of kill teams other than those of the Space Marine Scouts and Astra Militarum Veterans. Inquisitorial kill teams are well versed in fighting secretive battles







in defence of the Imperium, and their kill teams are equipped to combat any threat. Members of an Inquisitor's retinue are selected for their skill, vehemence and willingness to follow their leader into the darkest heart of a war zone. The Adeptus Mechanicus sends squads of Skitarii Rangers when it needs to conduct covert 'search and destroy' missions. Relentless and untiring, these cyber-augmented foot soldiers are ideally suited to prolonged campaigns far from the supporting lines of their main army. The Grey Knights are so few in number that no more than a handful can be spared for any single war zone. Yet the martial prowess and psychic might of each of these hallowed warriors, combined with their superior weaponry drawn from the vaults of Titan, makes them more than a match for a much larger force. Finally, the Sisters of Battle conduct their more clandestine operations with the burning passion and unflinching faith of a holy war. From the leading Sister Superior to the lowliest novice, each warrior in a kill team is guided by the Emperor's light as they battle through the deepest sumps and astro-mines.

The kill teams deployed by traitor and xenos armies are similarly diverse. Small squads of Chaos Space Marines led by an Aspiring Champion fight alongside deranged cultists drawn

from the very planets the Chaos forces are invading. The silence in which the Chaos Space Marines stalk their targets is broken by the roaring of Warp-tainted weaponry and profane prayers bellowed to the Dark Gods. Tau armies despatch units of Pathfinders on both offensive and defensive missions, trusting these consummate scouts to identify and capitalise on the weakness of the enemy position. Armed with high-powered burst and ion weapons, and aided by flights of supporting drones, the Pathfinders lay waste to their foe for the Greater Good.

When the Necrons look to bring low those who would defile their tomb worlds, they send their Immortals and Warriors to erode the opposing power base. These lifeless, metallic soldiers operate in eery silence, systematically cleansing the darkest recess of the galaxy of those who attempt to usurp their dynasties. The Harlequins, on the other hand, fight with unfettered flair and pomp, transforming secreted gantries of forgotten infrastructure into the stage on which their battle is performed. The grace and agility of these Eldar warriors allows them to be stealthy when needed, and they wait in the darkened wings until an enemy kill team approaches, giving them the cue to make their flamboyant entrance. The Eldar of the craftworlds send warriors of the Dire Avengers

Aspect to hunt down the enemy on the hidden paths. The Guardians who follow these Dire Avengers into battle may also find in these dark and tangled battlefields a calling to follow the Path of the Warrior. The denizens of Commorragh – the Dark Eldar – are well used to doing battle in narrow confines, and revel in the opportunity to isolate and slaughter their terrified enemies. Along with supporting larger raids, the members of a Wych Cult also commit their atrocities to prove their standing in Dark Eldar society.

Amongst the kill teams of the Tyranids there are no such notions of personal glory, for the Tyranid Warriors that are deployed into the hidden crevasses of biomass-rich planets fight only to feed their hive fleet. Despite their towering stature, these utterly alien creatures are able to blend into the shadows, their claws and biomorphs seen only moments before they are used to eviscerate their targets. Also bound to the indomitable will of the Hive Mind, the mutated soldiers of the Genestealer Cults are truly at home amidst the rusted pipe networks and archaic service ways that are the connective tissue of the Imperium. Once workers by whose toil these structures were built and maintained, the Neophytes have now taken up arms against all who would set foot in their territory.



# ADEPTA SORORITAS KILL TEAMS

The Adepta Sororitas is the Chamber Militant of the Adeptus Ministorum. Armed with bolt and blade, the warriors of this chamber are also known as the Sisters of Battle. Fanatical in their faith, they are committed to purging the galaxy of heretics and aliens with cleansing flame.

## ADEPTA SORORITAS SPECIAL RULES

The following special rules apply to all of the members of an Adepta Sororitas kill team.

**Shield of Faith:** Models with this rule have a 6+ invulnerable save.

**Light of the Emperor:** Once per mission, at the beginning of your shooting phase or the hand-to-hand phase, you can use this ability. When you do, you can re-roll all To Hit rolls of 1 and all Attack rolls of 1 for all members of the kill team for the duration of the phase.

## USING AN ADEPTA SORORITAS KILL TEAM

An Adepta Sororitas kill team follows all of the normal rules.



## SISTER SUPERIOR

Kill Team Leader

Cost to recruit: 175 points

|                 | M  | WS | BS | S | T | W | I | A | Ld |
|-----------------|----|----|----|---|---|---|---|---|----|
| Sister Superior | 4" | 4  | 4  | 3 | 3 | 1 | 4 | 2 | 9  |

A Sister Superior leads her junior sisters into battle, urging them on to greater efforts in their holy mission.

**Wargear:** A Sister Superior has a combat blade and power armour. In addition, a Sister Superior can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Grenades and Miscellaneous equipment lists.

## BATTLE SISTER

Trooper

Cost to recruit: 90 points

|               | M  | WS | BS | S | T | W | I | A | Ld |
|---------------|----|----|----|---|---|---|---|---|----|
| Battle Sister | 4" | 3  | 4  | 3 | 3 | 1 | 3 | 1 | 8  |

The Battle Sisters are fanatical warriors, but well trained and well armed, each clad in power armour and bearing weapons blessed for their purpose.

**Wargear:** A Battle Sister has a combat blade and power armour. In addition, a Battle Sister can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous equipment lists.

## NOVITIATE

New Recruit

Cost to recruit: 80 points

|           | M  | WS | BS | S | T | W | I | A | Ld |
|-----------|----|----|----|---|---|---|---|---|----|
| Novitiate | 4" | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 8  |

A newly inducted member of the kill team, this Battle Sister's training will be on the field of battle, where both her skills and her devotion will be tested.

**Wargear:** A Novitiate Battle Sister has a combat blade and power armour. In addition, a Battle Sister can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous equipment lists.

## GUNNER

Specialist

Cost to recruit: 100 points

|        | M  | WS | BS | S | T | W | I | A | Ld |
|--------|----|----|----|---|---|---|---|---|----|
| Gunner | 4" | 3  | 4  | 3 | 3 | 1 | 3 | 1 | 8  |

The strongest or most skilled Battle Sisters are nominated as gunners, and entrusted with some of the most potent weaponry carried into battle by the warriors of the Adepta Sororitas.

**Wargear:** A Battle Sister Gunner has a combat blade and power armour. In addition, a Battle Sister Gunner can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Special Weapons, Heavy Weapons, Grenades and Miscellaneous equipment lists.



## ADEPTA SORORITAS WEAPON AND EQUIPMENT LISTS

### Grenades

|                        |           |
|------------------------|-----------|
| Frag grenades .....    | 25 points |
| Melta bombs* .....     | 30 points |
| Krak grenades .....    | 40 points |
| * Sister Superior only |           |

### Miscellaneous

|                                                                      |                               |
|----------------------------------------------------------------------|-------------------------------|
| Red-dot laser sight .....                                            | 20 points                     |
| Telescopic sight* .....                                              | 20 points                     |
| Simulacrum Imperialis** .....                                        | 50 points                     |
| Weapon reload .....                                                  | Half cost of weapon in points |
| * Cannot be fitted to a flamer, heavy flamer or melta gun.           |                               |
| ** Battle Sister only. Only one Simulacrum Imperialis per kill team. |                               |

### Hand-to-Hand Weapons

|                                  |           |
|----------------------------------|-----------|
| Combat blade .....               | 5 points  |
| Chainsword* .....                | 25 points |
| Power maul or power sword* ..... | 50 points |
| * Sister Superior only           |           |

### Pistols

|                        |           |
|------------------------|-----------|
| Bolt pistol .....      | 25 points |
| Plasma pistol* .....   | 50 points |
| * Sister Superior only |           |

### Basic Weapons

|               |           |
|---------------|-----------|
| Boltgun ..... | 35 points |
|---------------|-----------|

### Special Weapons

|                           |            |
|---------------------------|------------|
| Flamer* .....             | 40 points  |
| Storm bolter .....        | 55 points  |
| Combi-flamer** .....      | 55 points  |
| Condemnor boltgun** ..... | 55 points  |
| Combi-melta** .....       | 65 points  |
| Melta gun* .....          | 95 points  |
| Heavy flamer* .....       | 100 points |
| * Specialist only         |            |
| ** Sister Superior only   |            |

### Heavy Weapons

|                    |            |
|--------------------|------------|
| Heavy bolter ..... | 180 points |
| Multi-melta .....  | 190 points |





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### EVISCERATOR

These massive chainblades have a terrifying reputation for the damage they can inflict on even the most heavily armoured target.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +3 | D3     | -3        |

**Two-handed:** It requires two hands to swing a massive weapon, so it can never be used together with another weapon.

**Mighty Blow:** The sheer mass of a massive weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If the wielder charged into combat this turn then their opponent rolls one less Attack dice for the duration of the turn (to a minimum of 1).

**Draws:** Due to the ponderous lurching swing required to wield this weapon, the wielder's opponent is likely to catch them on the upswing. If the combat ends in a draw then the wielder's Initiative is halved when working out which fighter wins.

**Noisy:** This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

## PISTOLS

### HAND FLAMERS

A compact version of the flamer, this weapon is nonetheless terrifyingly effective against lightly armoured enemies.

| Range |      | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|------|--------|------|------|------|-----------|-----------|
| Short | Long | Short  | Long |      |      |           |           |
| 0-2"  | 2-4" | +3     | +2   | 3    | 1    | -1        | 5+        |

**Ammo Roll:** The hand flamer is required to take an Ammo roll each and every time it fires or is used in hand-to-hand combat.

### INFERNO PISTOL

Inferno pistols are ruinously effective, if short-ranged, and capable of melting their way through blast doors or vaporising flesh in an instant.

| Range |      | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|------|--------|------|------|------|-----------|-----------|
| Short | Long | Short  | Long |      |      |           |           |
| 0-4"  | 4-8" | -      | -1   | 8    | D6   | -5        | 5+        |

## SPECIAL WEAPONS

### COMBI-FLAMER

The combi-flamer combines the prodigious stopping power of a boltgun with a single-shot flamer unit, perfect for filling a crawlway or ruin with scouring flame.

A combi-flamer can be fired either as a boltgun or a flamer, but can only be fired as a flamer once per game. If an Ammo roll is failed for a combi-flamer before the flamer is fired, then the flamer can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the flamer. Telescopic and red-dot laser sights purchased for a combi-flamer only apply when firing it as a boltgun.

### COMBI-MELTA

Combining a boltgun and a single-shot melta unit, the combi-melta all but guarantees the death of a single, deeply unfortunate foe.

A combi-melta can be fired either as a boltgun or a meltagun, but can only be fired as a meltagun once per game. If an Ammo roll is failed for a combi-melta before the meltagun is fired, then the meltagun can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the meltagun. Telescopic and red-dot laser sights purchased for a combi-melta only apply when firing it as a boltgun.

### CONDEMNOR BOLTGUN

Combining a boltgun with a single-shot crossbow armature, these archaic-seeming weapons fire a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp.

A condemnor boltgun can be fired either as a boltgun or a crossbow, but can only be fired as a crossbow once per game. If an Ammo roll is failed for a condemnor boltgun before the crossbow is fired, then the crossbow can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the crossbow.

The crossbow has the following profile:

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" | 12-24" | +1     | -    | 5    | 1    | 0         | Auto      |

**Psi-shock:** When this weapon is used to target a Grey Knights fighter, a Shadowseer or a Zoanthrope, its Damage characteristic is 3 rather than 1.



## HEAVY WEAPONS

### MULTI-MELTA

A more powerful version of the meltagun, this weapon is easily capable of destroying battle tanks at close range. In the tangle of the Promethium Sprawl it provides devastating firepower and can cut a quick path to victory.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | -        | -    | 8    | D6   | -5        | 5+        |



## MISCELLANEOUS EQUIPMENT

### JUMP PACK

Sisters Seraphim use jump packs to make leaping bounds across the battlefield on wings of flame.

A fighter with a jump pack treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain.

### SIMULACRUM IMPERIALIS

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints. They are wellsprings of inspiration and faith, and it is a great honour to carry such an irreplaceable relic into battle.

If a member of your kill team is carrying a Simulacrum Imperialis and is not down or broken, you can use the Light of the Emperor rule a second time in a mission. A Battle Sister carrying a Simulacrum Imperialis is always encumbered.



# ADEPTA SORORITAS SPECIAL OPERATIVES

## SISTER REPENTIA

|                 | M  | WS | BS | S | T | W | I | A | Ld |
|-----------------|----|----|----|---|---|---|---|---|----|
| Sister Repentia | 4" | 4  | 4  | 3 | 3 | 1 | 3 | 2 | 8  |

Armed only with her faith and a ceremonial eviscerator with which to strike down the Emperor's enemies, a Sister Repentia seeks redemption for some transgression in the fires of battle.

**Wargear:** A Sister Repentia has an eviscerator.

**Redemptive Rage:** A Sister Repentia always recovers from pinning at the start of your turn, even if there is no friendly fighter within 2". No Initiative test is required.

**Spirit of the Martyr:** When you use your kill team's Light of the Emperor rule, do not re-roll Attack rolls of 1 for a Sister Repentia. Instead, she gets a 3+ invulnerable save until the end of the phase.

## CELESTIAN

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

Celestians are the finest and noblest warriors of their Order, armed with the weapons and wargear necessary to face a wide variety of threats. Their greatest asset, however, is their unshakeable faith, which allows them to strike at the enemies of the Imperium with unmatched zeal.

**Wargear:** A Celestian has a combat blade, a boltgun, a bolt pistol, frag grenades, krak grenades and power armour. She may also do one of the following:

- Exchange her boltgun for a flamer, meltagun or storm bolter.
- Exchange her boltgun for a heavy flamer, heavy bolter or multi-melta.

**Hand of the Emperor:** When you use your kill team's Light of the Emperor rule, do not re-roll Attack rolls of 1 for a Celestian. Instead, she gets a +2 combat modifier (instead of a +1 modifier) if she charged this turn.

## SERAPHIM

|          | M  | WS | BS | S | T | W | I | A | Ld |
|----------|----|----|----|---|---|---|---|---|----|
| Seraphim | 8" | 4  | 4  | 3 | 3 | 1 | 3 | 1 | 8  |

This angelic warrior's faith burns so brightly that it appears the Emperor himself guides her actions, as she descends on wings of fire and employs her two pistols to vanquish the fiercest foes.

**Wargear:** A Seraphim has two bolt pistols, frag grenades, krak grenades, power armour and a jump pack. She may exchange her two bolt pistols for two hand flamers or two inferno pistols.

**Angelic Visage:** You can re-roll failed invulnerable saves for this model.

**Gunfighter:** This fighter can use two pistols at once, granting her an extra shooting attack when she shoots, following the usual rules. She can only use this extra attack when armed with a pistol in each hand, and when she does so she cannot use the Crack Shot or Fast Shot skills.

**The Emperor's Deliverance:** When you use your kill team's Light of the Emperor rule, do not re-roll To Hit rolls or Attack rolls of 1 for a Seraphim. Instead, you can re-roll failed wound rolls for her attacks until the end of the phase.



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, as well-equipped and well-trained warriors, Sisters of Battle are very effective at shooting, while Ork Boyz favour skills that employ their brute force.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Adepta Sororitas      | Trooper    | ✓      | ✓        |          |         |        | ✓        |         |
|                       | Specialist | ✓      | ✓        | ✓        |         |        | ✓        |         |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |





# CHAOS SPACE MARINE KILL TEAMS

Stalking through the smog-wreathed gloom, bands of Chaos Space Marines come seeking glorious reward from the Dark Gods. Murderers and madmen gifted with superhuman strength, resilience and speed, they are monsters clad in baroque power armour who slaughter all in their path. Zealous cultists accompany their masters to battle, motivated by a mixture of terror, hate and desperate ambition. As the servants of Chaos accrue wealth, they funnel it into their preparations for abhorrent summoning rituals, fuelling monstrous braziers and sacrificial pyres in the hopes of conjuring Daemons into reality, and thus overrunning their foes for good.

## CHAOS SPACE MARINES SPECIAL RULES

The following special rule applies to all members of a Chaos Space Marines kill team, other than Chaos Cultists.

**Marks of Chaos:** When you recruit a model with this ability, pick a Mark of Chaos to give them and modify your roster accordingly:

- **Khorne:** Add 1 to the fighter's Attacks characteristic.
- **Tzeentch:** The fighter has a 5+ invulnerable save.
- **Nurgle:** Add 1 to the fighter's Toughness characteristic.
- **Slaanesh:** Add 1 to the fighter's Initiative characteristic.
- **Undivided:** Add 1 to the fighter's Leadership characteristic.

*Note that once you have given a fighter a Mark of Chaos, you cannot change it.*

## USING A CHAOS SPACE MARINES KILL TEAM

A Chaos Space Marines kill team follows all of the normal rules, with the following exceptions:

- When a Chaos Cultist earns his third 'Mission Completed' mark, he does not get promoted in the usual manner. That Chaos Cultist becomes a Trooper and may be given skills in the future as normal, but their characteristics and equipment remain the same.

## ASPIRING CHAMPION

Kill Team Leader

Cost to recruit: 225 points

|                   | M  | WS | BS | S | T | W | I | A | Ld |
|-------------------|----|----|----|---|---|---|---|---|----|
| Aspiring Champion | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

Masterful killers who walk the path to glory or damnation, Aspiring Champions butcher their enemies in the name of the Dark Gods.

**Wargear:** An Aspiring Champion has a combat blade and power armour. In addition, an Aspiring Champion can be armed with items chosen from the Chaos Space Marines Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

**Champion of Chaos:** If an Aspiring Champion takes an enemy leader out of action in hand-to-hand combat, you can make a roll on the Advance table and apply its effects immediately.

## CHAOS SPACE MARINE

Trooper

Cost to recruit: 120 points

|                    | M  | WS | BS | S | T | W | I | A | Ld |
|--------------------|----|----|----|---|---|---|---|---|----|
| Chaos Space Marine | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 1 | 8  |

Whether ancient traitor or more recently rebelled renegade, every Chaos Space Marine is a powerful warrior who kills without mercy or hesitation.

**Wargear:** A Chaos Space Marine has a combat blade and power armour. In addition, a Chaos Space Marine can be armed with items chosen from the Chaos Space Marines Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## CHAOS CULTIST

New Recruit

Cost to recruit: 40 points

|               | M  | WS | BS | S | T | W | I | A | Ld |
|---------------|----|----|----|---|---|---|---|---|----|
| Chaos Cultist | 4" | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

Though the Chaos Space Marines see them as little more than expendable vermin, Chaos Cultists fight with desperate fervour to earn their masters' favour.

**Wargear:** All Chaos Cultists have a combat blade and improvised armour. In addition, a Chaos Cultist can be armed with items chosen from the Chaos Cultists Hand-to-Hand Weapons, Pistols, Basic Weapons and Miscellaneous Equipment lists.

## CHAOS GUNNER

Specialist

Cost to recruit: 130 points

|              | M  | WS | BS | S | T | W | I | A | Ld |
|--------------|----|----|----|---|---|---|---|---|----|
| Chaos Gunner | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 1 | 8  |

Certain Chaos Space Marines excel in the use of potent ranged weaponry, slaughtering their enemies amidst storms of sulphurous firepower.

**Wargear:** A Chaos Gunner has a combat blade and power armour. In addition, a Chaos Gunner can be armed with items chosen from the Chaos Space Marines Hand-to-Hand Weapons, Pistols, Heavy Weapons, Special Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.



## CHAOS SPACE MARINE WEAPON AND EQUIPMENT LISTS

### Ammunition

Inferno bolts\* .....25 points

\* Can be purchased for bolt pistols or boltguns only. Fighters with the Mark of Tzeentch only.

### Grenades

Frag grenades .....25 points

Melta bombs\* .....30 points

Blight grenades\*\* .....35 points

Krak grenades .....40 points

\* Aspiring Champion only

\*\* Fighters with the Mark of Nurgle only

### Miscellaneous

Camo gear .....5 points

Clip harness .....10 points

Photo-visor .....15 points

Red-dot laser sight .....20 points

Telescopic sight .....20 points

Weapon reload .....Half cost of weapon in points

### Hand-to-Hand Weapons

Combat blade (knife) .....5 points

Assault blade (sword) .....15 points

Chainsword .....25 points

Power sword\* .....50 points

Power fist\* .....85 points

\* Aspiring Champion only

### Pistols

Bolt pistol .....25 points

Plasma pistol\* .....50 points

\* Aspiring Champion only

### Basic Weapons

Boltgun .....35 points

### Heavy Weapons

Autocannon .....150 points

Heavy bolter .....180 points

Missile launcher:

... with frag missiles .....175 points

... with super krak missiles .....190 points

... with both .....225 points

Lascannon .....250 points

### Special Weapons

Flamer .....40 points

Plasma gun .....80 points

Meltagun .....95 points

## CHAOS CULTISTS WEAPON AND EQUIPMENT LISTS

### Miscellaneous

Weapon reload .....Half cost of weapon in points

### Hand-to-Hand Weapons

Combat blade (knife) .....5 points

Flail .....10 points

Assault blade (sword) .....15 points

Axe .....15 points

Bludgeon .....15 points

### Pistols

Autopistol .....15 points

### Basic Weapons

Autogun .....20 points

Shotgun .....20 points





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### AXE

Baroque and heavy-bladed, the axes wielded by Chaos Cultists are ghoulish-looking murder weapons.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

**Dual-handed:** An axe can be wielded in one hand using the profile above. Alternatively a fighter can wield an axe with both hands, in which case it confers a +1 bonus to their Strength.

### BLUDGEON

Some Chaos Cultists wield improvised mauls, clubs or hammers to crush their enemies to their knees.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

**Concussive:** A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

### CHAINFIST

Tipped with roaring chain-blades, these monstrous gauntlets can carve even a Space Marine in two.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | 8        | D3     | -7        |

**Noisy:** This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

### FLAIL

The flails used by cultists are often nothing more than gore-stained lumps of metal tied to strips of scavenged leather.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

**Flailing Attack:** Enemy fighters cannot parry against a fighter that is attacking with a flail.

### MUTATED LIMBS

The gifts of the Dark Gods can be hideous to behold, but lashing talons and pincer limbs are deadly in battle.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -1        |

**Flailing Attack:** Enemy fighters cannot parry against a fighter that is attacking with mutated limbs.

## PISTOLS

### AUTOPISTOL

The autopistol is a rapid-firing automatic pistol that is both easy to manufacture and simple to use, making it a favoured weapon amongst cultist organisations.

| "Range" |       | "To Hit" |      | Save |      | Ammo |      |
|---------|-------|----------|------|------|------|------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-8"    | 8-16" | +2       | -    | 3    | 1    | -    | 4+   |

## BASIC WEAPONS

### AUTOGUN

Autoguns are manufactured in factories and underhive workshops across the Imperium. A sturdy frame combined with a high rate of fire makes an autogun a popular weapon on many an Imperial world.

| "Range" |        | "To Hit" |      | Save |      | Ammo |      |
|---------|--------|----------|------|------|------|------|------|
| Short   | Long   | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-12"   | 12-24" | +1       | -    | 3    | 1    | -    | 4+   |

## SPECIAL WEAPONS

### COMBI-BOLTER

Two boltguns combined in a single housing and drawing rounds from a linked multi-hopper, this weapon can maintain a ferocious rate of fire.

| "Range" |        | "To Hit" |      | Save |      | Ammo |      |
|---------|--------|----------|------|------|------|------|------|
| Short   | Long   | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-12"   | 12-24" | +1       | -    | 4    | 1    | -1   | 5+   |

**Sustained Fire:** 1 dice.

### COMBI-FLAMER

The combi-flamer combines the prodigious stopping power of a boltgun with a single-shot flamer unit, perfect for filling a crawlway or ruin with scouring flame.

A combi-flamer can be fired either as a boltgun or a flamer, but can only be fired as a flamer once per game.

### COMBI-MELTA

Combining a boltgun and a single shot melta unit, the combi-melta all but guarantees the death of a single, deeply unfortunate foe.

A combi-melta can be fired either as a boltgun or a meltagun, but can only be fired as a meltagun once per game.



## HEAVY WEAPONS

### AUTOCANNON

Heavy automatic cannons that fire shells the size of a man's forearm, autocannons are designed to rip apart light vehicles. Against infantry, their effect is catastrophic.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-20"   | 20-40" | -        | -    | 7    | D3   | -3        | 4+        |

**Sustained Fire:** 1 dice.

### LASCANNON

The lascannon fires a concentrated stream of laser energy that can punch through a battle-tank. Fighters hit by such a weapon stand little chance of survival.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-24"   | 24-48" | -        | -    | 9    | D6   | -6        | 5+        |

## GRENADES

### BLIGHT GRENADES

These foul bombs contain virulent toxins and diseased filth, that sprays a wide area when they detonate. Victims caught in the blast are riddled with pox and plague, and are quickly reduced to rotting cadavers.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 3        | 1      | -1        |

**Large Blast:** Blight grenades erupt in a spray of foetid liquid; they use the large blast template.

**Poisonous:** Blight grenades always wound fighters on a 4+, regardless of their Toughness, unless a lower result would be required.



## ARMOUR

### IMPROVISED ARMOUR

Fashioned from ragged cloaks, scavenged wargear and crudely beaten metal plates, the improvised armour worn by Chaos Cultists offers poor protection at best.

A fighter wearing improvised armour has a basic armour save of 6+.

## SPECIALISED EQUIPMENT

### JUMP PACK

Some Chaos Space Marines, most notably those of the Night Lords, favour the use of jet-powered jump packs to leap across the battlefield in soaring bounds.

A fighter with a jump pack treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain.

## AMMUNITION

### INFERNO BOLTS

Rune-carved bolt shells used by the worshippers of Tzeentch, these projectiles can punch through power armour, and explode in searing blasts of Warp flame.

Weapons equipped with inferno bolts have the following profiles until they run out of ammunition, after which they may continue to fire with their standard ammunition.

