

WARHAMMER
40,000

KILL TEAM™



THE FACTIONS



KILL TEAM THE FACTIONS

Includes all datasheets from the following publications:

KT Core Manual, KT: Elites, KT: Commanders, KT: Rogue Trader, KT: Arena,
Out in the Field (BSF explorers & Servants of the Abyss),
WD Jan 2019 (Kroot), WD Jun 2019 (Into the Fortress),
WD Jul 2019 (Daemons & Eisenhorn)

Errata in [blue text](#), last update — August 2019

INTRODUCTION

In Warhammer 40,000: Kill Team, every warrior is a hero in their own desperate war story. Yet there are those combatants whose heroism – or indeed the diabolical opposite – sets them above comrade and enemy alike. These elite operatives are death incarnate, and their arrival spells doom for the foe.

Warhammer 40,000: Kill Team is a fast-paced skirmish game that depicts battles between bands of hard-bitten warriors. Though kill teams may number only a handful of individuals, they are sent to achieve victory where entire armies cannot. Assassination, sabotage, couriering vital messages through active war zones – these and hundreds of similar missions fall to the kill teams. However, when the stakes are highest and the objectives are most crucial, those teams will comprise the most elite specialists that the warlords of the Warhammer 40,000 galaxy can deploy.

Highly trained stealth agents drive deep into enemy territory, veiled by technology or sorcery. Massively armoured Terminators or Ork Meganobz blast their way down foe-packed tunnels to tear the heart from the enemy's defences. Towering Custodian Guard form a gilded shield before Imperial commanders and allow none to harm their wards. Asuryani Aspect Warriors launch pre-emptive raids that will save or damn worlds. *Kill Team: Elites* allows you to include such paragons of war in your games of Kill Team.

The following pages contain exciting background about these hand-picked groups of killers, the natures of the missions on which they are sent and the myriad ways they bring death to their foes. From famous maximum-force kill teams and their conquests, to the distinctive methods they employ in battle and the ferociously lethal weapons they bring to bear, there is a wealth of information in this book to inspire your own collections and narrative games of Kill Team.

You will also find rules for an array of new kill team operatives that can be included for almost every faction, along with their matched play points costs and wargear profiles. Additionally, *Kill Team: Elites* contains rules for a new faction, the Adeptus Custodes, as well as background tables to provide you with names, character quirks and a backstory for your Custodian Guard kill team. There are also a range of new Tactics for every faction in Kill Team that will expand your strategic options, rules for sub-factions such as different Space Marine Chapters, and a number of new missions to really put your warriors through their paces.



A kill team of Blightlord Terminators battle the Terminator elite of the Ultramarines Chapter amidst the tumbled ruins of the Macrobasilica Imperialis on Asmodean V.

WAR HEROES

'The sharpest blade cuts the deepest. Rest assured, there is no keener blade in all the Emperor's wide realm than the warriors of the Adeptus Custodes.'

- Captain-General Trajann Valoris





ADEPTUS ASTARTES

The Adeptus Astartes, known more commonly as the Space Marines, specialise in lightning assaults, precision raids and targeted offensives designed to annihilate the enemy's ability to coordinate or fight back. Their ranks include numerous brotherhoods of highly skilled warriors perfectly suited to such operations.

The Angels of Death, the Emperor's Finest, the Imperium's Greatest Hope – all these names and more have been applied to the mighty Adeptus Astartes. These Space Marines are post-human champions one and all, formed into Chapters of a thousand heroic warriors apiece. Each Space Marine Chapter is a self-contained army capable of conquering entire worlds, supported by its own armouries, vehicles and spacecraft and boasting its own formidable warrior culture. What the Space Marines lack in numbers, they more than make up for in sheer martial might.

Every Space Marine is a genetically enhanced super soldier whose speed, strength, resilience, intelligence, courage and combat capabilities are nothing short of breathtaking. They are psycho-indoctrinated and rigorously trained to face the most terrifying or seemingly impossible strategic challenges. They are armed and equipped with the finest wargear the Imperium can provide. In short, the Space Marines are the equal of any of the monstrous threats that assail the Emperor's Realm.

Space Marines can live for centuries, providing they are not slain in battle. Their veteran warriors accrue an incredible wealth of experience from their lives of constant war. Squads of Sternguard and Vanguard Veterans are often deployed in kill teams where their martial wisdom and peerless ability can make the difference between victory and defeat. Sternguard Veterans are superlative marksmen whose skill with a wide variety of ranged weapons makes short work of even the toughest targets. By comparison, Vanguard Veterans are masterful assault specialists. They often use jump packs to bound across the battlefield in rocket-assisted leaps, and take the fight to the foe with crackling power fists and roaring chainswords.

Other Space Marine Veterans – not to mention the Chapter's heroic leaders – go to war clad in suits of indomitable Terminator armour. Effectively transformed into walking tanks, these warriors can teleport into battle, shrug off firepower that would devastate entire squads of lesser warriors, and unleash weaponry that would seem more at home on a mechanised combat walker. Under the right conditions, a handful of Terminators can slaughter an army's worth of enemies, and their might as kill team operatives cannot be overstated.

In recent years, a new breed of Space Marine – the Primaris brethren – have joined the ranks of the Adeptus Astartes. Whether bolstering existing Chapters or forming entirely new ones, their heightened physical capabilities and specialised wargear have afforded the Space Marines a number of new strategic options that have rendered them more versatile and deadly than ever. The Primaris battle-brothers of the Vanguard detachments are clad in sleek Phobos-pattern armour and wield formidable weaponry. They specialise in dismantling the enemy war machine, slaying high-profile targets, spreading terror and sabotaging communications and supply lines with impunity.



ADEPTUS ASTARTES KILL TEAMS

If every model in your kill team has the ADEPTUS ASTARTES Faction keyword, you can use Adeptus Astartes Tactics.

DEATH TO THE TRAITORS!

Adeptus Astartes Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of that phase, each time you make a hit roll of 6+ for that model and the target is a **HERETIC ASTARTES** model, you can immediately make an extra attack against the same model using the same weapon. These attacks cannot themselves generate any further attacks.

1 COMMAND POINT

HONOUR THE CHAPTER

Adeptus Astartes Tactic

Use this Tactic at the end of the Fight phase. Pick a model from your kill team. That model can immediately fight an additional time.

2 COMMAND POINTS

ARMOUR OF CONTEMPT

Adeptus Astartes Tactic

Use this Tactic when a model from your kill team suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound suffered by that model for the rest of the phase; on a 5+ the mortal wound is ignored and has no effect.

1 COMMAND POINT

HELLFIRE SHELLS

Adeptus Astartes Tactic

Use this Tactic when you choose a model in your kill team to shoot with a heavy bolter. You can only make a single hit roll for the weapon this phase, however, if it hits, the target suffers D3 mortal wounds instead of the normal damage.

2 COMMAND POINTS

MASTERFUL MARKSMANSHIP

Adeptus Astartes Tactic

Use this Tactic in the Shooting phase when you choose an **INTERCESSOR** from your kill team to shoot with a stalker bolt rifle. Until the end of that phase, you can add 1 to hit and wound rolls for that model.

1 COMMAND POINT

SHOCK AND AWE

Adeptus Astartes Tactic

Use this Tactic when you declare a **REIVER** from your kill team will attempt to charge. Before any Overwatch attacks are made, you can make a single shooting attack using this model's shock grenades against a target of the charge. If the attack is successful, that target may not fire Overwatch this phase in addition to the normal effects of the grenade.

2 COMMAND POINTS



ADEPTUS ASTARTES KILL TEAMS

If every model in your kill team has the ADEPTUS ASTARTES Faction keyword, you can use Adeptus Astartes Tactics.

GRAV-CHUTE DESCENT

Adeptus Astartes Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models that are any combination of GRAV-CHUTE and/or REIVER models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

TELEPORT STRIKE

Adeptus Astartes/Deathwatch Tactic

Use this Tactic at the end of the Movement phase. Choose up to three TERMINATOR models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

JUMP PACK ASSAULT

Adeptus Astartes Tactic

Use this Tactic at the end of the Movement phase. Choose up to three JUMP PACK models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

SMOKE GRENADES

Adeptus Astartes Tactic

Use this Tactic at the beginning of the Shooting phase. Choose an INFILTRATOR or a SUPPRESSOR SERGEANT from your kill team that isn't shaken. That model cannot make shooting attacks in this phase, but until the end of the phase all models within 3" of it are considered to be obscured to models that target them with shooting attacks.

1 COMMAND POINT

ANGEL OF DEATH

Adeptus Astartes Tactic

Use this Tactic after choosing a model that charged in this battle round to fight with. Add 1 to that model's Attacks characteristic for this phase.

1 COMMAND POINT

DEATH DENIED

Adeptus Astartes Tactic

Use this Tactic when one of your models is taken out of action. That model suffers a flesh wound instead.

2 COMMAND POINTS

SCOUT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Scout	6"	3+	3+	4	4	1	1	7	4+	-
Scout Gunner	6"	3+	3+	4	4	1	1	7	4+	2
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	1
This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades. Up to two Scouts in your kill team can be Scout Gunners, and one Scout in your kill team can be a Scout Sergeant.										
WARGEAR OPTIONS	- A Scout may replace their boltgun with a combat knife or Astartes shotgun, or a sniper rifle and camo cloak. - A Scout Gunner may replace their boltgun with a heavy bolter or missile launcher, or a sniper rifle and camo cloak. - A Scout Gunner with a missile launcher may take a camo cloak. - A Scout Sergeant may replace their boltgun with an Astartes shotgun or chainsword, or a sniper rifle and camo cloak.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Camo Cloak: When an opponent makes a hit roll for a shooting attack that targets a model equipped with a camo cloak, and that model is obscured, that hit roll suffers an additional -1 modifier.									
SPECIALISTS	Leader (Sergeant only), Heavy (Gunner only), Comms, Demolitions, Scout, Sniper									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, SCOUT									

TACTICAL MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tactical Marine	6"	3+	3+	4	4	1	1	7	3+	-
Tactical Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2
Tactical Sergeant	6"	3+	3+	4	4	1	2	8	3+	1
This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades. Up to two Tactical Marines in your kill team can be Tactical Marine Gunners, and one Tactical Marine in your kill team can be a Tactical Sergeant.										
WARGEAR OPTIONS	- One Tactical Marine Gunner in your kill team may replace their boltgun with a flamer, meltagun, plasma gun or grav-gun. - One Tactical Marine Gunner in your kill team may replace their boltgun with a missile launcher or heavy bolter. - A Tactical Sergeant may replace their bolt pistol and boltgun with a combi-flamer, combi-grav, combi-melta or combi-plasma. Alternatively, he may be armed with a bolt pistol, boltgun, plasma pistol or grav-pistol, and may also take a chainsword, power fist, power sword or auspex.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Auspex: At the start of the Shooting phase, you can choose another ADEPTUS ASTARTES model within 3" of a friendly model equipped with an auspex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured.									
SPECIALISTS	Leader (Sergeant only), Heavy (Gunner only), Comms, Demolitions, Sniper, Veteran, Medic .									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, TACTICAL MARINE									

REIVER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Reiver	6"	3+	3+	4	4	2	2	7	3+	-
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+	1
This model is armed with a bolt carbine, heavy bolt pistol, frag grenades, krak grenades and shock grenades. One Reiver in your kill team can be a Reiver Sergeant.										
WARGEAR OPTIONS	- A Reiver may replace their bolt carbine with a combat knife. - A Reiver Sergeant may replace their bolt carbine or heavy bolt pistol with a combat knife. - This model may take a grav-chute. - This model may take a grapnel launcher.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Grapnel Launcher: A model with a grapnel launcher can climb any distance vertically (up or down) when it makes a normal move – do not measure the distance moved in this way. Grav-chute: A model with a grav-chute never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model. Terror Troops: Enemy models must subtract 1 from their Leadership if they are within 3" of any Reiver or Reiver Sergeant models.									
SPECIALISTS	Leader (Sergeant only), Combat, Comms, Demolitions, Scout, Veteran									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, PRIMARIS, REIVER									

INTERCESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Intercessor	6"	3+	3+	4	4	2	2	7	3+	-
Intercessor Gunner	6"	3+	3+	4	4	2	2	7	3+	2
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	1
This model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades. Up to two Intercessors in your kill team can be Intercessor Gunners, and one Intercessor in your kill team can be an Intercessor Sergeant.										
WARGEAR OPTIONS	- This model may replace its bolt rifle with an auto bolt rifle or stalker bolt rifle. - An Intercessor Gunner may take an auxiliary grenade launcher. - An Intercessor Sergeant may take a power sword or chainsword, or replace their bolt rifle with a power sword or chainsword. - One Intercessor, Intercessor Gunner or Intercessor Sergeant in your kill team may take an auspex.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Auspex: At the start of the Shooting phase, you can choose another Adeptus Astartes model within 3" of a friendly model equipped with an auspex that is not shaken. That model does not suffer penalties to their hit or Injury rolls due to their target being obscured. Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30". This model's Grenade weapons are affected by the long range rule.									
SPECIALISTS	Leader (Sergeant only), Demolitions (Gunner only), Combat, Comms, Sniper, Veteran, Medic									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, PRIMARIS, INTERCESSOR									

'Strike swift, brothers, and strike true. Wield your weapons with the Primarch's own might and turn them upon the Emperor's foes until none remain standing to oppose his will.'

- Brother Sergeant Lytornus, Imperial Fists 4th Company during Operation Black Sunrise

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Auto bolt rifle	24"	Assault 2	4	0	1	-
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grav	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See <i>plasma gun</i>
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.
Grav-pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY model is hit by any shock grenades, it is stunned; until the end of the next battle round that model cannot fire Overwatch or be Readied, and your opponent must subtract 1 from hit rolls made for the model.
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Intercessor	15
- Intercessor Gunner	16
- Intercessor Sergeant	16
Reiver	16
- Reiver Sergeant	17
Scout	10
- Scout Gunner	11
- Scout Sergeant	11
Tactical Marine	12
- Tactical Marine Gunner	13
- Tactical Sergeant	13

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Astartes shotgun	0
Auto bolt rifle	0
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Boltgun	0
Combi-flamer	3
Combi-grav	2
Combi-melta	3
Combi-plasma	4
Flamer	3
Frag grenade	0
Grav-gun	2
Grav-pistol	1
Heavy bolt pistol	0
Heavy bolter	3
Krak grenade	0
Meltagun	3
Missile launcher	5
Plasma gun	3
Plasma pistol	1
Shock grenade	0
Sniper rifle	1
Stalker bolt rifle	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	0
Combat knife	0
Power fist	4
Power sword	2

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Auspex	1
Auxiliary grenade launcher	0
Camo cloak	1
Grapnel launcher	1
Grav-chute	1



INFILTRATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Infiltrator	6"	3+	3+	4	4	2	2	7	3+	-
Infiltrator Helix Adept	6"	3+	3+	4	4	2	2	7	3+	1
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+	1
This model is armed with a marksman bolt carbine, bolt pistol, frag grenades and krak grenades. One Infiltrator in your kill team can be an Infiltrator Helix Adept, and one Infiltrator in your kill team can be an Infiltrator Sergeant.										
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Concealed Position: When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" from any enemy deployment zone. Omni-scrambler: Enemy models that are set up on the battlefield from Reserve cannot be set up within 7" of this model.									
SPECIALISTS	Leader (Sergeant only), Medic (Helix Adept only), Comms, Demolitions, Scout, Veteran									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, INFILTRATOR									

SUPPRESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Suppressor	12"	3+	3+	4	4	2	2	7	3+	-
Suppressor Sergeant	12"	3+	3+	4	4	2	3	8	3+	1
This model is armed with an accelerator autocannon, bolt pistol, frag grenades and krak grenades. One Suppressor in your kill team can be a Suppressor Sergeant.										
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Grav-chute: This model never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.									
SPECIALISTS	Leader (Sergeant only), Demolitions, Scout, Sniper, Veteran									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, FLY, PHOBOS, PRIMARIS, GRAV-CHUTE, SUPPRESSOR									

ELIMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Eliminator	6"	3+	3+	4	4	2	2	7	3+	-
Eliminator Sergeant	6"	3+	3+	4	4	2	3	8	3+	1
This model is armed with a bolt sniper rifle, bolt pistol, frag grenades and krak grenades. One Eliminator in your kill team can be an Eliminator Sergeant.										
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Camo Cloak: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier. Concealed Position: When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" from any enemy deployment zone.									
SPECIALISTS	Leader (Sergeant only), Comms, Scout, Sniper, Veteran									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, ELIMINATOR									

TERMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Terminator	5"	3+	3+	4	4	2	2	8	2+	-
Terminator Gunner	5"	3+	3+	4	4	2	2	8	2+	2
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+	1
This model is armed with a power fist and storm bolter. Up to two Terminators in your kill team can be Terminator Gunners, and one Terminator in your kill team can be a Terminator Sergeant. A Terminator Sergeant is armed with a power sword and storm bolter.										
WARGEAR OPTIONS	- A Terminator or Terminator Gunner may replace their power fist with a chainfist. - A Terminator Gunner may replace their storm bolter with an assault cannon, heavy flamer or cyclone missile launcher and a storm bolter. - A Terminator or Terminator Sergeant may replace their power fist (or power sword) and storm bolter with a pair of lightning claws or a thunder hammer and storm shield. - A SPACE WOLVES Terminator, Terminator Gunner or Terminator Sergeant may replace their power fist or power sword with a lightning claw, power axe, power maul, power sword, storm shield or thunder hammer. - A SPACE WOLVES Terminator, Terminator Gunner or Terminator Sergeant may replace their storm bolter with a combi-flamer, combi-melta, combi-plasma or one item from the <i>Terminator Weapons</i> list (pg 42). - A DARK ANGELS Terminator Gunner may replace their storm bolter with a plasma cannon.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Crux Terminatus or Storm Shield: This model has a 5+ invulnerable save. If it is armed with a storm shield, it instead has a 3+ invulnerable save.									
SPECIALISTS	Leader (Sergeant only), Heavy (Gunner only), Combat, Comms, Demolitions, Veteran, Zealot									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, TERMINATOR									

VETERAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-
Vanguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-
Company Veteran	6"	3+	3+	4	4	1	2	8	3+	4
Sternguard Gunner	6"	3+	3+	4	4	1	2	8	3+	2
Sternguard Sergeant	6"	3+	3+	4	4	1	3	9	3+	1
Vanguard Sergeant	6"	3+	3+	4	4	1	3	9	3+	1
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+	1

A Veteran is a Sternguard Veteran, a Vanguard Veteran or a Company Veteran. A Sternguard Veteran is armed with a special issue boltgun, bolt pistol, frag grenades and krak grenades. A Vanguard Veteran or Company Veteran is instead armed with a chainsword, bolt pistol, frag grenades and krak grenades.

Up to two Sternguard Veterans in your kill team can be Sternguard Gunners, and one Sternguard Veteran in your kill team can be a Sternguard Sergeant. One Vanguard Veteran in your kill team can be a Vanguard Sergeant. One Company Veteran in your kill team can be a Veteran Sergeant.

SPACE WOLVES and DARK ANGELS models cannot be Sternguard Veterans, Sternguard Gunners, Sternguard Sergeants, Vanguard Veterans or Vanguard Sergeants, and the Max characteristic for SPACE WOLVES Company Veterans is '4' (rather than 4).