#### Bolt Pistol

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-8"    | 8-16" | +2       | -    | 4    | 1    | -3        | 5+        |

#### Boltgun

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | +1       | -    | 4    | 1    | -3        | 5+        |

**Rare Ammunition:** A fighter equipped with a weapon reload cannot re-roll a failed Ammo roll for their inferno bolts – the re-roll only applies to the first failed ammo roll they make for their weapon's standard ammunition.



# CHAOS SPACE MARINE SPECIAL OPERATIVES

## RAPTOR

|        | M  | WS | BS | S | T | W | I | A | Ld |
|--------|----|----|----|---|---|---|---|---|----|
| Raptor | 8" | 4  | 4  | 4 | 4 | 1 | 4 | 1 | 8  |

Airborne terror troops, Raptors are debased assault specialists who have been twisted by the power of the Warp. They leap into battle using jump packs, paralysing their victims with horrific screeches before pouncing and hacking them to pieces.

**Wargear:** A Raptor has a chainsword, bolt pistol, frag and krak grenades, a jump pack and power armour. He may also do any of the following:

Exchange his chainsword for a power sword or power fist.

Exchange his bolt pistol for a plasma pistol.

Pick a Mark of Chaos.

**Killer Reputation:** Raptors cause fear.

## CHAOS TERMINATOR

|                  | M  | WS | BS | S | T | W | I | A | Ld |
|------------------|----|----|----|---|---|---|---|---|----|
| Chaos Terminator | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

Veterans of a thousand battles, Chaos Terminators are lumbering behemoths of spiked armour and hatred who mow down any foolish enough to stand in their path. Though they are not swift, Chaos Terminators are all but impervious to harm thanks to their hulking Tactical Dreadnought armour, and their weapons are fearsome indeed.

**Wargear:** A Chaos Terminator has a power maul, combi-bolter and Terminator armour. He may also pick a Mark of Chaos and do one of the following:

Exchange his power maul for a chainfist, power axe or power fist.

Exchange his combi-bolter for a combi-flamer or combi-melta.

Exchange his power maul and combi-bolter for a pair of lightning claws.

**Killer Reputation:** Chaos Terminators cause fear.

**Bounty:** If a Chaos Terminator is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

## CHAOS SPAWN

|             | M    | WS | BS | S | T | W | I | A  | Ld |
|-------------|------|----|----|---|---|---|---|----|----|
| Chaos Spawn | 2D6" | 3  | 0  | 5 | 5 | 3 | 3 | D6 | 10 |

Those who are overwhelmed by the mutative gifts of the Chaos Gods become revolting sub-human abominations known as Chaos Spawn. Heaving masses of screaming mouths, undulant flesh and snapping, claw-tipped tentacles, these twisted monstrosities lurch into the enemy ranks to rend, kill and devour at random.

**Wargear:** A Chaos Spawn has mutated limbs. It may also pick a Mark of Chaos.

**Killer Reputation:** Chaos Spawn cause fear.

**Shapeless Abomination:** Before moving or attacking with a Chaos Spawn, randomly generate their characteristics as appropriate.

*'I murdered thousands for the Emperor and he gave me nothing except his damning silence. Now his lapdogs yap for every life I take, whilst the gods promise me the galaxy.'*

- SVANE VULFBAD



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, as veterans of countless wars against humanity, the Chaos Space Marines are highly skilled at both ranged and close combat, while Space Marine Scouts favour stealth and guerilla tactics over blunt force.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Chaos Space Marines   | Trooper    | ✓      |          |          |         | ✓      | ✓        |         |
|                       | Specialist | ✓      |          | ✓        |         | ✓      | ✓        |         |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |





# DARK ELДАР WYCH CULT KILL TEAMS

Like all Dark Eldar, Wyches revel in the pain and suffering of others. Their martial skills are honed to razor-sharp perfection in the arenas of Commorragh, and unleashed upon the denizens of realspace in terrifying pirate raids.

## WYCH CULT SPECIAL RULES

The following special rule applies to all of the members of a Dark Eldar kill team.

**Combat Drugs:** Dark Eldar fighters use a heady cocktail of stimulants and performance enhancers. To see which particular drug has taken their fancy for this fight, roll on the table below before deployment. This applies to the whole kill team (except for any Haemonculi or Scourges who may have joined the team).

- |   |                              |
|---|------------------------------|
| 1 | Adrenalight (+1 Attack)      |
| 2 | Grave Lotus (+1 Strength)    |
| 3 | Hypex (+1 Initiative)        |
| 4 | Painbringer (+1 Toughness)   |
| 5 | Serpentin (+1 Weapon Skill)  |
| 6 | Splintermind (+1 Leadership) |

## USING A WYCH CULT KILL TEAM

A Wych Cult kill team follows all of the normal rules, with the following exceptions:

– Dark Eldar Wyches regularly carry the ritual weapons of the arena with them on their raids into realspace. Items of equipment from the Gladiatorial Weapons list count as hand-to-hand weapons in all regards. In addition they take up both of a fighter's hands, so may not be used in combination with any other weapons, and count as two weapons for the purposes of the fighting with two weapons rule.

## SYREN

| SYREN | Kill Team Leader |    |    |   |   | Cost to recruit: 150 points |   |   |    |
|-------|------------------|----|----|---|---|-----------------------------|---|---|----|
|       | M                | WS | BS | S | T | W                           | I | A | Ld |
| Syren | 6"               | 4  | 4  | 3 | 3 | 1                           | 6 | 3 | 9  |

Each Wych Cult kill team is lead by a Syren, a murderous exemplar whose wicked blades have shed blood across dozens of worlds.

**Wargear:** A Syren has a Wych knife and Wychsuit. In addition, a Syren can be armed with items chosen from the Dark Eldar Hand-to-Hand Weapons, Gladiatorial Weapons, Pistols, Ammunition, Grenades and Miscellaneous Equipment lists.

## WYCH

| WYCH | Trooper |    |    |   |   | Cost to recruit: 80 points |   |   |    |
|------|---------|----|----|---|---|----------------------------|---|---|----|
|      | M       | WS | BS | S | T | W                          | I | A | Ld |
| Wych | 6"      | 4  | 4  | 3 | 3 | 1                          | 6 | 1 | 8  |

Tenacious and cruel beyond comprehension, Wyches often leave their defeated foes alive so that they may savour the screams of torment for days to come.

**Wargear:** All Wyches have a Wych knife and Wychsuit. In addition, a Wych can be armed with items chosen from the Dark Eldar Hand-to-Hand Weapons, Pistols, Ammunition, Grenades and Miscellaneous Equipment lists.

## DEBUTANTE

| DEBUTANTE | New Recruit |    |    |   |   | Cost to recruit: 70 points |   |   |    |
|-----------|-------------|----|----|---|---|----------------------------|---|---|----|
|           | M           | WS | BS | S | T | W                          | I | A | Ld |
| Debutante | 6"          | 3  | 3  | 3 | 3 | 1                          | 6 | 1 | 8  |

Debutantes are relatively new inductees to a Wych Cult looking to make their mark through displays of practised violence.

**Wargear:** All Debutantes have a Wych knife and Wychsuit. In addition, a Debutante can be armed with items chosen from the Dark Eldar Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

## BLOODBRIDE

| BLOODBRIDE | Specialist |    |    |   |   | Cost to recruit: 100 points |   |   |    |
|------------|------------|----|----|---|---|-----------------------------|---|---|----|
|            | M          | WS | BS | S | T | W                           | I | A | Ld |
| Bloodbride | 6"         | 4  | 4  | 3 | 3 | 1                           | 6 | 2 | 9  |

Having proven their brutality in the gladiatorial pits time and again, Bloodbrides are always seeking new foes whose flesh they can rend.

**Wargear:** All Bloodbrides have a Wych knife and Wychsuit. In addition, a Bloodbride can be armed with items chosen from the Dark Eldar Gladiatorial Weapons, Grenades and Miscellaneous lists.

*'They come for your souls, I've seen it. They've come to feed on your souls...'*

- OELLE BLACKWINTER, PRIMARIS PSYKER



## DARK ELДАР WEAPON AND EQUIPMENT LISTS

### Ammunition

Soul-seeker rounds\* .....15 points

\* Can be purchased for splinter pistols only

### Grenades

Plasma grenades.....25 points

### Miscellaneous

Blade venom .....10 points

Mirrorhelm .....20 points

Weapon reload .....Half cost of weapon in points

### Hand-to-Hand Weapons

Wych knife (knife).....5 points

Chainhook .....10 points

Agoniser\* .....45 points

Power sword\* .....50 points

\* Syren only

### Pistols

Splinter pistol .....20 points

Blast pistol\* .....50 points

\* Syren only

### Gladiatorial Weapons

Hydra Gauntlets .....30 points

Razorflails.....30 points

Shardnet and impaler.....35 points

# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### AGONISER

The agoniser's array of energy fields and toxins sends the victim into fits of agony as their nerves are overloaded.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | D3     | -2        |

**Excruciating Agony:** A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

### ARCHITE GLAIVE

When wielded by a skilled user, these exquisitely crafted polearms can bisect even armoured foes with ease.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | 1      | -3        |

### CHAINHOOK

Chainhooks are swung in vicious arcs that are almost impossible to defend against.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -3        |

**Flexible:** Opposing fighters may not parry against a fighter armed with a chainhook.

### AMPUTATOR

The jagged teeth on these savage claws allow a Haemonculus to sever bone and cut corded muscle.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | D3     | -1        |





## GLADIATORIAL WEAPONS

### HYDRA GAUNTLETS

Hydra gauntlets are semi-sentient and grow latices of lethal blades made from extraplanar crystal.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | 1      | -2        |

**Lethal:** A fighter may re-roll To Wound rolls with this weapon.

### RAZORFLAILS

At first glance razorflails resemble flimsy swords, but with a flick of the wrist the split apart and can lash like a whip.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -1        |

**Flexible:** Opposing fighters may not parry against a fighter armed with razorflails. In addition, the fighter can re-roll To Wound rolls in the hand-to-hand phase.

### SHARDNET AND IMPALER

Deadly in the arena and on the battlefield, shardnets are used to snare the foe before the killing blow is delivered.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | 1      | -2        |

**Entangled:** The fighter may use their shardnet against one close combat opponent at the start of the hand-to-hand phase. The fighter must take an Initiative test. If they pass the test then they entangle their opponent's weapons – their opponent must fight using only a knife in this phase.

## PISTOL WEAPONS

### BLAST PISTOL

Blast pistols fire focused streams of darklight that bore through flesh and armour to vaporise their target.

| "Range" |       | "To Hit" |      | Save |      | Ammo |      |
|---------|-------|----------|------|------|------|------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-6"    | 6-12" | -        | -    | 6    | D3   | -4   | 5+   |

### SPLINTER PISTOL

Splinter pistols use magno-electric pulse cores to fire jagged shards of crystal coated in potent toxins.

| "Range" |       | "To Hit" |      | Save |      | Ammo |      |
|---------|-------|----------|------|------|------|------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-6"    | 6-12" | -        | -    | 2    | 1    | -2   | 5+   |

**Poisoned:** This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

## BASIC WEAPONS

### SHARDCARBINE

Shardcarbines utilise the same payload as splinter pistols but with a longer kill-range and a more rapid rate of fire.

| "Range" |       | "To Hit" |      | Save |      | Ammo |      |
|---------|-------|----------|------|------|------|------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-9"    | 9-18" | -        | -    | 2    | 1    | -    | 5+   |

**Sustained Fire:** 1 dice.

**Poisoned:** This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

## SPECIAL WEAPONS

### BLASTER

Blasters emit beams of darklight that are even more powerful than those of the smaller blast pistol.

| "Range" |       | "To Hit" |      | Save |      | Ammo |      |
|---------|-------|----------|------|------|------|------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-9"    | 9-18" | -        | -    | 8    | D3   | -4   | 6+   |

### SHREDDER

When fired, a shredder unleashes a mass of barbed monofilaments that entangle and shred their targets.

| "Range" |       | "To Hit" |      | Save |      | Ammo |      |
|---------|-------|----------|------|------|------|------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-6"    | 6-12" | +1       | -    | 6    | 1    | -1   | 5+   |

**Small Blast:** Shredders fire an expanding mesh of razor-sharp wire; they use the small blast template.

### DARK LANCE

Dark lances are the largest darklight weapons and are capable of disintegrating targets from a terrifying range.

| "Range" |        | "To Hit" |      | Save |      | Ammo |      |
|---------|--------|----------|------|------|------|------|------|
| Short   | Long   | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-18"   | 18-36" | -        | -    | 8    | D3   | -4   | 6+   |

### HAYWIRE BLASTER

Haywire blasters siphon the electromagnetic energy of Commorragh to be later unleashed upon the battlefield.

| "Range" |        | "To Hit" |      | Save |      | Ammo |      |
|---------|--------|----------|------|------|------|------|------|
| Short   | Long   | Short    | Long | Str. | Dam. | Mod. | Roll |
| 0-12"   | 12-24" | -        | -    | 4    | D3   | -2   | 5+   |



## HEAT LANCE

Heat lances uses a combination of melta and las technology to create a superheated column of destructive energy.

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-9"    | 9-18" | +1       | -    | 7    | D3   | -3        | 5+        |

## SPLINTER CANNON

With a single salvo a splinter cannon unleashes a hail of razor-sharp crystal shards.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-18"   | 18-36" | -        | -    | 2    | 1    | -1        | 5+        |

**Sustained Fire:** 2 dice.

**Poisoned:** This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

## GRENADES

### PLASMA GRENADES

The concentrated burst of a plasma grenade is far more devastating than other, cruder explosive charges.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 4        | 1      | -2        |

**Blast:** Plasma grenades release focused but potent energies; they use the small blast template.



## ARMOUR

### GHOSTPLATE ARMOUR

The lightweight resins of ghostplate armour are buttressed by minor forcefield technology.

**Armour Save:** A fighter wearing ghostplate has a basic armour save of 4+.

**Invulnerable Save:** A fighter wearing ghostplate has an invulnerable save of 6+.

### GNARLSKIN

Through scarification and branding, the skin of Haemonculi hardens and becomes resilient to blows.

**Armour Save:** A fighter wearing gnarlskin has a basic armour save of 6+.

### WYCHSUIT

Wychsuits are flexible and primarily protect one side of the body, making them perfect for close-quarters fighting.

**Armour Save:** A fighter wearing a Wychsuit has a basic armour save of 6+.

**Dodge:** A fighter wearing a Wychsuit has an invulnerable save of 4+ in the hand-to-hand combat phase.

## SPECIALISED EQUIPMENT

### BLADE VENOM

Wyches coat their blades with numerous strains of nerve toxins to give them an edge in combat.

A fighter equipped with blade venom may re-roll failed To Wound rolls with their Wych knife or chainhook.

### MIRRORHELM

These gladiatorial helms contain sense enhancers that reflect the subtlest movements of the opponent, allowing the wearer to anticipate their attacks.

A fighter equipped with a mirrorhelm may make a single parry as if they were armed with a sword; a fighter equipped with a mirrorhelm and a power sword can make two parries.

### SOULSEEKER ROUNDS

A splinter weapon can be fitted with shards of corrupted wraithbone that pierce its victims, body and soul.

When firing soulseeker rounds, you may re-roll failed To Hit rolls of 1.



# DARK ELDAR SPECIAL OPERATIVES

## SUCCUBUS

|          | M  | WS | BS | S | T | W | I | A | Ld |
|----------|----|----|----|---|---|---|---|---|----|
| Succubus | 6" | 8  | 6  | 3 | 3 | 3 | 8 | 4 | 9  |

Succubi are the ruling elites of the Wych Cults. Lithe and famously lethal, they are collectively known as the brides of death. Competition between Succubi is fierce, as they try to outdo on another with spectacles of violent excess.

**Wargear:** A Succubus has an archite glaive, agoniser and Wychsuit.

**Champion of the Arena:** If a Succubus is attacked by multiple opponents in hand-to-hand combat, she uses their numbers against them. The enemy fighters don't gain the multiple combat bonuses to their Attacks and Combat Score.

## HAEMONCULUS

|             | M  | WS | BS | S | T | W | I | A | Ld |
|-------------|----|----|----|---|---|---|---|---|----|
| Haemonculus | 5" | 5  | 5  | 3 | 4 | 3 | 5 | 3 | 9  |

Haemonculi are deranged flesh-sculptors that dwell in the dark bowels of Commorragh. Torturers, poisoners and alchemists, they seek ever more captives with whom they can craft long symphonies of agony.

**Wargear:** A Haemonculus has a splinter pistol, knife, amputator and gnarlskin.

**Master Alchemist:** if your kill team includes a Haemonculus, you may roll 2 dice on the combat drugs table and apply both results.

**Multi-limbed horror:** A Haemonculus may roll one extra Attack dice in hand-to-hand combat. In addition, a Haemonculus causes fear.

## SCOURGE

|         | M  | WS | BS | S | T | W | I | A | Ld |
|---------|----|----|----|---|---|---|---|---|----|
| Scourge | 5" | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 8  |

The winged mercenaries known as Scourges are masters of manoeuvrability, having perfected their aerial attacks along the jagged minarets and twisting spires that puncture the skies above Commorragh.

**Wargear:** A Scourge has a shardcarbine, combat blade and ghostplate armour. They may also do one of the following:  
 Exchange their shardcarbine for a blaster or shredder.  
 Exchange their shardcarbine for a dark lance, haywire blaster, heat lance or splinter cannon.

**Evade:** Any enemy shooting at a Scourge from short range suffers a -2 To Hit modifier, while any enemy shooting at long range suffers a -1 modifier. This penalty only applies if the fighter is in the open and is not benefitting from a cover modifier

**Winged Killer:** A Scourge may use its wings in the movement phase instead of moving normally. The Scourge may move up to 12" in any direction, ignoring the normal restrictions for terrain, however you may not end this move in impassable ground. The Scourge may use this move to charge an enemy fighter, but does not double its movement distance when doing so.





# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, the Dark Eldar of the Wych Cults are vicious masters of hand-to-hand combat, while the Genestealer Cult Hybrids are highly adept at stealth and guerilla warfare.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to different skills that reflect their

different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Dark Eldar Wyches     | Trooper    | ✓      | ✓        |          | ✓       |        |          |         |
|                       | Specialist | ✓      | ✓        |          | ✓       | ✓      |          |         |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       | ✓      |          | ✓       |





# CRAFTWORLD ELДАР KILL TEAMS

The Eldar of the craftworlds are the remnants of a dying empire. Their agility, intellect and psychic prowess far exceed that of any human, and their dwindling numbers are made up for by overwhelming skill in battle.

## CRAFTWORLD ELДАР SPECIAL RULES

The following special rule applies to all of the members of a Craftworld Eldar kill team.

**Battle Focus:** If a fighter with this rule does not move in the movement phase, they may choose to make a normal move immediately after firing in the shooting phase. This may not be a run or charge move.

## USING A CRAFTWORLD ELДАР KILL TEAM

A Craftworld Eldar kill team follows all of the normal rules, with the following exceptions:

- If your Craftworld Eldar kill team contains a Heavy Weapon Platform, it must be allocated to a Guardian Defender Gunner at the start of each mission. If the Gunner moves in any way, place the platform anywhere within 2" of the Gunner at the end of the move. The Gunner may fire the weapon instead of any other weapons they carry, drawing line of sight from the platform itself. The platform does not count as a fighter for any rules purposes, and may not otherwise be interacted with in any way, though it does block line of sight. If the platform would get in the way of any other models (e.g. charging fighters), simply move it out of the way. If the Gunner is taken out of action, or otherwise removed from play, the Heavy Weapon Platform is also removed, but is not permanently removed from your kill team if that Gunner subsequently dies.

- Each time a Guardian Defender earns their third Mission Completed mark and is promoted to a Trooper, they must miss the next mission, but their mesh armour is replaced with Aspect armour and their ranged weapons are replaced with a single Avenger catapult at no cost.

## DIRE AVENGER EXARCH

Kill Team Leader

Cost to recruit: 240 points

|                     | M  | WS | BS | S | T | W | I | A | Ld |
|---------------------|----|----|----|---|---|---|---|---|----|
| Dire Avenger Exarch | 5" | 5  | 5  | 3 | 3 | 2 | 6 | 2 | 9  |

Dire Avenger Exarchs are consummate leaders, having devoted themselves wholly to the Path of the Warrior.

**Wargear:** A Dire Avenger Exarch has a combat blade and Aspect armour. In addition, a Dire Avenger Exarch can be armed with items chosen from the Craftworld Eldar Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

## DIRE AVENGER

Trooper

Cost to recruit: 100 points

|              | M  | WS | BS | S | T | W | I | A | Ld |
|--------------|----|----|----|---|---|---|---|---|----|
| Dire Avenger | 5" | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 9  |

Dire Avengers are the most tactically flexible of the craftworlds' Aspect Warriors, and are as deadly on the offensive as they are stalwart in defence.

**Wargear:** All Dire Avengers have a combat blade and Aspect armour. In addition, a Dire Avenger can be armed with items chosen from the Craftworld Eldar Basic Weapons, Grenades and Miscellaneous Equipment lists.

## GUARDIAN DEFENDER

New Recruit

Cost to recruit: 80 points

|                   | M  | WS | BS | S | T | W | I | A | Ld |
|-------------------|----|----|----|---|---|---|---|---|----|
| Guardian Defender | 5" | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 8  |

Guardian Defenders are taken from the citizenry of the craftworlds, and though a militia force they are a match for the dedicated soldiers of other races.

**Wargear:** All Guardian Defenders have a combat blade and mesh armour. In addition, a Guardian Defender can be armed with items chosen from the Craftworld Eldar Basic Weapons, Grenades and Miscellaneous Equipment lists.

## GUARDIAN DEFENDER GUNNER

Specialist

Cost to recruit: 90 points

|                 | M  | WS | BS | S | T | W | I | A | Ld |
|-----------------|----|----|----|---|---|---|---|---|----|
| Guardian Gunner | 5" | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 8  |

Guardian Defenders who show a particular aptitude for battle may be called upon to provide fire support with anti-grav heavy weapon platforms.

**Wargear:** All Guardian Defender Gunners have a combat blade and mesh armour. In addition, a Guardian Defender Gunner can be armed with items chosen from the Craftworld Eldar Basic Weapons, Grenades and Miscellaneous lists. If your kill team contains one or more Guardian Defender Gunners, you may purchase a single Heavy Weapon Platform armed with a weapon from the Heavy Weapon Platform Weapons list.





## CRAFTWORLD ELДАР WEAPON AND EQUIPMENT LISTS

### Grenades

Plasma grenades.....25 points

### Miscellaneous

Photo-visior.....15 points

Shimmershield\*.....30 points

Weapon reload .....Half cost of weapon in points

\* Dire Avenger Exarch only

### Hand-to-Hand Weapons

Combat blade (knife).....5 points

Diresword\*.....60 points

Powerglaive\*.....50 points

\* Dire Avenger Exarch only

### Pistols

Shuriken pistol.....35 points

### Basic Weapons

Avenger shuriken catapult\* .....45 points

Shuriken catapult\*\* .....40 points

Twin Avenger shuriken catapult\*\*\* .....70 points

\* Dire Avenger and Dire Avenger Exarch only

\*\* Guardian Defender and Guardian Defender Gunner only

\*\*\* Dire Avenger Exarch only

### Heavy Weapon Platform Weapons

Heavy Weapon Platform:

... with bright lance .....250 points

... with Eldar missile launcher with plasma missiles

and starshot missiles .....200 points

... with scatter laser .....160 points

... with shuriken cannon.....180 points

... with starcannon .....200 points

# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### DIREWORD

With a vengeful spirit stone set into their hilt, these swords can separate a victim's soul from their body.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -3        |

**Parry:** Fighters with swords are able to parry.

**Soulrazor:** A fighter wounded by this weapon must pass a Leadership test or be immediately taken out of action.

### GHOSTAXE

The rudimentary spirit stone in a ghost axe guides its wielder's blows towards the vital points of their foes.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | 1      | -3        |

### GHOSTWORD

Ghost swords are traditionally used in pairs to deflect incoming blows and lay low the enemy.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | 1      | -3        |

**Parry:** A fighter with a pair of Ghostswords may parry twice.

**Paired:** A fighter using a pair of Ghostswords may re-roll failed To Wound rolls in hand-to-hand combat.

### POWERGLAIVE

Powerglaives are polearms with energy-wreathed blades.

| Range        | Strength    | Damage | Save Mod. |
|--------------|-------------|--------|-----------|
| Close Combat | As user + 2 | 1      | -3        |

## PISTOL WEAPONS

### SHURIKEN PISTOL

These elegant sidearms fire barrages of monomolecular-edged discs that slice through their targets.

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-6"    | 6-12" | +2       | -    | 4    | 1    | -1        | 4+        |

**Sustained Fire:** 1 dice.

### FUSION PISTOL

Using beams of concentrated energy, a fusion pistol causes the molecules of its target to hyper-vibrate and combust.

| "Range" |      | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|------|----------|------|------|------|-----------|-----------|
| Short   | Long | Short    | Long |      |      |           |           |
| 0-4"    | 4-8" | +1       | -    | 8    | D6   | -5        | 5+        |



## BASIC WEAPONS

### AVENGER SHURIKEN CATAPULT

These weapons are masterwork examples of their kind.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-9"  | 9-18" | -      | -    | 4    | 1    | -1        | 4+        |

**Sustained Fire:** 1 dice.

### SHURIKEN CATAPULT

The long-barrelled shuriken catapult fires its razor-edged ammunition at a greater distance than the shuriken pistol.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | +1     | -    | 4    | 1    | -1        | 4+        |

**Sustained Fire:** 1 dice.

### TWIN AVENGER SHURIKEN CATAPULT

Twin Avenger shuriken catapults have a frightening rate of fire and can blanket an area with blade-discs in seconds.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-9"  | 9-18" | -      | -    | 4    | 1    | -1        | 4+        |

**Sustained Fire:** 1 dice.

**Independent Fire:** A fighter armed with this weapon may fire twice using the profile above. These shots may be made against different targets.

## SPECIAL WEAPONS

### D-SCYTHE

When fired, the distortion energy of a D-scythe opens a portal to the Warp that sucks in hapless foes.

| Range    |      | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|----------|------|--------|------|------|------|-----------|-----------|
| Short    | Long | Short  | Long |      |      |           |           |
| Template |      | -      | -    | 8    | D6   | -7        | 5+        |

**Anti-reality wave:** The D-Scythe's shot is represented by the teardrop-shaped flamer template.

### WRAITHCANNON

Even the heaviest armour of the enemy counts for naught against the focused distortion blast of a wraithcannon.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-9"  | 9-18" | +1     | -    | 8    | D6   | -7        | 5+        |

## HEAVY WEAPON PLATFORM WEAPONS

### BRIGHT LANCE

A bright lance uses las energy that is refined and amplified by psychically grown crystals.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-18" | 18-36" | -      | -    | 8    | D3   | -5        | 5+        |

### ELDAR MISSILE LAUNCHER

Eldar missile launchers are exquisitely crafted and can be loaded with different types of explosive pods.

**Missile Ammunition:** An Eldar missile launcher is supplied with multiple ammunition types. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

### Plasma Missile

When a plasma missile detonates it creates a super-heated vortex of vaporising energy.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-24" | 24-48" | -      | -    | 4    | 1    | -2        | 5+        |

**Blast:** Plasma missiles release focused but potent energies; they use the small blast template.

### Starshot Missile

Starshot missiles release a channelled blast upon impact to bore a burning hole through the target.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-24" | 24-48" | -      | -    | 8    | 1    | -4        | 5+        |

### SCATTER LASER

Through fractal resonance, a scatter laser is able to emit blistering salvos of las-bursts.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-18" | 18-36" | +1     | -    | 6    | 1    | -         | 5+        |

**Sustained Fire:** 2 dice.



## SHURIKEN CANNON

Shuriken cannons are the largest of the craftworld shuriken weapons, and propel their blades with tremendous force.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" | 12-24" | +1     | -    | 6    | 1    | -2        | 4+        |

**Sustained Fire:** 2 dice.

## STARCANNON

The plasma core of a star cannon produces beams of light that deliver the heat of a raging star.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-18" | 18-36" | -      | -    | 6    | 1    | -3        | 6+        |

**Sustained Fire:** 1 dice.

# GRENADES

## PLASMA GRENADES

The Eldar have perfected the generation of plasma energy, and can unleash it on their foes with ease.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 4        | 1      | -2        |

**Blast:** Plasma grenades release focused but potent energies; they use the small blast template.

# ARMOUR

## ASPECT ARMOUR

Aspect armour is made of psycho-reactive material that reacts to its wearer's movements.

**Armour Save:** A fighter wearing Aspect armour has a basic armour save of 4+.

## FORCESHIELD

These powerful shield projectors can turn aside even the most devastating blasts and blows.

**Invulnerable Save:** A fighter with a forceshield has an invulnerable save of 4+.

## HEAVY ASPECT ARMOUR

Incorporating thick plates but retaining flexibility, this armour is amongst the best in the known galaxy.

**Armour Save:** A fighter wearing heavy Aspect armour has a basic armour save of 3+.

## MESH ARMOUR

Mesh armour is comprised of thousands of thermoplas pieces that harden upon impact.

**Armour Save:** A fighter wearing mesh armour has a basic armour save of 5+.

## SHIMMERSHIELD

A shimmershield's field generator creates a flickering energy shield to protect the bearer.

**Invulnerable Save:** A fighter with a shimmershield has an invulnerable save of 5+.

## WRAITHBONE CONSTRUCT

Super-durable wraithbone exoskeletons are given implacable animus by the spirit stones they house.

**Armour Save:** A fighter housed within a wraithbone construct has a basic armour save of 3+.

**Unshakeable:** A fighter housed within a wraithbone construct cannot be pinned by shooting attacks, unless they are from high-impact weapons.

# SPECIALISED EQUIPMENT

## MANDIBLASTERS

Mandiblasters user laser blasts to spit needle shards at close range into an enemy.

At the start of the hand-to-hand phase, you may inflict a single Strength 3 hit on a fighter in base-to-base contact. This attack inflicts 1 damage and armour saves may be taken as normal.

## SWOOPING HAWK WINGS

Jet propulsion motors and anti-grav lifters hidden within the metal feathers of these wings allow the wearer to fly.

A fighter may use its Swooping Hawk wings in the movement phase instead of moving normally. The fighter may move up to 12" in any direction, ignoring the normal restrictions for terrain, however you may not end this move in impassable ground. The fighter may use this move to charge an enemy fighter, but does not double its movement distance when doing so.





# CRAFTWORLD ELDAR SPECIAL OPERATIVES

## AUTARCH

|         | M  | WS | BS | S | T | W | I | A | Ld |
|---------|----|----|----|---|---|---|---|---|----|
| Autarch | 5" | 6  | 6  | 3 | 3 | 3 | 6 | 3 | 10 |

Autarchs are peerless commanders and have a consummate understanding of the art of war. Though deadly in combat, they are most dangerous when implementing stratagems to ensnare their foes.

**Wargear:** An Autarch has a power sword, fusion pistol, mandiblasters, swooping hawk wings and heavy Aspect armour.

**Superb Strategy:** At the start of the game, when rolling to determine who gets the first turn, you may choose to re-roll. In scenarios which specify which side goes first you may roll a dice. On a 4+ you may choose who goes first for this game.

**Bounty:** If an Autarch is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

## WRAITHBLADE

|             | M  | WS | BS | S | T | W | I | A | Ld |
|-------------|----|----|----|---|---|---|---|---|----|
| Wraithblade | 4" | 4  | 4  | 5 | 6 | 1 | 4 | 1 | 10 |

The spirit stones used to capture the souls of fallen Eldar can also be used to power towering constructs made of wraithbone. Those Eldar consumed in life by rage may be placed inside a Wraithblade, where they can exact their wrath.

**Wargear:** A Wraithblade's spirit stone is housed in a wraithbone construct armed with a pair of ghostwords. They may exchange their ghostwords for a ghostaxe and forceshield.

**Iron Will:** The fighter can re-roll any failed Leadership tests – break tests, fear tests and so on. If the fighter's Leadership is being used for a bottle test then you can re-roll it if it is failed.

## WRAITHGUARD

|             | M  | WS | BS | S | T | W | I | A | Ld |
|-------------|----|----|----|---|---|---|---|---|----|
| Wraithguard | 4" | 4  | 4  | 5 | 6 | 1 | 4 | 1 | 10 |

Wraithguard are ghostly warriors who move with the measured certainty of death. The vengeful spirits within feel the sorrow of their own demise, and seek to deliver this fate to those who would face them in battle.

**Wargear:** A Wraithguard's spirit stone is housed in a wraithbone construct armed with a wraithcannon. They may exchange their wraithcannon for a D-scythe.

**Iron Will:** The fighter can re-roll any failed Leadership tests – break tests, fear tests, and so on. If the fighter's Leadership is being used for a bottle test then you can re-roll it if it is failed.



*'There is no art more beautiful and diverse as the art of death.'* - LACONFIR OF BIEL-TAN



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, the craftworld Eldar are agile warriors possessed of superlative skill, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Craftworlds           | Trooper    |        |          |          | ✓       |        | ✓        | ✓       |
|                       | Specialist |        |          | ✓        | ✓       |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |



DA POINTY EARZ GITZ BOSS



# GENESTEALER CULT HYBRID KILL TEAMS

Genestealer Cults do everything in their power to avoid revealing their true nature, operating with alien cunning and timeless patience in all their clandestine dealings until their appointed time to rise up. They will fight with inhuman zeal and ferocity to protect their cult's secrecy until that day comes.

## GENESTEALER CULT HYBRID SPECIAL RULES

The following special rules apply to all of the members of a Genestealer Cult Hybrid kill team.

### Lying in Wait: Models in a

Genestealer Cult Hybrid kill team can begin any mission in hiding, providing that they have been deployed in a position where they would normally be able to do so (i.e. so that they are in cover and not within an enemy model's Initiative range, etc.).

## USING A GENESTEALER CULT HYBRID KILL TEAM

A Genestealer Cult Hybrid kill team follows all of the normal rules for selecting a kill team, with the following exceptions:

- A Genestealer Cult Hybrid kill team consists of 3-15 models.

- A Genestealer Cult Hybrid kill team can include up to 3 specialists.

- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), add 2 to the random number of models that take part in the mission for a Genestealer Cult Hybrid kill team.

- If a fighter has more than two arms and carries a weapon in each hand, then the fighter rolls one extra Attack dice in hand-to-hand combat. Any hits are inflicted by cycling through the weapons they are using in an order chosen by the controlling player.

## NEOPHYTE LEADER

|                 | Kill Team Leader |    |    |   |   |   |   | Cost to recruit: 120 points |    |  |
|-----------------|------------------|----|----|---|---|---|---|-----------------------------|----|--|
|                 | M                | WS | BS | S | T | W | I | A                           | Ld |  |
| Neophyte Leader | 4"               | 3  | 3  | 3 | 3 | 1 | 4 | 2                           | 9  |  |

A Neophyte Leader has an instinctive command over his broodkin.

**Brood Command:** Any fighter within 12" of their kill team's Neophyte Leader can use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken. In addition, any fighters within 12" of their kill team's Neophyte Leader can use their Initiative characteristic when testing to escape pinning early.

**Wargear:** A Neophyte Leader has a combat blade and a mining suit. In addition, a Neophyte Leader can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## NEOPHYTE HYBRID

|                 | Trooper |    |    |   |   |   |   | Cost to recruit: 60 points |    |  |
|-----------------|---------|----|----|---|---|---|---|----------------------------|----|--|
|                 | M       | WS | BS | S | T | W | I | A                          | Ld |  |
| Neophyte Hybrid | 4"      | 3  | 3  | 3 | 3 | 1 | 4 | 1                          | 8  |  |

The more humanoid appearance of cultists of the third and fourth generations means that these warriors often perform the bulk of a cult's clandestine activities.

**Wargear:** A Neophyte Hybrid has a combat blade and a mining suit. In addition, a Neophyte Hybrid can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## NEOPHYTE INITIATE

|                   | New Recruit |    |    |   |   |   |   | Cost to recruit: 50 points |    |  |
|-------------------|-------------|----|----|---|---|---|---|----------------------------|----|--|
|                   | M           | WS | BS | S | T | W | I | A                          | Ld |  |
| Neophyte Initiate | 4"          | 3  | 3  | 3 | 3 | 1 | 4 | 1                          | 7  |  |

A young member of the cult, a Neophyte Initiate is well trained but relies more heavily on the brood leader's command in the heat of battle.

**Wargear:** A Neophyte Initiate has a combat blade and a mining suit. In addition, a Neophyte Hybrid can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## NEOPHYTE HEAVY

|                | Specialist |    |    |   |   |   |   | Cost to recruit: 10 points |    |  |
|----------------|------------|----|----|---|---|---|---|----------------------------|----|--|
|                | M          | WS | BS | S | T | W | I | A                          | Ld |  |
| Neophyte Heavy | 4"         | 3  | 3  | 3 | 3 | 1 | 4 | 1                          | 8  |  |

Neophyte Heavies are tasked with fielding larger or more complex weaponry.

**Wargear:** A Neophyte Heavy has a combat blade and a mining suit. In addition, a Neophyte Heavy can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Special Weapons, Heavy Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.



## GENESTEALER CULT HYBRID WEAPON AND EQUIPMENT LISTS

### Ammunition

Hot-shot laser power pack .....15 points

### Grenades

Blasting charges .....40 points

### Miscellaneous

Clip harness .....10 points

Photo-visor .....15 points

Weapon reload .....Half cost of weapon in points

### Hand-to-Hand Weapons

Combat blade (knife) .....5 points

Chainsword .....25 points

Power maul\* .....50 points

Power pick\* .....50 points

\* Neophyte Leader only

### Pistols

Autopistol .....15 points

Laspistol .....15 points

Bolt pistol .....25 points

Web pistol\* .....75 points

\* Neophyte Leader only

### Basic Weapons

Autogun .....20 points

Shotgun .....20 points

Lasgun .....35 points

### Special Weapons

Flamer .....40 points

Webber .....100 points

Grenade launcher:

... with frag grenades .....85 points

... with krak grenades .....100 points

... with both .....125 points

### Heavy Weapons

Heavy stubber .....120 points

Mining laser .....200 points

Seismic cannon .....250 points





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### METAMORPH CLAW

Metamorph claws can mangle flesh and armour in a single spasming grasp.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | 1      | -2        |

### METAMORPH TALON

Long, razor-edged claws of serrated chitin, Metamorphs use these fearsome talons to stab and wrack their prey.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -1        |

**Scything Strikes:** A fighter attacking with a Metamorph talon adds 1 to its Weapon Skill in hand-to-hand combat; a model attacking with two Metamorph talons has a +2 bonus to its Weapon Skill in hand-to-hand combat instead.

### METAMORPH WHIP

Metamorph whips are cords of muscles that thrash about at frightening speeds to lash and entangle the weapons of their foes.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -1        |

**Entangling Lash:** When attacking with a Metamorph whip, you can force one enemy model in hand-to-hand combat with this model to roll one less Attack dice (to a minimum of 1).

### POWER PICK

Power picks are simple enough in design. They bear a low-quality disruption field powerful enough to shatter ceramite like glass.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | 1      | -4        |

### RENDING CLAW

These claws can tear through armour as if it were clay.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -2        |

**Claw:** A fighter attacking with a rending claw cannot carry anything else in that hand. If the fighter is attacking with two rending claws, they can re-roll To Wound rolls in the hand-to-hand phase.

## PISTOLS

### HAND FLAMER

The compact nature of a hand flamer severely limits its effective range, yet it is all but impossible to miss with at point-blank range.

| "Range" |      | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|------|----------|------|------|------|-----------|-----------|
| Short   | Long | Short    | Long |      |      |           |           |
| 0-2"    | 2-4" | +3       | +2   | 3    | 1    | -1        | 5+        |

**Ammo roll:** The hand flamer is required to take an Ammo roll each and every time it fires or is used in hand-to-hand combat.

### AUTOPISTOL

The autopistol is a rapid-firing automatic pistol that is both easy to manufacture and simple to use, making it a favoured weapon amongst cultist organisations.

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-8"    | 8-16" | +2       | -    | 3    | 1    | -         | 4+        |

### WEB PISTOL

Web pistols are popular amongst the many cults and gangs of the Imperium, for they are easily concealed and can be used to entrap prized victims. The tough, sticky strands it hurls at its targets constrict on contact with air, throttling or suffocating those trapped in their cloying embrace.

| "Range" |      | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|------|----------|------|------|------|-----------|-----------|
| Short   | Long | Short    | Long |      |      |           |           |
| 0-4"    | 4-8" | -        | -1   | *    | *    | *         | 7+        |

**Webbed:** If a web pistol hits its target, the victim is automatically webbed – no rolls are made for wounds or injuries and no saving roll is allowed for armour. A webbed target can attempt to struggle free at the start of each of their turns. To do so, roll a D6 and add the model's Strength; if the total is 8 or more, the victim frees itself and may act normally that turn. If the total is less than 8 then the victim remains trapped and immediately suffers 1 wound (though armour saves may be taken as normal against this wound). Webbed targets can do nothing other than fight if they are engaged in hand-to-hand combat, and if they do, they can only ever roll one Attack dice and always count as encumbered.



## BASIC WEAPONS

### AUTOGUN

Autoguns are manufactured in factories and underhive workshops across the Imperium. A sturdy frame combined with a high rate of fire makes an autogun a popular and reliable weapon on many an Imperial world.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" | 12-24" | +1     | -    | 3    | 1    | -         | 4+        |

## SPECIAL WEAPONS

### WEBBER

This weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. A victim who struggles too hard may be strangled or even crushed by the constricting mesh.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-6"  | 6-12" | -      | -1   | *    | *    | *         | 4+        |

**Webbed:** See web pistol.

## HEAVY WEAPONS

### HEAVY STUBBER

Despite a seemingly outdated design, a heavy stubber can nonetheless reliably rattle off a hail of large-calibre bullets that will mercilessly cut down anyone foolish enough to underestimate its potency.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-20" | 20-40" | -      | -    | 4    | 1    | -1        | 4+        |

**Sustained Fire:** 2 dice.

### MINING LASER

When their range limiters are short-circuited, the mining lasers of guilds make powerful weapons, able to blast apart rock, armour or flesh with equal indifference.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-6"  | 6-24" | +1     | -    | 9    | D6   | -6        | 7+        |

### SEISMIC CANNON

The distinctive pronged muzzle of a seismic cannon sends out pulsed bow waves of sonic force that can shiver a basilica wall into rubble, or turn the internal organs of living targets to mush.

A seismic cannon has a different profile depending on how far the target is from the firing model.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" |        | -      |      | 8    | D3   | -5        | 7+        |
|       | 12-24" |        | -    | 5    | 1    | -2        | 7+        |

**Sustained Fire:** 1 dice at short range; 2 dice at long range.

## GRENADES

### BLASTING CHARGES

Created from scavenged detonators and low-end demolition gear, the short-fused blasting charges used by Genestealer Cultists can be hurled at the enemy to sow explosive death amongst their ranks.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 4        | 1      | -1        |

**Large Blast:** Blasting charges are potent industrial-grade explosives; they use the large blast template.

**Unwieldy:** Although powerful, blasting charges are essentially improvised weapons. It is therefore harder to hit a target with a blasting charge than with a dedicated grenade, and a -1 To Hit modifier is imposed when throwing one.

## ARMOUR

### MINING SUIT

In combat, Genestealer Cultists commonly make use of the limited protection offered by the mining suits they attained when infiltrating the planet's civilian workforce. The shoulder-mounted spotlight built into these suits also serves to aid the wearer in searching for hidden threats.

**Armour Save:** A fighter wearing a mining suit has a basic armour save of 6+. This is increased to 5+ against weapons that use a template.

**Spotlight:** Add 1 to the wearer's Initiative characteristic when determining the distance they automatically spot a hidden enemy. For example, a Neophyte Hybrid with an Initiative characteristic of 4 will automatically spot all hidden enemy fighters within 5" of them.



# GENESTEALER CULT HYBRID SPECIAL OPERATIVES

## ACOLYTE HYBRID

|                | M  | WS | BS | S | T | W | I | A | Ld |
|----------------|----|----|----|---|---|---|---|---|----|
| Acolyte Hybrid | 5" | 4  | 3  | 4 | 3 | 1 | 4 | 2 | 8  |

Born of the cult's first or second generation, the alien heritage of an Acolyte Hybrid manifests itself far more openly in appearance, forcing them to rely on stealth far more than their Neophyte kin. All bear the archetypal mark of the Genestealer in the form of a diamond-hard claw that can tear through armour like paper.

**Wargear:** An Acolyte Hybrid has a combat blade, rending claw, autopistol, blasting charges and a mining suit. He may also do any of the following:  
Take a photo-visior.  
Exchange his autopistol for a hand flamer.

**Sneak Up:** Halve the distance at which an Acolyte Hybrid is spotted when in hiding. For example, if an enemy would normally spot this fighter when within 3", they can only spot an Acolyte Hybrid when within 1½".

## HYBRID METAMORPH

|                  | M  | WS | BS | S | T | W | I | A | Ld |
|------------------|----|----|----|---|---|---|---|---|----|
| Hybrid Metamorph | 5" | 4  | 3  | 4 | 3 | 1 | 4 | 2 | 8  |

A Hybrid Metamorph is the result of a spawning in a cult's latter cycles. These cultists sport weapon-limb biomorphs that set them apart from their broodkin in terms of both appearance and lethality.

**Wargear:** A Hybrid Metamorph has an autopistol, two rending claws, a Metamorph talon, blasting charges and a mining suit. He may also do any of the following:  
Exchange one of his rending claws for an additional Metamorph talon.  
Exchange one Metamorph talon for a Metamorph claw.  
Exchange one Metamorph talon for a Metamorph whip.  
Exchange his autopistol for a hand flamer.

**Berserk Charge:** A Hybrid Metamorph's combat modifier for charging is +2, rather than +1.

## PURESTRAIN GENESTEALER

|                        | M  | WS | BS | S | T | W | I | A | Ld |
|------------------------|----|----|----|---|---|---|---|---|----|
| Purestrain Genestealer | 6" | 6  | 0  | 4 | 4 | 1 | 6 | 3 | 10 |

Amongst the deadliest predators in the galaxy, a Purestrain Genestealer combines preternatural reflexes with the ability to tear even a Space Marine limb from limb with its deadly claws. Should one make its lair upon an Imperial world, it will eventually evolve into a Patriarch around which its own cult will be established. Indeed, one such a creature has the potential to doom an entire world.

**Wargear:** A Purestrain Genestealer has two rending claws.

**Bounty:** If a Purestrain Genestealer is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

**Hyper-reflexes:** Purestrain Genestealers have a 5+ invulnerable save.

**Killer Reputation:** Purestrain Genestealers cause fear.

**Preternatural Agility:** Purestrain Genestealers may triple their movement rate when they run or charge, rather than doubling it as normal. In addition, if Purestrain Genestealers jump across a gap, they jump 3+D3" rather than D6". They can use the full distance rolled, even if they do not have sufficient movement remaining to do so.

**Unstoppable Killer:** Purestrain Genestealers cannot be pinned by shooting attacks, unless they are from high-impact weapons.



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Genestealer Cult Hybrids are highly adept at stealth and guerilla warfare, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available    |            |        |          |          |         |        |          |         |
|--------------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION              | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Genestealer Cult Hybrids | Trooper    |        | ✓        | ✓        |         |        |          | ✓       |
|                          | Specialist |        |          | ✓        |         | ✓      | ✓        | ✓       |
|                          | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |





# GREY KNIGHTS KILL TEAMS

When daemonic activity is suspected but its severity has yet to be confirmed, a Grey Knights kill team will often be sent in to investigate. Combining the skills of elite Space Marines with esoteric, highly advanced weaponry and powerful psychic abilities, even a handful of Grey Knights is a force to be reckoned with.

## GREY KNIGHTS SPECIAL RULES

The following special rule applies to all of the members of a Grey Knights kill team.

**And They Shall Know No Fear:** A fighter with this rule never has to take fear or terror tests. In addition, a fighter with this rule can always test to recover early from pinning, even if there is no friendly fighter within 2".

## USING A GREY KNIGHTS KILL TEAM

A Grey Knights kill team follows all of the normal rules, with the following exceptions:

– A Grey Knights kill team consists of 3-5 models.

– Grey Knights kill teams do not have New Recruits.

– In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), subtract 2 from the random number of models that take part in the mission for a Grey Knights kill team.

– Zoanthropes suffer a -1 To Hit penalty when attempting to hit a Grey Knights fighter with their Warp Blast psychic ability.

## JUSTICAR

|          | Kill Team Leader |    |    |   |   |   |   | Cost to recruit: 250 points |    |
|----------|------------------|----|----|---|---|---|---|-----------------------------|----|
|          | M                | WS | BS | S | T | W | I | A                           | Ld |
| Justicar | 4"               | 4  | 4  | 4 | 4 | 1 | 4 | 2                           | 9  |

At the head of every Grey Knights kill team is a Justicar, an honoured veteran of the Chapter who leads his battle-brothers in combat, as well as in prayer.

**Wargear:** A Justicar has a storm bolter and power armour. In addition, a Justicar must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list. In addition, a Justicar can also be armed with items chosen from the Grey Knights Ammunition, Grenades and Miscellaneous Equipment lists.

**Psychic Abilities:** A Justicar has the Hammerhand and Purge Soul psychic abilities.

## GREY KNIGHT

|             | Trooper |    |    |   |   |   |   | Cost to recruit: 175 points |    |
|-------------|---------|----|----|---|---|---|---|-----------------------------|----|
|             | M       | WS | BS | S | T | W | I | A                           | Ld |
| Grey Knight | 4"      | 4  | 4  | 4 | 4 | 1 | 4 | 1                           | 8  |

Though few in number, each Grey Knight is a living weapon. They are dauntless and pure of both body and mind.

**Wargear:** A Grey Knight has a storm bolter and power armour. In addition, a Grey Knight must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list. In addition, a Grey Knight can also be armed with items chosen from the Grey Knights Ammunition, Grenades and Miscellaneous Equipment lists.

**Psychic Abilities:** A Grey Knight has the Hammerhand psychic ability.

## GREY KNIGHT GUNNER

|                    | Specialist |    |    |   |   |   |   | Cost to recruit: 200 points |    |
|--------------------|------------|----|----|---|---|---|---|-----------------------------|----|
|                    | M          | WS | BS | S | T | W | I | A                           | Ld |
| Grey Knight Gunner | 4"         | 4  | 4  | 4 | 4 | 1 | 4 | 1                           | 8  |

Gunners are among the most venerated fighters in a Grey Knights kill team, and as such carry the deadliest weapons from the armouries of Titan.

**Wargear:** A Grey Knight Gunner has a storm bolter and power armour. In addition, a Grey Knight Gunner must either be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list or replace with their storm bolter with one item chosen from the Grey Knights Special Weapons list. A Grey Knight Gunner can also be armed with items chosen from the Grey Knights Ammunition, Grenades and Miscellaneous Equipment lists.