WARGEAR OPTIONS	- A Sternguard Veteran may exchange their special issue boltgun for one item from the <i>Combi-weapons</i> list (pg 42). - A Sternguard Gunner may exchange their special issue boltgun for one item from the <i>Combi-weapons</i> or <i>Heavy Weapons</i> lists (pg 42). - A Sternguard Sergeant may be equipped with an auspex. - A Sternguard Sergeant or Veteran Sergeant may exchange their special issue boltgun (or boltgun) and bolt pistol for up to two items from the <i>Pistols</i> and/or <i>Melee Weapons</i> lists, and if they do so they may also take a special issue boltgun (or boltgun, for a Veteran Sergeant) or up to one item from the <i>Combi-weapons</i> list (pg 42). - A Sternguard Sergeant, Company Veteran or Veteran Sergeant may exchange their bolt pistol for one item from the <i>Pistols</i> or <i>Melee Weapons</i> lists (pg 42). - A Company Veteran may exchange their chainsword for a boltgun or one item from the <i>Combi-weapons</i>, <i>Special Weapons</i>, <i>Pistols</i> or <i>Melee Weapons</i> lists (pg 42). - A Vanguard Veteran or Vanguard Sergeant may exchange their bolt pistol and chainsword for two items from the <i>Pistols</i> and/or <i>Melee Weapons</i> lists (pg 42). - A Vanguard Veteran or Vanguard Sergeant may be equipped with a jump pack. If they are, their Move characteristic is increased to 12" and they gain the JUMP PACK and FLY keywords. - One Vanguard Veteran or Vanguard Sergeant in your kill team may be armed with melta bombs. - One DARK ANGELS Company Veteran in your kill team may exchange their boltgun with one weapon from the <i>Heavy Weapons</i> list. - A DARK ANGELS Company Veteran or DARK ANGELS Veteran Sergeant may be armed with a combat shield. A model armed with a combat shield has a 5+ invulnerable save. - A SPACE WOLVES Company Veteran or SPACE WOLVES Veteran Sergeant may be equipped with a jump pack. If they are, their Move characteristic is increased to 12" and they gain the JUMP PACK and FLY keywords.	
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Storm Shield: A model armed with a storm shield has a 3+ invulnerable save.	Auspex: At the start of the Shooting phase, you can choose another ADEPTUS ASTARTES model within 3" of a friendly model equipped with an auspex that is not shaken. That model does not suffer penalties to their hit or Injury rolls due to their target being obscured.
SPECIALISTS	Leader (Sergeant only), Heavy (Gunner only), Combat, Comms, Demolitions, Sniper, Veteran, Zealot	
FACTION KEYWORD	ADEPTUS ASTARTES	
KEYWORDS	IMPERIUM, INFANTRY, STERNGUARD VETERAN/VANGUARD VETERAN/COMPANY VETERAN	

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator autocannon	48"	Heavy 2	7	-2	2	If this weapon inflicts any damage on an enemy model, until the end of the battle round that model and enemy models within 2" of that model cannot make shooting attacks.
Assault cannon	24"	Heavy 6	6	-1	1	-
Bolt sniper rifle	A model firing a bolt sniper rifle does not suffer the penalty to hit rolls for the target being at long range. In addition, when attacking with this weapon, choose one of the profiles below.					
- Executioner round	36"	Heavy 1	4	-2	D3	If you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
- Mortis round	36"	Heavy 1	4	-1	1	Add 2 to hit rolls made for this weapon. In addition, this weapon can target models that are not visible to the bearer. If the target is not visible to the bearer, a 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.
- Hyperfrag round	36"	Heavy D3	4	0	1	-
Cyclone missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Lascannon	48"	Heavy 1	9	-3	D6	-
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically results in a wound (do not make a wound roll for that attack).
Melta bomb	4"	Grenade 1	8	-4	D6	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Close combat weapon	Melee	Melee	User	0	1	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power axe	Melee	Melee	+1	-2	1	-
Power maul	Melee	Melee	+2	-1	1	-
Relic blade	Melee	Melee	+2	-3	D3	-
Thunderhammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR LISTS

PISTOLS

Bolt pistol
 Grav-pistol (cannot be taken by SPACE WOLVES)
 Hand flamer (BLOOD ANGELS only)
 Inferno pistol (BLOOD ANGELS only)
 Plasma pistol

MELEE WEAPONS

Chainsword
 Lightning claw
 Power axe
 Power fist
 Power maul (DARK ANGELS only)
 Power sword
 Relic blade (Vanguard Sergeant only)
 Storm shield (cannot be taken by Sternguard Sergeants)
 Thunder hammer (cannot be taken by Sternguard Sergeants)

COMBI-WEAPONS

Combi-flamer
 Combi-grav (cannot be taken by SPACE WOLVES)
 Combi-melta
 Combi-plasma
 Storm bolter

SPECIAL WEAPONS

Flamer
 Grav-gun
 Meltagun
 Plasma gun

HEAVY WEAPONS

Grav-cannon and grav-amp
 Heavy bolter
 Heavy flamer (STERNGUARD only)
 Lascannon
 Missile launcher
 Multi-melta
 Plasma cannon

TERMINATOR WEAPONS

Chainfist (SPACE WOLVES only)
 Lightning claw
 Power axe (SPACE WOLVES only)
 Power fist
 Power maul (SPACE WOLVES only)
 Power sword (SPACE WOLVES only)
 Relic blade (cannot be taken by SPACE WOLVES or a model with a chainfist)
 Storm shield
 Thunder hammer

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Eliminator	18
- Eliminator Sergeant	19
Infiltrator	17
- Infiltrator Helix Adept	18
- Infiltrator Sergeant	18
Veteran	-
- Sternguard Veteran	13
- Vanguard Veteran	13
- Company Veteran	13
- Sternguard Gunner	14
- Sternguard Sergeant	14
- Vanguard Sergeant	14
- Veteran Sergeant	14
Suppressor	29
- Suppressor Sergeant	30
Terminator	25
- Terminator Gunner	26
- Terminator Sergeant	27

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Accelerator autocannon	0
Assault cannon	5
Bolt pistol	0
Bolt sniper rifle	0
Boltgun	0
Combi-flamer	5
Combi-grav	4
Combi-melta	9
Combi-plasma	7
Cyclone missile launcher	6
Flamer	3
Frag grenades	0
Grav-cannon and grav-amp	5
Grav-gun	2
Grav-pistol	1
Hand flamer	0
Heavy bolter	3
Heavy flamer	5
Inferno pistol	8
Krak grenades	0
Lascannon	13
Marksmen bolt carbine	0
Melta bombs	5
Meltagun	7
Missile launcher	10
Multi-melta	10
Plasma cannon	12
Plasma gun	5
Plasma pistol	2
Special issue boltgun	1
Storm bolter	2



MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainfist	6
Chainsword	0
Lightning claw (single/pair)	1/3
Power axe	2
Power fist	4
Power maul	1
Power sword	1
Relic blade	3
Thunder hammer	8

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Auspex	1
Combat shield	5
Jump pack	6
Storm shield	5

'The traitors are dug in, well supplied and heavily armed. They think they're unassailable. What do you say, brothers – shall we disabuse them of that foolish notion?'

- Ulfrich Wyrmslayer, Space Wolves Reiver Sergeant



PRIMARIS CAPTAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primaris Captain	6"	2+	2+	4	4	6	5	9	3+	1
This model is armed with a master-crafted auto bolt rifle, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted auto bolt rifle	24"	Assault 2			4	0	2	-		
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	2	-		
Power sword	Melee	Melee			User	-3	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its master-crafted auto bolt rifle with a master-crafted stalker bolt rifle. • This model may take a power sword.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Iron Halo: This model has a 4+ invulnerable save.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, PRIMARIS, CAPTAIN									

rites of battle

Adeptus Astartes/Deathwatch Tactic Primaris Captain Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a PRIMARIS CAPTAIN. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Primaris Captain (Level 1)	76
Primaris Captain (Level 2)	96
Primaris Captain (Level 3)	116
Primaris Captain (Level 4)	141
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Frag grenades	0
Krak grenades	0
Master-crafted auto bolt rifle	0
Master-crafted stalker bolt rifle	0
Power sword	7

'Victory does not always rest with the big guns: but, if we rest in front of them we shall be lost.'

- Commander Argentius, Silver Skulls

CAPTAIN IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Captain in Phobos Armour	6"	2+	2+	4	4	6	5	9	3+	1
This model is armed with a master-crafted instigator bolt carbine, bolt pistol, combat knife, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Master-crafted instigator bolt carbine	30"	Heavy 1			4	-2	2	A model firing this weapon does not suffer the penalty to hit rolls for the target being at long range.		
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Iron Halo: This model has a 4+ invulnerable save.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
	Camo Cloak: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.									
	Concealed Position: When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" from any enemy deployment zone.									
	Omni-scrambler: Enemy models that are set up on the battlefield from Reserve cannot be set up within 7" of this model.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, PHOBOS, PRIMARIS, CAPTAIN									

rites of battle

Adeptus Astartes Tactic Captain in Phobos Armour Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a PHOBOS CAPTAIN. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Captain in Phobos Armour (Level 1)	81
Captain in Phobos Armour (Level 2)	101
Captain in Phobos Armour (Level 3)	121
Captain in Phobos Armour (Level 4)	146
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Combat knife	0
Frag grenades	0
Krak grenades	0
Master-crafted instigator bolt carbine	0

'Enemy approach vectors confirmed. Targets entering the killbox in zero-zero-four, three, two, one... commencing Operation Scourge in the Emperor's name. Let none leave here alive.'

- Captain Hastran of the Hawk Lords

CAPTAIN IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Captain in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+	1
This model is armed with a power sword and storm bolter.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Wrist-mounted grenade launcher	12"	Assault D3			4	-1	1	-		
WARGEAR OPTIONS	- This model may replace its storm bolter with a combi-flamer, combi-melta, combi-plasma or one item from the <i>Terminator Weapons</i> list (pg 42). - This model may replace its power sword with a chainfist or one item from the <i>Terminator Weapons</i> list (pg 42). - A Captain in Terminator Armour with a power fist can also be armed with a wrist-mounted grenade launcher.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
	Iron Halo or Storm Shield: This model has a 4+ invulnerable save. If it is armed with a storm shield, it instead has a 3+ invulnerable save.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Strategist, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, TERMINATOR, CAPTAIN									

rites of battle

Adeptus Astartes/Deathwatch Tactic Captain in Terminator Armour Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a TERMINATOR CAPTAIN. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Captain in Terminator Armour (Level 1)	80
Captain in Terminator Armour (Level 2)	100
Captain in Terminator Armour (Level 3)	120
Captain in Terminator Armour (Level 4)	145
WARGEAR	POINTS PER ITEM
Chainfist	13
Combi-flamer	2
Combi-melta	8
Combi-plasma	5
Lightning claw (single/pair)	4/8
Power axe	2
Power fist	12
Power maul	0
Power sword	0
Relic blade	14
Storm bolter	0
Storm shield	15
Thunder hammer	18
Wrist-mounted grenade launcher	2

PRIMARIS LIEUTENANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primaris Lieutenant	6"	2+	3+	4	4	5	4	8	3+	1
This model is armed with a master-crafted auto bolt rifle, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted auto bolt rifle	24"	Assault 2			4	0	2	-		
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	2	-		
Power sword	Melee	Melee			User	-3	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its master-crafted auto bolt rifle with a power sword or master-crafted stalker bolt rifle.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, PRIMARIS, LIEUTENANT									

TACTICAL PRECISION

Adeptus Astartes Tactic Primaris Lieutenant Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **PRIMARIS LIEUTENANT**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll wound rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Primaris Lieutenant (Level 1)	46
Primaris Lieutenant (Level 2)	61
Primaris Lieutenant (Level 3)	76
Primaris Lieutenant (Level 4)	101
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Frag grenades	0
Krak grenades	0
Master-crafted auto bolt rifle	0
Master-crafted stalker bolt rifle	0
Power sword	4

LIEUTENANT IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Lieutenant in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+	1
This model is armed with a master-crafted oculus bolt carbine, bolt pistol, close combat weapon, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Master-crafted oculus bolt carbine	24"	Rapid Fire 1			4	0	2	Add 1 to hit rolls for this weapon when targeting a model that is obscured.		
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
	Knife Fighter: Each unmodified hit roll of 6 made for attacks with this model's close combat weapon scores 2 hits instead of 1.									
	Grav-chute: This model never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, PHOBOS, PRIMARIS, GRAV-CHUTE, LIEUTENANT									

TACTICAL PRECISION

Adeptus Astartes Tactic Lieutenant in Phobos Armour Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a PHOBOS LIEUTENANT. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll wound rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Lieutenant in Phobos Armour (Level 1)	51
Lieutenant in Phobos Armour (Level 2)	66
Lieutenant in Phobos Armour (Level 3)	81
Lieutenant in Phobos Armour (Level 4)	106
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Close combat weapon	0
Frag grenades	0
Krak grenades	0
Master-crafted oculus bolt carbine	0



PRIMARIS LIBRARIAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primaris Librarian	6"	3+	3+	4	4	5	4	9	3+	1
This model is armed with a force sword, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Force sword	Melee	Melee			User	-3	D3	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
PSYKER	This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Librarian discipline (see below).									
SPECIALISTS	Fortitude, Melee, Psyker, Shooting, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, PRIMARIS, PSYKER, LIBRARIAN									

LIBRARIUS DISCIPLINE

To generate psychic powers from the Librarian discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 VEIL OF TIME

The psyker projects his will beyond the regular passage of time, taking in the strands of fate before returning to the present to sway the tide of battle.

Veil of Time has a warp charge value of 5. If manifested, pick a friendly model within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll charge rolls and Advance rolls for that model, and they can always be chosen to fight in the Hammer of Wrath section of the Fight phase, even if they did not make a charge move that battle round.

2 MIGHT OF HEROES

The psyker cages the immense power of the immaterium within his target, and they become the Emperor's vengeance made manifest.

Might of Heroes has a warp charge value of 6. If manifested, pick a friendly model within 12" of the psyker. Until the start of the next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics.

3 NULL ZONE

The psyker unleashes the full might of his mind to cast down his opponent's defences, both technological and mystical, rendering them vulnerable to the retribution of the Adeptus Astartes.

Null Zone has a warp charge value of 8. If manifested, then until the start of the next Psychic phase, while they are within 3" of the psyker, enemy models cannot take invulnerable saves and must halve the result of any Psychic tests (rounding up) that they take.

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Primaris Librarian (Level 1)	81
Primaris Librarian (Level 2)	101
Primaris Librarian (Level 3)	121
Primaris Librarian (Level 4)	146
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Force sword	0
Frag grenades	0
Krak grenades	0

LIBRARIAN IN PHOBOS ARMOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Librarian in Phobos Armour	6"	3+	3+	4	4	5	4	9	3+	1
This model is armed with a force sword, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Force sword	Melee	Melee		User	-3	D3	-			
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
	Camo Cloak: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.									
	Concealed Position: When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" from any enemy deployment zone.									
	Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".									
PSYKER	This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Obscuration discipline (see below).									
SPECIALISTS	Fortitude, Melee, Psyker, Stealth, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, PHOBOS, PRIMARIS, PSYKER, LIBRARIAN									

OBSCURATION DISCIPLINE

To generate psychic powers from the Obscuration discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 SHROUDING

The psyker uses his mastery of the warp to fog the minds of his enemies, clouding their senses so that his allies appear as nothing more than indistinct shadows.

Shrouding has a warp charge value of 6. If manifested, select a friendly ADEPTUS ASTARTES PHOBOS model within 8" of the psyker. Until the start of the next Psychic phase, enemy models can only shoot this model if it is the closest target that is visible to them.

2 HALLUCINATION

The psyker conjures images out of his foes' own memories – from past allies seemingly returned from the dead, to apparitions wrought from their darkest nightmares. Paranoia, confusion and panic reign under such a psychic assault.

Hallucination has a warp charge value of 7. If manifested, select an enemy model within 12" of and visible to the psyker. Until the start of the next Psychic phase, subtract 1 from that model's Leadership characteristic and from hit rolls made for that model.

3 MIND RAID

The psyker raids the thoughts of a foe for tactical information, simultaneously inflicting severe cerebral trauma on his victim.

Mind Raid has a warp charge value of 6. If manifested, select an enemy model within 18" of and visible to the psyker. That model suffers a mortal wound. If your kill team is Battle-forged, and the model you chose was a Leader or a COMMANDER, you gain 1 Command Point.

ADEPTUS ASTARTES	
MODEL	POINTS PER MODEL
Librarian in Phobos Armour (Level 1)	91
Librarian in Phobos Armour (Level 2)	111
Librarian in Phobos Armour (Level 3)	131
Librarian in Phobos Armour (Level 4)	156
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Force sword	0
Frag grenades	0
Krak grenades	0

LIBRARIAN IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Librarian in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+	1
This model is armed with a force stave.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Force axe	Melee	Melee		+1	-2	D3	-			
Force stave	Melee	Melee		+2	-1	D3	-			
Force sword	Melee	Melee		User	-3	D3	-			
WARGEAR OPTIONS	• This model may take a combi-flamer, combi-melta, combi-plasma or storm bolter. • This model may replace its force stave with a force axe or force sword.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Crux Terminatus: This model has a 5+ invulnerable save. Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12". Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
PSYKER	This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psycholt</i> psychic power as well as two psychic powers generated from the Librarius discipline (see <i>Kill Team: Commanders</i>).									
SPECIALISTS	Fortitude, Melee, Psyker, Shooting, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN									

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Librarian in Terminator Armour (Level 1)	88
Librarian in Terminator Armour (Level 2)	108
Librarian in Terminator Armour (Level 3)	128
Librarian in Terminator Armour (Level 4)	153
WARGEAR	POINTS PER ITEM
Combi-flamer	6
Combi-melta	12
Combi-plasma	9
Force axe	2
Force stave	0
Force sword	0
Storm bolter	4



PRIMARIS CHAPLAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+	1
This model is armed with a crozius arcanum, absolver bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Absolver bolt pistol	16"	Pistol 1		5	-1	1	-			
Crozius arcanum	Melee	Melee		+1	-1	2	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Rosarius: This model has a 4+ invulnerable save.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Shooting, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, PRIMARIS, CHAPLAIN									

LITANIES OF HATE

Adeptus Astartes/Deathwatch Tactic Primaris Chaplain Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **PRIMARIS CHAPLAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls in the Fight phase for friendly models within 6" of this model.

1 COMMAND POINT

SPIRITUAL LEADER

Adeptus Astartes/Deathwatch Tactic Primaris Chaplain Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **PRIMARIS CHAPLAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own.

1 COMMAND POINT

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Primaris Chaplain (Level 1)	63
Primaris Chaplain (Level 2)	78
Primaris Chaplain (Level 3)	93
Primaris Chaplain (Level 4)	118
WARGEAR	POINTS PER ITEM
Absolver bolt pistol	0
Crozius arcanum	0
Frag grenades	0
Krak grenades	0

'Let hatred guide your blades and steady your bolters, brothers. Let it fill you with righteous zeal. These foul xenos will pay a heavy price for opposing us. Onwards, for the Emperor!'

- Chaplain Kobel of the Subjugators Chapter



CHAPLAIN IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Chaplain in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+	1
This model is armed with a crozius arcanum and storm bolter.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Crozius arcanum	Melee	Melee		+1	-1	2	-			
WARGEAR OPTIONS	• This model may replace its storm bolter with a combi-flamer, combi-melta or combi-plasma.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.									
	Rosarius: This model has a 4+ invulnerable save.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Shooting, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, TERMINATOR, CHAPLAIN									

LITANIES OF HATE

Adeptus Astartes/Deathwatch Tactic Chaplain in Terminator Armour Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a TERMINATOR CHAPLAIN. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls in the Fight phase for friendly models within 6" of this model.

1 COMMAND POINT

ADEPTUS ASTARTES

MODEL	POINTS PER MODEL
Chaplain in Terminator Armour (Level 1)	74
Chaplain in Terminator Armour (Level 2)	94
Chaplain in Terminator Armour (Level 3)	114
Chaplain in Terminator Armour (Level 4)	139
WARGEAR	POINTS PER ITEM
Combi-flamer	2
Combi-melta	8
Combi-plasma	5
Crozius arcanum	0
Storm bolter	0

SPIRITUAL LEADER

Adeptus Astartes/Deathwatch Tactic Chaplain in Terminator Armour Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a TERMINATOR CHAPLAIN. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own.

1 COMMAND POINT



DEATHWATCH

The Deathwatch is Humanity's shield against xenos horrors. By rolling the appropriate dice on the tables on the following pages, and the name tables from the Adeptus Astartes section, you can generate names and background for your Deathwatch kill teams.

The Deathwatch are the foremost alien hunters in the Imperium. Their ranks comprise the finest warriors of the Adeptus Astartes Chapters, seconded with great honour to serve in the kill teams of the Deathwatch and defend Humanity from the xenos menace.

Deathwatch kill teams make use of every weapon, technology and tactic they can, adapting their way of war to best suit each new foe. They carry a wide variety of armaments, many tailored to the elimination of particular types of enemy, and each warrior's battlefield expertise is leveraged to lethal effect. By combining the greatest strengths of the Space Marine Chapters, and deploying groups of specialist battle-brothers who complement one another's abilities, Deathwatch kill teams have earned their place as one of the most lethal precision tools available to the lords of the Imperium.

Experts at assessing how their might can best be put to use against significantly more numerous enemies, even in large-scale conflicts the Deathwatch will utilise small squads of elite warriors to systematically eradicate their foes. Though they are few in number – even compared to the wider Adeptus Astartes – a single Deathwatch kill team, delivered to the right location at the right moment and equipped with the correct weapons – can change the course of an entire war. They are heroes all, merciless destroyers of the xenos threat, and without their selfless efforts the Imperium would surely have been torn apart long ago.



DEATHWATCH KILL TEAMS

Deathwatch models in your kill team use the Special Issue Ammunition ability below. If every model in your kill team has the DEATHWATCH Faction keyword, models in your kill team gain the Mission Tactics ability, below, and you can use Deathwatch Tactics.