**Psychic Abilities:** A Grey Knight Gunner has the Astral Aim and Hammerhand psychic abilities.

*'There are those who might see contradiction between our abhorrence of the Daemon and our wielding of sorcery. Yet those contradictions live only in the minds of weak men, and we are not accountable to such as they.'*

- GRAND MASTER VALDAR AURIKON



## GREY KNIGHTS WEAPON AND EQUIPMENT LISTS

### Ammunition

Psybolts\* .....30 points

\* Can be purchased for storm bolters only

### Grenades

Frag grenades .....25 points

Melta bombs\* .....30 points

Krak grenades .....40 points

\* Justicar only

### Miscellaneous

Clip harness .....10 points

Photo-visor .....15 points

Red-dot laser sight .....20 points

Telescopic sight .....20 points

Weapon reload (storm bolter) .....25 points

Weapon reload .....Half cost of weapon in points

### Hand-to-Hand Weapons

Pair of Nemesis falchions .....30 points

Nemesis force sword .....60 points

Nemesis force halberd .....80 points

Nemesis Daemon hammer .....100 points

Nemesis warding stave .....25 points

### Special Weapons

Incinerator\* .....75 points

Psilencer\* .....150 points

Psycannon\* .....175 points

\* Replaces the fighter's storm bolter





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### NEMESIS DAEMON HAMMER

Even with their power armour support servos, only the strongest Grey Knights can effectively wield the mighty Nemesis Daemon hammer in battle.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +4 | D3     | -         |

**Concussive:** A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

### NEMESIS FORCE HALBERD

As with all Nemesis weapons, the haft of a Nemesis force halberd channels a Grey Knight's psychic energy to create a crackling corona around the razor-sharp blade.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +4 | 1      | -         |

### NEMESIS FORCE SWORD

Crafted in iron and silver in the fortress monastery on Titan, these prized blades are inset with ancient sigils and power field generators that crackle with psychic power.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | 1      | -3        |

**Parry:** Fighters with Nemesis force swords are able to parry.

### NEMESIS WARDING STAVE

Nemesis warding staves contain refractor field generators that envelop the wielder in a sheath of force energy.

| Range        | Strength  | Damage | Save Mod. |
|--------------|-----------|--------|-----------|
| Close Combat | As user+1 | 1      | -         |

**Ward:** A fighter with a Nemesis warding stave has a 3+ invulnerable save in hand-to-hand combat.

### PAIR OF NEMESIS FALCHIONS

The broad-bladed Nemesis falchions are usually used in pairs to shred enemies in a flurry of blows.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

**Paired:** A fighter with a pair of Nemesis falchions counts as being armed with two weapons and can re-roll To Wound rolls in the hand-to-hand phase.

**Parry:** A fighter with a pair of Nemesis falchions can make two parries.

## SPECIAL WEAPONS

### INCINERATOR

Many Grey Knights revere the incinerator as the Chapter's most important tool of cleansing, for a body immolated can house no corruption.

| "Range"  |      | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|----------|------|----------|------|------|------|-----------|-----------|
| Short    | Long | Short    | Long |      |      |           |           |
| Template |      | -        | -    | 6    | D3   | -3        | 5+        |

**Flamer:** The incinerator's shot is represented by the teardrop-shaped flamer template.

**Ammo Roll:** The incinerator is required to take an Ammo roll each and every time it fires.

### PSILENCER

To trigger a psilencer, a Grey Knight sends a jolt of psychic energy into the weapons containment core which amplifies and releases this energy as deadly beams of force.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | -        | -    | 4    | 1    | -1        | 2+        |

**Sustained Fire:** 3 dice.

### PSYCANNON

Utilising the same psi-triggered payloads as psilencers, these rare and sacred relics date back to the Dark Age of Technology, yet they have lost none of their potency.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | -        | -    | 7    | D3   | -3        | 5+        |

**Sustained Fire:** 2 dice.

## SPECIALISED EQUIPMENT

### PERSONAL TELEPORTER

Protected by their honed psychic discipline, Grey Knights make effective use of treacherous Warp-jump technology to manoeuvre deftly on the battlefield.

A fighter with a personal teleporter treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain.



# AMMUNITION

## PSYBOLTS

When fired, each bolt becomes imbued with a portion of its firer's innate psychic might, allowing it to punch through armour and flesh with even greater force.

A storm bolter equipped with psybolts has the following profile until it runs out of ammunition, after which it may continue to fire with its standard ammunition.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | +1       | -    | 5    | 1    | -2        | 6+        |

**Sustained Fire:** 1 dice.

**Rare Ammunition:** A fighter equipped with a weapon reload cannot re-roll a failed Ammo roll for their psybolts – the re-roll only applies to the first failed Ammo roll they make for their storm bolter's standard ammunition.

# PSYCHIC ABILITIES

## ASTRAL AIM

In the thick of combat a battle-brother can calm his mind and psychically guide his aim, seeing the paths that lead to his enemies and even bending the trajectories of bullets in flight.

In the shooting phase, before firing a ranged weapon, a Grey Knight Gunner can attempt to guide their shots with Astral Aim. To do so, he must first pass a Leadership test. If the test is passed, he can ignore the To Hit modifiers for cover when firing his ranged weapon this turn. If the test is failed, he cannot benefit from Astral Aim this turn. However, if you roll a double 6 for this test, the Grey Knight Gunner cannot shoot any ranged weapons this turn.



## CLEANSING FLAME

So focused is a Purifier's purpose that they can channel the energy of their mind into gouts of scorching flame which they use to immolate the impure.

In the shooting phase, instead of firing a ranged weapon, a Grey Knight Purifier can attempt to assail his foes with

psychic flame. To do so, he must first pass a Leadership test. If the test is passed, resolve an attack using the profile shown below. If the test is failed, he cannot use Cleansing Flame this turn, though he can still fire a ranged weapon as normal. However, if you roll a double 6 for this test, the Purifier cannot shoot any ranged weapons this turn either.

| "Range"  |      | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|----------|------|----------|------|------|------|-----------|-----------|
| Short    | Long | Short    | Long |      |      |           |           |
| Template | -    | -        | -    | 5    | 1    | -2        | -         |

**Flamer:** Cleansing Flame's psychic onslaught is represented by the teardrop-shaped flamer template.

## HAMMERHAND

By directing his psychic wrath in combat, a Grey Knight can augment his own strength to the point where he can crush armour and bone with a single blow.

At the start of the hand-to-hand phase, a fighter with this psychic ability can attempt to augment their Nemesis weapons with Hammerhand. To do so, he must first pass a Leadership test. If the test is passed, increase the Damage characteristic of his hand-to-hand weapons to D3 (or D6 in the case of a Nemesis Daemon hammer) for the duration of the phase. If the test is failed, the Damage characteristic of their weapons remains the same. However, if you roll a double 6 for this test, the fighter counts have having made a fumble against each of their hand-to-hand combat opponents this phase in addition to any other fumbles they may roll.

## PURGE SOUL

Drawing upon every ounce of his willpower a battle-brother can purge all traces of corruption from his enemies, even if it destroys them in the process.

In the shooting phase, instead of firing a ranged weapon, a fighter with this ability can attempt to purge the soul of his foe. To do so, he must first pass a Leadership test. If the test is passed, resolve an attack using the rules described below. If the test is failed, he cannot use Purge Soul this turn, though he can still fire a ranged weapon as normal. However, if you roll a double 6 for this test, the fighter cannot shoot any ranged weapons this turn either.

**Purge Soul:** Pick an enemy fighter that is within 8" of him and within his line of sight. Both the caster and the target fighter must roll a dice and add their Leadership characteristic. If the target's total is greater than or equal to the caster's total, nothing happens. If the caster's total is greater than the target's total, the target fighter suffers a number of wounds equal to the difference. No armour saves may be taken against wounds caused in this manner.



# GREY KNIGHT SPECIAL OPERATIVES

## PURIFIER

|          | M  | WS | BS | S | T | W | I | A | Ld |
|----------|----|----|----|---|---|---|---|---|----|
| Purifier | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

Dour and taciturn, Purifiers are an order apart from other Grey Knights. Even amongst the glorious ranks of their Chapter their untarnished spirit shines brightly, and they unleash this purity on the battlefield in waves of cleansing flame.

**Wargear:** A Purifier has a storm bolter, frag and krak grenades and power armour. In addition, a Purifier must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list.

**Psychic Abilities:** A Purifier has the Cleansing Flame and Hammerhand psychic abilities.

## INTERCEPTOR

|             | M  | WS | BS | S | T | W | I | A | Ld |
|-------------|----|----|----|---|---|---|---|---|----|
| Interceptor | 8" | 4  | 4  | 4 | 4 | 1 | 4 | 1 | 8  |

The personal teleporters carried by Interceptors allow these vanguard troops to rapidly redeploy around the battlefield, harrying the enemy and adapting to their tactics with lightning speed.

**Wargear:** An Interceptor has a storm bolter, frag and krak grenades, a personal teleporter and power armour. In addition, an Interceptor must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list.

**Psychic Abilities:** An Interceptor has the Hammerhand psychic ability.

## GREY KNIGHT TERMINATOR

|                        | M  | WS | BS | S | T | W | I | A | Ld |
|------------------------|----|----|----|---|---|---|---|---|----|
| Grey Knight Terminator | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

There are few warriors in the galaxy more elite or more imposing than a Grey Knight clad in Tactical Dreadnought armour. Relentless and nigh-unstoppable, they can weather the heaviest enemy fire whilst delivering punishing salvos of their own.

**Wargear:** A Grey Knight Terminator has a storm bolter, frag and krak grenades and Terminator armour. In addition, a Grey Knight Terminator must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list.

**Killer Reputation:** Grey Knight Terminators cause fear.

**Psychic Abilities:** A Grey Knight Terminator has the Hammerhand psychic ability.

**Bounty:** If a Grey Knight Terminator is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

## PALADIN

|         | M  | WS | BS | S | T | W | I | A | Ld |
|---------|----|----|----|---|---|---|---|---|----|
| Paladin | 4" | 5  | 4  | 4 | 4 | 2 | 4 | 2 | 9  |

Amongst the Grey Knights, Paladins are exemplars of martial prowess. Having proven themselves in battle an aspirant must then pass a series of trials before they are admitted to this order, for only the greatest warriors may join their ranks.

**Wargear:** A Paladin has a storm bolter, frag and krak grenades and Terminator armour. In addition, a Paladin must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list. He may also exchange his storm bolter for an incinerator, psilencer or psycannon.

**Killer Reputation:** Paladins cause fear.

**Psychic Abilities:** A Paladin has the Hammerhand and Purge Soul psychic abilities.

**Premium Bounty:** If a Paladin is down or out of action at the end of a mission, the enemy kill team secures an additional D3 promethium caches.



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, the Grey Knights are highly skilled at both ranged and close combat, while Tyranid Warriors are ferocious and possess inhuman strength.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Grey Knights          | Trooper    | ✓      |          |          |         | ✓      | ✓        |         |
|                       | Specialist | ✓      |          | ✓        |         | ✓      | ✓        |         |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       | ✓      | ✓        |         |





# HARLEQUIN TROUPE KILL TEAMS

Eldar Harlequins leap into battle with breathtaking speed and grace. Though these balletic warriors are lightly armoured, their *dathedi* domino fields render their outlines into polychromatic blurs that make them almost impossible to target. To the Harlequins, every battle is a *saedath*, an intricately choreographed performance that is both mythic play and perfectly balanced strategic manoeuvre. Every player knows their role, and fulfils it with matchless synchronicity. For all their enthralling elegance, the Harlequins are lethal combatants. They strike with precision, wielding lethal weapons that can kill with the slightest graze, while their illusory masks project their foes' worst fears back at them.

## HARLEQUIN TROUPE SPECIAL RULES

The following special rule applies to all members of a Harlequin Troupe kill team.

**Prismatic Blur:** If a fighter with this ability ran in their previous movement phase, enemy fighters suffer a -2 hit modifier instead of only -1. In addition, a fighter with this ability cannot be pinned by shooting attacks, unless they are from high-impact weapons.

## USING A HARELEQUIN TROUPE KILL TEAM

A Harlequin Troupe kill team follows all of the normal rules, with the following exceptions:

– A Harlequin Troupe kill team consists of 3-6 models.

– In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), subtract 1 from the random number of models that take part in the mission for a Harlequin Troupe kill team.

## TROUPE MASTER

| TROUPE MASTER | Kill Team Leader |    |    |   |   | Cost to recruit: 300 points |   |   |    |
|---------------|------------------|----|----|---|---|-----------------------------|---|---|----|
|               | M                | WS | BS | S | T | W                           | I | A | Ld |
| Troupe Master | 6"               | 6  | 5  | 3 | 3 | 2                           | 7 | 3 | 10 |

Troupe Masters are choreographers of war, the lead players in their warlike caste and exemplary warriors that embody the lethal elegance of the Harlequins.

**Wargear:** A Troupe Master has a concealed blade, Harlequin mask, flip belt and holo-suit. In addition, a Troupe Master can be armed with items chosen from the Harlequins Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

## PLAYER

| PLAYER | Trooper |    |    |   |   | Cost to recruit: 150 points |   |   |    |
|--------|---------|----|----|---|---|-----------------------------|---|---|----|
|        | M       | WS | BS | S | T | W                           | I | A | Ld |
| Player | 6"      | 5  | 4  | 3 | 3 | 1                           | 6 | 2 | 9  |

Harlequin Players tumble, sprint and leap, every squeeze of the trigger and whipcord kick to the throat an act of worship to their Laughing God.

**Wargear:** A Player has a concealed blade, Harlequin mask, flip belt and holo-suit. In addition, a Player can be armed with items chosen from the Harlequins Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

## MIME

| MIME | New Recruit |    |    |   |   | Cost to recruit: 125 points |   |   |    |
|------|-------------|----|----|---|---|-----------------------------|---|---|----|
|      | M           | WS | BS | S | T | W                           | I | A | Ld |
| Mime | 6"          | 4  | 4  | 3 | 3 | 1                           | 6 | 2 | 9  |

Harlequins play many different roles over time, changing masks and aspects time and again. Those perfecting their first role are known as Mimes.

**Wargear:** A Mime has a concealed blade, Harlequin mask, flip belt and holo-suit. In addition, a Mime can be armed with items chosen from the Harlequins Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

## VIRTUOSO

| VIRTUOSO | Specialist |    |    |   |   | Cost to recruit: 175 points |   |   |    |
|----------|------------|----|----|---|---|-----------------------------|---|---|----|
|          | M          | WS | BS | S | T | W                           | I | A | Ld |
| Virtuoso | 6"         | 5  | 5  | 3 | 3 | 1                           | 6 | 2 | 9  |

Amongst the Troupe are certain Players whose roles emphasise the use of specialist weaponry, the better to unleash elegantly hideous destruction.

**Wargear:** A Virtuoso has a concealed blade, Harlequin mask, flip belt and holo-suit. In addition, a Virtuoso can be armed with items chosen from the Harlequins Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

*'Words can never express the true horrors that our people have suffered, the bloody scourge that we brought down upon ourselves. Instead, dear foes, let us show you with deeds.'*

- THE PROCLAMATION OF WOE, DELIVERED BY THE SORROWSINGER PRIOR TO THE COMMENCEMENT OF 'THE FALL OF THE ELДАР'



## HARLEQUIN TROUPE WEAPON AND EQUIPMENT LISTS

### Grenades

Prismatic grenades.....40 points

### Miscellaneous

Photo-visior.....15 points

Weapon reload .....Half cost of weapon in points

### Hand-to-Hand Weapons

Concealed blade (knife) .....5 points

Harlequin's blade (sword) .....15 points

Harlequin's caress\* .....20 points

Harlequin's kiss .....25 points

Monomolecular blade.....30 points

Harlequin's embrace\* .....40 points

Power sword\*\* .....50 points

\* Troupe Master and Virtuoso only

\*\* Troupe Master only

### Pistols

Shuriken pistol .....35 points

Neuro disruptor\* .....85 points

Fusion pistol\* .....100 points

\* Troupe Master and Virtuoso only





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### HARLEQUIN'S CARESS

The Harlequin's caress encases the user's hand in a phase field that allows him to reach through his foe's armour and pluck out their heart as easily as though he were running his fingers through thin air.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -1        |

**Caress of Death:** A Harlequin's caress always wounds enemy fighters on a 4+, regardless of their Toughness, unless a lower result would be required.

### HARLEQUIN'S EMBRACE

This wrist mounted weapon projects a cloud of monofilament wire that quickly contracts around the foe, slicing them to bloody chunks in seconds.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

**Embrace of Death:** On a turn in which a fighter with a Harlequin's embrace charges, it confers a +3 bonus to their Strength.

### HARLEQUIN'S KISS

When this sharpened tube is driven through an enemy's armour, the high-tensile monofilament wire within it uncoils, instantly reducing the victim's insides to gory soup.

A Harlequin's kiss uses the standard profile shown below; however, any To Wound rolls of 6 made for a Harlequin's kiss are resolved using the kiss of death profile instead.

#### Standard

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

#### Kiss of Death

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | D3     | -6        |

### MISTSTAVE

Even a glancing blow from a miststave can scramble the perceptions of its victims, leaving them trapped in a nightmare of illusory shadows and madness.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | User     | 1      | *         |

**Mental Assault:** When rolling To Wound with a miststave, use the winner's Leadership as the attack's Strength characteristic, and the losing fighter's Leadership characteristic as their Toughness. No armour saving throws can be taken against wounds inflicted in this manner.

### MONOMOLECULAR BLADE

The whicker-sharp blades of the Harlequins have cutting edges a single molecule thick, that can part even heavy plate armour with ease.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -2        |

**Parry:** Fighters with monomolecular blades are able to parry.

## PISTOLS

### FUSION pistol

These weapons focus fusion energies into short-ranged but utterly lethal blasts that vaporise amour, flesh and bone in a heartbeat.

| Range |      | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|------|--------|------|------|------|-----------|-----------|
| Short | Long | Short  | Long |      |      |           |           |
| 0-4"  | 4-8" | +1     | -    | 8    | D6   | -5        | 5+        |

### NEURO DISRUPTOR

These elegant psychocrystalline weapons fire beams of energy capable of burning away nervous tissue in an agonising instant, their victims crumpling with agonised expressions and not a mark upon them.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | +2     | -    | 1    | 1    | *         | 6+        |

**Neural Onslaught:** A neuro disruptor always wounds enemy fighters on a 2+, regardless of their Toughness. No armour saving throws can be taken against wounds inflicted in this manner.



## SHURIKEN PISTOL

These light, compact sidearms fire flurries of razor-edged discs that rip through their victims in blizzards of blood and shredded tissue.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-6"  | 6-12" | +2     | -    | 4    | 1    | -1        | 4+        |

**Sustained Fire:** 1 dice.

## SPECIAL WEAPONS

### SHRIEKER CANNON

These cruel weapons fire streams of projectiles impregnated with virulent genetic toxins. The luckless victim's blood boils, their organs rupture and their flesh sears from within before they detonate like living bombs in a visceral spray.

Each time a Death Jester fires a shrieker cannon, pick one of the two profiles below to use. If he runs out of one type of ammunition, he may still continue to fire the other type of ammunition with his shrieker cannon.

#### Shuriken Rounds

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" | 12-24" | +1     | -    | 6    | 1    | -2        | 4+        |

**Sustained Fire:** 2 dice.

#### Shrieker Rounds

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" | 12-24" | +1     | -    | 1    | 1    | -1        | 5+        |

**Large Blast:** Shrieker rounds cause explosions of poisonous bio-matter; they use the large blast template.

**Bio-explosion:** Shrieker rounds always wound enemy fighters on a 2+, regardless of their Toughness.



## GRENADES

### PRISMATIC GRENADES

Wraithbone explosives with psychocrystalline cores, these weapons burn out their victims' senses in searing blasts.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 4        | 1      | -2        |

**Blast:** Prismatic grenades disperses their energy over a limited area, and so uses the small blast template.

**Blinding:** Enemy fighters that are hit by a prismatic grenade suffer a -1 penalty to their WS and BS characteristics (to a minimum of 1) until the end of their next turn.

## SPECIALISED EQUIPMENT

### FLIP BELT

These anti-gravitic devices enhance the Harlequins' agility to incredible levels.

A fighter with a flip belt treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain. In addition, a fighter with a flip belt never suffers falling damage.

### HALLUCINOGEN GRENADE LAUNCHER

These fluted launchers swathe the enemy in psychotropic gasses that drive them swiftly mad.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-9"  | 9-18" | -      | -    | 1    | 1    | -         | 7+        |

**Large Blast:** Hallucinogen grenades give off a thick cloud of psychotropic gas; they use the large blast template.

**Hallucinogenic:** Enemy fighters that are pinned by a hallucinogen grenade launcher suffer a -2 penalty to their Initiative when testing to recover early from pinning.

### HARLEQUIN MASK

These masks shift to display the greatest fears of the Harlequins' enemies.

A fighter with a Harlequin mask causes fear.

### HOLO-SUIT

The programmable holo-fields of these suits transform their wearers into prismatic storms of light when they move, making them nigh impossible to hit.

A fighter with a holo-suit has a 4+ invulnerable save.



# HARLEQUIN SPECIAL OPERATIVES

## DEATH JESTER

|              | M  | WS | BS | S | T | W | I | A | Ld |
|--------------|----|----|----|---|---|---|---|---|----|
| Death Jester | 6" | 5  | 5  | 3 | 3 | 2 | 7 | 3 | 10 |

These sinister figures play the role of Death in the Harlequins' *saedath*. Able to lay down withering hails of shuriken fire, these ghoulish figures have a grisly sense of humour that manifests in the cruel and ironic ways they kill their victims.

**Wargear:** A Death Jester has a concealed blade, shrieker cannon, Harlequin mask, flip belt and holo-suit.

**Death is Not Enough:** If an enemy fighter is pinned by a Death Jester's shrieker cannon, they must immediately take a Leadership test. If this test is passed, the fighter is pinned as normal; if the test is failed, you can move the fighter D6" in any direction (this can even cause them to fall off the edge of a terrain feature!), after which they are pinned as normal.

**Bounty:** If a Death Jester is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

## SHADOWSEER

|            | M  | WS | BS | S | T | W | I | A | Ld |
|------------|----|----|----|---|---|---|---|---|----|
| Shadowseer | 6" | 6  | 4  | 3 | 3 | 2 | 7 | 3 | 10 |

Shadowseers are enigmatic masters of trickery and misdirection, channelling their psychic energies into phantasms that confuse and disorient the foe while shielding the Harlequins from harm.

**Wargear:** A Shadowseer has a miststave, shuriken pistol, hallucinogen grenade launcher, Harlequin mask, flip belt and holo-suit. He may also exchange his shuriken pistol for a neuro disruptor.

**Phantasmancer:** Enemy fighters must subtract 8" from the maximum range of any shooting attacks they make that are directed at a Shadowseer or a friendly Harlequin Troupe fighter within 6" of him.

**Bounty:** If a Shadowseer is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

## SOLITAIRE

|           | M   | WS | BS | S | T | W | I  | A | Ld |
|-----------|-----|----|----|---|---|---|----|---|----|
| Solitaire | 12" | 9  | 9  | 3 | 3 | 3 | 10 | 6 | 10 |

The Solitaire plays the cursed role of Slaanesh. A lonely figure of dread who evokes superstitious terror even in his fellow Players, the Solitaire is a sublimely lethal warrior who is the equal of an entire warband of lesser foes.

**Wargear:** A Solitaire has a Harlequin's caress, Harlequin's kiss, Harlequin mask, flip belt and holo-suit.

**Impossible Form:** A Solitaire has a 3+ invulnerable save and can never be pinned.

**The Path of Damnation:** If you expend a promethium cache to hire a Solitaire, he is the only model you can use for the duration of that mission! The Solitaire counts as your kill team's leader for all rules purposes when playing the mission.

**Premium Bounty:** If a Solitaire is down or out of action at the end of a mission, the enemy kill team secures an additional D3 promethium caches.





# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, the swiftness and bladework of the Harlequins is legendary, while the mighty Grey Knights are highly skilled at both ranged and close combat.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Harlequin Troupe      | Trooper    | ✓      |          |          | ✓       |        |          | ✓       |
|                       | Specialist | ✓      |          |          | ✓       |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |





# INQUISITION KILL TEAMS

The Ordo Xenos is the arm of the Inquisition tasked with defeating the alien in all its loathsome forms. Never more so has this solemn duty been tested than during the second great Ork invasion of war-torn Armageddon.

## INQUISITION SPECIAL RULES

The following special rule applies to all of the members of an Inquisition kill team.

**Alien Hunters:** When an Inquisition fighter attacks a 'Xenos' fighter in hand-to-hand combat, they score critical hits on rolls of 5 or 6 instead of 6. 'Xenos' fighters are fighters or special operatives belonging to any of the following kill teams: Orks, Craftworld Eldar, Dark Eldar Wych Cults, Harlequin Troupes, Genestealer Cult Hybrids, Tyranid Warriors, Necrons, Tau Empire Pathfinders.

## USING AN INQUISITION KILL TEAM

A Inquisition kill team follows all of the normal rules, with the following exceptions:

- An Inquisition kill team consists of 3-10 models.
- To represent their varied origins, each time you recruit an Inquisitorial Acolyte, you can apply a +1 bonus to that fighter's Weapon Skill **or** to their Ballistic Skill. This bonus is permanent, and cannot be changed at a later time. Furthermore, each time an Inquisitorial Initiate earns their third Mission Completed mark and is promoted to a Trooper, you can choose to apply either a +1 Weapon Skill or +1 Ballistic Skill characteristic bonus to their profile.

## ORDO XENOS INQUISITOR

Kill Team Leader

Cost to recruit: 225 points

|                          | M | WS | BS | S | T | W | I | A | Ld |
|--------------------------|---|----|----|---|---|---|---|---|----|
| Ordo Xenos Inquisitor 4" | 4 | 4  | 3  | 3 | 3 | 3 | 4 | 3 | 10 |

An Inquisitor is a shrewd and steely leader of men, commanding a level of power and authority that is all but unrivalled within the Imperium. The agents of the Ordo Xenos dedicate themselves to the destruction of alien threats in every form, and gather warbands of like-minded and fiercely loyal warriors to their side to aid them in this cause.

**Wargear:** An Ordo Xenos Inquisitor has a combat blade and carapace armour.

In addition, an Ordo Xenos Inquisitor can be armed with items chosen from the Inquisition Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Ammunition, Grenades and Miscellaneous equipment lists.

## INQUISITORIAL ACOLYTE

Trooper

Cost to recruit: 65 points

|                          | M | WS | BS | S | T | W | I | A | Ld |
|--------------------------|---|----|----|---|---|---|---|---|----|
| Inquisitorial Acolyte 4" | 3 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 8  |

Whether they began life as bodyguards, bounty hunters, underhive gangers or any of a thousand other callings before being recruited by their master, Acolytes are skilled and resourceful assets to any Inquisitor.