Special Issue Ammunition: When this model fires an auto bolt rifle, bolt carbine, bolt pistol, bolt rifle, boltgun, combi-flamer (boltgun profile only), combi-melta (boltgun profile only), combi-plasma (boltgun profile only), heavy bolt pistol, stalker bolt rifle, stalker pattern boltgun or storm bolter, you can choose one kind of ammunition from the table below, and apply the corresponding modifier.

SPECIAL ISSUE AMMUNITION	
AMMUNITION	MODIFIER
Dragonfire bolt	Add 1 to hit rolls for this weapon when targeting a model that is obscured.
Hellfire round	This weapon always wounds on a 2+.
Kraken bolt	Add 3" to the range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 1 (e.g. an AP of 0 becomes -1), to a maximum AP of -2.
Vengeance round	Subtract 3" from the range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 2 (e.g. an AP of 0 becomes -2), to a maximum AP of -3.

Mission Tactics: At the beginning of the first battle round, choose a datasheet to be your kill team's priority target (e.g. Tyranid Warrior). You can re-roll wound rolls of 1 for attacks made by models in your kill team that target a model from the datasheet that is your kill team's priority target (so if you chose Tyranid Warrior, this ability would apply to attacks that targeted Tyranid Warriors and Tyranid Warrior Gunners).

Fortis Kill Team: When you add an Intercessor or a Reiver (Kill Team Core Manual, pg 85) to your command roster (and create its datacard) you can choose for it to have the **Deathwatch** Faction keyword instead of the **Adeptus Astartes** Faction keyword. If you do so, [that model gains the Adeptus Astartes keyword \(note that this is not a Faction keyword\)](#), and it gains the Special Issue Ammunition ability, but you must use the points values on page 91 for its ranged weapons.

Aquila Kill Team: When you add a Captain in Terminator Armour (Kill Team: Elites, pg 37), Chaplain in Terminator Armour (Kill Team: Elites, pg 36), Librarian in Terminator Armour (Kill Team: Elites, pg 35), Terminator (Kill Team: Elites, pg 39) or Veteran (which must be a Vanguard Veteran equipped with a jump pack, Kill Team: Elites, pg 40) to your command roster (and create its datacard) you can choose for it to have the **Deathwatch** Faction keyword instead of the **Adeptus Astartes** Faction keyword. If you do so, it gains the Special Issue Ammunition ability but you must add the relevant additional point values below to the model's total points if it is equipped with any of the ranged weapons below.

RANGED WEAPONS (SPECIAL ISSUE AMMUNITION)	
WEAPON	POINTS PER WEAPON
Bolt pistol	+2
Combi-flamer	+2
Combi-melta	+2
Combi-plasma	+2
Storm bolter	+4

TACTICAL PRIORITY

Deathwatch Tactic

Use this Tactic at the start of any battle round after the first. When you do, choose a datasheet. That datasheet is now your kill team's priority target as described in Mission Tactics (above), rather than the datasheet you chose previously.

1 COMMAND POINT

HELLFIRE SHELL

Deathwatch Tactic

Use this Tactic when you choose a model in your kill team to shoot with a heavy bolter or the heavy bolter profile of an infernus heavy bolter. You can only make a single hit roll with the weapon this phase (subtracting 1 as normal if also firing an infernus heavy bolter's heavy flamer), however, if it hits, the target suffers D3 mortal wounds instead of the normal damage.

1 COMMAND POINT

ONLY IN DEATH DOES DUTY END

Deathwatch Tactic

Use this Tactic when a model from your kill team is taken out of action; that model summons the strength for one final attack, and can immediately either shoot as if it were your turn in the Shooting phase, or fight as if it were your turn in the Fight phase.

2 COMMAND POINTS

DECAPITATION DOCTRINE

Deathwatch Tactic

Use this Tactic when a model from your kill team is chosen to attack in the Shooting or Fight phase. Until the end of the phase, re-roll failed wound rolls for that model that target an enemy Leader.

1 COMMAND POINT

RIVAL CHAPTERS

Deathwatch Tactic

Use this Tactic when a model from your kill team is chosen to attack in the Shooting or Fight phase whilst there is another model from your kill team within 2" of it. Until the end of the phase, re-roll hit rolls of 1 for both models.

1 COMMAND POINT

DEATHWATCH VETERAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Deathwatch Veteran	6"	3+	3+	4	4	1	2	8	3+	-
Deathwatch Veteran Gunner	6"	3+	3+	4	4	1	2	8	3+	4
Black Shield	6"	3+	3+	4	4	1	3	8	3+	1
Watch Sergeant	6"	3+	3+	4	4	1	3	9	3+	1
This model is armed with a boltgun, frag grenades and krak grenades. One Deathwatch Veteran in your kill team can be a Black Shield, up to four Deathwatch Veterans in your kill team can be Deathwatch Veteran Gunners, and one Deathwatch Veteran in your kill team can be a Watch Sergeant.										
WARGEAR OPTIONS	- This model may replace its boltgun with a combi-melta, combi-plasma, stalker pattern boltgun, power sword, power maul or storm shield. This model may also take a power sword or power maul; if they are a Watch Sergeant, they may take a xenophase blade instead. - A Deathwatch Veteran may, instead of the above, replace their boltgun with a Deathwatch shotgun or heavy thunder hammer - A Deathwatch Veteran Gunner may, instead of the above, replace their boltgun with a Deathwatch fragcannon or infernus heavy bolter.									
ABILITIES	Special Issue Ammunition (pg 89) Storm Shield: A model with a storm shield has a 3+ invulnerable save. And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Atonement Through Honour: You can re-roll failed charge rolls for a Black Shield. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
SPECIALISTS	Leader (Sergeant only), Heavy (Gunner only), Combat, Comms, Demolitions, Sniper, Veteran, Zealot									
FACTION KEYWORD	DEATHWATCH									
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, INFANTRY, DEATHWATCH VETERAN									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any unmodified hit rolls of 1 when firing supercharge, the bearer is taken out of action after all of the weapon's shots have been resolved.
Deathwatch frag cannon	When attacking with this weapon, choose one of the profiles below.					
- Frag round	8"	Assault 2D6	6	-1	1	This weapon automatically hits its target.
- Shell	24"	Assault 2	7	-2	2	If the target is within half range of this weapon, its attacks are resolved with a Strength of 9 and an AP of -3.
Deathwatch shotgun	When attacking with this weapon, choose one of the profiles below.					
- Cryptclearer round	16"	Assault 2	4	0	1	You can re-roll failed wound rolls for this weapon.
- Xenopurge slug	16"	Assault 2	4	-1	1	If the target is within half range of this weapon, its attacks are resolved with a Damage of 2.
- Wyrmsbreath shell	7"	Assault D6	3	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Infernus heavy bolter	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Heavy bolter	36"	Heavy 3	5	-1	1	-
- Heavy flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Stalker pattern boltgun	30"	Heavy 2	4	-1	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy thunder hammer	Melee	Melee	x2	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you make a wound roll of 6+ with this weapon, that hit is resolved with a Damage of 6.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Xenophase blade	Melee	Melee	User	-3	1	Your opponent must re-roll successful invulnerable saves for wounds caused by this weapon.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Deathwatch Veteran	14
- Deathwatch Veteran Gunner	16
- Black Shield	16
- Watch Sergeant	16

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Heavy thunder hammer	5
Power maul	2
Power sword	2
Xenophase blade	3

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Storm shield	3

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Auto bolt rifle	2
Bolt carbine	2
Bolt pistol	2
Bolt rifle	2
Boltgun	0
Combi-melta	3
Combi-plasma	4
Deathwatch frag cannon	5
Deathwatch shotgun	1
Frag grenade	0
Heavy bolt pistol	2
Infernus heavy bolter	2
Krak grenade	0
Stalker bolt rifle	2
Stalker pattern boltgun	1



DEATHWATCH COMMANDERS

When you add a Primaris Captain (pg 32), Primaris Chaplain (pg 34) or Primaris Librarian (pg 35) to your command roster (and create its datacard) you can choose for it to have the **DEATHWATCH** Faction keyword instead of the **ADEPTUS ASTARTES** Faction keyword. If you do so, it gains the Special Issue Ammunition ability, but you must use the points values below for its ranged weapons.

Special Issue Ammunition: When this model fires a guardian spear, absolver bolt pistol, bolt pistol, master-crafted auto bolt rifle or master-crafted stalker bolt rifle, you can choose one kind of ammunition from the table to the right and apply the corresponding modifier.

SPECIAL ISSUE AMMUNITION

AMMUNITION	MODIFIER
Dragonfire bolt	Add 1 to hit rolls for this weapon when targeting a model that is obscured.
Hellfire round	This weapon always wounds on a 2+.
Kraken bolt	Add 3" to the range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 1 (e.g. an AP of 0 becomes -1), to a maximum AP of -2.
Vengeance round	Subtract 3" from the range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 2 (e.g. an AP of 0 becomes -2), to a maximum AP of -3.

WATCH MASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Watch Master	6"	2+	2+	4	4	6	4	9	2+	1
This model is armed with a guardian spear, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Guardian spear	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.									
- Ranged	24"	Rapid Fire 1		4	-1	2	-			
- Melee	Melee	Melee		+1	-3	D3	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Special Issue Ammunition (see above)						Iron Halo: This model has a 4+ invulnerable save.			
	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.						Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.			
SPECIALISTS	Fortitude, Leadership, Logistics, Melee, Shooting, Strategist, Strength									
FACTION KEYWORD	DEATHWATCH									
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, COMMANDER, INFANTRY, WATCH MASTER									

MASTER OF BATTLE

Deathwatch Tactic Watch Master Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **WATCH MASTER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls for friendly models within 6" of this model.

2 COMMAND POINTS

DEATHWATCH

MODEL	POINTS PER MODEL
Watch Master (Level 1)	125
Watch Master (Level 2)	145
Watch Master (Level 3)	165
Watch Master (Level 4)	190
WARGEAR	POINTS PER ITEM
Absolver bolt pistol	0
Bolt pistol	0
Frag grenades	0
Guardian spear	0
Krak grenades	0
Master-crafted auto bolt rifle	0
Master-crafted stalker bolt rifle	0

GREY KNIGHTS

The Grey Knights are the ultimate Imperial weapon against the malign entities of the warp. A secret Chapter of Adeptus Astartes warriors operating from a hidden stronghold on the moon of Titan, these unsung heroes have prevented the Imperium from succumbing to a Daemon apocalypse time and time again.

Even amongst the ranks of the Adeptus Astartes, the Grey Knights are truly remarkable. Unlike their estranged brothers in the other Space Marine Chapters, the Grey Knights are kept secret from the wider Imperium and hidden from the prying eyes of its many foes. In the first instance, this is because – were the wider peoples of the Imperium to learn the true horror of the enemies that the Grey Knights face – madness and terror would spread like wildfire. Yet the very secrecy of this elite order is also a weapon unto itself, for the first the Grey Knights' enemies know of these silver-clad killers is when they appear as if from nowhere with bolters blazing and blades flashing.

Beyond the normal range of genetic enhancements and advanced weaponry possessed by all Space Marines, the Grey Knights are rendered even more deadly by the fact that every single one of them is a potent psyker. So formidable are the Grey Knights' powers, and so impregnable their mental defences, that they can see off even the most terrible psychic assaults and banish warp-manifestations through their phenomenal willpower alone.

Of course, every Grey Knight is also an exceptionally skilled warrior, and their most veteran heroes and leaders are amongst the Imperium's greatest defenders. Squads of Grey Knights Terminators stride into battle clad in nigh-impregnable suits of blessed Terminator armour. Able to shrug off direct hits from tank-busting weaponry and stride heedless through screaming artillery bombardments, Grey Knights Terminators advance with the inexorable determination of death itself. Their storm bolters, psycannons and incinerators sweep away rank upon rank of enemies, before their crackling Nemesis force weapons make short work at close-quarters of those few who survive.

Even more powerful are the Paladins of the Grey Knights, those warriors who have completed great quests in order to prove themselves paragons of combat and mental fortitude. Be it seething tides of Daemons or the irrevocably corrupt and seemingly unstoppable warriors of the Heretic Astartes, the Paladins scythe through them with sweeping blows from their sanctified blades and devastating blasts of psychic force.

The grim-faced leaders of the 666th Chapter are the greatest heroes of all. Grey Knights Librarians and Brother-Captains are unstoppable and frighteningly determined warriors. Possessed of towering psychic might, they wield weapons whose worth can be measured in worlds and wear gleaming Terminator plate inscribed with complex canticles of warding. No danger is too terrible, no enemy too gruesome or sanity-blasting for them to lay low. Even a single such combatant is the equal of countless lesser enemies, but when they lead a kill team of elite Grey Knights into battle, they are truly unstoppable.



GREY KNIGHTS KILL TEAMS

If every model in your kill team has the GREY KNIGHTS Faction keyword, models in your kill team gain the Brotherhood of Psykers ability below, and you can use Grey Knights Tactics.

Brotherhood of Psykers: When it is your turn to choose a PSYKER from your kill team to attempt to manifest psychic powers in this phase, you can choose up to two models from your kill team to do so. Resolve all of one model's attempts before choosing the next model. In addition, you can add 1 to Psychic tests and Deny the Witch tests for models in your kill team.

TELEPORT STRIKE

Grey Knights Tactic

Use this Tactic at the end of the Movement phase. Choose up to three TERMINATOR models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT



GREY KNIGHTS KILL TEAMS

If every model in your kill team has the GREY KNIGHTS Faction keyword, you can use Grey Knights Tactics.

PSYBOLT AMMUNITION

Grey Knights Tactic

Use this Tactic when you choose a model in your kill team to shoot with a storm bolter. The weapon's Strength characteristic is 5 and its Armour Penetration characteristic is -1 until the end of the phase.

1 COMMAND POINT

HONOUR THE CHAPTER

Grey Knights Tactic

Use this Tactic at the end of the Fight phase. Pick a model from your kill team. That model can immediately fight an additional time.

2 COMMAND POINTS

PSYCHIC CHANNELLING

Grey Knights Tactic

Use this Tactic when taking a Psychic test for a model from your kill team. Roll three dice rather than two and use the two highest rolls.

2 COMMAND POINTS

HEED THE PROGNOSTICARS

Grey Knights Tactic

Use this Tactic at the start of the battle round. Pick a model from your kill team and add 1 to its saving throws until the end of the battle round.

2 COMMAND POINTS

GREY KNIGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Grey Knight	6"	3+	3+	4	4	1	1	7	3+	-
Grey Knight Gunner	6"	3+	3+	4	4	1	1	7	3+	2
Justicar	6"	3+	3+	4	4	1	2	8	3+	1
This model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades. Up to two Grey Knights in your kill team can be Grey Knight Gunners, and one Grey Knight in your kill team can be a Justicar.										
WARGEAR OPTIONS	- This model may replace its Nemesis force sword with a Nemesis force halberd, Nemesis Daemon hammer, Nemesis warding stave or two Nemesis falchions. - A Grey Knight Gunner may, instead of the above, replace their Nemesis force sword and storm bolter with an incinerator, psilencer or psycannon.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Daemon Hunters: If this model attacks any DAEMONS in the Fight phase, you can re-roll failed wound rolls for those attacks. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Rites of Banishment: When this model manifests the <i>Psybolt</i> psychic power it has a range of 12". If <i>Psybolt</i> is successfully manifested, and the target model is a DAEMON, the target suffers D3 mortal wounds, even if the result of the Psychic test was not 11+.									
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. He knows the <i>Psybolt</i> psychic power.									
SPECIALISTS	Leader (Justicar only), Heavy (Gunner only), Combat, Comms, Demolitions, Veteran, Zealot									
FACTION KEYWORD	GREY KNIGHTS									
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, INFANTRY, PSYKER, GREY KNIGHT									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Incinerator	8"	Assault D6	6	-1	1	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psilencer	24"	Heavy 6	4	0	D3	-
Psycannon	24"	Heavy 4	7	-1	1	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Nemesis falchion	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.
Nemesis force halberd	Melee	Melee	+1	-2	D3	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Nemesis warding stave	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Grey Knight	18
- Grey Knight Gunner	19
- Justicar	19

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Frag grenade	0
Incinerator	3
Krak grenade	0
Psilencer	3
Psycannon	2
Psyk-out grenade	0
Storm bolter	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Nemesis Daemon hammer	2
Pair of Nemesis falchions	1
Nemesis force halberd	0
Nemesis force sword	0
Nemesis warding stave	0



'Mercy is a luxury we cannot afford, brothers. Mercy might spare a life, only to end a billion more. Mercy burns worlds. Mercy damns souls. Mercy would be the undoing of all that we have wrought...'

- Justicar Thrayl, before the Diaclades Purge



TERMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Terminator	5"	3+	3+	4	4	2	2	7	2+	-
Terminator Gunner	5"	3+	3+	4	4	2	2	7	2+	2
Terminator Justicar	5"	3+	3+	4	4	2	3	8	2+	1
This model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades. Up to two Terminators in your kill team can be Terminator Gunners, and one Terminator in your kill team can be a Terminator Justicar.										
WARGEAR OPTIONS	- This model may replace its Nemesis force sword with a Nemesis Daemon hammer, a Nemesis force halberd, a Nemesis warding stave or two Nemesis falchions. - A Terminator Gunner may replace their storm bolter with an incinerator, psilencer or psycannon.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Crux Terminatus: This model has a 5+ invulnerable save. Daemon Hunters: If this model attacks any DAEMONS in the Fight phase, you can re-roll failed wound rolls for those attacks. Rites of Banishment: When this model manifests the <i>Psybolt</i> psychic power it has a range of 12". If <i>Psybolt</i> is successfully manifested, and the target model is a DAEMON, the target suffers D3 mortal wounds, even if the result of the Psychic test was not 11+.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power.									
SPECIALISTS	Leader (Justicar only), Heavy (Gunner only), Combat, Comms, Demolitions, Veteran, Zealot									
FACTION KEYWORD	GREY KNIGHTS									
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, INFANTRY, PSYKER, TERMINATOR									

PALADIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Paladin	5"	3+	3+	4	4	3	3	8	2+	-
Paladin Gunner	5"	3+	3+	4	4	3	3	8	2+	4
Paragon	5"	3+	3+	4	4	3	3	9	2+	1
This model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades. Up to four Paladins in your kill team can be Paladin Gunners, and one Paladin in your kill team can be a Paragon.										
WARGEAR OPTIONS	- This model may replace its Nemesis force sword with a Nemesis Daemon hammer, a Nemesis force halberd, a Nemesis warding stave or two Nemesis falchions. - A Paladin Gunner may replace their storm bolter with an incinerator, psilencer or psycannon.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Crux Terminatus: This model has a 5+ invulnerable save. Daemon Hunters: If this model attacks any DAEMONS in the Fight phase, you can re-roll failed wound rolls for those attacks. Rites of Banishment: When this model manifests the <i>Psybolt</i> psychic power it has a range of 12". If <i>Psybolt</i> is successfully manifested, and the target model is a DAEMON, the target suffers D3 mortal wounds, even if the result of the Psychic test was not 11+.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power.									
SPECIALISTS	Leader (Paragon only), Heavy (Gunner only), Combat, Comms, Demolitions, Veteran, Zealot									
FACTION KEYWORD	GREY KNIGHTS									
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, INFANTRY, PSYKER, TERMINATOR, PALADIN									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any unmodified hit rolls of 1 when firing supercharge, the bearer is taken out of action after all of the weapon's shots have been resolved.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Terminator	36
- Terminator Gunner	37
- Terminator Justicar	39
Paladin	47
- Paladin Gunner	48
- Paragon	50

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Frag grenades	0
Incinerator	1
Krak grenades	0
Psilencer	8
Psycannon	4
Psyk-out grenades	0
Storm bolter	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Nemesis Daemon hammer	4
Nemesis falchion	1
Nemesis force halberd	1
Nemesis force sword	0
Nemesis warding stave	3





BROTHERHOOD CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Brotherhood Champion	6"	2+	2+	4	4	4	4	8	2+	1
This model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Storm bolter	24"	Rapid Fire 2		4	0	1	-			
Nemesis force sword	Melee	Melee		User	-3	D3	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
Psyk-out grenade	6"	Grenade D3		2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.			
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.						The Perfect Warrior: At the start of each Fight phase, you must choose a combat stance for this model to adopt for the duration of that phase – either the Sword Strike stance or the Blade Shield stance. If you choose the Sword Strike stance, add 1 to wound rolls for this model's attacks for that phase. If you choose the Blade Shield stance, add 1 to this model's saving throws for that phase. Rites of Banishment: When this model manifests the <i>Psybolt</i> psychic power it has a range of 12". If the <i>Psybolt</i> psychic power is successfully manifested, and the target model is a DAEMON , the target suffers D3 mortal wounds, even if the result of the Psychic test was not 11+.			
	Daemon Hunters: If this model attacks any DAEMONS in the Fight phase, you can re-roll failed wound rolls for those attacks.									
	Heroic Sacrifice: If this model is taken out of action in the Fight phase, you can immediately fight with them before removing the model from the battlefield, even if they have already been chosen to fight in that phase.									
	Iron Halo: This model has a 4+ invulnerable save.									
SPECIALISTS	Fortitude, Leadership, Melee, Psyker, Shooting, Strength									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as the <i>Hammerhand</i> psychic power (see below).									
FACTION KEYWORD	GREY KNIGHTS									
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, COMMANDER, INFANTRY, PSYKER, BROTHERHOOD CHAMPION									

HAMMERHAND

Focusing the raging power of his mind, the psyker augments the strength of his comrades to the point where they can crush flesh and bone with a single blow.

Hammerhand has a warp charge value of 5. If manifested, pick a friendly model within 8" of the psyker. Add 1 to wound rolls you make for that model's Melee weapons until the start of the next Psychic phase.

GREY KNIGHTS

MODEL	POINTS PER MODEL
Brotherhood Champion (Level 1)	108
Brotherhood Champion (Level 2)	128
Brotherhood Champion (Level 3)	148
Brotherhood Champion (Level 4)	173
WARGEAR	POINTS PER ITEM
Frag grenades	0
Krak grenades	0
Nemesis force sword	0
Psyk-out grenades	0
Storm bolter	0

'The Daemon has many forms. You must know them all. You must tell the Daemon from his disguise and root him out from the hidden places. Trust no one. Trust not even yourself. It is better to die in vain than to live in abomination. The zealous martyr is praised for his valour, the craven and the unready are justly abhorred.'

- Excerpted from the First Book of Indoctrinations

LIBRARIAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Librarian	5"	2+	2+	4	4	5	3	9	2+	1
This model is armed with a Nemesis warding stave, frag grenades, krak grenades and psyk-out grenades.										
WARGEAR OPTIONS	- This model may take a combi-flamer, combi-melta, combi plasma or storm bolter. - This model may replace its Nemesis warding stave with a Nemesis Daemon hammer, Nemesis force halberd, Nemesis force sword or two Nemesis falchions.									
ABILITIES	And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Transhuman Physiology (see opposite), Crux Terminatus (pg 48) Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".									
PSYKER	This model can attempt to manifest two psychic powers and deny two psychic powers in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Sanctic discipline (see below).									
SPECIALISTS	Fortitude, Melee, Psyker, Shooting, Strength									
FACTION KEYWORD	GREY KNIGHTS									
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, COMMANDER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN									

SANCTIC DISCIPLINE

To generate psychic powers from the Sanctic discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 GATE OF INFINITY

The psyker punches a corridor through the roiling immaterium, allowing him to cross great distances in the blink of an eye.

Gate of Infinity has a warp charge value of 6. If manifested, pick a friendly model within 8" of the psyker. Remove that model from the battlefield and immediately set it up anywhere on the battlefield that is more than 5" from any enemy models. The model is not considered to have charged or been charged in the next Fight phase.

2 HAMMERHAND

Focusing the raging power of his mind, the psyker augments the strength of his comrades to the point where they can crush flesh and bone with a single blow.

Hammerhand has a warp charge value of 5. If manifested, pick a friendly model within 12" of the psyker. Add 1 to wound rolls you make for that model's Melee weapons until the start of the next Psychic phase.

3 SANCTUARY

Chanting words of warding, the psyker creates a zone of light around him that can both protect him from harm and repel daemoniac creatures.

Sanctuary has a warp charge value of 6. If manifested, pick a GREY KNIGHTS model within 8" of the psyker. That model gains a 5+ invulnerable save until the start of the next Psychic phase. If the model already has an invulnerable save, improve that save by 1 (to a maximum of 3+) until the start of the next Psychic phase instead.

GREY KNIGHTS	
MODEL	POINTS PER MODEL
Librarian (Level 1)	96
Librarian (Level 2)	116
Librarian (Level 3)	136
Librarian (Level 4)	161
WARGEAR	POINTS PER ITEM
Combi-flamer	12
Combi-melta	14
Combi-plasma	12
Frag grenades	0
Krak grenades	0
Nemesis Daemon hammer	8
Nemesis falchion	0
Nemesis force halberd	0
Nemesis force sword	0
Nemesis warding stave	0
Psyk-out grenades	0
Storm bolter	4

BROTHER-CAPTAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Brother-Captain	5"	2+	2+	4	4	6	4	9	2+	1
This model is armed with a Nemesis force halberd, storm bolter, frag grenades, krak grenades and psyk-out grenades.										
WARGEAR OPTIONS	- This model may replace its Nemesis force halberd with a Nemesis Daemon hammer, a Nemesis force sword, a Nemesis warding stave or two Nemesis falchions. - This model may replace its storm bolter with an incinerator, psilencer or psycannon.									
ABILITIES	And They Shall Know No Fear: You can re-roll failed Nerve tests for this model. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Iron Halo: This model has a 4+ invulnerable save. Daemon Hunters: If this model attacks any DAEMONS in the Fight phase, you can re-roll failed wound rolls for those attacks. Rites of Banishment: When this model manifests the <i>Psybolt</i> psychic power it has a range of 12". If <i>Psybolt</i> is successfully manifested, and the target model is a DAEMON, the target suffers D3 mortal wounds, even if the result of the Psychic test was not 11+.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as the <i>Hammerhand</i> psychic power (see opposite).									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Psyker, Shooting, Strategist, Strength									
FACTION KEYWORD	GREY KNIGHTS									
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, COMMANDER, INFANTRY, TERMINATOR, BROTHER-CAPTAIN									

PSYCHIC LOCUS

Grey Knights Tactic Brother-Captain Aura Tactic

Use this Tactic at the start of the Psychic phase if your kill team includes a BROTHER-CAPTAIN. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, the *Psybolt* psychic power affects the closest enemy model within 36" (rather than 12" or 18") of and visible to the psyker when manifested by friendly models within 6" of this model.

1 COMMAND POINT

GREY KNIGHTS

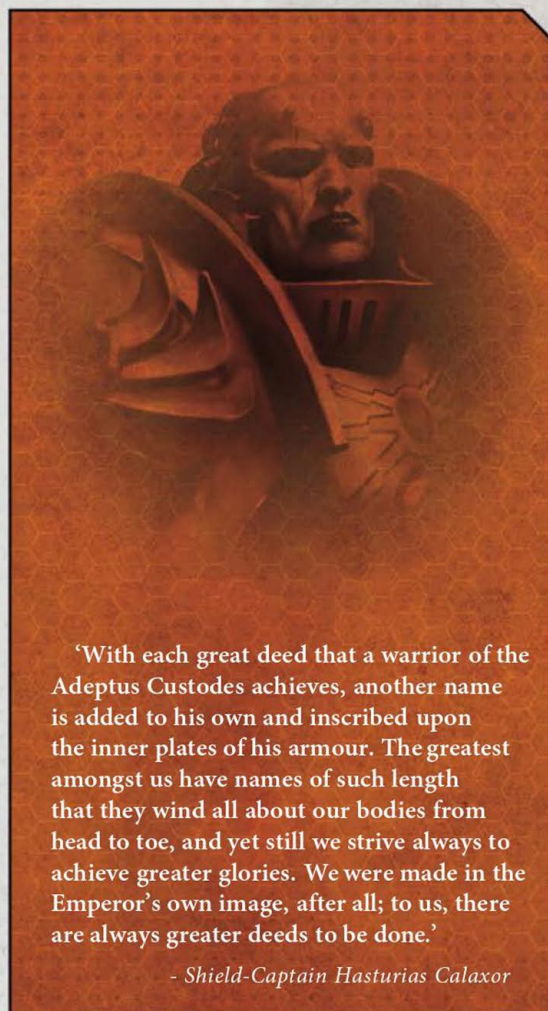
MODEL	POINTS PER MODEL
Brother-Captain (Level 1)	100
Brother-Captain (Level 2)	120
Brother-Captain (Level 3)	140
Brother-Captain (Level 4)	165
WARGEAR	POINTS PER ITEM
Frag grenades	0
Incinerator	3
Krak grenades	0
Nemesis Daemon hammer	8
Nemesis falchion	0
Nemesis force halberd	0
Nemesis force sword	0
Nemesis warding stave	0
Psilencer	16
Psycannon	7
Psyk-out grenades	0
Storm bolter	0

ADEPTUS CUSTODES

Wise foes flee at the mere sight of the Adeptus Custodes' approach. During the glorious days of the Great Crusade these heroes fought at the side of the Emperor himself. After his fall they became his protectors and agents both, defending the Golden Throne and enforcing its inviolate will.

Nobility and power radiate from the warriors of the Adeptus Custodes. They are golden-armoured paragons of martial might and absolute incorruptibility, the solemn fury of the Emperor made manifest. Where they tread the enemies of Mankind know naught but defeat and despair. Clad in nigh-impenetrable auramite armour, wielding blades and firearms fashioned by the most skilled artificers of Holy Terra, the Adeptus Custodes are amongst the best-equipped warriors in the galaxy. Though what truly sets these champions apart is the genetic alchemy that goes into their creation. The Adeptus Custodes bear the spark of the Emperor's own divinity, their flesh and souls alike singing with such incredible power that a single Custodian can tear a Heretic Astartes warrior limb from limb with his bare hands, and lay low entire enemy warbands in the time it takes his victims to realise they are under attack.

Every member of the Adeptus Custodes is a hero in his own right. The Custodian Guard are exemplars all of their bloody craft, and whether hammering their enemies with hails of bolt fire or hacking them apart at close quarters, they can be relied upon to complete their mission no matter the odds. The Terminator-armoured Allarus Custodians are more fearsome still, for their unique mark of reinforced battle plate and their bellicose spirit enable them to perform deeds of spectacular heroism and violence. Meanwhile the Shield-Captains, who lead these brotherhoods into battle, are famed for their martial might and strategic wisdom both.



'With each great deed that a warrior of the Adeptus Custodes achieves, another name is added to his own and inscribed upon the inner plates of his armour. The greatest amongst us have names of such length that they wind all about our bodies from head to toe, and yet still we strive always to achieve greater glories. We were made in the Emperor's own image, after all; to us, there are always greater deeds to be done.'

- Shield-Captain Hasturias Calaxor

ADEPTUS CUSTODES KILL TEAMS

If every model in your kill team has the ADEPTUS CUSTODES Faction keyword, models in your kill team gain The Emperor's Chosen ability below, and you can use Adeptus Custodes Tactics.

The Emperor's Chosen: This model's invulnerable save is improved by 1 (to a maximum of 3+).

Adeptus Custodes Kill Team: An Adeptus Custodes kill team can be Battle-forged if it consists of at least two models (rather than three models), as long as it adheres to the other conditions set out in the *Kill Team Core Manual* (as modified by the mission, where relevant).



EVER VIGILANT

Adeptus Custodes Tactic

Use this Tactic at the end of the Movement phase when an opponent sets up a model within 12" of a model from your kill team that is not shaken. Your model can immediately shoot at the enemy model as if it were the Shooting phase, but you must subtract 1 from the resulting hit rolls.

2 COMMAND POINTS

UNFLINCHING

Adeptus Custodes Tactic

Use this Tactic when an opponent chooses a model from your kill team that is not shaken as a target of a charge. When that model fires Overwatch in this phase, they successfully hit on a roll of 5 or 6.

1 COMMAND POINT

INSPIRE FEAR

Adeptus Custodes Tactic

Use this Tactic at the beginning of the Morale phase. Choose a model from your kill team that is not shaken. Opponents must add 1 to Nerve tests taken for enemy models within 3" of that model in this phase.

1 COMMAND POINT

SPARK OF DIVINITY

Adeptus Custodes Tactic

Use this Tactic when an enemy PSYKER manifests a psychic power within 12" of a model from your kill team that is not shaken. You can take a Deny the Witch test for that model as if it were a PSYKER.

1 COMMAND POINT

FROM GOLDEN LIGHT

Adeptus Custodes Tactic

Use this Tactic at the end of the Movement phase. Choose up to three TERMINATOR models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

CONCUSSION GRENADES

Adeptus Custodes Tactic

Use this Tactic when you choose an ALLARUS CUSTODIAN from your kill team to shoot with a balistus grenade launcher in the Shooting phase. Until the end of the battle round, that weapon has an AP characteristic of 0, but models that suffer any hits from that weapon cannot attack in the Shooting phase and your opponent must subtract 1 from hit rolls made for those models in the Fight phase.

1 COMMAND POINT

CUSTODIAN GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Custodian Guard	6"	2+	2+	5	5	3	3	8	2+	-
This model is armed with a guardian spear.										
WARGEAR OPTIONS	- This model may replace its guardian spear with a sentinel blade and storm shield. - This model may take a misericordia.									
ABILITIES	Aegis of the Emperor: This model has a 5+ invulnerable save. In addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored. Superior Transhuman Physiology: Ignore the penalty to this model's hit rolls from flesh wounds. Storm Shield: If this model is armed with a storm shield, it has a 3+ invulnerable save instead of a 5+ invulnerable save.									
SPECIALISTS	Leader, Combat, Scout, Sniper, Veteran, Zealot									
FACTION KEYWORD	ADEPTUS CUSTODES									
KEYWORDS	IMPERIUM, INFANTRY, CUSTODIAN GUARD									

ALLARUS CUSTODIAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Allarus Custodian	6"	2+	2+	5	5	4	4	9	2+	-
This model is armed with a castellan axe and a balistus grenade launcher.										
WARGEAR OPTIONS	- This model may replace its castellan axe with a guardian spear. - This model may take a misericordia.									
ABILITIES	Aegis of the Emperor: This model has a 5+ invulnerable save. In addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored. Slayer of Tyrants: When this model piles in and consolidates, they can move up to 3" towards the nearest enemy Leader or COMMANDER even if it is not the nearest enemy model, so long as they finish this move within 1" of an enemy model. Superior Transhuman Physiology: Ignore the penalty to this model's hit rolls from flesh wounds.									
SPECIALISTS	Leader, Combat, Demolitions, Sniper, Veteran, Zealot									
FACTION KEYWORD	ADEPTUS CUSTODES									
KEYWORDS	IMPERIUM, INFANTRY, TERMINATOR, ALLARUS CUSTODIAN									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Balistus grenade launcher	12"	Assault D3	4	-3	1	-
Castellan axe	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	24"	Rapid Fire 1	4	-1	2	-
- Melee	Melee	Melee	+3	-2	D3	-
Guardian spear	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	24"	Rapid Fire 1	4	-1	2	-
- Melee	Melee	Melee	+1	-3	D3	-
Sentinel blade	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	12"	Pistol 2	4	0	1	-
- Melee	Melee	Melee	User	-3	D3	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon unless it is also equipped with a storm shield.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Allarus Custodian	67
Custodian Guard	33

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Balistus grenade launcher	0
Castellan axe	0
Guardian spear	0
Sentinel blade	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Misericordia	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Storm shield	0





SHIELD-CAPTAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Shield-Captain	6"	2+	2+	5	5	6	5	9	2+	1
This model is armed with a guardian spear.										
WARGEAR OPTIONS	- This model may replace its guardian spear with a sentinel blade or castellan axe. - This model may take a misericordia. - If this model is armed with a sentinel blade, it may take a storm shield.									
ABILITIES	Aegis of the Emperor: This model has a 5+ invulnerable save. In addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored. Superior Transhuman Physiology: Ignore the penalty to this model's hit rolls from flesh wounds. Storm Shield: If this model is armed with a storm shield, it has a 3+ invulnerable save instead of a 5+ invulnerable save.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	ADEPTUS CUSTODES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, SHIELD-CAPTAIN									

INSPIRATIONAL FIGHTER

Adeptus Custodes Tactic Shield-Captain Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a SHIELD-CAPTAIN. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

ADEPTUS CUSTODES

MODEL	POINTS PER MODEL
Shield-Captain (Level 1)	118
Shield-Captain (Level 2)	138
Shield-Captain (Level 3)	158
Shield-Captain (Level 4)	183
WARGEAR	POINTS PER ITEM
Castellan axe	0
Guardian spear	0
Misericordia	2
Sentinel blade	0
Storm shield	15



ASTRA MILITARUM

The Astra Militarum is the sledgehammer of the Emperor, and its countless armies form the vast majority of the Imperium's military might, relentlessly pounding their enemies with shot and shell until nothing is left but a cratered wasteland. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Astra Militarum kill teams.

The Astra Militarum make up the vast bulk of the Imperium's standing armies. Tithed in their billions from worlds across the Imperium, these soldiers undergo swift and brutal training, often en route to their designated war zone. Unlike the more elite arms of the Imperial war machine, the soldiers of the Astra Militarum lack the advantages of genetic enhancement and sophisticated weaponry. Their arms and armour, their battle tanks, artillery pieces and aircraft are all mass-produced and hurled into battle in vast numbers, there to wear the enemy down through attrition and belligerent application of overwhelming firepower.

Casualty rates amongst the Imperial Guard are beyond horrific; if a freshly recruited soldier survives more than their first fifteen hours in battle, they are considered an accomplished veteran. Yet despite the horrors they must face, despite the odds that are stacked against them and the likelihood of their own imminent demise, these courageous men and women follow their orders and march out to fight the Emperor's wars, for they know that the fate of all of Humanity rests upon their shoulders.

The soldiers of an Astra Militarum kill team are equipped with an array of reliable, if basic, weapons and wargear. In order to survive, every Guardsman must learn quickly to wield this weaponry against all manner of fiendish traitor monstrosities and hulking xenos warriors. Faced by such terrifying enemies, these men and women must steel their nerve and stride out to confront these threats to the continued



existence of Mankind. Typically only a fraction of an Astra Militarum kill team's soldiers survive their first excursion, yet through grit, determination and sheer weight of numbers they grind their foes into oblivion.

THE UBIQUITOUS LASGUN

The lasgun is the standard-issue rifle of the Imperial Guard, and there are many models, marks and patterns in service. The Cadian Shock Troops commonly bear the M36 lasrifle, a weapon well known for its reliability. The Catachan Jungle Fighters use the Mk 4 lascarbine, the hefty power cells of which give the weapon additional clout both as a short-range assault rifle and an improvised club. Many other marks exist throughout the Imperium, from the mass-produced to the exotic, and even weapons for dedicated mechanised or drop regiments.

Astra Militarum kill teams take many forms. Often they are comprised of a team of grizzled veterans supplemented by newer recruits. At other times regimental survivors or scouting troops find themselves fighting behind enemy lines, banding together to increase their chances of survival and victory. Whatever its composition, an Imperial Guard kill team has the numbers, the faith and the firepower to bring down any foe – and though they may face the most dreadful hardships with little more than a lasgun, a bayonet and a whispered benediction to the immortal Emperor, they will pay any cost to secure victory.

ASTRA MILITARUM KILL TEAMS

ASTRA MILITARUM Leaders in Kill Team use the Voice of Command ability below. In addition, if every model in your kill team has the ASTRA MILITARUM Faction keyword, you can use Astra Militarum Tactics.

Voice of Command: Once per battle round, if your Leader or an Officer from your kill team is on the battlefield and not shaken, you can pick one of these models to issue an order to other members of your kill team at the start of the Shooting phase. To issue an order, pick another friendly Astra Militarum model (other than a shaken or Commander model) within 12" of your Leader or Officer and choose which order you wish to issue from the list opposite. A model may only be affected by one order per battle round.



ASTRA MILITARUM ORDERS

ORDER

Take Aim!: Re-roll hit rolls of 1 for the ordered model until the end of the phase.

Bring it Down!: Re-roll wound rolls of 1 for the ordered model until the end of the phase.

Forwards, for the Emperor!: The ordered model can shoot even if it Advanced in the previous Movement phase.

Get Back in the Fight!: The ordered model can shoot this phase, even if it Fell Back in the Movement phase.

Move! Move! Move!: Instead of shooting this phase, the ordered model immediately makes an Advance move as if it were the Movement phase.

Fix Bayonets!: This order can only be issued to a model within 1" of an enemy model. The ordered model immediately fights as if it were the Fight phase.

DEFENSIVE STAND

Astra Militarum Tactic

Use this Tactic when a charge is declared against a model from your kill team. When that model fires Overwatch this phase, they successfully hit on a roll of 5 or 6.

2 COMMAND POINTS

CUNNING STRATEGY

Astra Militarum Tactic

Use this Tactic after your Leader or an Officer from your kill team has issued an order. That model may immediately issue an additional order.

2 COMMAND POINTS

GET DOWN!

Astra Militarum Tactic

Use this Tactic in your opponent's turn in the Shooting phase when they choose a model from your kill team as a target, and your model is obscured. Attacks that target that model in this phase suffer an additional -1 penalty to their hit rolls.