**Wargear:** An Inquisitorial Acolyte has a combat blade and flak armour. In

addition, an Inquisitorial Acolyte can be armed with items chosen from the Inquisition Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Ammunition, Grenades, and Miscellaneous equipment lists.

## INQUISITORIAL INITIATE

New Recruit

Cost to recruit: 50 points

|                           | M | WS | BS | S | T | W | I | A | Ld |
|---------------------------|---|----|----|---|---|---|---|---|----|
| Inquisitorial Initiate 4" | 3 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

Inquisitors are always on the lookout for potential recruits who display the qualities required to aid them in their grave duty of protecting Mankind.

**Wargear:** An Inquisitorial Initiate has a combat blade and flak armour. In

addition, an Inquisitorial Initiate can be armed with items chosen from the Inquisition Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades, and Miscellaneous equipment lists.

## CRUSADER

Specialist

Cost to recruit: 85 points

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Crusader 4" | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 8  |

Crusaders are amongst the most elite soldiery available to agents of the Inquisition without requisitioning military assets from outside their organisation. Each Crusader is an implacable warrior, hand-picked for their skill at arms and dedication to the Imperium.

**Wargear:** A Crusader has a combat blade and carapace armour. In addition, a

Crusader can be armed with items chosen from the Inquisition Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous equipment lists.



## INQUISITION WEAPON AND EQUIPMENT LISTS

### Ammunition

|                                                              |           |
|--------------------------------------------------------------|-----------|
| Hot-shot laser power pack .....                              | 15 points |
| Toxic rounds* .....                                          | 20 points |
| * Can be purchased for needle pistols and sniper rifles only |           |

### Grenades

|                     |           |
|---------------------|-----------|
| Frag grenades ..... | 25 points |
| Melta bombs .....   | 30 points |
| Rad grenades .....  | 35 points |
| Krak grenades ..... | 40 points |

### Miscellaneous

|                                            |                               |
|--------------------------------------------|-------------------------------|
| Camo gear .....                            | 5 points                      |
| Clip harness .....                         | 10 points                     |
| Digital weapons* .....                     | 10 points                     |
| Power armour* .....                        | 10 points                     |
| Uluméathi plasma syphon* .....             | 10 points                     |
| Photo-visior .....                         | 15 points                     |
| Red-dot laser sight .....                  | 20 points                     |
| Telescopic sight** .....                   | 20 points                     |
| Storm shield*** .....                      | 50 points                     |
| Weapon re-load .....                       | Half cost of weapon in points |
| * Ordo Xenos Inquisitor only               |                               |
| ** Cannot be fitted to a shotgun           |                               |
| *** Ordo Xenos Inquisitor or Crusader only |                               |

### Hand-to-Hand Weapons

|                                 |           |
|---------------------------------|-----------|
| Combat blade .....              | 5 points  |
| Chainsword .....                | 25 points |
| Scythian venom talon* .....     | 30 points |
| Power maul or power sword ..... | 50 points |
| * Ordo Xenos Inquisitor only    |           |

### Pistols

|                              |           |
|------------------------------|-----------|
| Autopistol .....             | 15 points |
| Laspistol .....              | 15 points |
| Bolt pistol .....            | 25 points |
| Needle pistol* .....         | 30 points |
| Plasma pistol .....          | 50 points |
| * Ordo Xenos Inquisitor only |           |

### Basic Weapons

|                    |           |
|--------------------|-----------|
| Autogun .....      | 20 points |
| Shotgun .....      | 20 points |
| Lasgun .....       | 25 points |
| Boltgun .....      | 35 points |
| Sniper rifle ..... | 40 points |

### Special Weapons

|                              |           |
|------------------------------|-----------|
| Combi-flamer* .....          | 55 points |
| Storm bolter .....           | 55 points |
| Combi-melta* .....           | 65 points |
| * Ordo Xenos Inquisitor only |           |





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### ARCO-FLAIL

An Arco-flagellant's arms are often replaced with bionic whips, blades or flails.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

**Lashing Blows:** Opposing fighters may not parry against a fighter armed with an arco-flail.

### SCYTHIAN VENOM TALON

A relic of a xenos race of warrior-monks, the dagger-like venom talon is able to incapacitate a foe with the slightest scratch.

| Range        | Strength  | Damage | Save Mod. |
|--------------|-----------|--------|-----------|
| Close Combat | (As user) | 1      | -         |

**Toxic:** No To Wound roll is required when a target is hit with this weapon: if the target is hit then the toxins automatically inflict 1 wound. Armour may still save a target as normal. Note this only applies against living targets. If this weapon hits an unliving target, then a normal To Wound roll must be made using the Strength shown in the profile. A target suffering their final wound from this weapon does not roll on the standard Injury table. Instead, roll on the table below both when the injury is inflicted and in subsequent recovery phases.

| D6  | Result                                                                                                                                                                                                                        |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | <b>No Effect:</b> The toxin has no effect or wears off. The target may continue to fight in the same way as if they had suffered a flesh wound except that they suffer no penalties to their Weapon Skill or Ballistic Skill. |
| 2-4 | <b>Comatose:</b> The target is knocked comatose and falls to the ground. The model counts as down except that they cannot move.                                                                                               |
| 5-6 | <b>Out of Action:</b> The target slumps lifelessly to the ground. They may be dead or barely living, but are overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.  |

If this weapon hits a model that is already down and inflicts a Comatose result, then the model must roll on the chart above in subsequent recovery phases instead of the standard Injury table.

### EXECUTIONER GREATBLADE

An exquisitely crafted and perfectly weighted blade forged for the sole purpose of turning death-dealing into an art form.

| Range        | Strength  | Damage | Save Mod. |
|--------------|-----------|--------|-----------|
| Close Combat | As user+3 | D3     | -3        |

**Parry:** A fighter with an executioner greatblade is able to parry (pg 42).

**Two-handed:** Though finely balanced, it still requires two hands to swing such a blade, so it can never be used together with another weapon.

## PISTOLS

### AUTOPISTOL

The autopistol is a rapid-firing automatic pistol that is both easy to manufacture and simple to use, making it a popular weapon amongst all Imperial agents.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | +2     | -    | 3    | 1    | -         | 4+        |

### HAND FLAMER

A compact version of the flamer, this weapon is nonetheless terrifyingly effective against lightly armoured enemies.

| Range |      | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|------|--------|------|------|------|-----------|-----------|
| Short | Long | Short  | Long |      |      |           |           |
| 0-2"  | 2-4" | +3     | +2   | 3    | 1    | -1        | 5+        |

**Ammo Roll:** The hand flamer is required to take an Ammo roll each and every time it fires or is used in hand-to-hand combat.

### INFERNO PISTOL

Inferno pistols are ruinously effective, if short-ranged, and capable of melting their way through blast doors or vaporising flesh in an instant.

| Range |      | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|------|--------|------|------|------|-----------|-----------|
| Short | Long | Short  | Long |      |      |           |           |
| 0-4"  | 4-8" | -      | -1   | 8    | D6   | -5        | 5+        |



## NEEDLE PISTOL

Needle pistols are sophisticated handguns whose operation is silent, invisible and deadly.

| "Range" |       | "To Hit" |      |      |      | Save Ammo |      |
|---------|-------|----------|------|------|------|-----------|------|
| Short   | Long  | Short    | Long | Str. | Dam. | Mod.      | Roll |
| 0-8"    | 8-16" | +2       | -    | 3    | 1    | -1        | 6+   |

**Silent:** This weapon emits no noise, so doesn't need to test to see if the alarm is raised when used during missions such as The Raid.

## BASIC WEAPONS

### AUTOGUN

Autoguns are manufactured in factories and underhive workshops across the Imperium. A sturdy frame combined with a high rate of fire makes an autogun a reliable and unsurprisingly popular weapon on many an Imperial world.

| "Range" |        | "To Hit" |      |      |      | Save Ammo |      |
|---------|--------|----------|------|------|------|-----------|------|
| Short   | Long   | Short    | Long | Str. | Dam. | Mod.      | Roll |
| 0-12"   | 12-24" | +1       | -    | 3    | 1    | -         | 4+   |

## SPECIAL WEAPONS

### COMBI-FLAMER

The combi-flamer combines the prodigious stopping power of a boltgun with a single-shot flamer unit, perfect for filling a crawlway or ruin with scouring flame.

A combi-flamer can be fired either as a boltgun or a flamer, but can only be fired as a flamer once per game. If an Ammo roll is failed for a combi-flamer before the flamer is fired, then the flamer can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the flamer. Telescopic and red-dot laser sights purchased for a combi-flamer only apply when firing it as a boltgun.

### COMBI-MELTA

Combining a boltgun and a single-shot melta unit, the combi-melta all but guarantees the death of a single, deeply unfortunate foe.

A combi-melta can be fired either as a boltgun or a meltagun, but can only be fired as a meltagun once per game. If an Ammo roll is failed for a combi-melta before the meltagun is fired, then the meltagun can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the meltagun. Telescopic and red-dot laser sights purchased for a combi-melta only apply when firing it as a boltgun.

## GRENADES

### RAD GRENADES

Rad grenades detonate in a shower of tiny contaminated fragments. Enemies that survive the grenade's initial explosion will feel its debilitating influence for some time afterwards.

| Strength | Damage | Save Mod. |
|----------|--------|-----------|
| 3        | 1      | -         |

**Large Blast:** A rad grenade is designed to sow its irradiated payload over a wide area, and hence uses the large blast template.

**Rad Sickness:** Each time a fighter suffers an unsaved wound from a rad grenade but is not taken out of action, subtract 1 from their Toughness (to a minimum of 1) for the rest of the game.

## MISCELLANEOUS EQUIPMENT

### DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into rings, bionic implants or the knuckles of a glove. They lack range, but can be used in melee to take advantage of an enemy's exposed weakness.

If a fighter is equipped with digital weapons and is fighting in hand-to-hand combat, the first time an opponent fumbles (rolls a 1) in a round of close combat, add 2 to the fighter's score instead of 1.

### JUMP PACK

The Vanguard Veterans of the Deathwatch use jump packs to swiftly close upon their prey, ensuring that none escape the Emperor's wrath.

A fighter with a jump pack treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain.

### ULUMÉATHI PLASMA SYPHON

This peculiar array of alien crystals creates a distorting resonance on the frequencies used by plasma weaponry, causing such guns to fire more wildly, making it almost impossible to keep them on target.

Enemy fighters suffer a -2 to hit modifier when targeting a fighter equipped with an Uluméathi plasma siphon with a plasma pistol, plasma gun or plasma caliver.



# INQUISITION SPECIAL OPERATIVES

## ARCO-FLAGELLANT

|                 | M  | WS | BS | S | T | W | I | A | Ld |
|-----------------|----|----|----|---|---|---|---|---|----|
| Arco-flagellant | 5" | 5  | 1  | 5 | 3 | 1 | 3 | 3 | 8  |

As punishment for their heinous transgressions, Arco-flagellants are augmented with extensive physical surgery before being mentally reconditioned into berserk killing machines. When their trigger word is given, they hurtle towards their foes and set about them with a lethal array of flails, blades and whips with no thought of self-preservation.

**Wargear:** An Arco-flagellant has two arco-flails.

**Berserk Charge:** An Arco-flagellant's combat modifier for charging is +2, rather than +1.

**Insensate to Pain:** Arco-flagellants cannot be pinned by shooting attacks, unless they are from high-impact weapons. In addition, use the following table instead of the usual one when making an Injury roll for an Arco-flagellant in the recovery phase:

| D6  | Result        |
|-----|---------------|
| 1-3 | Flesh Wound   |
| 4-5 | Down          |
| 6   | Out of Action |

## DEATH CULT ASSASSIN

|                     | M  | WS | BS | S | T | W | I | A | Ld |
|---------------------|----|----|----|---|---|---|---|---|----|
| Death Cult Assassin | 6" | 5  | 3  | 4 | 3 | 1 | 6 | 2 | 8  |

Death Cult Assassins are merciless and deadly warrior adepts that are fanatically dedicated to the Imperial Creed. They do not discriminate between the different Ordos of the Inquisition they commonly serve – the opportunity to slay the enemies of Mankind in battle for the glory of the Emperor is reward enough.

**Wargear:** A Death Cult Assassin has two combat blades and two power swords. She may exchange her two power swords for an executioner greatblade.

**Killer Reputation:** Death Cult Assassins cause fear.

**Uncanny Reflexes:** Death Cult Assassins have a 5+ invulnerable save.

## DEATHWATCH VETERAN

|                    | M  | WS | BS | S | T | W | I | A | Ld |
|--------------------|----|----|----|---|---|---|---|---|----|
| Deathwatch Veteran | 4" | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  |

Deathwatch Veterans are the Imperium's foremost alien hunters, and are often called upon to fight alongside the forces of the Ordo Xenos to ensure victory over those that would threaten Mankind.

**Wargear:** A Deathwatch Veteran has a boltgun with hellfire bolts and a telescopic sight or red-dot laser sight, frag and krak grenades and power armour. He may also do either of the following:

Take a silencer for his boltgun, giving it the Silent rule (pg 61), or take a power maul, power sword or storm shield.

Exchange his boltgun with hellfire bolts for a power maul and storm shield, a power sword and storm shield, or a shotgun.

## DEATHWATCH VANGUARD VETERAN

| Deathwatch Vanguard Veteran |   |    |    |   |   |   |   |   |    |   |
|-----------------------------|---|----|----|---|---|---|---|---|----|---|
|                             | M | WS | BS | S | T | W | I | A | Ld |   |
| Deathwatch Vgd. Veteran     |   | 4" | 4  | 4 | 4 | 4 | 1 | 4 | 2  | 9 |

The Deathwatch share a common purpose with the Ordo Xenos, and their Vanguard Veterans make for valuable shock assault assets.

**Wargear:** A Deathwatch Vanguard Veteran has a bolt pistol with hellfire bolts, a chainsword, frag and krak grenades, power armour and a jump pack. He may also do any of the following:

Exchange his chainsword for a lightning claw, power fist, power maul, power sword or thunder hammer.

Exchange his bolt pistol with hellfire bolts for a hand flamer, inferno pistol or plasma pistol.

Exchange his chainsword and bolt pistol with hellfire bolts for two lightning claws.



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, as they have a variety of backgrounds, Inquisition kill teams include warriors with a variety of eclectic skills, while Ork Boyz tend to favour using simple brute force.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Inquisition           | Trooper    | ✓      | ✓        | ✓        |         |        |          |         |
|                       | Specialist | ✓      | ✓        | ✓        |         | ✓      |          |         |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |





# NECRON KILL TEAMS

The forces of the Necrons, having slumbered through the aeons, have awakened to find the galaxy overrun with fleshy, verminous usurpers. It is common for Necron kill teams to be dispatched to scour life forms from those sites that are to be reclaimed by Necron nobility when their dynasty rises to take back its rightful domain.

## NECRON SPECIAL RULES

The following special rule applies to all of the members of a Necron kill team.

**Reanimation Protocols:** When Necron fighters would make an injury roll in the recovery phase, use the following table instead of the usual one:

- 1-3 Flesh Wound
- 4-5 Down
- 6 Out of Action

In addition, Necron fighters can always test to recover early from pinning, even if there is no friendly fighter within 2".

## USING A NECRON KILL TEAM

A Necron kill team follows all of the normal rules, with the following exceptions:

– Each time a Necron Warrior earns its third Mission Completed mark, that Necron Warrior becomes a Trooper and may be given skills in the future, but its characteristics and equipment do not change.

## APPOINTED IMMORTAL

| APPOINTED IMMORTAL | Kill Team Leader |    |    |   |   | Cost to recruit: 200 points |   |   |    |
|--------------------|------------------|----|----|---|---|-----------------------------|---|---|----|
|                    | M                | WS | BS | S | T | W                           | I | A | Ld |
| Appointed Immortal | 4"               | 4  | 4  | 4 | 4 | 1                           | 2 | 1 | 10 |

Imbued by the Crypteks with an enhanced grasp of strategy and tactics, the Appointed are given the honour of leading their sinister cohorts.

**Wargear:** An Appointed Immortal has a combat blade and Immortal exoskeleton. In addition, an Appointed Immortal can be armed with items chosen from the Necron Basic Weapons and Miscellaneous Equipment lists.

## IMMORTAL

| IMMORTAL | Trooper |    |    |   |   | Cost to recruit: 110 points |   |   |    |
|----------|---------|----|----|---|---|-----------------------------|---|---|----|
|          | M       | WS | BS | S | T | W                           | I | A | Ld |
| Immortal | 4"      | 4  | 4  | 4 | 4 | 1                           | 2 | 1 | 10 |

Forged from the war-castes of the Necrontyr, Immortals are excellent shock troops, the embodiment of the Necrons' uncanny resilience.

**Wargear:** A Necron Immortal has a combat blade and Immortal exoskeleton. In addition, a Necron Immortal can be armed with items chosen from the Necron Basic Weapons and Miscellaneous Equipment lists.

## WARRIOR

| WARRIOR | New Recruit |    |    |   |   | Cost to recruit: 80 points |   |   |    |
|---------|-------------|----|----|---|---|----------------------------|---|---|----|
|         | M           | WS | BS | S | T | W                          | I | A | Ld |
| Warrior | 4"          | 4  | 4  | 4 | 4 | 1                          | 2 | 1 | 10 |

Even with only a glimmer of consciousness to guide it, a Necron Warrior is a fearsome and resilient foe that can rise from even the most grievous harm.

**Wargear:** A Necron Warrior has a combat blade and Warrior exoskeleton. In addition, a Necron Warrior can be armed with items chosen from the Necron Basic Weapons and Miscellaneous Equipment lists.

## DEATHMARK

| DEATHMARK | Specialist |    |    |   |   | Cost to recruit: 120 points |   |   |    |
|-----------|------------|----|----|---|---|-----------------------------|---|---|----|
|           | M          | WS | BS | S | T | W                           | I | A | Ld |
| Deathmark | 4"         | 4  | 4  | 4 | 4 | 1                           | 2 | 1 | 10 |

Crackling into realspace in the middle of battle to annihilate their enemies, Deathmarks are the assassins of the Necron cohorts.

**Wargear:** A Deathmark has a combat blade and Immortal exoskeleton. In addition, a Deathmark can be armed with items chosen from the Necron Special Weapons and Miscellaneous Equipment lists.

**Ethereal Interception:** A Deathmark is not deployed with the rest of your kill team in any scenario. Instead, before deployment, select a single enemy fighter. In the movement phase of your second turn you may place the Deathmark anywhere on the board within 8" of this model. This counts as its movement for this turn. You may not place the Deathmark in base-to-base contact with any enemy fighters.

If the Deathmark is arriving in a scenario as reinforcements, it may use this special rule on the turn it arrives as if it were the second turn.

*'Awaken the legions!'* - ORDICOR THE TECHNOMANDRITE



## NECRON WEAPON AND EQUIPMENT LISTS

### Basic Weapons

Gauss flayer\* .....50 points

Gauss blaster\*\* .....60 points

Tesla carbine\*\* .....65 points

\* Warriors only

\*\* Immortals and Appointed Immortal only

### Special Weapons

Synaptic disintegrator .....40 points

### Miscellaneous

Phase-shifter .....15 points

Photo-visor .....15 points

Mindshackle scarabs .....25 points

Shadowloom .....30 points

Weapon reload .....Half cost of weapon in points





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### HYPERPHASE SWORD

The energy blade of a hyperphase sword vibrates across dimensional states, and can easily slice through armour and flesh to sever the vital organs within.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -3        |

### ROD OF COVENANT

The rod of covenant is a tool of swift execution for those found wanting by the Triarch Praetorians.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | D3     | -2        |

**Energy Blast:** A rod of covenant may also be used as a ranged weapon with the following profile:

| Range |       | To Hit |      | Save |      | Ammo |      |
|-------|-------|--------|------|------|------|------|------|
| Short | Long  | Short  | Long | Str. | Dam. | Mod. | Roll |
| 0-6"  | 6-12" | +1     | -    | 5    | 1    | -1   | 4+   |

### VOIDBLADE

The gleaming black edge of a voidblade flickers in and out of existence, causing the molecular bonds of any material it comes into contact with to instantaneously disintegrate.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -2        |

### WARSCYTHE

Warscythes are energy-bladed battle staves. Though heavy and cumbersome, in the hands of a Necron it becomes a most formidable weapon.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | D3     | -3        |

## PISTOL WEAPONS

### PARTICLE CASTER

Particle weapons emit streams of antimatter particles that detonate as their containment fields split on impact.

| Range |       | To Hit |      | Save |      | Ammo |      |
|-------|-------|--------|------|------|------|------|------|
| Short | Long  | Short  | Long | Str. | Dam. | Mod. | Roll |
| 0-6"  | 6-12" | -      | -    | 6    | 1    | -2   | 5+   |

## BASIC WEAPONS

### GAUSS BLASTER

Gauss blasters project a dual molecular disassembly beam, reducing flesh, bone and armour to nothingness.

| Range |        | To Hit |      | Save |      | Ammo |      |
|-------|--------|--------|------|------|------|------|------|
| Short | Long   | Short  | Long | Str. | Dam. | Mod. | Roll |
| 0-12" | 12-24" | -      | -    | 5    | 1    | -2   | 5+   |

**Gauss:** You can re-roll failed To Wound rolls for shots fired with this weapon.

### GAUSS FLAYER

The standard weapon of the Necron warrior construct, the gauss flayer can strip a man to his constituent atoms in a matter of seconds.

| Range |        | To Hit |      | Save |      | Ammo |      |
|-------|--------|--------|------|------|------|------|------|
| Short | Long   | Short  | Long | Str. | Dam. | Mod. | Roll |
| 0-12" | 12-24" | -      | -    | 4    | 1    | -1   | 4+   |

**Gauss:** You can re-roll failed To Wound rolls for shots fired with this weapon.

### TESLA CARBINE

A tesla weapon unleashes a bolt of living lightning that crackles and leaps from target to target.

| Range |        | To Hit |      | Save |      | Ammo |      |
|-------|--------|--------|------|------|------|------|------|
| Short | Long   | Short  | Long | Str. | Dam. | Mod. | Roll |
| 0-12" | 12-24" | -      | -    | 5    | 1    | -    | 4+   |

**Sustained Fire:** 1 dice.

## SPECIAL WEAPONS

### SYNAPTIC DISINTEGRATOR

This weapon fires a compressed leptonic beam that destroys synaptic tissue. Beginning within the target's brain and spreading in microseconds to the rest of the body, it causes the luckless target to crumple limply to the ground.

| Range |       | To Hit |      | Save |      | Ammo |      |
|-------|-------|--------|------|------|------|------|------|
| Short | Long  | Short  | Long | Str. | Dam. | Mod. | Roll |
| 0-9"  | 9-18" | -      | -    | 5    | 1    | -1   | 5+   |



## SPECIALISED EQUIPMENT

### DISPERSION SHIELD

The force barrier projected by a dispersion shield can harmlessly dissipate the energy of close combat attacks and incoming enemy fire alike.

A fighter equipped with a dispersion shield can never claim the additional Attack for being armed with two weapons in the hand-to-hand phase.

**Invulnerable Save:** A fighter equipped with a dispersion shield has a 3+ invulnerable save.

### GRAVITY DISPLACEMENT PACK

The ribcage-like devices known as gravity displacement packs allow the wearer to hover, levitate and descend at will, giving impressive freedom of movement.

A fighter equipped with a gravity displacement pack may use it in the movement phase instead of moving normally. The fighter may move up to 10" in any direction, ignoring the normal restrictions for terrain, however you may not end this move in impassable ground. The gravity displacement pack may be used to charge an enemy fighter, but does not double the user's Movement distance when doing so.

### MINDSHACKLE SCARABS

The tiny constructs known as mindshackle scarabs can infiltrate a living creature's mind, using pinpoint pulses of electricity to commandeer the living tissue of the brain.

Once per game, at the start of the shooting phase, a fighter with mindshackle scarabs may pick an enemy fighter within 6" to attempt to temporarily enslave instead of firing a ranged weapon. If they do so, the enemy fighter must take a Leadership test with a -1 penalty. If the test is passed, nothing happens. If the test is failed, you may immediately make a shooting attack with that fighter as if it belonged to your kill team, following all the usual rules.

### PHASE SHIFTER

A phase shifter causes its bearer to fluctuate in and out of an incorporeal state, making him move like a ghost.

A fighter equipped with a phase shifter may move through all terrain as if it was open ground. It may not finish its move inside impassable ground.

### SHADOWLOOM

This generator projects an aura of unnatural darkness about the bearer, making it difficult to track and target.

A fighter equipped with a shadowloom always counts as being in at least partial cover – even when in the open – for the purposes of being the target of shooting attacks.



## ARMOUR

### IMMORTAL EXOSKELETON

The hardened alloys of a Necron Immortal are designed to withstand the passage of the aeons without corrosion.

A fighter with an Immortal exoskeleton has a basic armour save of 3+.

### WARRIOR EXOSKELETON

Necrons are not creatures of flesh and blood – though their tough exoskeletons protect vital circuitry, they are tough beyond the limits of the natural world.

A fighter with a Warrior exoskeleton has a basic armour save of 4+.



*'Order. Obedience. Unity. We taught the galaxy these things long ago, and we will do so again.'*

- IMOTEKH THE STORMLORD



# NECRON SPECIAL OPERATIVES

## LYCHGUARD

|           | M  | WS | BS | S | T | W | I | A | Ld |
|-----------|----|----|----|---|---|---|---|---|----|
| Lychguard | 4" | 4  | 4  | 5 | 5 | 1 | 2 | 2 | 10 |

Wielding lightning-tipped warscythes or spectral hyperphase swords, the Lychguard exact a bloody toll, their cracking blades carving through armour and flesh. These bodyguard constructs interpose their inviolable forms whenever their designated lord is in danger, before returning the aggression thricefold.