1 COMMAND POINT

RESERVES OF COURAGE

Astra Militarum Tactic

Use this Tactic at the start of your turn in the Morale phase. Pick a model from your kill team that is required to take a Nerve test. Roll a D3 for that model rather than a D6 when taking the test.

1 COMMAND POINT



INFANTRY SQUAD GUARDSMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Guardsman	6"	4+	4+	3	3	1	1	6	5+	-
Guardsman Gunner	6"	4+	4+	3	3	1	1	6	5+	1
Sergeant	6"	4+	4+	3	3	1	2	7	5+	1
This model is armed with a lasgun and frag grenades. One Guardsman in your kill team can be a Guardsman Gunner, and one Guardsman in your kill team can be a Sergeant. A Sergeant is instead armed with a laspistol, chainsword and frag grenades.										
WARGEAR OPTIONS	• One Guardsman in your kill team may take a vox-caster. • A Guardsman Gunner may replace their lasgun with a flamer, grenade launcher, meltagun, plasma gun or sniper rifle. • A Sergeant may replace their laspistol with a bolt pistol or plasma pistol. They may also replace their chainsword with a power sword.									
ABILITIES	Voice of Command (pg 100) Vox-caster: You can re-roll failed Nerve tests for ASTRA MILITARUM models while a friendly model with a vox-caster is on the battlefield and not shaken.									
SPECIALISTS	Leader (Sergeant only), Heavy (Gunner only), Comms (Guardsman with vox-caster only), Demolitions, Scout, Sniper, Veteran, Medic									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, INFANTRY, INFANTRY SQUAD GUARDSMAN									

SPECIAL WEAPONS SQUAD GUARDSMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Special Weapons Guardsman	6"	4+	4+	3	3	1	1	6	5+	-
Special Weapons Gunner	6"	4+	4+	3	3	1	1	6	5+	3
This model is armed with a lasgun and frag grenades. Up to three Special Weapons Guardsmen in your kill team can be Special Weapons Gunners.										
WARGEAR OPTIONS	• A Special Weapons Gunner may replace their lasgun with a flamer, grenade launcher, meltagun, plasma gun or sniper rifle.									
ABILITIES	Voice of Command (pg 100)									
SPECIALISTS	Heavy (Gunner only), Leader, Demolitions, Scout, Sniper, Veteran, Medic									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, INFANTRY, SPECIAL WEAPONS SQUAD GUARDSMAN									



MILITARUM TEMPESTUS SCION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Scion	6"	4+	3+	3	3	1	1	6	4+	-
Scion Gunner	6"	4+	3+	3	3	1	1	6	4+	4
Tempestor	6"	3+	3+	3	3	1	2	7	4+	1
This model is armed with a hot-shot lasgun, frag grenades and krak grenades. Up to four Scions in your kill team can be Scion Gunners, and one Scion in your kill team can be a Tempestor. A Tempestor is instead armed with a hot-shot laspistol, chainsword and frag and krak grenades.										
WARGEAR OPTIONS	• 1 Scion in your kill team may either replace its hotshot lasgun with a hot-shot laspistol & a vox-caster, or take a hot-shot laspistol & a vox-caster in addition to their hot-shot lasgun. • A Scion Gunner may replace their hot-shot lasgun with a flamer, grenade launcher, meltagun, plasma gun or hot-shot volley gun. • A Tempestor may replace their hot-shot laspistol with a bolt pistol or plasma pistol. • A Tempestor may replace their chainsword with a power sword or power fist.									
ABILITIES	Voice of Command (pg 100) Vox-caster: You can re-roll failed Nerve tests for ASTRA MILITARUM models while a friendly model with a vox-caster is on the battlefield and not shaken.									
SPECIALISTS	Leader (Tempestor only), Demolitions (Gunner only), Heavy (Gunner only), Medic, Scout, Sniper, Veteran, Comms (Scion with voxcaster only)									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, MILITARUM TEMPESTUS, INFANTRY, MILITARUM TEMPESTUS SCION									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Hot-shot laspistol	6"	Pistol 1	3	-2	1	-
Hot-shot volley gun	24"	Heavy 4	4	-2	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Infantry Squad Guardsman	5
- Guardsman Gunner	5
- Sergeant	5
Militarum Tempestus Scion	9
- Scion Gunner	10
- Tempestor	10
Special Weapons Squad Guardsman	5
- Special Weapons Gunner	5

RANGED WEAPONS

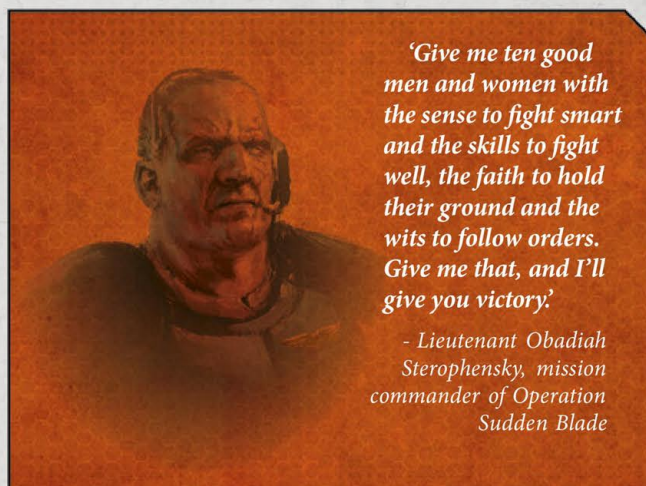
WEAPON	POINTS PER WEAPON
Bolt pistol	0
Flamer	3
Frag grenade	0
Grenade launcher	2
Hot-shot lasgun	0
Hot-shot laspistol	0
Hot-shot volley gun	3
Krak grenade	0
Lasgun	0
Laspistol	0
Meltagun	3
Plasma gun	3
Plasma pistol	1
Sniper rifle	1

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	0
Power fist	2
Power sword	1

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Vox-caster	5



OGRYN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Ogryn	6"	3+	4+	5	5	3	3	7	5+	-
Ogryn Bone 'ead	6"	3+	4+	5	5	3	4	8	5+	1
This model is armed with a ripper gun and frag bombs. One Ogryn in your kill team can be an Ogryn Bone 'ead.										
ABILITIES	Avalanche of Muscle: You can add 1 to the Attacks characteristic of this model in the Fight phase of any battle round in which it charged. This ability may only be used the first time this model fights each battle round. Auxilla: The Voice of Command ability has no effect on this model.									
SPECIALISTS	Leader (Bone 'ead only), Combat, Demolitions, Heavy, Veteran									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, MILITARUM AUXILLA, INFANTRY, OGRYN									

BULLGRYN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Bullgryn	6"	3+	4+	5	5	3	3	7	4+	-
Bullgryn Bone 'ead	6"	3+	4+	5	5	3	4	8	4+	1
This model is armed with a grenadier gauntlet, frag bombs and a slabshield. One Bullgryn in your kill team can be a Bullgryn Bone 'ead.										
WARGEAR OPTIONS	- This model may replace its grenadier gauntlet with a Bullgryn maul. - This model may replace its slabshield with a brute shield.									
ABILITIES	Avalanche of Muscle: You can add 1 to the Attacks characteristic of this model in the Fight phase of any battle round in which it charged. This ability may only be used the first time this model fights each battle round. Brute Shield: A model with a brute shield has a 4+ invulnerable save. Slabshield: Add 2 to saving throws made against attacks that target a model with a slab shield. Auxilla: The Voice of Command ability has no effect on this model.									
SPECIALISTS	Leader (Bone 'ead only), Combat, Demolitions, Heavy, Veteran									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, MILITARUM AUXILLA, INFANTRY, OGRYN, BULLGRYN									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag bomb	6"	Grenade D6	4	0	1	-
Grenadier gauntlet	12"	Assault D6	4	0	1	-
Ripper gun	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	12"	Assault 3	5	0	1	-
- Melee	Melee	Melee	User	-1	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bullgryn maul	Melee	Melee	+2	-1	2	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Bullgryn	37
- Bullgryn Bone 'ead	38
Ogryn	26
- Ogryn Bone 'ead	27

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Bullgryn maul	2

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Brute shield	0
Slabshield	3

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Frag bombs	0
Grenadier gauntlet	0
Ripper gun	0



PIOUS VORNE MISSIONARY ZEALOT

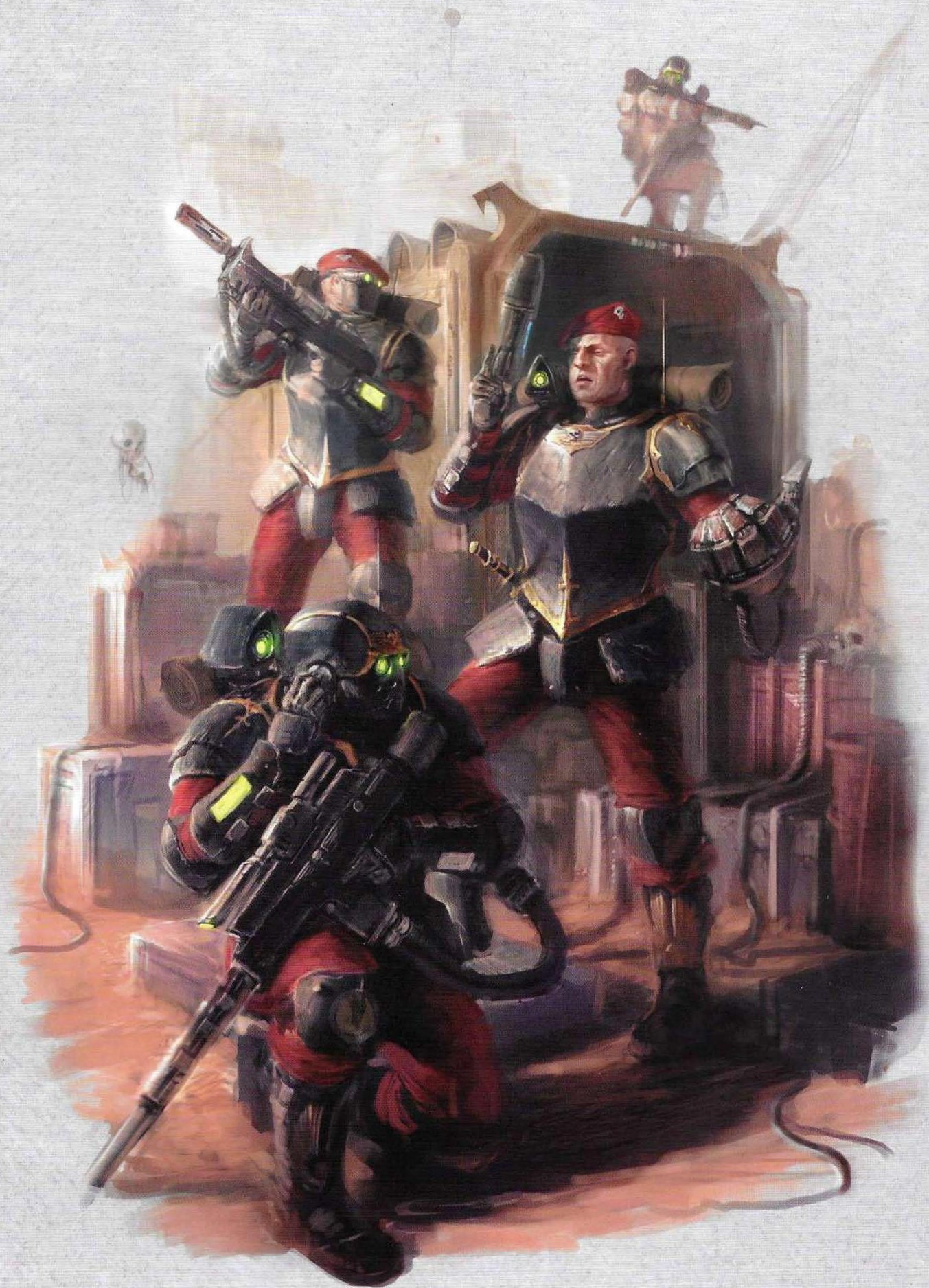
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Pious Vorne	6"	3+	4+	3	3	3	3	7	7+	1
This model is armed with Vindictor.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Vindictor (shooting)	8"	Assault D6			5	-1	1	This weapon automatically hits its target. If the target is a CHAOS model, roll two D6 to determine the number of attacks made with this weapon and discard the lowest result.		
Vindictor (melee)	Melee	Melee			+1	-1	1	-		
ABILITIES	Specialist Retainer: This model is always a Zealot specialist, but this does not count towards the maximum number of specialists in your kill team.							Zealot: You can re-roll failed hit rolls for attacks made by this model in a battle round in which it charged or was charged.		
	Maniacal Fervour: Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost.									
SPECIALISTS	Zealot									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, PIOUS VORNE									

REIN AND RAUS RATLING TWINS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rein	6"	5+	2+	2	2	2	1	6	6+	1
Raus	6"	5+	2+	2	2	2	1	6	6+	1
If one of these models is included in your kill team, you must also include the other. Rein is armed with a sniper rifle and stub pistol. Raus is armed with a stub pistol and demolition charge.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Sniper rifle	36"	Heavy 1		4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target in addition to its normal damage.			
Stub pistol	9"	Pistol 1		4	0	1	-			
Demolition charge	6"	Grenade D6		8	-3	D3	This weapon can only be fired once per battle.			
ABILITIES	Specialist Retainer: Rein is always a Sniper specialist, but this does not count towards the maximum number of specialists in your kill team.						Naturally Stealthy: When an opponent makes a hit roll for a shooting attack that targets Rein or Raus, and the target model is obscured, that hit roll suffers an additional -1 modifier.			
	Grappling Hook: Raus can climb any distance vertically (up or down) when he makes a normal move – do not measure the distance moved in this way.									
	The Ratling Twins: You can re-roll failed hit and wound rolls when shooting with Rein's sniper rifle if the target is also visible to Raus.									
SPECIALISTS	Sniper (Rein only)									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS (REIN)	IMPERIUM, MILITARUM AUXILLA, INFANTRY, RATLING, REIN									
KEYWORDS (RAUS)	IMPERIUM, MILITARUM AUXILLA, INFANTRY, RATLING, RAUS									

EXPLORERS

MODEL	POINTS PER MODEL (Including wargear)
Pious Vorne	15
Raus	10
Rein	8



COMMISSAR/LORD COMMISSAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Commissar	6"	3+	3+	3	3	3	3	8	5+	1
Lord Commissar	6"	2+	2+	3	3	4	3	9	4+	1
This model is armed with a bolt pistol.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1			7	-3	1	-		
- Supercharge	12"	Pistol 1			8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.		
Power fist	Melee	Melee			x2	-3	D3	When attacking this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee			User	-3	1	-		
WARGEAR OPTIONS	• This model may replace its bolt pistol with a plasma pistol. • This model may take a power fist and/or a power sword.									
ABILITIES	Refractor Field: A Lord Commissar has a 5+ invulnerable save.									
SPECIALISTS	Fortitude, Leadership, Logistics, Melee, Shooting, Strategist									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, OFFICIO PREFECTUS, COMMANDER, INFANTRY, COMMISSAR/LORD COMMISSAR									

AURA OF DISCIPLINE

Astra Militarum Tactic Commissar/Lord Commissar Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **COMMISSAR** or **LORD COMMISSAR**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own, and automatically pass Nerve tests.

1 COMMAND POINT

ASTRA MILITARUM

MODEL	POINTS PER MODEL
Commissar (Level 1)	10
Commissar (Level 2)	15
Commissar (Level 3)	30
Commissar (Level 4)	50
Lord Commissar (Level 1)	25
Lord Commissar (Level 2)	30
Lord Commissar (Level 3)	45
Lord Commissar (Level 4)	65
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Plasma pistol	3
Power fist	6
Power sword	2

PLATOON COMMANDER/COMPANY COMMANDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Platoon Commander	6"	3+	3+	3	3	3	3	7	5+	1
Company Commander	6"	3+	3+	3	3	4	3	8	5+	1
This model is armed with a laspistol and frag grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Laspistol	12"	Pistol 1			3	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1			7	-3	1	-		
- Supercharge	12"	Pistol 1			8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power fist	Melee	Melee			x2	-3	D3	When attacking this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee			User	-3	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
WARGEAR OPTIONS	• This model may take a chainsword, power sword or power fist. • This model may replace its laspistol with a boltgun, bolt pistol or plasma pistol.									
ABILITIES	Voice of Command (see the <i>Kill Team Core Manual</i>) Refractor Field: This model has a 5+ invulnerable save. Senior Officer: A Company Commander may use the Voice of Command ability twice each battle round. Resolve the effects of the first order before issuing the second order.									
SPECIALISTS	Leadership, Logistics, Shooting, Stealth, Strategist									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, OFFICER, PLATOON COMMANDER/COMPANY COMMANDER									

INSPIRATIONAL COMMAND

Astra Militarum Tactic Platoon Commander/Company Commander Tactic

Use this Tactic at the start of the Shooting phase before issuing an order with a **PLATOON COMMANDER** or **COMPANY COMMANDER** from your kill team (see the *Kill Team Core Manual*). When you issue that order, it affects all other friendly models within 6" of that model that are not shaken and have not been issued another order in this battle round. A model may still only be affected by one order per battle round.

2 COMMAND POINTS

ASTRA MILITARUM

MODEL	POINTS PER MODEL
Platoon Commander (Level 1)	10
Platoon Commander (Level 2)	15
Platoon Commander (Level 3)	30
Platoon Commander (Level 4)	50
Company Commander (Level 1)	15
Company Commander (Level 2)	20
Company Commander (Level 3)	35
Company Commander (Level 4)	55
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Boltgun	2
Chainsword	1
Frag grenades	0
Laspistol	0
Plasma pistol	3
Power fist	6
Power sword	2

TEMPESTOR PRIME

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+	1
This model is armed with a hot-shot laspistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Hot-shot laspistol	6"	Pistol 1		3	-2	1	-			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Power fist	Melee	Melee		x2	-3	D3	When attacking this weapon, you must subtract 1 from the hit roll.			
Power sword	Melee	Melee		User	-3	1	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	• This model may take a chainsword, power sword or power fist. • This model may replace its hot-shot laspistol with a Tempestus command rod, bolt pistol or plasma pistol.									
ABILITIES	Voice of Command (see the <i>Kill Team Core Manual</i>) Tempestus Command Rod: A model with a Tempestus command rod may use the Voice of Command ability twice in each battle round. Resolve the effects of the first order before issuing the second order.									
SPECIALISTS	Leadership, Logistics, Shooting, Stealth, Strategist									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, MILITARUM TEMPESTUS, COMMANDER, INFANTRY, OFFICER, TEMPESTOR PRIME									

COVERING FIRE!

Astra Militarum Tactic Tempestor Prime Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a TEMPESTOR PRIME. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, when friendly models within 6" of this model fire Overwatch, they successfully hit on a roll of 5 or 6.

1 COMMAND POINT

ASTRA MILITARUM

MODEL	POINTS PER MODEL
Tempestor Prime (Level 1)	25
Tempestor Prime (Level 2)	30
Tempestor Prime (Level 3)	45
Tempestor Prime (Level 4)	65
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Chainsword	1
Frag grenades	0
Hot-shot laspistol	0
Krak grenades	0
Plasma pistol	3
Power fist	8
Power sword	2
Tempestus command rod	2



JANUS DRAIK

ROGUE TRADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Janus Draik	6"	3+	3+	3	3	4	3	9	4+	1
This model is armed with a monomolecular rapier, heirloom pistol and an archeotech grenade.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heirloom pistol	12"	Pistol 1		4	-2	2	-			
Monomolecular rapier	Melee	Melee		User	-4	1	-			
Archeotech grenade	6"	Grenade D3		6	-1	D3	You can only use this weapon once per battle.			
ABILITIES	Multi-Spectral Auspicator: Re-roll hit rolls of 1 for attacks made by this model.						Disruption Field Generator: This model has a 4+ invulnerable save.			
	Concealed Archeotech Weapon: Once per battle, at the start of the Fight phase, pick one enemy model within 1" of this model and roll a dice; on a 4+ the target model suffers D3 mortal wounds.						Rogue Trader: This model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.			
SPECIALISTS	Leadership									
FACTION KEYWORD	ADEPTUS ASTARTES, ASTRA MILITARUM, ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, ASTRA CARTOGRAPHICA, COMMANDER, INFANTRY, ROGUE TRADER, JANUS DRAIK									

TADDEUS THE PURIFIER

MINISTORUM PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Taddeus the Purifier	6"	4+	4+	3	3	4	3	7	6+	1
This model is armed with a laspistol, servo-stubber and power maul.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Laspistol	12"	Pistol 1		3	0	1	-			
Servo-stubber	12"	Pistol 3		4	0	1	-			
Power maul	Melee	Melee		+2	-1	1	-			
ABILITIES	Zealot: You can re-roll failed hit rolls for attacks made by this model in a battle round in which it charged or was charged.						War Hymns: Add 1 to the Attacks characteristic of ASTRA MILITARUM models whilst they are within 6" of any friendly MINISTORUM PRIESTS .			
	Rosarius: This model has a 4+ invulnerable save.									
SPECIALISTS	Ferocity									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, COMMANDER, INFANTRY, MINISTORUM PRIEST, TADDEUS THE PURIFIER									

ESPERN LOCARNO IMPERIAL NAVIGATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Espern Locarno	6"	5+	5+	3	3	3	2	7	6+	1
This model is armed with a laspistol and force-orb cane.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Laspistol	12"	Pistol 1		3	0	1	-			
Force-orb cane	Melee	Melee		User	0	D3	-			
ABILITIES	Psychic Barrier: This model has a 4+ invulnerable save.									
	The Third Eye: When this model attempts to manifest the <i>Psybolt</i> psychic power, select an enemy model within 12" of and visible to it before making the Psychic test – if there are none, it cannot attempt to manifest <i>Psybolt</i> this phase. If the power is successfully manifested, the model you chose suffers the mortal wounds, even if another enemy model is closer to this model.									
PSYKER	This model can attempt to manifest one psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power.									
SPECIALISTS	Psyker									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, NAVIS NOBILITE, COMMANDER, INFANTRY, PSYKER, NAVIGATOR, ESPERN LOCARNO									

EXPLORERS	
MODEL	POINTS PER MODEL (Including wargear)
Espern Locarno (Level 1)	30
Espern Locarno (Level 2)	40
Espern Locarno (Level 3)	50
Espern Locarno (Level 4)	60
Janus Draik (Level 1)	50
Janus Draik (Level 2)	65
Janus Draik (Level 3)	80
Janus Draik (Level 4)	105

EXPLORERS	
MODEL	POINTS PER MODEL (Including wargear)
Taddeus the Purifier (Level 1)	50
Taddeus the Purifier (Level 2)	55
Taddeus the Purifier (Level 3)	70
Taddeus the Purifier (Level 4)	85

AERIAL DROP

Astra Militarum Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models that are any combination of MILITARUM TEMPESTUS SCION and/or TEMPESTOR PRIME models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT



SLY MARBO

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sly Marbo	6"	2+	2+	3	3	4	4	7	5+	1
This model is armed with a ripper pistol, envenomed blade and frag grenades. Only one of this model may be included on your command roster.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Ripper pistol	12"	Pistol 3			5	0	1	This weapon wounds on a 2+.		
Envenomed blade	Melee	Melee			+1	0	1	This weapon wounds on a 2+.		
ABILITIES	Loner: The Voice of Command ability has no effect on Sly Marbo.									
	Lethal Ambush: When you set up Sly Marbo from Reserve, you may choose one of the following: • Stalk with Blade: You can immediately declare that Sly Marbo will attempt to charge, though you may only roll a single D6 (rather than 2D6) for the charge roll. In addition, until the end of the battle round, add 2 to Sly Marbo's Attacks characteristic. • Snipe with Pistol: Sly Marbo can immediately shoot his ripper pistol as if it were the Shooting phase. • Detonate Concealed Explosives: Roll a D6 for each of up to 6 enemy models on the battlefield. On a 6 the model being rolled for and all models within 2" of that model suffer a mortal wound.									
SPECIALISTS	Legendary Hunter (Level 4)									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, SLY MARBO									

KNIFE IN THE DARK

Astra Militarum Tactic Sly Marbo Tactic

Use this Tactic in the Fight phase when Sly Marbo makes an attack, but before making the hit roll. If the attack hits, the target suffers D3 mortal wounds and the attack sequence ends.

2 COMMAND POINTS

ASTRA MILITARUM

MODEL	POINTS PER MODEL
Sly Marbo (Level 4)	55
WARGEAR	POINTS PER ITEM
Envenomed blade	0
Frag grenades	0
Ripper pistol	0

INQUISITOR EISENHORN

Few Black Library characters are as celebrated as Inquisitor Gregor Eisenhorn. Here we present rules to use Inquisitor Eisenhorn in Warhammer 40,000: Kill Team.



Alternately considered a stalwart of the Imperium and a rogue agent, the legendary Inquisitor Gregor Eisenhorn is regardless a formidable warrior. Armed with finely crafted weapons, powerful psychic abilities, and charismatic leadership, he commands his retinue on Inquisitorial missions as easily as he dispatches the enemies of Mankind by his own hand. He is unrelenting in his mission to root out heresy wherever he should find it, no matter where, no matter the means.

Use these rules to represent Inquisitor Eisenhorn in games of Warhammer 40,000: Kill Team.

INQUISITOR EISENHORN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+	1
This model is armed with an artificer bolt pistol, Barbarisater and a runestaff.										
ABILITIES	Quarry: You can re-roll hit rolls and wound rolls for this model for attacks that target enemy models with the AELDARI, NECRON, ORK, T'AU EMPIRE or TYRANIDS keyword or faction keyword. Unquestionable Wisdom: Friendly ADEPTUS ASTARTES, ASTRA MILITARUM or ADEPTUS MECHANICUS models within 6" of this model can use this model's Leadership characteristic instead of their own. No Stranger to Pain: Roll a D6 each time this model loses a wound; on a 6+ that wound is not lost.									
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. He knows the Psybolt and Enforce Will psychic powers. Enforce Will: Enforce Will has a warp charge value of 8. If manifested, pick an enemy model that is within 12" of this model and visible to him. You can immediately shoot with that model as if it was the Shooting phase and that model was in your kill team, or fight with that model as if it was the Fight phase and that model was in your kill team.									
SPECIALISTS	Strategist									
FACTION KEYWORD	ADEPTUS ASTARTES, ASTRA MILITARUM, ADEPTUS MECHANICUS, DEATHWATCH									
KEYWORDS	IMPERIUM, ORDO XENOS, COMMANDER, INFANTRY, INQUISITOR, EISENHORN									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Barbarisater	Melee	Melee	User	-3	D3	Add 1 to hit rolls for attacks made with this weapon
Runestaff	Melee	Melee	+3	-1	D3	-

MODEL POINTS PER MODEL

MODEL	POINTS PER MODEL
Inquisitor Eisenhorn (Level 1)	70
Inquisitor Eisenhorn (Level 2)	80
Inquisitor Eisenhorn (Level 3)	90
Inquisitor Eisenhorn (Level 4)	105

ELUCIDIAN STARSTRIDERS

The journeys of Rogue Trader Elucia Vhane are long and fraught with dangers untold. Only the hardest and most skilled would deign to follow such a trailblazer. Specialists in their own right, the Elucidian Starstriders are well prepared to meet and conquer any threat they might encounter.

Like most Rogue Traders, Elucia Vhane is very selective when recruiting individuals into her service. As their adventures frequently extend far beyond the known borders of the Imperium, a Starstrider must be exceedingly bold and self-reliant. Whether part of the vast crew that keeps Vhane's fleet afloat, or one of the Rogue Trader's hand-selected advisors and bodyguards, each has unique skills and qualities that sets them in good stead to withstand the conflicts that inevitably happen in a hostile and war-filled galaxy.

Elucia Vhane recruits heavily from the Imperial Navy, particularly seeking to add Voidsmen-at-Arms to her personal retinue. Her longest-serving squad is that of Voidmaster Nitsch. A stickler for discipline, Nitsch has led his men to help the Rogue Trader out of many tight situations, and they are renowned aboard the *New Dawn* for their ability to quickly set up an impressive firing line. As a sign of her favour, Vhane has entrusted Nitsch's Voidsmen with Aximillion – a loyal canid she adopted.

Technical specialists are always welcomed to the Starstriders, and there are even a few adepts of the Cult Mechanicus who can be found amongst them. The highest ranking of these is Larsen van der Grauss. A devotee of the Motive Force, the Lectro-Maester lends his knowledge to the Starstriders while searching for rich supplies of coveted electricity. His protective voltagheist array has proved especially useful, saving his comrades' lives on multiple occasions.

A specialist of a far different field is Rejuvenat Adept Sanistasia Minst. Her blend of carefully administered chemicals keeps Elucia Vhane in fine fighting form, despite the fact that she has already lived long past a human's normal lifespan.

Perhaps the strangest of all who serve amongst the Starstriders is Knosso Prond, an Executioner from one of the many Death Cults within the Imperium. The tools of her macabre craft make her one of the most lethal of all the Starstriders, while her vow of silence makes her perhaps the most unsettling.

Whether part of Elucia Vhane's innermost core, or one of hundreds of crew, all are Starstriders, as eager for action and profit as the Rogue Trader herself.



ELUCIDIAN STARSTRIDERS TACTICS

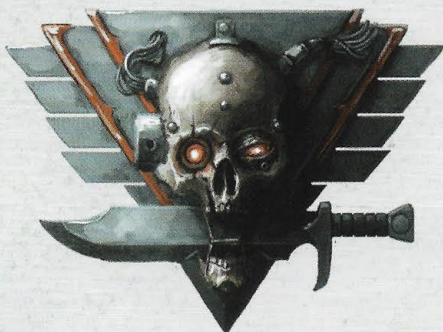
If every model in your kill team has the **ELUCIDIAN STARSTRIDERS** Faction keyword, you can use Elucidian Starstriders Tactics.

COMBAT MEDICINE

Elucidian Starstriders Tactic

Use this Tactic after using **SANISTASIA MINST**'s Healing Serum ability (whether or not the ability was successful). You can immediately use that ability for a second time this phase, either on a different model or the same model again.

1 COMMAND POINT



VOLTAGHEIST TRANSFERENCE

Elucidian Starstriders Tactic

Use this Tactic in the Movement phase before making a normal move with **LARSEN VAN DER GRAUSS**. Remove this model from the battlefield, then set it up anywhere that is more than 4" from any enemy models. He cannot move further this phase.

2 COMMAND POINTS

EXECUTIONER SHELL

Elucidian Starstriders Tactic

Use this Tactic before Voidmaster Nitsch is chosen to shoot with in the Shooting phase. Only make a single hit roll with his artificer shotgun this phase, but add 3 to the result; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.

2 COMMAND POINTS

PRIORITY OBJECTIVE IDENTIFIED

Elucidian Starstriders Tactic

Use this Tactic at the end of the Movement phase if **LARSEN VAN DER GRAUSS** is within 3" of an objective marker and not shaken. Until the end of the battle round, add 1 to his saving throws and Attacks characteristic.

1 COMMAND POINT

VOLTAGHEIST FIELD

Elucidian Starstriders Tactic

Use this Tactic before **LARSEN VAN DER GRAUSS** is chosen to shoot with in the Shooting phase. He can do one of the following instead of shooting normally: open or close a door as if he were within 1" of it, scan a terrain feature for traps (your opponent(s) must tell you if that terrain feature has been trapped or not), or ignore penalties to his hit rolls for the target model being obscured when shooting with his voltaic pistol this phase.

2 COMMAND POINTS

KILLING STRIKES

Elucidian Starstriders Tactic

Use this Tactic before **KNOSSO PROND** is chosen to fight with in the Fight phase. Until the end of the phase, the Damage characteristic of her power blade is increased to D3.

2 COMMAND POINTS

VOIDSMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Voidsman	6"	4+	3+	3	3	1	1	7	5+	3
Voidsman Gunner	6"	4+	3+	3	3	1	1	7	5+	1
Voidmaster Nitsch	6"	4+	3+	3	3	2	2	8	5+	1
Aximillion	8"	3+	-	3	3	1	2	5	6+	1
This model is armed with a lasgun, laspistol, and concussion grenades. One Voidsman in your kill team can be a Voidsman Gunner. A Voidsman Gunner is instead armed with a rotor cannon, laspistol and concussion grenades. One Voidsman in your kill team can be Voidmaster Nitsch. Voidmaster Nitsch is instead armed with an artificer shotgun, laspistol and concussion grenades. One Voidsman in your kill team can be Aximillion. Aximillion is instead armed with a vicious bite.										
ABILITIES	Loyal Retainer: Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.									
SPECIALISTS	Leader (Voidmaster Nitsch only), Heavy (Voidsman Gunner only), Scout (Aximillion only), Demolitions , Veteran									
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS									
KEYWORDS (VOIDSMAN, VOIDSMAN GUNNER AND VOIDMASTER NITSCH)	IMPERIUM, INFANTRY, VOIDSMAN									
KEYWORDS (AXIMILLION)	IMPERIUM, BEAST, VOIDSMAN, AXIMILLION									



KNOSSO PROND

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Knosso Prond	7"	3+	4+	4	3	2	4	8	5+	1
This model is armed with a Death Cult power blade, dartmask and concussion grenades.										
ABILITIES	Specialist Retainer: This model is always a Combat specialist, but this does not count towards the maximum number of specialists in your kill team.							Zealous: You can re-roll failed hit rolls for this model in a battle round in which it charged or was charged by an enemy model.		
	Uncanny Reflexes: This model has a 5+ invulnerable save.									
SPECIALISTS	Combat									
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, DEATH CULT EXECUTIONER, KNOSSO PROND									

LARSEN VAN DER GRAUSS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max			
Larsen van der Grauss	6"	4+	4+	3	3	2	2	8	4+	1			
This model is armed with a voltaic pistol and concussion grenades.													
ABILITIES	Specialist Retainer: This model is always a Comms specialist, but this does not count towards the maximum number of specialists in your kill team.							Voltageheist Array: Friendly ELUCIDIAN STARSTRIDERS models that are within 6" of this model have a 5+ invulnerable save.					
SPECIALISTS	Comms												
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS												
KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, MARS, INFANTRY, TECH-PRIEST, LECTRO-MAESTER, LARSEN VAN DER GRAUSS												

SANISTASIA MINST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sanistasia Minst	6"	4+	4+	3	3	2	2	7	5+	1
This model is armed with a scalpel claw, laspistol and concussion grenades.										
ABILITIES	Specialist Retainer: This model is always a Medic specialist, but this does not count towards the maximum number of specialists in your kill team.						Healing Serum: At the end of the Movement phase, as long as this model is not shaken or Readied and did not Fall Back or make a charge attempt this phase, choose a friendly ELUCIDIAN STARSTRIDERS model that has any flesh wounds and is within 1" of this model. Roll a D6; on a 4+ one flesh wound is removed from that model.			
SPECIALISTS	Medic									
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS									
KEYWORDS	IMPERIUM, INFANTRY, REJUVENAT ADEPT, SANISTASIA MINST									

ELUCIA VHANE

Elucia Vhane is a fast-thinking Rogue Trader who hails from the renowned Vhane dynasty. Typically operating to the far galactic north of Terra, profit, adventure and danger accompany her every footstep as she leads her followers – the Elucidian Starstriders – into and out of one enterprise after another.

A Rogue Trader always cuts an impressive figure, whether in the courts of Imperial high society or upon a corpse-strewn battlefield – but none do so with more style than Elucia Vhane. Resplendent in her baroque finery, she appears much like a well-to-do quaintrelle, an appearance that is deliberately deceptive.

Beneath her stylish apparel and confident demeanour lies the soul of a merciless and hyper-efficient predator, one whose claws are only sheathed until the moment of the kill. When her prey bares its throat, or leaves even the slightest of openings, Elucia draws Blur – her bejewelled cane-rapier – and wields it with the deft quickness of a master duellist. The weapon's monomolecular edge shimmers with potent power, and although the blade is slim, it can cut through the thickest of armour with ease. With but the twitch of a trigger-finger, she can riddle an enemy with bullets from her antique pistol – an heirloom from a more elegant period of Humanity's long-forgotten past. At need, her ring can be flipped to reveal a priceless Jokaero digital weapon that emits a blinding laser beam, shooting out from its faceted surface to scorch eyes and melt flesh.

Vhane's potent wargear is not limited to offensive weaponry, as her armoured corset houses within it the finest of disruption field generators. From las-beams to plasma bursts, all manner of incoming fire dissipates against the sudden flash of its protective screen.

Elucia Vhane comes from a long-established Rogue Trader dynasty dating back to the 32nd Millennium. Few Rogue Trader families can claim to have founded more Imperial colonies than have the Vhanes, earning them and their followers the moniker of Starstriders. Under her familial training she has become an innate leader, and her quick-thinking and rapid-fire decision making has seen her escape from certain death many dozens of times.

The Vhane Dynasty of Rogue Traders remains tight-knit – typically working together in the galactic north – however, Elucia herself has left her family behind. Whether this is by her choice or theirs is a question she will not answer. Whatever the case, Elucia's actions show she is determined to make her deeds stand out even amongst the rich history of her ancestors. Her bold demeanour will see her rise to glory – or die trying.



ELUCIA VHANE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Elucia Vhane	6"	3+	3+	3	3	4	3	9	4+	1
This model is armed with an heirloom pistol, monomolecular cane-rapier and concussion grenades.										
ABILITIES	Concealed Archeotech Weapon: Once per battle, at the start of the Fight phase, pick an enemy model within 1" of this model and roll a dice; on a 4+ the enemy model suffers D3 mortal wounds.							Disruption Field Generator: This model has a 4+ invulnerable save.		
SPECIALISTS	Combat, Scout, Strategist, Veteran, Zealot									
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS									
KEYWORDS	IMPERIUM, ASTRA CARTOGRAPHICA, COMMANDER, INFANTRY, ROGUE TRADER, ELUCIA VHANE									

COMMANDER UPGRADES AND TACTICS

To survive and succeed as a Rogue Trader requires not only superlative battle skills, but also access to specialist equipment and wargear. As an explorer and plunderer-for-a-cause, Elucia Vhane has ensured her personal arsenal is well stocked with the exact weapons and devices needed to triumph far beyond the boundaries of human civilisation.

When purchasing Commander upgrades for Elucia Vhane, you can choose from the Explorator Fleetmaster and Trader Militant Traits below in addition to those listed on page 29. In addition, if your kill team includes **ELUCIA VHANE**, you can use the Multi-spectral Auspicator and Digital Laser Regalia Tactics (see right).

10 PTS

EXPLORATOR FLEETMASTER

Elucia Vhane Trait

If your kill team is Battle-forged, you start the battle with 1 additional Command Point (this can only be spent to use an Elucidian Starstriders Tactic).

15 PTS

TRADER MILITANT

Elucia Vhane Trait

Add 1 to this model's Attacks characteristic.

MULTI-SPECTRAL AUSPICATOR

Elucia Vhane Aura Tactic

Use this Tactic at the start of the Movement phase. **ELUCIA VHANE** gains the following aura ability until the end of the battle round:

As long as this model is not shaken, re-roll hit rolls of 1 for attacks made by friendly **ELUCIDIAN STARSTRIDERS** models within 6" of it.

1 COMMAND POINT

DIGITAL LASER REGALIA

Elucia Vhane Tactic

Use this Tactic immediately after fighting with **ELUCIA VHANE**. Make an additional hit roll against an enemy model within 1" of her; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.

2 COMMAND POINTS

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer shotgun	12"	Assault 2	4	0	2	If the target is within half range, add 1 to this weapon's Strength characteristic.
Concussion grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.
Dartmask	9"	Pistol 1	1	-1	1	This weapon wounds on a 2+.
Hierloom pistol	12"	Pistol 1	4	-2	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Rotor cannon	24"	Heavy 4	4	-1	2	-
Voltaic pistol	12"	Pistol 1	5	0	1	Each unmodified hit roll of 6 made for this weapon inflicts 3 hits on the target, instead of 1.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death cult power blade	Melee	Melee	User	-2	1	-
Monomolecular cane-rapier	Melee	Melee	User	-4	1	-
Scalpel claw	Melee	Melee	User	-1	1	-
Vicious bite	Melee	Melee	User	0	1	-

KILL TEAM

UNIT	POINTS PER WEAPON (Includes wargear)
Elucia Vhane (Level 1)	45
Elucia Vhane (Level 2)	60
Elucia Vhane (Level 3)	75
Elucia Vhane (Level 4)	100
Knosso Prond	25
Larsen van der Grauss	22
Sanistasia Minst	17
Voidsman	6
- Aximillion	6
- Voidsman Gunner	6
- Voidmaster Nitsch	6



ADEPTUS MECHANICUS

The Adeptus Mechanicus is ancient and powerful. Hoarding and ambitious, the Tech-Priests of Mars view the acquisition of knowledge as a holy directive. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Skitarii kill teams.

The Adeptus Mechanicus worship the Emperor in his aspect as the Omnissiah, the god of all machines. To the Tech-Priests presiding over their factory-like forge worlds, mortal flesh is weak, and from ruling magi to lowly Servitors the Adeptus Mechanicus augment their bodies with cybernetic components, transcending human emotion and replacing it with cold, inescapable logic.