**Wargear:** A Lychguard has a warscythe and Immortal exoskeleton. He may exchange his warscythe for a hyperphase sword and dispersion shield.

**Bodyguard:** If a Lychguard is within 2" of your leader when he is the target of a shooting attack, you may roll a dice. On a 3+, the Lychguard intercepts the shot, and it is resolved against him instead. You may not do this against weapons which use the teardrop-shaped flamer template.

## TRIARCH PRAETORIAN

|                    | M  | WS | BS | S | T | W | I | A | Ld |
|--------------------|----|----|----|---|---|---|---|---|----|
| Triarch Praetorian | 4" | 4  | 4  | 5 | 5 | 1 | 2 | 2 | 10 |

Praetorians seek out stirring tomb worlds to guide their Necron inhabitants to ascendancy. They hover over the battlefield on gravity displacement packs, reducing foes to ash with their glowing rods of covenant. To witness these towering enforcers in action is to see the might of the ancient Necron Triarch made manifest – few mortals will survive the experience.

**Wargear:** A Triarch Praetorian has a rod of covenant, gravity displacement pack and Immortal exoskeleton. He may exchange his rod of covenant for a particle caster and voidblade.





# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, the Necrons are extremely difficult to take out of action thanks to their self-repairing bodies of living metal, and they possess weaponry of terrifying power, while the Harlequins are extremely agile and elusive.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |                    |        |          |          |         |        |          |         |
|-----------------------|--------------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE               | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Necrons               | Trooper (Warrior)  |        |          |          |         |        | ✓        |         |
|                       | Trooper (Immortal) |        | ✓        |          |         |        | ✓        |         |
|                       | Specialist         |        |          | ✓        |         | ✓      | ✓        | ✓       |
|                       | Leader             | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |





# SKITARII RANGER KILL TEAMS

A mainstay of the legions of the Adeptus Mechanicus, Skitarii Rangers are relentless hunters. Able to operate for days on end without rest or respite, they will track their prey to the point of exhaustion before bringing them down in a hail of fire from their exotic weaponry.

## SKITARII SPECIAL RULES

The following special rules apply to all of the members of a Skitarii kill team.

**Artificer Weaponry:** Each Skitarii fighter may ignore their first failed Ammo roll in each game.

## USING A SKITARII KILL TEAM

A Skitarii Ranger kill team follows all of the normal rules for selecting a kill team, with the following exceptions:

– A Skitarii kill team consists of 3-10 models.

– A Skitarii kill team can include up to 3 specialists.

## SKITARII RANGER ALPHA

|                       | Kill Team Leader |    |    |   |   |   |   | Cost to recruit: 150 points |    |
|-----------------------|------------------|----|----|---|---|---|---|-----------------------------|----|
|                       | M                | WS | BS | S | T | W | I | A                           | Ld |
| Skitarii Ranger Alpha | 4"               | 3  | 4  | 3 | 3 | 2 | 4 | 2                           | 9  |

Every Skitarii Ranger team is led by an Alpha, one blessed enough that their modifications now make up more of their body than flesh does.

**Wargear:** A Skitarii Ranger Alpha is equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger Alpha can be armed with items chosen from the Skitarii Hand-to-Hand, Pistols, Basic Weapons, Ammunition and Miscellaneous Equipment lists.

## SKITARII RANGER

|                 | Trooper |    |    |   |   |   |   | Cost to recruit: 80 points |    |
|-----------------|---------|----|----|---|---|---|---|----------------------------|----|
|                 | M       | WS | BS | S | T | W | I | A                          | Ld |
| Skitarii Ranger | 4"      | 3  | 4  | 3 | 3 | 1 | 3 | 1                          | 8  |

Skitarii Rangers are the mainstay of a Skitarii Ranger kill team. They are highly modified and methodical fighters.

**Wargear:** All Skitarii Rangers are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger can be armed with items chosen from the Skitarii Basic Weapons, Ammunition and Miscellaneous Equipment lists.

## SKITARII FRESH-FORGED

|                       | New Recruit |    |    |   |   |   |   | Cost to recruit: 65 points |    |
|-----------------------|-------------|----|----|---|---|---|---|----------------------------|----|
|                       | M           | WS | BS | S | T | W | I | A                          | Ld |
| Skitarii Fresh-forged | 4"          | 3  | 3  | 3 | 3 | 1 | 3 | 1                          | 8  |

Fresh-forged are the most recent additions to a Skitarii Ranger team, their remaining flesh still raw from the surgery involved in bionic modification.

**Wargear:** All Skitarii Fresh-forged are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Fresh-forged can be armed with items chosen from the Skitarii Basic Weapons, Ammunition and Miscellaneous Equipment lists.

## SKITARII SPECIALIST

|                     | Specialist |    |    |   |   |   |   | Cost to recruit: 90 points |    |
|---------------------|------------|----|----|---|---|---|---|----------------------------|----|
|                     | M          | WS | BS | S | T | W | I | A                          | Ld |
| Skitarii Specialist | 4"         | 3  | 4  | 3 | 3 | 1 | 3 | 1                          | 8  |

Skitarii Specialists are given the holy duty of carrying and maintaining the kill team's more unusual weaponry.

**Wargear:** All Skitarii Specialists are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger Specialist can be armed with items chosen from the Skitarii Pistols, Special Weapons, Ammunition and Miscellaneous Equipment lists.



*'The machine spirit guards the knowledge of the ancients. Flesh is fallible, but ritual honours the machine spirit. To break with ritual is to break with faith.'*

- THE WARNINGS, TENETS OF THE ADEPTUS MECHANICUS



## SKITARII WEAPON AND EQUIPMENT LISTS

### Grenades

|                     |           |
|---------------------|-----------|
| Frag grenades ..... | 25 points |
| Melta bombs* .....  | 30 points |
| Krak grenades ..... | 40 points |

\* Skitarii Ranger Alpha only

### Miscellaneous

|                            |                               |
|----------------------------|-------------------------------|
| Clip harness .....         | 10 points                     |
| Photo-visor .....          | 15 points                     |
| Red-dot laser sight* ..... | 20 points                     |
| Telescopic sight** .....   | 20 points                     |
| Enhanced data-tether ..... | 35 points                     |
| Omnispex .....             | 40 points                     |
| Weapon reload .....        | Half cost of weapon in points |

\* Can be fitted to galvanic rifles, radium carbines and transuranic arquebuses only

\*\* Can be fitted to galvanic rifles and transuranic arquebuses only

### Hand-to-Hand Weapons

|                            |           |
|----------------------------|-----------|
| Combat blade (knife) ..... | 5 points  |
| Taser goad .....           | 45 points |
| Arc maul* .....            | 50 points |
| Power sword* .....         | 50 points |

\* Skitarii Ranger Alpha only

### Pistols

|                              |           |
|------------------------------|-----------|
| Radium pistol .....          | 20 points |
| Arc pistol .....             | 30 points |
| Phosphor blast pistol* ..... | 40 points |

\* Skitarii Ranger Alpha only

### Basic Weapons

|                      |           |
|----------------------|-----------|
| Galvanic rifle ..... | 35 points |
| Radium carbine ..... | 35 points |

### Special Weapons

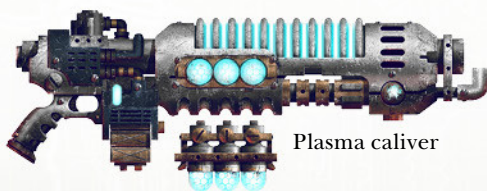
|                            |            |
|----------------------------|------------|
| Plasma caliver .....       | 75 points  |
| Arc rifle .....            | 40 points  |
| Transuranic arquebus ..... | 180 points |



Galvanic rifle



Radium carbine



Plasma caliver





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### ARC MAUL

When activated, an arc maul becomes a rod of lightning like those wielded by the gods of Old Earth.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | 1      | -1        |

**Concussive:** A fighter who goes down as a result of an injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

### CHORDCLAW

The feared chordclaw works on a similar principle to the other transonic weaponry. The resonant frequencies that pulse through its talons turn muscle, bone and fat to jelly.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | D3     | -         |

**Transonic:** On a wound roll of 6, the save modifier of this weapon changes to -4.

### PAIR OF TRANSONIC BLADES

When they strike armour, transonic blades will adjust their hostile sonic field to match its resonant frequency, quickly slicing right through it.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | 1      | -         |

**Paired:** A fighter attacking with these weapons can re-roll To Wound rolls in the hand-to-hand phase.

**Parry:** Fighters with a pair of transonic blades are able to make two parries.

**Transonic:** On a wound roll of 6, the save modifier of this weapon changes to -4.

### TASER GOAD

Powered by hyperdynamo capacitors, taser weapons store an incredible amount of potential energy. A solid impact will cause this energy to be discharged in a scorching blast, only to be harnessed once more by the electrothief prongs at the weapon's tip.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | 1      | -         |

**Taser:** Add +2 to your combat score if your opponent fumbles, instead of the usual +1.

### TRANSONIC RAZOR

Transonic razors are shorter than transonic blades, but are no less deadly. When combined with a chordclaw, they form a humming web of weaving, stabbing and slicing edges.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +1 | D3     | -         |

**Transonic:** On a wound roll of 6, the save modifier of this weapon changes to -4.

## PISTOLS

### ARC PISTOL

Arc weapons discharge with a loud crack, firing bolts of blue-white electricity that can fry a man's brain or overload a war machine's datacortex in a second.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | +2     | -    | 5    | 1    | -         | 5+        |

### FLECHETTE BLASTER

A flechette blaster fires hundreds of tiny darts in a single salvo. Where one dart hits home it emits a bioelectric pulse that attracts others, resulting in a series of impacts that burrow through bone.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | -      | +1   | 2    | 1    | -         | 5+        |

**Sustained Fire:** 2 dice.

### PHOSPHOR BLAST PISTOL

If those struck by the burning spheres fired by a phosphor blast pistol are not killed by the initial trauma, they are soon felled by the light-guided volleys that follow.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | -      | -    | 5    | D3   | -         | 6+        |

**Phosphor:** A model that suffers a hit from a phosphor pistol cannot hide in its next turn.

### RADIUM PISTOL

The baroque beauty of a radium pistol belies a singularly vile function – not only to strike, but to render the battlefield as deadly as the rad-wastes of Mars.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | +1     | -    | 4    | 1    | -         | 4+        |



## STUBCARBINE

A stubcarbine fills the air with a storm of solid shot that chews its victims to bloody ruin.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-8"  | 8-16" | -      | -    | 4    | 1    | -         | 5+        |

**Sustained Fire:** 1 dice.

## BASIC WEAPONS

### GALVANIC RIFLE

The galvanic servitor-bullets inside this weapon are incredibly advanced. When such a bullet strikes home, it causes all the potential energy of the target to burn out in a killing blast of electric force.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-15" | 15-30" | -      | +1   | 4    | 1    | -1        | 5+        |

### RADIUM CARBINE

The bullets fired by a radium carbine are so laced with radiation that even a minor wound can slay its victim within a matter of days.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" | 12-24" | +1     | -    | 4    | 1    | -         | 4+        |

## SPECIAL WEAPONS

### ARC RIFLE

Arc rifles are often used for disabling and destroying enemy war machines, but their killing power works just as well on living flesh.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-12" | 12-24" | +2     | -    | 5    | 1    | -         | 5+        |

### PLASMA CALIVER

As volatile as it is deadly, the plasma caliver exchanges range for a truly terrifying rate of fire.

| Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|-------|--------|------|------|------|-----------|-----------|
| Short | Long  | Short  | Long |      |      |           |           |
| 0-6"  | 6-18" | -      | -    | 7    | 1    | -3        | 7+        |

**Sustained Fire:** 1 dice.

**Volatile:** A plasma caliver has the potential to overheat, and may explode (see *Shadow War: Armageddon*, pg 48).

## TRANSURANIC ARQUEBUS

This weapon fires a hyper-velocity shell of lethal depleted transuranium across extremely long distances.

| Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll |
|-------|--------|--------|------|------|------|-----------|-----------|
| Short | Long   | Short  | Long |      |      |           |           |
| 0-20" | 20-72" | -1     | -    | 7    | D3   | -3        | 6+        |

**Sniper Weapon:** A transuranic arquebus takes time to set up and use. Because of this, a fighter cannot fire a transuranic arquebus if they moved that turn.

## ARMOUR

### SICARIAN BATTLE ARMOUR

The alloy of this armour acts as a capacitor that harnesses the energy of incoming attacks and disperses it harmlessly across the wearer's bionic frame.

**Save:** A fighter equipped with Sicarian battle armour has a 4+ armour save and a 6+ invulnerable save.

### SKITARII WAR PLATE

Skitarii war plate prevents the slow abrasion of the wearer's body whilst affording a measure of protection from the harmful emanations of their weaponry.

**Armour Save:** A fighter equipped with Skitarii war plate has a 4+ armour save

## MISCELLANEOUS EQUIPMENT

### ENHANCED DATA-TETHER

Those honoured with bearing enhanced data-tethers are obeyed without hesitation by their reverent comrades.

A model equipped with an enhanced data-tether and any friendly fighters within 6" may test to recover from pinning as if they were within 6" of your leader.

### OMNISPEX

An omnispeex can read heat emissions, data signatures and biological waveforms, and transfer this targeting information wherever it is needed.

A fighter equipped with an omnispeex may designate an enemy fighter in line of sight as a priority target at the start of your turn. If they do so, friendly fighters within 6" of the omnispeex's bearer ignore any penalties for cover that they would otherwise suffer when shooting at that target. If a fighter uses an omnispeex, they may not move or shoot this turn. A fighter may not use an omnispeex whilst engaged in close combat.



# SKITARII SPECIAL OPERATIVES

## TECH-PRIEST ENGINEER

|                      | M  | WS | BS | S | T | W | I | A | Ld |
|----------------------|----|----|----|---|---|---|---|---|----|
| Tech-Priest Engineer | 4" | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 8  |

Skilled battle-smiths and custodians of the war machines that accompany the massed ranks of the Astra Militarum, Tech-Priest Engineers can soothe the machine spirits of even most temperamental weapons.

**Wargear:** A Tech-Priest Engineer has a laspistol, power axe, servo-arm, frag and Krak grenades and power armour.

**Soothe Machine Spirit:** You can choose to re-roll any failed Ammo rolls for fighters within 6" of a friendly Tech-Priest Engineer.

## SICARIAN RUSTSTALKER

|                      | M  | WS | BS | S | T | W | I | A | Ld |
|----------------------|----|----|----|---|---|---|---|---|----|
| Sicarian Ruststalker | 6" | 4  | 4  | 3 | 3 | 2 | 4 | 2 | 8  |

Sicarian Ruststalkers are stick-thin assassins driven to a bitter murderlust by the mutilations of their former lives. Known as 'shivs' to the soldiers of the Astra Militarum due to the shivering, blurring appearance of their transonic weaponry, the Ruststalkers dart across the battlefield at daunting speed and fight with a frantic energy.

**Wargear:** A Sicarian Ruststalker has a transonic razor, chordclaw and Sicarian battle armour. They may also do any of the following:  
Exchange their transonic razor and chordclaw for a pair of transonic blades.

**Combat Master:** If a Sicarian Ruststalker is attacked by multiple opponents in hand-to-hand combat, it uses their numbers against them. The enemy fighters don't gain the multiple combat bonuses to their Attacks and Combat Score.

## SICARIAN INFILTRATOR

|                      | M  | WS | BS | S | T | W | I | A | Ld |
|----------------------|----|----|----|---|---|---|---|---|----|
| Sicarian Infiltrator | 6" | 4  | 4  | 3 | 3 | 2 | 4 | 2 | 8  |

Those hunted by Sicarian Infiltrators will find themselves buffeted by the waves of neurostatic these gangle-limbed stalkers broadcast before them. Robbed of their sight, their hearing, even their sense of smell, such victims are easy targets for the compact tools the Infiltrators use in their deadly work.

**Wargear:** A Sicarian Infiltrator has a stubcarbine, power sword and Sicarian battle armour. They may also do any of the following:  
Exchange their stubcarbine for a flechette blaster.  
Exchange their power sword for a taser goad.

**Infiltration:** Once both kill teams have been set up, but before a mission begins, you may make two free run moves with this fighter. They may not do anything during these moves except run, and they may not move within 8" of an enemy.

**Neurostatic Aura:** Fighters within 6" of any enemy Sicarian Infiltrators subtract 1 from their Initiative and Leadership characteristics.

*'When you fight these xenos cults, you face not only those before you on the field of battle but the untold thousands which seek to surround you, which attack your supporting units and are destroying your supply lines in perfect synchronicity.'* - LIEUTENANT-COLONEL USKRA, 13TH/23RD TIGER LIZARDS



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Skitarii Rangers are skilled at both ranged and close combat, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Skitarii Rangers      | Trooper    | ✓      |          | ✓        |         |        | ✓        |         |
|                       | Specialist | ✓      |          | ✓        |         | ✓      | ✓        |         |
|                       | Leader     | ✓      | ✓        | ✓        |         | ✓      | ✓        | ✓       |





# TAU PATHFINDER KILL TEAMS

Daring and determined scouts, it is the Pathfinders who are tasked with scouting out the movements and disposition of the foe, who ambush key targets, and who sabotage supply dumps well behind enemy lines. Pathfinders have access to an arsenal of advanced weaponry to aid them in this task, and they are often accompanied by a number of specialised Drones that perform a vital supporting role.

## TAU PATHFINDER SPECIAL RULES

The following special rules apply to all of the members of a Tau Pathfinder kill team.

**Supporting Fire:** If a Tau Pathfinder fighter is charged by an enemy fighter, friendly Tau Pathfinder fighters within 3" may fire a single ranged weapon as if they were on overwatch at the charging enemy fighter. They may not do this if they are themselves engaged in hand-to-hand combat.

## USING A TAU PATHFINDER KILL TEAM

A Tau Pathfinder kill team follows all of the normal rules, with the following exception:

– A Tau Pathfinder kill team consists of 3-10 models (including up to 3 Drones).



## PATHFINDER SHAS'UI

Kill Team Leader

Cost to recruit: 140 points

|                    | M  | WS | BS | S | T | W | I | A | Ld |
|--------------------|----|----|----|---|---|---|---|---|----|
| Pathfinder Shas'ui | 4" | 2  | 3  | 3 | 3 | 1 | 2 | 1 | 8  |

A Pathfinder Shas'ui is an experienced veteran of many campaigns, able to direct his forces with an uncanny degree of accuracy, epitomising the power what can be achieved by those whose belief in the Greater Good is strongest.

**Wargear:** A Pathfinder Shas'ui has a combat blade and recon armour. In addition, a Pathfinder Shas'ui can be armed with items chosen from the Tau Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

**Bonding Knife Ritual:** Any fighter within 12" of their kill team's Pathfinder Shas'ui can use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken. In addition, any fighters within 12" of their kill team's Pathfinder Shas'ui may test to recover from pinning as if they were within 2" of a friendly fighter.

## PATHFINDER

Trooper

Cost to recruit: 60 points

|            | M  | WS | BS | S | T | W | I | A | Ld |
|------------|----|----|----|---|---|---|---|---|----|
| Pathfinder | 4" | 2  | 3  | 3 | 3 | 1 | 2 | 1 | 7  |

The life of a Pathfinder is exceptionally hazardous. Their casualty rates are vastly higher than those of the Fire Warriors they usually guide into battle, but nevertheless they are composed and daring fighters.

**Wargear:** A Pathfinder has a combat blade and recon armour. In addition, a Pathfinder can be armed with items chosen from the Tau Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

## PATHFINDER CADET

New Recruit

Cost to recruit: 50 points

|                  | M  | WS | BS | S | T | W | I | A | Ld |
|------------------|----|----|----|---|---|---|---|---|----|
| Pathfinder Cadet | 4" | 2  | 3  | 3 | 3 | 1 | 2 | 1 | 7  |

The Pathfinder academies are always inundated with volunteers eager to do their part for the Greater Good. These fresh recruits seamlessly merge into even veteran teams, their belief in their cause inviolable.

**Wargear:** A Pathfinder Cadet has a combat blade and recon armour. In addition, a Pathfinder Cadet can be armed with items chosen from the Tau Basic Weapons, Grenades and Miscellaneous Equipment lists.

## PATHFINDER SPECIALIST

Specialist

Cost to recruit: 60 points

|                       | M  | WS | BS | S | T | W | I | A | Ld |
|-----------------------|----|----|----|---|---|---|---|---|----|
| Pathfinder Specialist | 4" | 2  | 3  | 3 | 3 | 1 | 2 | 1 | 7  |

Pathfinder Specialists are those who have proven their marksmanship and are entrusted with their kill team's heavier support weapons.

**Wargear:** A Pathfinder Specialist has a combat blade and recon armour. In addition, a Pathfinder Specialist can be armed with items chosen from the Tau Pistols, Special Weapons, Grenades and Miscellaneous Equipment lists.



### MB3 RECON DRONE

| MB3 RECON DRONE | Drone |    |    |   |   | Cost to recruit: 110 points |   |   |    |
|-----------------|-------|----|----|---|---|-----------------------------|---|---|----|
|                 | M     | WS | BS | S | T | W                           | I | A | Ld |
| Recon Drone     | 6"    | 2  | 2  | 3 | 4 | 1                           | 2 | 1 | 8  |

The Recon Drone mounts an array of support systems to aid Pathfinder teams in the field, from scanning equipment to a fearsome burst cannon.

**Wargear:** A Recon Drone has a burst cannon, scanning array, combat blade and Drone carapace.

### MV33 GRAV-INHIBITOR DRONE

| DRONE                | Drone |    |    |   |   | Cost to recruit: 50 points |   |   |    |
|----------------------|-------|----|----|---|---|----------------------------|---|---|----|
|                      | M     | WS | BS | S | T | W                          | I | A | Ld |
| Grav-Inhibitor Drone | 6"    | 2  | 2  | 3 | 4 | 1                          | 2 | 1 | 8  |

This Drone hovers protectively at its operator's shoulder, driving back the enemy with thrumming gravity waves.

**Wargear:** A Grav-Inhibitor Drone has a gravity wave projector, combat blade and Drone carapace.

### MV31 PULSE ACCELERATOR DRONE

| ACCELERATOR DRONE       | Drone |    |    |   |   | Cost to recruit: 50 points |   |   |    |
|-------------------------|-------|----|----|---|---|----------------------------|---|---|----|
|                         | M     | WS | BS | S | T | W                          | I | A | Ld |
| Pulse Accelerator Drone | 6"    | 2  | 2  | 3 | 4 | 1                          | 2 | 1 | 8  |

The Pulse Accelerator Drone augments the pulse weaponry of its operator's squad, lending greater range to their fire.

**Wargear:** A Pulse-Accelerator Drone has a pulse accelerator, combat blade and Drone carapace.

## TAU PATHFINDER WEAPON AND EQUIPMENT LISTS

### Grenades

Photon grenades .....10 points

### Miscellaneous

Clip harness .....10 points

Photo-visior .....15 points

Markerlight .....15 points

Weapon reload .....Half cost of weapon in points

### Pistols

Pulse pistol.....30 points

### Basic Weapons

Pulse carbine .....30 points

### Special Weapons

Ion rifle .....100 points

Rail rifle .....120 points





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### HONOUR STAFF

Ethereals carry this staff as a symbol of their authority, but in a tight situation it can also be used to bludgeon any enemies who come too close.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -         |

## PISTOLS

### PULSE PISTOL

The pulse pistol is considered a last resort for most Tau, but many Pathfinders like to have a backup weapon in case their main armament is lost or damaged.

| Range |       | To Hit |      | Str. | Dam. | Save Ammo |      |
|-------|-------|--------|------|------|------|-----------|------|
| Short | Long  | Short  | Long |      |      | Mod.      | Roll |
| 0-8"  | 8-16" | +1     | -    | 5    | 1    | -         | 4    |

## BASIC WEAPONS

### PULSE CARBINE

A shorter-barrelled weapon than the longer pulse rifle, these are the weapon of choice for Pathfinders due to being better suited to fighting in confined areas.

| Range |       | To Hit |      | Str. | Dam. | Save Ammo |      |
|-------|-------|--------|------|------|------|-----------|------|
| Short | Long  | Short  | Long |      |      | Mod.      | Roll |
| 0-9"  | 9-18" | -      | -    | 5    | 1    | -2        | 4+   |

### PULSE RIFLE

Pulse technology is common within the Fire caste, and all pulse weapons utilise pulsed induction fields to propel lethal bursts of plasma over great distances. The pulse rifle allows Tau warriors to engage enemy fighters from a safe distance with lethal effectiveness.

| Range |        | To Hit |      | Str. | Dam. | Save Ammo |      |
|-------|--------|--------|------|------|------|-----------|------|
| Short | Long   | Short  | Long |      |      | Mod.      | Roll |
| 0-15" | 15-30" | -      | -    | 5    | 1    | -2        | 4+   |

## SPECIAL WEAPONS

### ION RIFLE

The high-energy streams fired by ion weapons react destructively with their target, vaporising flesh and metal with equal ease. Ion weapons can be overcharged to generate a more devastating attack, but at a risk of overheating its primary power cells.

| Range |        | To Hit |      | Str. | Dam. | Save Ammo |      |
|-------|--------|--------|------|------|------|-----------|------|
| Short | Long   | Short  | Long |      |      | Mod.      | Roll |
| 0-12" | 12-24" | -      | -1   | 6    | D3   | -3        | 8+   |

### RAIL RIFLE

Tau rail weapons use linear accelerator technology to fire a solid projectile at hyper-velocity. They are capable of punching through the thickest of armour and of taking down the largest of enemies.

| Range |        | To Hit |      | Str. | Dam. | Save Ammo |      |
|-------|--------|--------|------|------|------|-----------|------|
| Short | Long   | Short  | Long |      |      | Mod.      | Roll |
| 0-15" | 15-30" | -1     | -    | 6    | D3   | -3        | 8+   |

**Sniper Weapon:** A rail rifle takes time to set up and use. Because of this, a fighter cannot fire a rail rifle if they moved that turn.