Their armies are made up of warriors known as Skitarii, whose maniples are part religious procession and part grinding, inexorable war machine. As merciless as the engines they worship, rank upon rank of augmetic warriors advance towards their target with guns blazing. Safely ensconced in orbiting warships or bunker complexes, magi inload doctrina imperatives, control signals that pass through the Skitarii like a religious rapture. Rendered fearless and martially optimised by the commands of their betters, the Skitarii advance gladly into the most hellish war zones, giving no thought to their own survival providing the will of the Machine God is done.

The weapons the Skitarii wield in these wars of auto-religious conquest are ferociously destructive, incorporating technologies so potent that they resemble dark and murderous miracles. Loping war engines and many-legged tanks loom over the Skitarii ranks, their guns spitting atomising beams of pure energy and searing arcs of actinic lightning that pass through the enemy like vengeful ghosts and leave naught but charred corpses in their wake.

THE FORGE WORLDS

Though they first rose to prominence on Mars, the priesthood of the Adeptus Mechanicus spread out across the stars during the earliest days of Imperial expansion. They claimed many planets as their own sovereign domains, and these became forge worlds. From Triplex Phall to Ryza, Metalica to Gryphon IV, each world was transformed from a verdant and resource-rich paradise into a fortress of seething industry, a smog-wreathed temple to the Omnissiah. Many of the forge worlds survive to this day, and are the principal providers of the Imperium's military materiel.



Adeptus Mechanicus kill teams scour the galaxy for information and lost archeotech, exterminating any they deem tech-heretics. Composed of warriors who are more machine than man, each kill team is optimised to carry out specific sets of battlefield protocols. With every encounter, the members of a kill team gather more data concerning their enemy, and adapt their subroutines to eliminate any threat.

Adeptus Mechanicus kill teams have access to a wide array of weaponry that is unseen among other Imperial forces. Furthermore, their cybernetics let them wage skirmishing campaigns in environments that would kill unaugmented soldiers, allowing them to infiltrate enemy compounds in rad-blasted wastes or conduct hit-and-run attacks for months on end without sustenance or shelter. This they do for the glory of the Machine God, and they praise him in battle through the incantation of static-ridden psalms.

ADEPTUS MECHANICUS KILL TEAMS

ADEPTUS MECHANICUS models in Kill Team use the Canticles of the Omnissiah ability below. In addition, if every model in your kill team has the ADEPTUS MECHANICUS Faction keyword, you can use Adeptus Mechanicus Tactics.

Canticles of the Omnissiah: At the start of each battle round, pick which Canticle of the Omnissiah from the table opposite is in effect until the end of the battle round. The same Canticle may not be picked twice during the same battle.

Alternatively, you can randomly determine which Canticle of the Omnissiah is in effect by rolling a D6 and consulting the table opposite. Note that if you randomly determine a Canticle, it takes effect even if the same Canticle has been in effect earlier in the battle.



CANTICLES OF THE OMNISSIAH TABLE

D6	CANTICLE
1	Incantation of the Iron Soul: You can re-roll failed Nerve tests for models in your kill team.
2	Litany of the Electromancer: Roll a D6 for each enemy model within 1" of any models in your kill team at the start of the Fight phase. On a 6, that enemy model suffers 1 mortal wound.
3	Chant of the Remorseless Fist: Re-roll hit rolls of 1 for models in your kill team in the Fight phase.
4	Shroudpsalm: When an enemy player makes a hit roll for a shooting attack that targets a model from your kill team, and that model is obscured, that hit roll suffers an additional -1 modifier.
5	Invocation of Machine Might: Add 1 to the Strength characteristic of models in your kill team.
6	Benediction of the Omnissiah: Re-roll hit rolls of 1 for models in your kill team in the Shooting phase.

CONQUEROR DOCTRINA IMPERATIVE

Adeptus Mechanicus Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Add 1 to hit rolls for the model until the end of the phase. If the model is within 6" of a friendly model equipped with an enhanced data-tether, you can add 2 to the hit rolls instead.

2 COMMAND POINTS

PROTECTOR DOCTRINA IMPERATIVE

Adeptus Mechanicus Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Add 1 to hit rolls for the model until the end of the phase. If the model is within 6" of a friendly model equipped with an enhanced data-tether, you can add 2 to the hit rolls instead.

2 COMMAND POINTS

DUNESTRIDER

Adeptus Mechanicus Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. Roll two dice and pick which result to use when making the Advance roll.

1 COMMAND POINT

GLORIA MECHANICUS

Adeptus Mechanicus Tactic

Use this Tactic after determining which Canticle of the Omnissiah is in effect this battle round. Randomly determine a Canticle of the Omnissiah – that Canticle is in effect instead.

1 COMMAND POINT



SKITARII RANGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	-
Ranger Gunner	6"	4+	3+	3	3	1	1	6	4+	3
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+	1
This model is armed with a galvanic rifle. Up to three Skitarii Rangers in your kill team can be Ranger Gunners, and one Skitarii Ranger in your kill team can be a Ranger Alpha.										
WARGEAR OPTIONS	- One Skitarii Ranger in your kill team may take an enhanced data-tether or an omnisplex. - A Ranger Gunner may replace their galvanic rifle with an arc rifle, plasma caliver or transuranic arquebus. A Ranger Alpha may replace their galvanic rifle with one of the following pistols and one of the following melee weapons: arc pistol, phosphor blast pistol or radium pistol; arc maul, power sword or taser goad.									
ABILITIES	Canticles of the Ommissiah (pg 107) Bionics: This model has a 6+ invulnerable save. Enhanced Data-tether: You can re-roll failed Nerve tests for SKITARII models while a friendly model with an enhanced data-tether is on the battlefield and not shaken. Omnispex: At the start of each Shooting phase, you can choose another SKITARII model within 3" of a friendly model equipped with an omnisplex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured.									
SPECIALISTS	Leader (Alpha only), Heavy (Gunner only), Comms, Scout, Sniper, Zealot									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, SKITARII, INFANTRY, SKITARII RANGER									

SKITARII VANGUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Skitarii Vanguard	6"	4+	3+	3	3	1	1	6	4+	-
Vanguard Gunner	6"	4+	3+	3	3	1	1	6	4+	3
Vanguard Alpha	6"	4+	3+	3	3	1	2	7	4+	1
This model is armed with a radium carbine. Up to three Skitarii Vanguard in your kill team can be Vanguard Gunners, and one Skitarii Vanguard in your kill team can be a Vanguard Alpha.										
WARGEAR OPTIONS	- One Skitarii Vanguard in your kill team may take an enhanced data-tether or an omnisplex. - A Vanguard Gunner may replace their radium carbine with an arc rifle, plasma caliver or transuranic arquebus. A Vanguard Alpha may replace their radium carbine with one of the following pistols and one of the following melee weapons: arc pistol, phosphor blast pistol or radium pistol; arc maul, power sword or taser goad.									
ABILITIES	Canticles of the Ommissiah (pg 107) Bionics: This model has a 6+ invulnerable save. Rad-saturation: Reduce the Toughness characteristic of enemy models by 1 whilst they are within 1" of one or more models with this ability. Omnispex: At the start of each Shooting phase, you can choose another SKITARII model within 3" of a friendly model equipped with an omnisplex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured. Enhanced Data-tether: You can re-roll failed Nerve tests for SKITARII models while a friendly model with an enhanced data-tether is on the battlefield and not shaken.									
SPECIALISTS	Leader (Alpha only), Heavy (Gunner only), Comms, Scout, Sniper, Zealot									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, SKITARII, INFANTRY, SKITARII VANGUARD									

SICARIAN RUSTSTALKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sicarian Ruststalker	8"	3+	3+	4	3	2	3	6	4+	-
Ruststalker Princeps	8"	3+	3+	4	3	2	4	7	4+	1
This model is armed with a transonic razor and chordclaw. One Sicarian Ruststalker in your kill team can be a Ruststalker Princeps.										
WARGEAR OPTIONS	- A Sicarian Ruststalker may replace their transonic razor and chordclaw with transonic blades. - A Ruststalker Princeps may replace their transonic razor with transonic blades.									
ABILITIES	Canticles of the Omnissiah (pg 107) Bionics: This model has a 6+ invulnerable save.									
SPECIALISTS	Leader (Princeps only), Combat , Comms , Scout , Veteran , Zealot									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, SKITARII, INFANTRY, SICARIAN RUSTSTALKER									

SICARIAN INFILTRATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sicarian Infiltrator	8"	3+	3+	4	3	2	2	6	4+	-
Infiltrator Princeps	8"	3+	3+	4	3	2	3	7	4+	1
This model is armed with a stubcarbine and power sword. One Sicarian Infiltrator in your kill team can be an Infiltrator Princeps.										
WARGEAR OPTIONS	This model may replace its stubcarbine and power sword with a flechette blaster and taser goad.									
ABILITIES	Canticles of the Omnissiah (pg 107) Bionics: This model has a 6+ invulnerable save. Neurostatic Aura: Subtract 1 from the Leadership characteristic of enemy models whilst they are within 3" of one or more models with this ability.									
SPECIALISTS	Leader (Princeps only), Combat , Comms , Scout , Veteran , Zealot									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, SKITARII, INFANTRY, SICARIAN INFILTRATOR									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc pistol	12"	Pistol 1	6	-1	1	-
Arc rifle	24"	Rapid Fire 1	6	-1	1	-
Flechette blaster	12"	Pistol 5	3	0	1	-
Galvanic rifle	30"	Rapid Fire 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1.
Phosphor blast pistol	12"	Pistol 1	5	-1	1	Attacks made with this weapon do not suffer the penalty to hit rolls for the target being obscured.
Plasma caliver	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Radium carbine	18"	Assault 3	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with a Damage of 3.
Radium pistol	12"	Pistol 1	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with a Damage of 2.
Stubcarbine	18"	Pistol 3	4	0	1	-
Transuranic arquebus	60"	Heavy 1	7	-2	D3	This weapon cannot be fired if the firing model moved during the Movement phase. A model firing a transuranic arquebus does not suffer the penalty to hit rolls for the target being at long range. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to the normal damage.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc maul	Melee	Melee	+2	-1	1	-
Chordclaw	Melee	Melee	User	0	D3	A chordclaw can only be used to make one attack each time this model fights. Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage.
Power sword	Melee	Melee	User	-3	1	-
Taser goad	Melee	Melee	+2	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.
Transonic blades	Melee	Melee	+1	0	1	Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage.
Transonic razor	Melee	Melee	User	0	1	Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Sicarian Infiltrator	14
- Infiltrator Princeps	15
Sicarian Ruststalker	14
- Ruststalker Princeps	15
Skitarii Ranger	9
- Ranger Gunner	10
- Ranger Alpha	10
Skitarii Vanguard	9
- Vanguard Gunner	10
- Vanguard Alpha	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Arc pistol	0
Arc rifle	0
Flechette blaster	0
Galvanic rifle	0
Phosphor blast pistol	0
Plasma caliver	3
Radium carbine	0
Radium pistol	0
Stubcarbine	0
Transuranic arquebus	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arc maul	0
Chordclaw	1
Power sword	0
Taser goad	1
Transonic blades	0
Transonic razor	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Enhanced data-tether	5
Omnispex	1



CORPUSCARI ELECTRO-PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Corpuscarii Electro-Priest	6"	4+	3+	3	3	1	2	8	6+	-
This model is armed with electrostatic gauntlets.										
ABILITIES	Canticles of the Omnissiah (see the <i>Kill Team Core Manual</i>)							Fanatical Devotion: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.		
	Voltagheist Field: This model has a 5+ invulnerable save. When this model finishes a charge move within 1" of an enemy model, pick an enemy model within 1" and roll a D6. On a roll of 6 the enemy model suffers a mortal wound.							Vision of the Motive Force: This model's shooting attacks do not suffer any penalty to their hit rolls for the target model being obscured.		
SPECIALISTS	Leader, Combat, Medic, Scout, Veteran, Zealot									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, CULT MECHANICUS, INFANTRY, ELECTRO-PRIEST, CORPUSCARI									

FULGURITE ELECTRO-PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Fulgurite Electro-Priest	6"	3+	4+	3	3	1	2	8	6+	-
This model is armed with an electroleech stave.										
ABILITIES	Canticles of the Ommissiah (see the <i>Kill Team Core Manual</i>)							Fanatical Devotion: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.		
	Voltagheist Field: This model has a 5+ invulnerable save. When this model finishes a charge move within 1" of an enemy model, pick an enemy model within 1" and roll a D6. On a roll of 6 the enemy model suffers a mortal wound.							Siphoned Vigour: If this model takes an enemy model out of action in the Fight phase, its invulnerable save is improved to 3+ for the remainder of the mission.		
SPECIALISTS	Leader, Combat, Medic, Scout, Veteran, Zealot									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, CULT MECHANICUS, INFANTRY, ELECTRO-PRIEST, FULGURITE									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Electrostatic gauntlets	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	12"	Assault 3	5	0	1	Each unmodified hit roll of 6 made for an attack with this weapon scores 3 hits rather than 1.
- Melee	Melee	Melee	5	0	1	

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Electroleech stave	Melee	Melee	+2	-2	D3	For each wound roll of 6+ for attacks with this weapon, the target suffers D3 mortal wounds instead of the normal damage.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Corpuscarii Electro-Priest	13
Fulgurite Electro-Priest	14

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Electroleech stave	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Electrostatic gauntlets	0



UR-025 IMPERIAL ROBOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
UR-025	5"	3+	3+	5	5	4	2	8	3+	1
This model is armed with a Mk I assault cannon and a power claw.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Mk I assault cannon	24"	Heavy 4			5	-1	1	-		
Power claw	Melee	Melee			x2	-3	D3	When attacking with this weapon, subtract 1 from the hit roll.		
ABILITIES	Specialist Retainer: This model is always a Heavy specialist, but this does not count towards the maximum number of specialists in your kill team.									
	Self-repair Systems: At the start of each battle round, this model regains 1 lost wound.									
	Something Isn't Quite Right...: This model is not treated as a model in your kill team for the purposes of Canticles of the Omnissiah.									
SPECIALISTS	Heavy									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, ROBOTICA IMPERIALIS, INFANTRY, IMPERIAL ROBOT, UR-025									

EXPLORERS

MODEL	POINTS PER MODEL (Including wargear)
UR-025	30

'Detecting a seven-point-three per cent operational weakness in left flank of enemy defensive formation. Direct all fire on the following targeting coordinates for optimal strategic exploitation...'

- Vanguard Alpha Dorox-0.4343



TECH-PRIEST ENGINEER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tech-Priest Engineer	6"	4+	4+	4	4	4	2	8	3+	1
This model is armed with a laspistol, Ommissian axe and servo-arm.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Laspistol	12"	Pistol 1			3	0	1	-		
Ommissian axe	Melee	Melee			+1	-2	2	-		
Servo-arm	Melee	Melee			x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.		
ABILITIES	Canticles of the Ommissiah (see the <i>Kill Team Core Manual</i>)									
	Bionics: This model has a 6+ invulnerable save.									
SPECIALISTS	Fortitude, Leadership, Logistics, Shooting, Strategist, Strength									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, CULT MECHANICUS, COMMANDER, INFANTRY, TECH-PRIEST, ENGINEER									

REPAIR ARTISAN

Adeptus Mechanicus Tactic Tech-Priest Engineer Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a TECH-PRIEST ENGINEER. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, roll a D6 each time a friendly model within 3" of this model loses a wound. On a 6 that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

1 COMMAND POINT

ADEPTUS MECHANICUS

MODEL	POINTS PER MODEL
Tech-Priest Engineer (Level 1)	28
Tech-Priest Engineer (Level 2)	33
Tech-Priest Engineer (Level 3)	48
Tech-Priest Engineer (Level 4)	68
WARGEAR	POINTS PER ITEM
Laspistol	0
Ommissian axe	0
Servo-arm	0



INFILTRATORS

Adeptus Mechanicus Tactic

Use this Tactic at the end of the Movement phase. Choose up to three SICARIAN INFILTRATOR models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

ADEPTUS MECHANICUS

MODEL	POINTS PER MODEL
Tech-Priest Manipulus (Level 1)	102
Tech-Priest Manipulus (Level 2)	122
Tech-Priest Manipulus (Level 3)	142
Tech-Priest Manipulus (Level 4)	167
WARGEAR	POINTS PER ITEM
Omnissian staff	0
Mechadendrites	0
Magnarail lance	0
Transonic cannon	10

GALVANIC PULSE

Adeptus Mechanicus Tactic Tech-Priest Manipulus Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a TECH-PRIEST MANIPULUS. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to all Move characteristics for friendly models that begin your turn in the Movement phase within 6" of this model.

1 COMMAND POINT



TECH-PRIEST MANIPULUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
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Tech-Priest Manipulus	6"	3+	3+	4	4	4	3	8	2+	1
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This model is armed with a magnarail lance, an Omnissian staff and mechadendrites.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Magnarail lance	18"	Heavy 1	7	-3	D3	When the bearer makes a shooting attack with this weapon in the Shooting phase, increase that attack's Damage characteristic to 3 if they remained stationary during the previous Movement phase.
Transonic cannon	8"	Assault D6	4	-1	2	This weapon automatically hits its target.
Omnissian staff	Melee	Melee	+2	-1	2	-
Mechadendrites	Melee	Melee	User	0	1	Each time the bearer fights, they may make D6 additional attacks with this weapon.
WARGEAR OPTIONS	• This model may replace its magnarail lance with a transonic cannon.					
ABILITIES	Canticles of the Omnissiah (see the <i>Kill Team Core Manual</i>)					
	Blessed Bionics: This model has a 5+ invulnerable save. In addition, at the beginning of each battle round, this model regains D3 lost wounds.					
SPECIALISTS	Fortitude, Leadership, Logistics, Shooting, Strategist, Strength					
FACTION KEYWORD	ADEPTUS MECHANICUS					
KEYWORDS	IMPERIUM, CULT MECHANICUS, COMMANDER, INFANTRY, TECH-PRIEST, MANIPULUS					

TECH-PRIEST DOMINUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tech-Priest Dominus	6"	3+	2+	4	4	5	3	8	2+	1
This model is armed with a volkite blaster, Omnisian axe and macrostubber.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Eradication ray	24"	Heavy D3			6	-2	1	Attacks from this weapon that target enemies at 8" or less are resolved with an AP of -4 and a Damage of D3.		
Macrostubber	12"	Pistol 5			4	0	1	-		
Phosphor serpenta	18"	Assault 1			5	-1	1	Attacks made with this weapon do not suffer the penalty to hit rolls for the target being obscured.		
Volkite blaster	24"	Heavy 3			6	0	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.		
Omnissian axe	Melee	Melee			+1	-2	2	-		
WARGEAR OPTIONS	• This model may replace its volkite blaster with an eradication ray. • This model may replace its macrostubber with a phosphor serpenta.									
ABILITIES	Canticles of the Omnisiah (see the <i>Kill Team Core Manual</i>)									
	Masterwork Bionics: At the beginning of each battle round, this model regains D3 lost wounds.									
	Refractor Field: This model has a 5+ invulnerable save.									
SPECIALISTS	Fortitude, Leadership, Logistics, Shooting, Strategist, Strength									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, CULT MECHANICUS, COMMANDER, INFANTRY, TECH-PRIEST, DOMINUS									

LORD OF THE MACHINE CULT

Adeptus Mechanicus Tactic Tech-Priest Dominus Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a TECH-PRIEST DOMINUS. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 in the Shooting phase for friendly models within 6" of this model.

1 COMMAND POINT

ADEPTUS MECHANICUS

MODEL	POINTS PER MODEL
Tech-Priest Dominus (Level 1)	130
Tech-Priest Dominus (Level 2)	150
Tech-Priest Dominus (Level 3)	170
Tech-Priest Dominus (Level 4)	195
WARGEAR	POINTS PER ITEM
Eradication ray	14
Macrostubber	0
Omnissian axe	0
Phosphor serpenta	4
Volkite blaster	0



HERETIC ASTARTES

Sworn enemies of the Imperium and traitors to the Emperor's rule, the Heretic Astartes are Space Marines who have fallen to the dark temptations of Chaos. They are anathema to everything they once stood for, tainted champions who fight for the favour of the Dark Gods and the powerful rewards those fell entities can bestow.

The Chaos Space Marines are amongst the deadliest foes faced by the Imperium. Their might is equal to that of the Adeptus Astartes, but is bolstered further by the gifts of the Dark Gods. Strange psychic powers, foul mutations and daemonically empowered weapons are common amongst their traitorous ranks, allowing them to rend apart their victims with contemptuous ease or even sever their very souls from their bodies.