## HEAVY WEAPONS

### BURST CANNON

Utilising a similar plasma induction technology found in Tau pulse technology, burst cannons are multi-barrelled weapons able to sustain high rates of fire.

| Range |       | To Hit |      | Str. | Dam. | Save Ammo |      |
|-------|-------|--------|------|------|------|-----------|------|
| Short | Long  | Short  | Long |      |      | Mod.      | Roll |
| 0-9"  | 9-18" | -      | -    | 5    | 1    | -2        | 5+   |

**Sustained Fire:** 2 dice.

### FUSION BLASTER

Fusion weapons can reduce reinforced armour to slag in the blink of an eye.

| Range |       | To Hit |      | Str. | Dam. | Save Ammo |      |
|-------|-------|--------|------|------|------|-----------|------|
| Short | Long  | Short  | Long |      |      | Mod.      | Roll |
| 0-9"  | 9-18" | +1     | -    | 8    | D6   | -5        | 6+   |

*'It is as we join with others, in a way that only the Tau can, in shared engagement to the Greater Good, that we find ourselves able to fully realise our true potential. And that is the final source of our hopes and intentions.'* - AUN'EL T'AU TAM'YA, ETHEREAL CASTE



## GRENADES

### PHOTON GRENADES

Photon grenades are used defensively to wrong-foot oncoming attackers. The burst of light they emit is strong enough to burn retinas and fry sensor circuitry.

If an enemy fighter charges a Tau Pathfinder fighter equipped with photon grenades that is not already involved in hand-to-hand combat, they do not gain the +1 bonus for charging in the ensuing hand-to-hand combat phase.

## SPECIALISED EQUIPMENT

### GRAVITY WAVE PROJECTOR

The centrifugal mass coils inside a gravity wave projector create thrumming pulses of force that press against the enemy, slowing their advance to a crawl.

Enemy fighters within 6" of a gravity wave projector must subtract 1" from their movement, before doubling for charges or running.

### HOVER DRONE

Many Ethereals take to the field of battle atop floating hover drones, allowing them to move where they are needed swiftly and without impediment.

An Ethereal standing atop a hover drone never suffers falling damage, and always counts as rolling a 6 when making any jump moves. In addition, he may move over all terrain as if it was open ground, but may not finish his move on impassable terrain.

### MARKERLIGHT

Markerlights fire a simple beam that transmit reams of targeting data to other Tau units, allowing them to pinpoint and engage the enemy with unerring accuracy.

Instead of firing a ranged weapon in the shooting phase, a Tau fighter with a markerlight may instead pick an enemy model within 30" and in line of sight. If they do so, friendly models firing at that enemy may ignore the To Hit penalties for cover.

### PULSE ACCELERATOR

A pulse accelerator amplifies the pulsed induction fields of nearby Tau weaponry, allowing them to be fired at an even greater range.

Tau fighters within 3" may add 6" to the Long Range of any Pulse Carbines, Pulse Rifles or Pulse pistols they are equipped with.

### SCANNING ARRAY

Recon Drones are equipped with a series of networked scanning arrays to detect the atmospheric micro-fluctuations created by moving enemies.

If a fighter with a scanning array is used as a sentry in the Raid or Rescue scenarios, you may re-roll the D6 to determine its spotting distance.

## ARMOUR

### RECON ARMOUR

Recon armour consists of multiple interwoven high-resistance plates and affords the wearer a healthy balance of protection and manoeuvrability.

A fighter wearing recon armour has a 5+ armour save.

### DRONE CARAPACE

The plating that forms a drone carapace is designed to protect a Drone's computational circuitry and anti-grav motors from light arms fire.

A fighter armour with Drone carapace has a 4+ armour save.

### COMBAT ARMOUR

Combat armour offers even greater defences to its wearer than recon armour, and is well suited to Tau warriors who will be in the thick of a firefight.

A fighter wearing combat armour has a basic armour save of 4+.

### XV25 STEALTH BATTLESUIT

Like all Tau battlesuits, the XV25 is made of a dense nanocrystalline alloy which has an impact-resistant structure and a lightweight composition.

A fighter wearing an XV25 Stealth Battlesuit has a basic armour save of 3+.





# TAU SPECIAL OPERATIVES

## STEALTH TEAM SHAS'UI

|                      | M  | WS | BS | S | T | W | I | A | Ld |
|----------------------|----|----|----|---|---|---|---|---|----|
| Stealth Team Shas'ui | 5" | 2  | 4  | 4 | 3 | 1 | 3 | 2 | 8  |

For some foes, the only sign of a Stealth Team Shas'ui is a slight sensor-ghost, or the unnerving feeling of being watched. For others there is no warning at all, before the world lights up with chattering burst cannons and hissing fusion blasters.

**Wargear:** A Stealth Team Shas'ui has a burst cannon, combat blade and an XV25 Stealth Battlesuit. They may exchange their burst cannon for a fusion blaster.

**Infiltration:** Once both kill teams have been set up, but before a mission begins, you may make two free run moves with a Stealth Team Shas'ui. They may not do anything during these moves except run, and they may not move within 8" of an enemy.

**Stealth Field:** A Stealth Team Shas'ui always counts as being in cover, even when in the open. This may not be negated or ignored by any special rules which reduce or ignore cover.

## CADRE FIREBLADE

|                 | M  | WS | BS | S | T | W | I | A | Ld |
|-----------------|----|----|----|---|---|---|---|---|----|
| Cadre Fireblade | 4" | 3  | 5  | 3 | 3 | 2 | 3 | 2 | 9  |

Raising his pulse rifle and sighting down its length, the Cadre Fireblade calls out enemy weak spots and optimal firing solutions to those under his command.

**Wargear:** A Cadre Fireblade is equipped with a pulse rifle, markerlight and combat armour.

**Direct Fire:** In your shooting phase, you may pick a friendly Tau Pathfinder fighter (but not a Drone) within 6" of a Cadre Fireblade. That fighter may shoot twice in that shooting phase.

## ETHEREAL

|          | M  | WS | BS | S | T | W | I | A | Ld |
|----------|----|----|----|---|---|---|---|---|----|
| Ethereal | 5" | 2  | 2  | 3 | 3 | 3 | 3 | 1 | 10 |

Solemn and stern, members of the Ethereal caste direct their followers with a calm authority that cannot be denied. Each Ethereal moves in the eye of his own personal storm, an oasis of serenity amid the raging madness of war.

**Wargear:** An Ethereal is equipped with recon armour and an honour staff. He can also be equipped with a Hover Drone.

**Bounty:** If an Ethereal is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

**Shield Generator:** An Ethereal has a 4+ invulnerable save.

**Invocation of the Elements:** All friendly Tau Pathfinder fighters that can draw line of sight to an Ethereal automatically recover from pinning at the start of your turn.

**The Price of Failure:** If an Ethereal is taken out of action, the Tau Pathfinder Kill Team must take a bottle test at the start of their next turn, regardless of the number of other casualties.



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Tau Pathfinders are experts at setting up ambushes, eliminating their foes in a barrage of fire from their high-tech weaponry, while Tyranid Warriors are ferocious and possess inhuman strength.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders

and specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Tau Pathfinders       | Trooper    |        |          | ✓        |         |        | ✓        | ✓       |
|                       | Specialist |        |          | ✓        | ✓       |        | ✓        | ✓       |
|                       | Leader     | ✓      | ✓        | ✓        | ✓       |        | ✓        | ✓       |





# TYRANID WARRIOR KILL TEAMS

As dominant creatures within the swarm's numberless ranks, Tyranid Warriors share a direct synaptic link to the Hive Mind itself. They can be relied upon to hunt prey far from the collective horde and the leader-beasts that usually direct them in battle.

## TYRANID WARRIOR SPECIAL RULES

The following special rule applies to all of the members of a Tyranid Warrior kill team.

**Synapse Creature:** A fighter with this rule never has to take fear or terror tests and cannot be pinned by shooting attacks, unless they are from high-impact weapons. In addition, a fighter with this rule can always test to recover early from pinning, even if there is no friendly fighter within 2".

## USING A TYRANID WARRIOR KILL TEAM

A Tyranid Warrior kill team follows all of the normal rules, with the following exceptions:

- A Tyranid Warrior kill team consists of 3-5 models.

- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), subtract 2 from the random number of models that take part in the mission for a Tyranid Warrior kill team.

- If a fighter has more than two pairs of arms and carries a hand-to-hand weapon in each hand, then the fighter rolls one extra Attack dice in hand-to-hand combat. Any hits are inflicted by cycling through the weapons they are using in an order chosen by the controlling player.

- The Disarm combat skill has no effect on Tyranid Warrior fighters: their weapons are a part of them!

## TYRANID ALPHA

| TYRANID ALPHA | Kill Team Leader |    |    |   |   | Cost to recruit: 250 points |   |   |    |
|---------------|------------------|----|----|---|---|-----------------------------|---|---|----|
|               | M                | WS | BS | S | T | W                           | I | A | Ld |
| Tyranid Alpha | 5"               | 5  | 4  | 4 | 4 | 3                           | 4 | 3 | 10 |

A Tyranid Alpha is a Warrior bioform that has been respawned many times over, learning more about how to kill its prey in each incarnation. In the absence of a more powerful Prime, a Warrior brood instinctively follows its Alpha's command.

**Wargear:** A Tyranid Alpha has a pair of scything talons and a chitin carapace. In addition, a Tyranid Alpha must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons or Basic Bio-weapons list. A Tyranid Alpha can also be armed with items chosen from the Biomorphs list.

## TYRANID WARRIOR

| TYRANID WARRIOR | Trooper |    |    |   |   | Cost to recruit: 200 points |   |   |    |
|-----------------|---------|----|----|---|---|-----------------------------|---|---|----|
|                 | M       | WS | BS | S | T | W                           | I | A | Ld |
| Tyranid Warrior | 5"      | 5  | 3  | 4 | 4 | 3                           | 4 | 3 | 10 |

Tyranid Warriors are the mainstay of a Tyranid kill team, each a towering monstrosity that can swiftly and easily overcome many times its own number.

**Wargear:** A Tyranid Warrior has a pair of scything talons and a chitin carapace. In addition, a Tyranid Warrior must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons or Basic Bio-weapons list. A Tyranid Warrior can also be armed with items chosen from the Biomorphs list.

## TYRANID NEW-SPAWN

| TYRANID NEW-SPAWN | New Recruit |    |    |   |   | Cost to recruit: 175 points |   |   |    |
|-------------------|-------------|----|----|---|---|-----------------------------|---|---|----|
|                   | M           | WS | BS | S | T | W                           | I | A | Ld |
| Tyranid New-spawn | 5"          | 4  | 3  | 4 | 4 | 3                           | 4 | 3 | 10 |

New-spawn are Tyranid Warriors that are on their first cycle, the biomass used to create them drawn from the hive fleet's most recently devoured prey-world. Yet to underestimate such a creature is folly, for all are deadly adversaries.

**Wargear:** A Tyranid New-spawn has a pair of scything talons and a chitin carapace. In addition, a Tyranid New-spawn must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons or Basic Bio-weapons list. A Tyranid New-spawn can also be armed with items chosen from the Biomorphs list.

## TYRANID GUN-BEAST

| TYRANID GUN-BEAST | Specialist |    |    |   |   | Cost to recruit: 225 points |   |   |    |
|-------------------|------------|----|----|---|---|-----------------------------|---|---|----|
|                   | M          | WS | BS | S | T | W                           | I | A | Ld |
| Tyranid Gun-beast | 5"         | 4  | 4  | 4 | 4 | 3                           | 4 | 3 | 10 |

Gun-beasts are easily identified by the huge bio-cannons bonded to their secondary limbs, weapons possessed of a rudimentary sentience of their own.

**Wargear:** A Tyranid Gun-beast has a pair of scything talons and a chitin carapace. In addition, a Tyranid Gun-beast must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons, Basic Bio-weapons or Bio-cannons list. A Tyranid Gun-beast can also be armed with items chosen from the Biomorphs list.





## TYRANID WEAPON AND BIOMORPH LISTS

### Biomorphs

|                                |           |
|--------------------------------|-----------|
| Adrenal glands .....           | 10 points |
| Toxin sacs .....               | 10 points |
| Extended chitin carapace ..... | 15 points |
| Flesh hooks .....              | 15 points |
| Acid blood .....               | 20 points |

### Hand-to-Hand Bio-weapons

|                               |            |
|-------------------------------|------------|
| Pair of scything talons ..... | 10 points  |
| Pair of rending claws .....   | 25 points  |
| Lash whip and bonesword ..... | 100 points |
| Pair of boneswords .....      | 125 points |

### Basic Bio-weapons

|                          |           |
|--------------------------|-----------|
| Pair of spinefists ..... | 25 points |
| Deathspitter .....       | 45 points |

### Bio-cannons

|                        |            |
|------------------------|------------|
| Barbed strangler ..... | 150 points |
| Venom cannon .....     | 165 points |

## RESUPPLYING A TYRANID WARRIOR KILL TEAM

When you are resupplying your kill team, a fighter from a Tyranid Warrior kill team can replace any of its Hand-to-Hand Bio-weapons, Basic Bio-weapons and/or Bio-cannons for another weapon as appropriate (provided that you also have enough points to do so).

For example, if your kill team included a Tyranid Warrior armed with a pair of scything talons and a deathspitter, you could replace its scything talons with a lash whip and bonesword for the cost of 100 points.





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND BIO-WEAPONS

### BONESWORD

Boneswords are living monomolecular blades that can drain the life-force of their victims.

| Range        | Strength   | Damage | Save Mod. |
|--------------|------------|--------|-----------|
| Close Combat | As user +2 | D3     | -3        |

**Paired:** A fighter attacking with two boneswords can re-roll To Wound rolls in the hand-to-hand phase.

**Parry:** A fighter with a bonesword is able to parry; a fighter with a pair of boneswords can make two parries.

### LASH WHIP

Lash whips can be used either to entangle enemy weapons or flense flesh from bone.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -1        |

**Entangling Lash:** You can force one enemy model in hand-to-hand combat with this model to roll one less Attack dice (to a minimum of 1).

### PAIR OF RENDING CLAWS

These claws can tear through armour as if it were clay.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -2        |

**Paired:** If a fighter has two pairs of rending claws, they can re-roll To Wound rolls in the hand-to-hand phase.

### PAIR OF SCYTHING TALONS

Scything talons are vicious blades of chitin that can slash apart their victims in a welter of blood.

| Range        | Strength | Damage | Save Mod. |
|--------------|----------|--------|-----------|
| Close Combat | As user  | 1      | -1        |

**Paired:** If a fighter has two or more pairs of scything talons, they can re-roll To Wound rolls in the hand-to-hand phase.

**Scything Strikes:** A fighter with two pairs of scything talons adds 1 to its Weapon Skill in hand-to-hand combat. A fighter with three pairs of scything talons adds 2 to its Weapon Skill in hand-to-hand combat instead.

## BASIC BIO-WEAPONS

### DEATHSPITTER

This multi-creature symbiote fires maggot-like organisms with corrosive innards that explode against their targets in showers of caustic slime.

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-9"    | 9-18" | -        | -    | 5    | 1    | -1        | 5+        |

**Sustained Fire:** 1 dice.

### DEVOURER

These weapons fling worm-like creatures that burrow into their victim's flesh and eat their way through its nervous system to the brain.

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-9"    | 9-18" | -        | -    | 4    | 1    | -         | 4+        |

**Living Ammunition:** You can re-roll failed To Wound rolls for shots fired with this weapon.

**Sustained Fire:** 1 dice.

### PAIR OF SPINEFISTS

This weapon-creature, typically carried in pairs, launches salvos of spines that rip through the flesh of its target.

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-8"    | 8-16" | +2       | -    | 3    | 1    | -         | 3+        |

**Sustained Fire:** 1 dice.

## BIO-CANNONS

### BARBED STRANGLER

These weapons fire seed pods that grow to maturity in seconds, spreading out hooked tendrils in all directions.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-18"   | 18-36" | -        | -    | 4    | 1    | -1        | 5+        |

**Large Blast:** A barbed strangler's vicious tendrils spear out over a large area, and so uses the large blast template.





## VENOM CANNON

These powerful bio-weapons fire salvoes of corrosive crystals at tremendous velocities which shatter on impact to shred the foe.

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-18"   | 18-36" | -        | -    | 6    | 1    | -2        | 5+        |

**Sustained Fire:** 2 dice.

## BIOMORPHS

### ACID BLOOD

The alien blood spilt from certain Tyranids is so corrosive that it can eat through ceramite armour and dissolve flesh in mere moments.

If a fighter with the acid blood biomorph suffers any wounds in hand-to-hand combat, each enemy fighter in the same combat must take an Initiative test after all of the winner's hits have been resolved (but before another opponent fights in the case of a multiple combat). Each model that fails the test suffers a Strength 3 hit with a Save Modifier of -4.

### ADRENAL GLANDS

Adrenal glands saturate their host's bodies with chemicals that boost the creature's metabolism to a hyperactive state of frenzy.

Add 1 to the Movement characteristic of a fighter with adrenal glands.

### CHITIN CARAPACE

The hide and head of many large Tyranid warrior-beasts are protected by large plates of toughened natural armour.

A fighter with a chitin carapace has a basic armour save of 5+.

### EXTENDED CHITIN CARAPACE

A Tyranid organism with an extended chitin carapace boasts many bony protrusions and a heavily reinforced exoskeleton.

A fighter with an extended chitin carapace has a basic armour save of 4+.



## FLESH HOOKS

Flesh hooks are attached to a Tyranid's ribcage by ropy tendrils and allow it to scale sheer surfaces.

A fighter with flesh hooks treats any wall or barrier that is more than 2" high as difficult terrain instead of impassable terrain.

## TOXIN SACS

These parasitic glands secrete vile fluids, coating the Tyranid's claws, fangs and talons with a lethal variety of alien poisons.

A fighter with toxin sacs can re-roll To Wound rolls of 1 in hand-to-hand combat.

## ZOANTHROPE PSYCHIC ABILITIES

### WARP BLAST

Tapping into the raw power of the Hive Mind, the Zoanthrope unleashes it as a blast of pure Warp energy that arcs from its cranium and vaporises its prey.

In the shooting phase, a Zoanthrope can attempt to unleash a Warp Blast. To do so, it must first pass a Leadership test. If the test is passed, pick one of the two profiles shown below and resolve the attack as if the Zoanthrope were firing a ranged weapon. If the test is failed, it cannot unleash a Warp Blast this turn. However, if you roll a double 6 for this test, the Zoanthrope also suffers a wound with no saving throws of any kind allowed.

#### Burst

| "Range" |        | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|--------|----------|------|------|------|-----------|-----------|
| Short   | Long   | Short    | Long |      |      |           |           |
| 0-12"   | 12-24" | -        | -    | 5    | 1    | -1        | 2+        |

**Blast:** A Warp Blast's burst attack disperses its energy over a wider area, and so uses the small blast template.

#### Lance

| "Range" |       | "To Hit" |      | Str. | Dam. | Save Mod. | Ammo Roll |
|---------|-------|----------|------|------|------|-----------|-----------|
| Short   | Long  | Short    | Long |      |      |           |           |
| 0-9"    | 9-18" | -        | -    | 10   | D6   | -5        | 2+        |

### WARP FIELD

Zoanthropes project a potent Warp Field to protect themselves in battle – a mental shield that is invisible but for the slight shimmer when small-arms and heavy-weapons fire alike patters harmlessly against it.

A Zoanthrope has a 3+ invulnerable save.



# TYRANID SPECIAL OPERATIVES

## RAVENER

|         | M  | WS | BS | S | T | W | I | A | Ld |
|---------|----|----|----|---|---|---|---|---|----|
| Ravener | 6" | 5  | 3  | 4 | 4 | 1 | 5 | 3 | 6  |

A serpent-bodied variation of the Tyranid Warrior, Raveners can swiftly burrow beneath the ground to ambush their prey. However, they lack a direct connection to the Hive Mind, so rely on synapse creatures for direction in battle.

**Wargear:** A Ravener has three pairs of scything talons and a chitin carapace. It may also do any of the following:  
Exchange one pair of scything talons for a pair of rending claws.  
Take a pair of spinefists, a deathspitter or a devourer.

**Burrow:** Once both kill teams have been set up, but before a mission begins, you may make three free run moves with this fighter. They may not do anything during these moves except run, and must remain at ground level at all times when they do so. They also may not move within 8" of an enemy.

**Instinctive Behaviour:** Raveners only benefit from the Synapse Creature special rule whilst they are within 12" of a friendly fighter from a Tyranid Warrior kill team (excluding other Raveners). If, at the start of your turn, a Ravener is not within synapse range, the only action it can make is to charge the nearest enemy fighter. If it makes it into hand-to-hand combat, it may fight as normal, but may otherwise perform no other actions that turn.

## ZOANTHROPE

|            | M  | WS | BS | S | T | W | I | A | Ld |
|------------|----|----|----|---|---|---|---|---|----|
| Zoanthrope | 4" | 3  | 4  | 4 | 4 | 2 | 3 | 1 | 10 |

Zoanthropes are highly specialised organisms created solely to channel the psychic might of the Hive Mind. A Zoanthrope's link to the synaptic web is such that, by flexing the merest part of its mind, it can rain incandescent power on the enemy.

**Wargear:** A Zoanthrope has the Warp Blast and Warp Field psychic abilities. In hand-to-hand combat, it counts as being equipped with a knife, but is always encumbered.

**Bounty:** If a Zoanthrope is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

**Levitation:** A Zoanthrope cannot hide, but it treats all terrain as open ground for the purposes of movement. However, it cannot end its move on impassable terrain.

## TYRANID PRIME

|               | M  | WS | BS | S | T | W | I | A | Ld |
|---------------|----|----|----|---|---|---|---|---|----|
| Tyranid Prime | 5" | 6  | 4  | 5 | 5 | 3 | 5 | 4 | 10 |

Tyranid Primes are the apex of the Tyranid Warrior strain, faster, stronger and smarter than the other Warriors they lead into battle, who instinctively emulate their deadly skill.

**Wargear:** A Tyranid Prime has a pair of scything talons and an extended chitin carapace. In addition, a Tyranid Prime must be armed with one item chosen from the Tyranid Hand-to-Hand Bio-weapons or Basic Bio-weapons list. It can also be equipped with any items from the Biomorphs list.

**Apex Strain:** All friendly fighters from a Tyranid Warrior kill team (but not special operatives) within 6" of a Tyranid Prime use its Weapon Skill and Ballistic Skill rather than their own, unless theirs is higher.

**Combat Master:** If a Tyranid Prime is attacked by multiple opponents in hand-to-hand combat, it uses their numbers against them. The enemy fighters don't gain the multiple combat bonuses to their Attacks and Combat Score.

**Premium Bounty:** If a Tyranid Prime is down or out of action at the end of a mission, the enemy kill team secures D3 additional promethium caches.

**Killer Reputation:** Tyranid Primes cause terror.



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Skitarii Rangers are skilled at both ranged and close combat, while Tyranid Warriors are ferocious and possess inhuman strength.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

| Skill types available |            |        |          |          |         |        |          |         |
|-----------------------|------------|--------|----------|----------|---------|--------|----------|---------|
| SUB-FACTION           | ROLE       | Combat | Ferocity | Guerilla | Agility | Muscle | Shooting | Stealth |
| Tyranid Warriors      | Trooper    |        |          |          |         |        |          |         |
|                       | Specialist |        |          |          |         |        |          |         |
|                       | Leader     |        |          |          |         |        |          |         |





# CHAOS SPACE MARINES



*Aspiring Champion of the Purge*



*Iron Warriors Chaos Space Marine with boltgun*



*Alpha Legion Chaos Gunner with plasma gun*



*Black Legion Raptor Argash the Terror*



*Chaos Cultist with autogun*



*Chaos Cultist Rynald Voschpek*



*Chaos Cultist with autopistol and bludgeon*



*Word Bearers Chaos Cultist*

# DARK ELDAR



*Syren with agoniser and blast pistol*



*Syren with power sword and splinter pistol*



*Wych with chainhook and splinter pistol*



*Succubus Bianvive Vivathrax*



*Haemonculus Gormant Gougesque*



## GREY KNIGHTS



*Justicar with storm bolter and  
Nemesis force sword*



*Grey Knight with storm bolter and  
Nemesis force sword*



*Grey Knight Gunner  
with psycannon*



*Grey Knight Paladin  
Quentis Bryar*

## CRAFTWORLD ELДАР



*Dire Avenger Exarch with  
powerglave and shimmershield*



*Dire Avenger with Avenger  
shuriken catapult*



*Dire Avenger with Avenger  
shuriken catapult*



*Eldar Autarch  
Melathorian*



*Guardian Defender  
with shuriken catapult*



*Guardian Defender  
with shuriken catapult*



*Guardian Defender Gunners accompanying a starcannon  
Heavy Weapons Platform*





# GENESTEALER CULTS



*Neophyte Leader with web pistol and power pick*



*Neophyte Heavy with heavy stubber*



*Neophyte Heavy with seismic cannon*



*Neophyte Hybrid with shotgun*



*Neophyte Heavy with webber*



*Acolyte Hybrid with combat blade and autopistol*



*Hybrid Metamorph with Hybrid claw and hand flamer*



*Purestrain Genestealer with rending claws*



*Purestrain Genestealer with rending claws*





# HARLEQUINS



*Troupe Master with power sword and shuriken pistol*



*Player with shuriken pistol and Harlequin's blade*



*Virtuoso with Harlequin's caress and shuriken pistol*



*Solitaire with Harlequin's kiss and Harlequin's caress*

# TAU



*Pathfinder Shas'ui with pulse carbine*



*Pathfinder Specialist with rail rifle*



*Pathfinder Vor'Shae*



*MV31 Pulse Accelerator Drone*



*Stealth Team Shas'ui with burst cannon*



*Stealth Team Shas'ui with fusion blaster*



*Ethereal Aun'Thar*



# SKITARII



*Skitarii Ranger Alpha with  
phosphor blast pistol and arc maul*



*Skitarii Specialist with  
plasma caliver*



*Skitarii Fresh-forged  
with galvanic rifle*



*Skitarii Ranger with  
galvanic rifle*



*Sicarian Ruststalker*



*Sicarian Ruststalker*



*Tech-Priest Enginseer*





# NECRONS



*Lychguard Varzhek*



*Lychguard with hyperphase sword and dispersion shield*



*Lychguard with warscythe*



*Immortal with tesla carbine*



*Immortal with gauss blaster*



*Immortal with gauss blaster*





# REFERENCE

## CAMPAIGNS – BEFORE MISSION

### Pre-mission Sequence

- 1 Muster Kill Team
- 2 Determine Mission
- 3 Hunt in the Promethium Sprawl
- 4 Play Mission

### Mission Table

#### D6 Mission

- 1 Kill Team Fight (pg 90)
- 2 Scavengers (pg 91)
- 3 Hit and Run (pg 92)
- 4 The Raid (pg 94)
- 5 Ambush (pg 96)
- 6 Roll-off; the player who wins chooses the mission, and will be the attacker where relevant.

### Hunt in the Promethium Sprawl

#### 2D6 Subplot

- 2 **Lost in the Sump:** The player who rolled this result must remove a randomly selected fighter, other than their kill team leader, from their kill team for this mission – they have lost their way.
- 3 **Toxic Ash:** Any fighters who are down at the end of the mission go out of action on a roll of 1-4, rather than 1-3 (see Rewards of Battle, right). If both players roll this result, then all fighters who are down at the end of the mission go out of action.
- 4 **Lightning Strike:** The player who rolled this result can choose to take (and fail) a bottle test at the start of any of their turns once an enemy fighter has been taken out of action. The player can do this even if their kill team has not suffered casualties.
- 5 **Corrosive Slick:** Roll a dice for any fighter who runs or charges in the mission. On a roll of 1, that fighter goes down at the end of their move as they slip in the treacherous slick. If both players roll this result, then fighters go down on a roll of 1 or 2.
- 6 **Hidden Cache:** The player who wins the mission gets an additional 100 points to spend on their Recruit or Rearm action (see next page). If both players roll this result, the player who wins the mission gets an additional 150 points instead.
- 7 **It's Quiet:** No result.
- 8 **Vital Mission:** The player who wins the mission can re-roll the dice to determine how many promethium caches they receive (pg 100). If both players roll this result, the player who wins the mission will receive 3 promethium caches.
- 9 **Indomitable:** The player who rolls this result can subtract 1 from their bottle tests in the mission.
- 10 **Fear and Confusion:** Add 1 to all Leadership tests (including break tests, fear tests, and so on) in the mission for both players. If both players roll this result, add 2 to all Leadership tests instead.
- 11 **Bitter Rivalry:** The player who rolled this result randomly selects a fighter from their kill team and a fighter from their opponent's kill team. These fighters hate each other (pg 51).
- 12 **Friendly Territory:** The player who rolled this result can re-roll Serious Injury rolls of 1-3 for their kill team members (pg 101).

## CAMPAIGNS – AFTER MISSION

### Rewards of Battle

After the mission use the following sequence.

- 1 **Recover Injured Fighters:** Players roll a dice for each fighter who is down at the end of the mission. On a 4-6 the fighter recovers and suffers no further ill effects. On a 1-3 the fighter goes out of action. Players then make a Serious Injury roll for each fighter who is out of action.
- 2 **Claim Promethium:** Players gain promethium caches according to how well they fared in the mission.
- 3 **Advance:** A member of your kill team has picked up a new skill, or has been toughened by their time in the Promethium Sprawl. Pick a fighter other than a new recruit from your kill team who was not taken out of action in the mission, and roll on the Advance table for them.
- 4 **Promote:** Add a Mission Completed mark to the roster for each new recruit in your kill team who was not taken out of action. Any new recruit who has three Mission Completed marks becomes a trooper, losing their previous role and changing their characteristics to match those of a trooper of their faction, but keeping their equipment.
- 5 **Resupply:** Your kill team receives a supply drop, returns to the Imperial hive stronghold or swaggers back to their clan's warcamp to brag about their latest exploits.



If your leader has been slain, choose one fighter from your kill team, other than a new recruit. They become the kill team leader, losing their previous role but keeping their characteristics, skills and equipment. If you only have new recruits remaining, your kill team is disbanded! You lose all promethium caches, and must pick a new kill team as if starting a new campaign.

If your leader was not slain, you can choose one of the following actions:

*Recruit:* Add a new fighter or new fighters to the kill team, with a total cost (including equipment) of no greater than 100 points. Any points not spent are lost.

*Rearm:* Purchase new equipment for fighters in your kill team with a total cost of no greater than 100 points. Any points not spent are lost.

You can trade a single promethium cache to increase the total points available for your Recruit or Rearm action by 100 – if you do so, remove the cache from your roster.

You can switch equipment between the fighters in your kill team at this step, subject to the normal restrictions (weapons must be represented on the model and can only be used by certain fighters, and so on). However, your new recruit(s) cannot switch equipment at this point. Equipment not given to a fighter in your kill team is lost.

### Serious Injury Table

| D6  | Result                                                                                                                                                                                                                                                                   |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | <b>Dead... or Worse:</b> Roll the dice again. On a roll of 1-3, the fighter is slain. Remove the fighter and all of their equipment from your kill team's roster. On a roll of 4+, the fighter is captured by your opponent's kill team! See the Rescue mission (pg 97). |
| 2   | <b>Head Wound:</b> The fighter gains the Frenzy rule. Make a note of this on your kill team's roster. They must miss your next mission.                                                                                                                                  |
| 3   | <b>Painful Recovery:</b> The fighter gains Hatred for a fighter from the kill team who put them out of action (the player who owns the injured fighter chooses). Make a note of this on your kill team's roster. They must miss your next mission.                       |
| 4-5 | <b>Full Recovery:</b> The fighter recovers in time for your next mission.                                                                                                                                                                                                |
| 6   | <b>What Doesn't Kill You...:</b> The fighter recovers in time for your next mission. In addition, they gain an advance (right), unless they are a new recruit, in which case they gain a Mission Completed mark. Make a note of this on your roster.                     |

### Advance Table

| 2D6   | Result                                                            |
|-------|-------------------------------------------------------------------|
| 2-3   | <b>Hardy:</b> Choose one: +1 Toughness or +1 Wound.               |
| 4     | <b>Fierce:</b> Choose one: +1 Strength or +1 Attack.              |
| 5-9   | <b>Skilled:</b> Generate a new skill (see pages 102-107).         |
| 10    | <b>Quick:</b> Choose one: +1 Move or +1 Initiative.               |
| 11-12 | <b>Deadly:</b> Choose one: +1 Weapon Skill or +1 Ballistic Skill. |

Each of a fighter's characteristics can only be increased once – if a fighter already has both characteristic increases from a result, re-roll until you get a different result. Make a note of the result on your roster.



## TURN SEQUENCE

### 1 Movement

During the movement phase you may move your fighters.

### 2 Shooting

In the shooting phase your fighters may shoot with any appropriate weapons.

### 3 Hand-to-hand

During the hand-to-hand phase all fighters in hand-to-hand combat fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.

### 4 Recovery

During the recovery phase your fighters can try to regain their nerve if shaken by enemy fire, or recover from minor injuries.

## MOVEMENT

Complete your moves in the following order:

### 1 Charges

If you want a fighter to charge at an enemy and attack them hand-to-hand then you must do this before moving any other fighters. When you charge, you must declare to your opponent that you are charging and indicate which enemy fighter you are attacking.

### 2 Compulsory Moves

Sometimes a fighter is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter whose nerve breaks must run away from their enemies and take cover. Make all your compulsory moves before finishing any remaining movement.

### 3 The Rest

Once you have moved chargers and compulsory movers you can move the rest of your fighters as you wish.

### Charging

You can declare a charge against any enemy fighter that your fighter is aware of and can reach with their charge. A fighter is aware of any enemies they can see (see Line of Sight, pg 30) and any enemies that are not hidden and are within a number of inches equal to twice the fighter's Initiative.

A charging fighter can move at double speed, and ends their move touching their enemy base-to-base.

### Running

A running fighter can move at double speed, but loses their chance to shoot in the turn. Place a Run counter next to the fighter to remind both players that they are unable to shoot that turn, and that they will be harder to hit with shooting attacks in the opposing player's turn.

### Hiding

A fighter can hide anywhere they might reasonably be concealed, and can hide before, after or during their move. A fighter who runs or charges is not able to hide that turn. While hidden a fighter cannot be seen or shot at, even if a portion of the fighter is actually sticking up or out from their cover. A hidden fighter who shoots or moves so that they can be seen is no longer hidden.

An enemy fighter will always detect hidden foes within their Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy fighters within 3".

### Terrain

**Open Ground** – Fighters move across open ground, and through doors or hatches, without slowing.

**Difficult Ground** – Fighters move over difficult ground at half their normal rate, so 1" of movement across difficult ground counts as 2"

**Very Difficult Ground** – Fighters move over very difficult ground at a quarter of the normal rate, so each 1" of movement counts as 4".

**Impassable Ground** – Fighters cannot move across impassable ground.

**Walls and Barriers** – A fighter can cross a barrier less than 1" high and no more than 1" deep without it impeding their movement at all. A barrier between 1" and 2" high, and no more than 1" deep, can still be crossed, but a fighter must use half of the distance they can move to do so. A barrier higher than 2" is too tall to climb over and is effectively impassable.



## SHOOTING

### Attack Sequence

- 1 Roll To Hit
- 2 Roll To Wound
- 3 Saving Throws
- 4 Resolve Injuries

### To Hit Chart

This chart shows you the number you need to roll (before modifiers) to hit your target, based on the firer's Ballistic Skill.

| BS of shooter | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8  | 9  | 10 |
|---------------|---|---|---|---|---|---|---|----|----|----|
| D6 score      | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 |

### Hit Modifiers

- 1 In Partial Cover  
Up to half the target is obscured (see Cover, pg 32).
- 2 In Cover  
More than half the target is obscured (see Cover, pg 32).
- 1 Overwatch  
The shooter is firing at a target whilst on overwatch (see Overwatch, pg 36).
- 1 Charging  
The shooter is firing at a target that is charging them.
- 1 Running  
The target ran in their previous movement phase.
- 1 Small Target  
The whole target is less than ½" tall or wide.
- +1 Large Target  
The whole target is at least 2" tall or wide.

### 7+ To Hit

If, after modifiers, you need to roll a 7 or more to hit, there is still a

chance to hit the target if you roll a 6. Following a To Hit roll of 6, this chart shows you the number you need to roll on a second dice to hit:

### Score Required to Hit 7 8 9 10

Additional D6 Score 4+ 5+ 6+ Miss

### Roll To Wound

Compare the Strength (S) of the weapon with the Toughness (T) of the target on this chart to see what score you need to wound the target.

### Injuries

- 1 **Flesh Wound:** The target has sustained a minor wound. Subtract 1 from both their Weapon Skill and Ballistic Skill for the rest of the game.

- 2-5 **Down:** The target falls down to the ground where they lie wounded and barely conscious. Turn the model face down.

- 6 **Out of Action:** The target has been badly wounded and falls to the ground unconscious. Remove the model from play immediately – it takes no further part in the game.

### Ammo Rolls

When rolling To Hit, a result of 6 means an Ammo roll is required after firing: roll 2D6. If you roll less than the number indicated in your weapon's profile, the weapon is useless for the rest of the game.

|          |    | TARGET'S TOUGHNESS |   |   |   |   |   |   |   |   |    |
|----------|----|--------------------|---|---|---|---|---|---|---|---|----|
| STRENGTH |    | 1                  | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|          | 1  | 4                  | 5 | 6 | 6 | N | N | N | N | N | N  |
|          | 2  | 3                  | 4 | 5 | 6 | 6 | N | N | N | N | N  |
|          | 3  | 2                  | 3 | 4 | 5 | 6 | 6 | N | N | N | N  |
|          | 4  | 2                  | 2 | 3 | 4 | 5 | 6 | 6 | N | N | N  |
|          | 5  | 2                  | 2 | 2 | 3 | 4 | 5 | 6 | 6 | N | N  |
|          | 6  | 2                  | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 6 | N  |
|          | 7  | 2                  | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 6  |
|          | 8  | 2                  | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6  |
|          | 9  | 2                  | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5  |
|          | 10 | 2                  | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4  |

## LEADERSHIP

### When to Take a Break Test

If a fighter goes down or out of action then each friendly fighter within 2" must take an immediate break test.

### Broken Fighters

As soon as a fighter is broken they run for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" away from their

enemy and towards cover. If they can reach a position of cover where they cannot be seen by enemy fighters then they stop there, otherwise they run the full distance rolled. In subsequent movement phases broken fighters continue to move 2D6" away from the enemy until they reach such a position. If they can get out of sight by staying where they are and hiding then they will do so instead (see Hiding, pg 27).

### The Bottle Test

A player takes a bottle test at the start of their turn if a quarter (25%) or more of their kill team is down or out of action. They roll 2D6. If the score is more than the kill team leader's (or highest other fighter's) Leadership characteristic then the test is failed and the kill team bottles out – the game ends immediately.



## HAND-TO-HAND COMBAT

### Attack Sequence

- 1 **Roll Attack Dice:** Both players roll a number of D6 equal to their fighter's Attacks characteristic.
- 2 **Determine Winner:** Each player picks their single highest scoring dice and adds their fighter's Weapon Skill to the score. They then add any modifiers. The total is the Combat Score. The player with the highest Combat Score wins. In the case of a tie the fighter with the highest Initiative characteristic wins. If there is still a tie, the combat is a stand-off.
- 3 **Number of Hits:** The difference between the Combat Scores is the number of times the winner hits the loser. If a fighter wins the combat on a tie they cause 1 hit.
- 4 **Roll To Wound:** For each hit scored the winner rolls To Wound in exactly the same way as for hits from shooting (pg 33). The Strength value will depend upon the weapon used.
- 5 **Saving Throw:** Fighters who are wearing armour or who have an invulnerable save can make saving throws in the same way as troops hit by shooting attacks (pg 33).
- 6 **Resolve Injuries:** Resolve injuries in the same way as you would for wounds inflicted by shooting (pg 34).

### Combat Score Modifiers

- +1 Opponent Fumbles**  
Add 1 for each of your opponent's fumbled dice (rolls of 1).
- +1 Critical Hit**  
Add 1 for each critical hit inflicted (additional rolls of 6).
- +1 Charging**  
Add 1 if your fighter charged into combat this turn.
- +1 Higher Up**  
Add 1 if your fighter is standing on higher ground.
- 1 Encumbered**  
Subtract 1 if your fighter is carrying a heavy weapon or other heavy piece of equipment.
- 1 Obstacle**  
Subtract 1 if your fighter has charged an enemy who is sheltering behind cover. This penalty only applies during the turn in which your fighter charges.

### Armour Modifiers

This chart shows you the modifier to the target's Armour Save based on the attacking model's Strength.

| Model's Strength | Armour Save Modifier |
|------------------|----------------------|
| 3 or less        | 0                    |
| 4                | -1                   |
| 5                | -2                   |
| 6                | -3                   |
| 7                | -4                   |
| 8                | -5                   |
| 9 or more        | -6                   |

### Multiple Combat

Each subsequent opponent rolls an extra Attack dice and adds an additional 1 to their combat score (cumulative).

### Pinned Fighters

Fighters cannot be pinned in hand-to-hand combat – a pinned fighter who is charged recovers immediately.

### Fighters Down

In a one-on-one combat any fighter who goes down is automatically out of action. In multiple combats where all fighters on one side go down they are automatically taken out of action. Where two or more fighters are fighting on the same side, some can go down as described on the Injury table.

## RECOVERY PHASE

### Recovering Your Nerve

A broken fighter may attempt to recover their nerve during their recovery phase so long as they are in cover and they cannot be seen by an enemy fighter. Take a Leadership test for the fighter. If they pass the test they are no longer broken and can fight normally from then on. If they fail the test they remain broken. However, a fighter who loses their nerve during their own side's turn cannot recover in the recovery phase of that turn.

### Fighters Down

A player must find out what happens to any of their fighters who are down at the end of their recovery phase. Make an Injury roll. If you roll a 1, the fighter suffers a flesh wound, and they are pinned for one turn (see the full Pinned Fighters rules, pg 35). Turn the model face up to show this. If you roll 2-5, the fighter's situation is unchanged. If you roll a 6, the fighter is taken out of action.

### Pinned Fighters

A fighter who is pinned at the start of their turn will automatically recover from pinning at the end of that turn.



# PROFILES

## PISTOLS

| Weapon             | Range |       | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll | Special    |
|--------------------|-------|-------|--------|------|------|------|-----------|-----------|------------|
|                    | Short | Long  | Short  | Long |      |      |           |           |            |
| Bolt pistol        | 0-8"  | 8-16" | +2     | -    | 4    | 1    | -1        | 5+        | -          |
| Grot blasta        | 0-8"  | 8-16" | -      | -1   | 3    | 1    | -         | 5+        | Unreliable |
| Kustom mega-slugga | 0-6"  | 6-18" | +1     | -    | 8    | 1    | -3        | 7+        | Unreliable |
| Laspistol          | 0-8"  | 8-16" | +1     | -    | 3    | 1    | -         | 3+        | -          |
| Plasma pistol      |       |       |        |      |      |      |           |           |            |
| - Low energy       | 0-6"  | 6-12" | +1     | -    | 4    | 1    | -1        | 7+        | -          |
| - Maximum power    | 0-6"  | 6-18" | +1     | -    | 7    | 1    | -3        | 7+        | Unreliable |
| Slugga             | 0-8"  | 8-16" | +1     | -1   | 4    | 1    | -         | 5+        | Unreliable |

## BASIC WEAPONS

| Weapon              | Range    |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll | Special                      |
|---------------------|----------|--------|--------|------|------|------|-----------|-----------|------------------------------|
|                     | Short    | Long   | Short  | Long |      |      |           |           |                              |
| Boltgun             | 0-12"    | 12-24" | +1     | -    | 4    | 1    | -1        | 5+        | -                            |
| Kombi-shoota        | 0-12"    | 12-24" | +1     | -    | 4    | 1    | -         | 7+        | Sustained Fire 2, Unreliable |
| Kombi-weapon skorch | Template |        | -      | -    | 5    | D3   | -3        | Auto      | Flamer                       |
| Lasgun              | 0-12"    | 12-24" | +1     | -    | 3    | 1    | -         | 3+        | -                            |
| Shoota              | 0-12"    | 12-24" | +1     | -    | 4    | 1    | -         | 5+        | Sustained Fire 1, Unreliable |
| Shotgun             |          |        |        |      |      |      |           |           |                              |
| - Solid slug        | 0-4"     | 4-18"  | +1     | -1   | 4    | 1    | -1        | 5+        | -                            |
| - Blastshot         | 0-4"     | 4-18"  | +1     | -1   | 3    | 1    | -         | 5+        | -                            |
| Sniper rifle        | 0-18"    | 18-36" | -1     | -    | 4    | 1    | -1        | 7+        | Silent, Sniper Weapon        |

## SPECIAL WEAPONS

| Weapon             | Range    |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll | Special                        |
|--------------------|----------|--------|--------|------|------|------|-----------|-----------|--------------------------------|
|                    | Short    | Long   | Short  | Long |      |      |           |           |                                |
| Big shoota         | 0-18"    | 18-36" | -      | -    | 5    | 1    | -2        | 5+        | Sustained Fire 2               |
| Flamer             | Template |        | -      | -    | 4    | 1    | -2        | 5+        | Ammo Roll, Flamer              |
| Grenade launcher   | 0-14"    | 14-28" | -      | -1   | -    | -    | -         | 7+        | Ammo                           |
| Grenadier gauntlet | 0-8"     | 8-16"  | -      | -1   | 4    | 1    | -1        | 7+        | Large Blast                    |
| Heavy flamer       | Template |        | -      | -    | 5    | D3   | -3        | 5+        | Ammo Roll, Flamer              |
| Meltagun           | 0-6"     | 6-12"  | +1     | -    | 8    | D6   | -5        | 5+        | -                              |
| Plasma gun         |          |        |        |      |      |      |           |           |                                |
| - Low energy       | 0-6"     | 6-24"  | +1     | -    | 4    | 1    | -1        | 7+        | -                              |
| - Maximum power    | 0-6"     | 6-24"  | +1     | -    | 7    | 1    | -3        | 7+        | Sustained Fire 1, Unreliable   |
| Ripper gun         | 0-6"     | 6-12"  | -      | -    | 5    | 1    | -2        | 7+        | Ripper Blade, Sustained Fire 2 |
| Rokkit launcha     | 0-12"    | 12-30" | -      | -1   | 8    | D6   | -3        | 7+        | -                              |
| Storm bolter       | 0-12"    | 12-24" | +1     | -    | 4    | 1    | -1        | 5+        | Sustained Fire 1               |

## HEAVY WEAPONS

| Weapon               | Range |        | To Hit |      | Str. | Dam. | Save Mod. | Ammo Roll | Special                                  |
|----------------------|-------|--------|--------|------|------|------|-----------|-----------|------------------------------------------|
|                      | Short | Long   | Short  | Long |      |      |           |           |                                          |
| Heavy bolter         | 0-20" | 20-40" | -      | -    | 5    | D3   | -2        | 5+        | Sustained Fire 2                         |
| Missile launcher     |       |        |        |      |      |      |           |           |                                          |
| - Super krak missile | 0-20" | 20-72" | -      | -    | 8    | D6   | -5        | 7+        | -                                        |
| - Frag missile       | 0-20" | 20-72" | -      | -    | 4    | 1    | -2        | 7+        | -                                        |
| Snazzgun             | 0-12" | 12-24" | +1     | -    | 5    | 1    | -2        | 7+        | Unreliable, Bullets, Blasts and Grenades |

## HAND-TO-HAND COMBAT WEAPONS

| Weapon          | Str.   | Dam. | Save Mod. | Special                        |
|-----------------|--------|------|-----------|--------------------------------|
| Assault blade   | User   | 1    | -         | Parry                          |
| Big choppa      | User+2 | 1    | -         | Draws, Mighty Blow, Two-handed |
| Buzz-choppa     | 4      | 1    | -2        | Noisy                          |
| Chainsword      | 4      | 1    | -2        | Noisy, Parry                   |
| Choppa          | User+1 | 1    | -         | -                              |
| Combat blade    | User   | 1    | -         | -                              |
| Cutlass         | User   | 1    | -         | Parry                          |
| Dok's tools     | 4      | 1    | -2        | Noisy                          |
| Grabba stikk    | User   | 1    | -         | Gotcha                         |
| Grot prod       | User   | 1    | -2        | -                              |
| Killsaw         | User+2 | 1    | -2        | Noisy                          |
| Knife           | User   | 1    | -         | -                              |
| Lightning claw  | User+1 | 1    | -3        | Claw                           |
| Power axe       | User+3 | 1    | -         | Dual-handed                    |
| Power fist      | User+3 | D3   | -3        | -                              |
| Power klaw      | User+3 | D3   | -3        | -                              |
| Power maul      | User+2 | D3   | -         | -                              |
| Power sword     | User+1 | 1    | -3        | Parry                          |
| Servo-arm       | 6      | 1    | -         | Extra Weapon                   |
| Shank           | User   | 1    | -         | -                              |
| Squig-hide whip | User   | 1    | -         | Keepin' Order                  |
| Squig hound     | 4      | 1    | -2        | Extra Weapon                   |
| Sword           | User   | 1    | -         | Parry                          |
| Thunder hammer  | User+4 | D3   | -         | Concussive                     |
| 'Urty syringe   | (User) | 1    | -         | Toxic                          |
| Wrench          | User+1 | 1    | -         | -                              |

## GRENADES

| Weapon            | Str. | Dam. | Save Mod. | Special                                    |
|-------------------|------|------|-----------|--------------------------------------------|
| Demolition charge | 8    | 2D6  | -5        | Demolition Only, Large Blast, One Use Only |
| Frag grenade      | 3    | 1    | -         | Large Blast                                |
| Krak grenade      | 6    | D6   | -3        | Demolition, Unwieldy                       |
| Melta bomb        | 8    | 2D6  | -5        | Demolition Only                            |
| Stikkbombs        | 3    | 1    | -         | Large Blast                                |

## ARMOUR

| Armour            | Armour save | Special                                                        |
|-------------------|-------------|----------------------------------------------------------------|
| Carapace armour   | 4+          | -1 to Initiative                                               |
| Heavy armour      | 4+          | -1 to Initiative                                               |
| Flak armour       | 6+          | 5+ against weapons that use templates                          |
| Power armour      | 3+          | -                                                              |
| Scout armour      | 4+          | -                                                              |
| Squid-hide armour | 6+          | -                                                              |
| Terminator armour | 3+          | Unshakeable, Armour saves taken with 2D6, 5+ invulnerable save |



| FACTION:          |      | KILL TEAM NAME: |    |    |   |   |   |   |   |    |  |                             |                   |                   |  |
|-------------------|------|-----------------|----|----|---|---|---|---|---|----|--|-----------------------------|-------------------|-------------------|--|
| NAME              | ROLE | CHARACTERISTICS |    |    |   |   |   |   |   |    |  | EQUIPMENT, SKILLS AND NOTES | MISSION COMPLETED | MISS NEXT MISSION |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
|                   |      | M               | WS | BS | S | T | W | I | A | Ld |  |                             |                   |                   |  |
| PROMETHIUM CACHES |      |                 |    |    |   |   |   |   |   |    |  |                             |                   |                   |  |



**HAVE YOU TRIED?**

# **STORMCLOUD ATTACK**

**MY PILOT**

The must-have app for the game of aerial combat

- Full rules for the Stormcloud Attack game
- 21 Flyers from 10 Warhammer 40,000 armies
- 24 Missions to play
- Track your pilots' kills and skills

**Everything you need to play!**  
**(Except Flyer models)**

Available now for iOS and Android devices



Download on the  
**App Store**



GET IT ON

**Google play**