From fanatical Cultists to formidable renegade Space Marines, the Dark Gods do not want for deadly servants to enact their wills. However, when the most crucial of missions must be completed or the vilest deeds performed, specialist operatives and monstrous warrior-lords form chosen kill teams to see them done.

Clad in baroque Terminator armour that has been warped and twisted by the energies of Chaos, Lords and Sorcerers stride into battle with the arrogant confidence of demigods of ruin. They wield fearsome Daemon-blades and unleash reality-twisting powers that reduce their enemies to gibbering Chaos Spawn or mangled corpses. Dark Apostles bellow praise to the Dark Gods, spitting heretical sermons and sanity-flaying curses into their enemies' faces before bludgeoning them to death with tainted croziuses. Masters of Executions hunt their quarry across the battlefield, brutally butchering and making an example of those who have angered the lords of the Heretic Astartes, while Masters of Possession use their infernal powers to taint vital cogitator engines, force daemonic possession upon enemy commanders and empower their Chaos Space Marine brethren with the unnatural might to overcome any foe.

Bands of Chaos Terminators make for exceptional kill teams, teleporting directly into the heart of their enemies' defences to open the way for full-scale invasion or strike down those who believe themselves safe from the Dark Gods' wrath. With their hulking armour and unnatural resilience, they can endure punishment that would reduce entire regiments of lesser warriors to bloody ruin. At the same time, the Terminators unleash ferocious firepower of their own to blow crucial targets apart, reduce libraries of irreplaceable lore to ash and gun down the foe's greatest champions. Any who survive the first fusillade fall soon enough, bisected by crackling power blades or crushed by clawed power fists.

Then there are those Heretic Astartes who embrace power in exchange for damnation. Khorne Berzerkers have cast aside sanity and reason to wreak endless slaughter in the Blood God's name. Meanwhile, opening themselves up to Daemons, Possessed and Greater Possessed sacrifice body and soul that their flesh might be moulded into a living weapon of the Dark Gods. Their limbs twist into chitinous blades and lashing tendrils, their faces into horrific visages of needle fangs and bulging compound eyes. Their bodies crackle with daemonic energy that can turn aside bolt and blade. The Possessed are powerful kill team operatives, but their shortcut to martial might has cost them everything.



HERETIC ASTARTES KILL TEAMS

If every model in your kill team has the HERETIC ASTARTES Faction keyword, you can use Heretic Astartes Tactics.

VETERANS OF THE LONG WAR

Heretic Astartes Tactic

Use this Tactic when a CHAOS SPACE MARINE model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target IMPERIUM models until the end of the phase.

2 COMMAND POINTS

FURY OF KHORNE

Heretic Astartes Tactic

Use this Tactic at the end of the Fight phase. Pick a KHORNE model from your kill team that is within 1" of an enemy model – your model can immediately fight again.

2 COMMAND POINTS

DAEMON SPIRIT

Heretic Astartes Tactic

This Tactic is used at the end of the Movement phase. Pick an enemy model within 1" of your Leader and roll a D6. On a 4+ that enemy model suffers 1 mortal wound.

2 COMMAND POINTS

BESEECH THE GODS

Heretic Astartes Tactic

Use this Tactic at the start of the first battle round. Pick a model from your kill team and roll a D6. On a 1 that model is found unworthy and suffers D3 mortal wounds. On a 2+ add 1 to hit and wound rolls for the model until the end of the battle. You can only use this Tactic once per battle.

2 COMMAND POINTS

CHAOS CULTIST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-
Chaos Cultist Gunner	6"	4+	4+	3	3	1	1	5	6+	2
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+	1
This model is armed with an autogun. Up to two Chaos Cultists in your kill team can be Chaos Cultist Gunners, and one Chaos Cultist in your kill team can be a Cultist Champion.										
WARGEAR OPTIONS	- A Chaos Cultist may replace their autogun with a brutal assault weapon and autopistol. - A Chaos Cultist Gunner may replace their autogun with a flamer or heavy stubber. - A Cultist Champion may replace their autogun with a shotgun, or a brutal assault weapon and autopistol.									
ABILITIES	Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, NURGLE, TZEENTCH or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.									
SPECIALISTS	Leader (Cultist Champion only), Heavy (Gunner only), Combat , Demolitions , Veteran , Zealot									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, INFANTRY, CHAOS CULTIST									

CHAOS SPACE MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+	-
Chaos Space Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2
Aspiring Champion	6"	3+	3+	4	4	1	2	8	3+	1
This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades. Up to two Chaos Space Marines in your kill team can be Chaos Space Marine Gunners, and one Chaos Space Marine in your kill team can be an Aspiring Champion.										
WARGEAR OPTIONS	- A Chaos Space Marine may replace their boltgun with a chainsword. - One Chaos Space Marine in your kill team may take a Chaos Icon. If they have the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, they must have the appropriate Icon from the Chaos Icons list below. If they have no mark, they must take an Icon of Vengeance. - One Chaos Space Marine Gunner in your kill team may replace their boltgun with a flamer, meltagun or plasma gun. - One Chaos Space Marine Gunner in your kill team may replace their boltgun with a heavy bolter. - An Aspiring Champion may replace their bolt pistol with a plasma pistol. They may also replace their boltgun with a chainsword, power sword or power fist.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.									
SPECIALISTS	Leader (Aspiring Champion only), Heavy (Gunner only), Demolitions, Sniper, Veteran, Zealot, Combat									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS> , INFANTRY, CHAOS SPACE MARINE									

CHAOS ICONS

ICON	MODEL	EFFECT
Icon of Wrath	KHORNE model only	You can re-roll charge rolls for KHORNE models within 6" of any friendly models equipped with an Icon of Wrath.
Icon of Flame	TZEENTCH model only	At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Flame. On a 6 inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for.
Icon of Despair	NURGLE model only	Subtract 1 from the Leadership characteristic of enemy models within 6" of any models equipped with an Icon of Despair.
Icon of Excess	SLAANESH model only	The Death to the False Emperor ability of models within 6" of any friendly models equipped with an Icon of Excess takes effect on hit rolls of 5+ rather than 6+.
Icon of Vengeance	Cannot be taken by KHORNE , TZEENTCH , NURGLE or SLAANESH models	Add 1 to the Leadership characteristic of models within 6" of any friendly models equipped with an Icon of Vengeance.

'A single one of us is worth ten of your weakling so-called warriors and more. You stand as much chance of prevailing against us as does your pathetic Imperium against the tide of madness that rises now to engulf it utterly. Kneel before us, mortal, for we are the heralds of your end...'

- Ashrok Korda, Aspiring Champion of the Black Legion

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Chaos Cultist	4
- Chaos Cultist Gunner	5
- Cultist Champion	5
Chaos Space Marine	12
- Chaos Space Marine Gunner	13
- Aspiring Champion	13

OTHER WARGEAR

Wargear	POINTS PER ITEM
Icon of Wrath	5
Icon of Flame	1
Icon of Despair	3
Icon of Excess	5
Icon of Vengeance	1

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Bolt pistol	0
Boltgun	0
Flamer	3
Frag grenade	0
Heavy bolter	3
Heavy stubber	0
Krak grenade	0
Meltagun	3
Plasma gun	3
Plasma pistol	1
Shotgun	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Brutal assault weapon	0
Chainsword	0
Power fist	4
Power sword	2

POSSESSED

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Possessed	7"	3+	3+	5	4	2	*	8	3+	-
This model is armed with horrifying mutations.										
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.						Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.			
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.						Writhing Tentacles: Roll a D3 when a this model is selected to attack in the Fight phase. The result is the Attacks characteristic of this model until the end of the phase.			
	Daemonic: This model has a 5+ invulnerable save.									
SPECIALISTS	Leader, Combat, Veteran, Zealot									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, INFANTRY, DAEMON, POSSESSED									

TERMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Terminator	5"	3+	3+	4	4	2	2	8	2+	-
Terminator Gunner	5"	3+	3+	4	4	2	2	8	2+	2
Terminator Champion	5"	3+	3+	4	4	2	3	9	2+	1
This model is armed with a combi-bolter and chainaxe.										
Up to two Terminators in your kill team can be Terminator Gunners, and one Terminator in your kill team can be a Terminator Champion.										
WARGEAR OPTIONS	• This model may replace its combi-bolter with a combi-flamer, combi-melta or combi-plasma. • This model may replace its chainaxe with a chainfist, lightning claw, power axe, power fist, power maul or power sword. • A Terminator Gunner may replace their combi-bolter with a combi-flamer, combi-melta, combi-plasma, heavy flamer or reaper autocannon. • A Terminator or Terminator Champion may replace their combi-bolter and chainaxe with a pair of lightning claws. • One Terminator in your kill team may take a Chaos Icon. If they have the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, they must have the appropriate Icon from the Chaos Icons listed in the <i>Kill Team Core Manual</i>. If they have no mark, they must take an Icon of Vengeance (see the <i>Kill Team Core Manual</i>).									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.						Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.			
	Terminator Armour: This model has a 5+ invulnerable save.						Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.			
SPECIALISTS	Leader (Champion only), Heavy (Gunner only), Combat, Comms, Demolitions, Veteran									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, INFANTRY, TERMINATOR									

KHORNE BERZERKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Khorne Berzerker	6"	3+	3+	5	4	1	2	7	3+	-
Berzerker Destroyer	6"	3+	3+	5	4	1	2	7	3+	2
Berzerker Champion	6"	3+	3+	5	4	1	3	8	3+	1
This model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. Up to two Khorne Berzerkers in your kill team can be Berzerker Destroyers, and one Khorne Berzerker in your kill team can be a Berzerker Champion.										
WARGEAR OPTIONS	- This model may replace its chainsword or bolt pistol with a chainaxe. - A Berzerker Destroyer may replace their bolt pistol with a plasma pistol. - A Berzerker Champion may replace their bolt pistol and chainsword with up to two weapons from the following list: bolt pistol, chainaxe, chainsword, lightning claw, plasma pistol, power axe, power fist, power maul or power sword. Alternatively, they may replace their bolt pistol and chainsword with up to one weapon from that list, and one weapon from the following list: boltgun, combi-bolter, combi-flamer, combi-melta or combi-plasma. - One Khorne Berzerker in your kill team may take an Icon of Wrath.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Blood for the Blood God: In the Fight phase, after this model has fought in that phase for the first time, when it is your turn to pick a model to fight with later in the same phase, this model can be selected to fight for a second time if it is within 3" of any enemy models.									
SPECIALISTS	Leader (Champion only), Combat, Demolitions, Veteran, Zealot									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, KHORNE, INFANTRY, KHORNE BERZERKER									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any unmodified hit rolls of 1 when firing supercharge, the bearer is taken out of action after all of the weapon's shots have been resolved.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Reaper autocannon	36"	Heavy 4	7	-1	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainaxe	Melee	Melee	+1	-1	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Horrrifying mutations	Melee	Melee	User	-2	1	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power axe	Melee	Melee	+1	-2	1	-
Power maul	Melee	Melee	+2	-1	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Terminator	25
- Terminator Gunner	26
- Terminator Champion	27
Khorne Berzerker	16
- Berzerker Destroyer	17
- Berzerker Champion	17
Possessed	20

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Boltgun	0
Combi-bolter	4
Combi-flamer	5
Combi-melta	9
Combi-plasma	7
Heavy flamer	5
Plasma pistol	1
Reaper autocannon	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainaxe	1
Chainfist	6
Horrrifying mutations	0
Lightning claw (single/pair)	1/3
Power axe	2
Power fist	4
Power maul	1
Power sword	1

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Icon of Wrath	5
Icon of Flame	1
Icon of Despair	3
Icon of Excess	5
Icon of Vengeance	1



TELEPORT STRIKE

Heretic Astartes Tactic

Use this Tactic at the end of the Movement phase. Choose up to three TERMINATOR models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

VETERANS OF THE LONG WAR

Heretic Astartes Tactic

Use this Tactic when a CHAOS SPACE MARINE or TERMINATOR model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target IMPERIUM models until the end of the phase.

2 COMMAND POINTS

GREATER POSSESSED

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Greater Possessed	7"	2+	3+	5	5	5	5	8	3+	1
This model is armed with daemonic mutations.										
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES		
Daemonic mutations	Melee	Melee	User			-2	D3	-		
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.							Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.		
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.							Daemonic: This model has a 5+ invulnerable save.		
SPECIALISTS	Ferocity, Fortitude, Melee, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, DAEMON, GREATER POSSESSED									

LOCUS OF POWER

Heretic Astartes Tactic Greater Possessed Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a GREATER POSSESSED. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, add 1 to the Strength characteristic of friendly DAEMON models within 6" of this model that share the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword with this model.

1 COMMAND POINT

HERETIC ASTARTES

MODEL	POINTS PER MODEL
Greater Possessed (Level 1)	80
Greater Possessed (Level 2)	100
Greater Possessed (Level 3)	120
Greater Possessed (Level 4)	145
WARGEAR	POINTS PER ITEM
Daemonic mutations	0



MASTER OF EXECUTIONS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Master of Executions	6"	2+	3+	4	4	4	4	8	3+	1
This model is armed with a bolt pistol, an axe of dismemberment, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES			
Axe of dismemberment	Melee	Melee	x2		-3	D3	-			
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.									
	Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
	Feared Headsman: Your opponents must add 1 to Nerve tests taken for enemy models within 3" of any models (other than shaken models) with this ability.									
	Warp-sighted Butcher: Re-roll failed wound rolls for attacks made by this model.									
SPECIALISTS	Ferocity, Fortitude, Melee, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, MASTER OF EXECUTIONS									

RITUAL SACRIFICE

Heretic Astartes Tactic Master of Executions Tactic

Use this Tactic when a MASTER OF EXECUTIONS in your kill team takes an enemy model out of action with an attack in the Fight phase. Roll a D6. On a 2+, add 1 to the Master of Executions' Strength, Toughness, Wounds or Attacks (choose one). You can only choose each characteristic once per mission, and the characteristic increase lasts until the end of the mission.

1 COMMAND POINT

HERETIC ASTARTES

MODEL	POINTS PER MODEL
Master of Executions (Level 1)	71
Master of Executions (Level 2)	91
Master of Executions (Level 3)	111
Master of Executions (Level 4)	136
WARGEAR	POINTS PER ITEM
Axe of dismemberment	0
Bolt pistol	0
Frag grenades	0
Krak grenades	0

DARK APOSTLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Dark Apostle	6"	2+	3+	4	4	4	3	9	3+	1
Dark Disciple	6"	4+	5+	3	3	1	1	6	5+	2
This model is armed with a power maul, bolt pistol, frag grenades and krak grenades. If your kill team includes a Dark Apostle, it may include up to two Dark Disciples.										
WARGEAR OPTIONS	A Dark Apostle may replace its bolt pistol with a combi-bolter, combi-flamer, combi-melta, combi-plasma or plasma pistol.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard. Transhuman Physiology: Ignore the penalty to a Dark Apostle's hit rolls from one flesh wound it has suffered. Sigil of Corruption: A Dark Apostle has a 4+ invulnerable save. Followers: Models do not suffer any penalty to their Nerve tests for a friendly Dark Disciple being out of action. Dark Disciples cannot be specialists, are not part of a fire team and cannot gain experience. Relic of Corruption: Add 1" to the range of a Dark Apostle's Aura Tactics for each friendly Dark Disciple that is within 1" of that Dark Apostle.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, DARK APOSTLE (Dark Disciple is CHAOS, <MARK OF CHAOS>, INFANTRY, DARK DISCIPLE)									

DARK ZEALOTRY

Heretic Astartes Tactic Dark Apostle Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a DARK APOSTLE. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls in the Fight phase for friendly models within 6" of this model.

1 COMMAND POINT

HERETIC ASTARTES

MODEL	POINTS PER MODEL
Dark Apostle (Level 1)	49
Dark Apostle (Level 2)	64
Dark Apostle (Level 3)	79
Dark Apostle (Level 4)	104
Dark Disciple	4
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Combi-bolter	4
Combi-flamer	12
Combi-melta	14
Combi-plasma	12
Frag grenades	0
Krak grenades	0
Plasma pistol	4
Power maul	0

MASTER OF POSSESSION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Master of Possession	6"	3+	3+	4	4	4	3	9	3+	1
This model is armed with a force stave, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Force stave	Melee	Melee		+2	-1	D3	-			
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.									
	Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.									
	Rite of Possession: PSYKERS suffer Perils of the Warp on any Psychic test roll of a double that is made for them, instead of just double 1 or 6, while they are within 12" of any enemy models with this ability.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
	Aura of Dark Glory: This model has a 5+ invulnerable save.									
PSYKER	This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Malefic discipline (see below).									
SPECIALISTS	Fortitude, Leadership, Melee, Psyker, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, PSYKER, MASTER OF POSSESSION									

MALEFIC DISCIPLINE

To generate psychic powers from the Malefic discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT 1 SACRIFICE

The psyker uses a sacrificial soul to remould and repair an unholy Daemon-form.

Sacrifice has a warp charge value of 4. If manifested, choose any model within 2" of the psyker; that model suffers a mortal wound. Then, choose a friendly DAEMON model within 12" of the psyker. Remove all flesh wounds from that model.

2 CURSED EARTH

The psyker becomes a conduit through which the energies of the warp flow, tainting the very ground and sustaining the Daemonkin that walk upon it.

Cursed Earth has a warp charge value of 7. If manifested, then until the start of the next psychic phase, the invulnerable save of friendly DAEMON models is improved by 1 (to a maximum of 3+) whilst they are within 6" of this psyker.

3 INFERNAL POWER

The fell power of the immaterium flows from the psyker, imbuing the Daemons that reside within his followers' bodies with even greater ferocity.

Infernal Power has a warp charge value of 6. If manifested, then until the start of the next Psychic phase re-roll hit and wound rolls of 1 for friendly DAEMON models whilst they are within 6" of this psyker.

HERETIC ASTARTES

MODEL	POINTS PER MODEL
Master of Possession (Level 1)	68
Master of Possession (Level 2)	88
Master of Possession (Level 3)	108
Master of Possession (Level 4)	133
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Force stave	0
Frag grenades	0
Krak grenades	0

SORCERER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sorcerer	6"	3+	3+	4	4	4	3	9	3+	1
This model is armed with a force sword, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Force stave	Melee	Melee		+2	-1	D3	-			
Force sword	Melee	Melee		User	-3	D3	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	• This model may replace its force sword with a force stave.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
PSYKER	This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Dark Hereticus discipline (see below).									
SPECIALISTS	Fortitude, Melee, Psyker, Shooting, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, PSYKER, SORCERER									

DARK HERETICUS DISCIPLINE

To generate psychic powers from the Dark Hereticus discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 DEATH HEX

The Sorcerer places a dire hex upon his enemies. Wards and energised shields flicker and fail, leaving the foe exposed.

Death Hex has a warp charge value of 7. If manifested, select an enemy model within 12" of the psyker and visible to him. Until the start of the next Psychic phase, that model cannot take invulnerable saves.

2 PRESCIENCE

By focusing his warp-sight the psyker can guide the aim of his allies, bringing a swift and merciless death to their foes.

Prescience has a warp charge value of 6. If manifested, select a friendly model within 8" of the psyker. You can add 1 to hit rolls made for that model until the start of the next Psychic phase.

3 DIABOLIC STRENGTH

The unholy energies of Chaos course through the recipient, swelling his frame with the strength to tear a tank in two.

Diabolic Strength has a warp charge value of 6. If manifested, select a friendly model within 8" of the psyker. Until the start of the next Psychic phase, add 2 to that model's Strength characteristic and 1 to its Attacks characteristic.

HERETIC ASTARTES

MODEL	POINTS PER MODEL
Sorcerer (Level 1)	65
Sorcerer (Level 2)	80
Sorcerer (Level 3)	95
Sorcerer (Level 4)	120
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Force stave	0
Force sword	0
Frag grenades	0
Krak grenades	0

SORCERER IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sorcerer in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+	1
This model is armed with a force stave and combi-bolter.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Force axe	Melee	Melee		+1	-2	D3	-			
Force stave	Melee	Melee		+2	-1	D3	-			
Force sword	Melee	Melee		User	-3	D3	-			
WARGEAR OPTIONS	• This model may replace its combi-bolter with a combi-flamer, combi-melta, combi-plasma, chainfist, lightning claw, power axe, power fist, power maul or power sword. • This model may replace its force stave with a force axe or force sword.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Terminator Armour: This model has a 5+ invulnerable save.									
PSYKER	This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Dark Hereticus discipline (see <i>Kill Team: Commanders</i>).									
SPECIALISTS	Fortitude, Melee, Psyker, Shooting, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, TERMINATOR, PSYKER, SORCERER									

HERETIC ASTARTES	
MODEL	POINTS PER MODEL
Sorcerer in Terminator Armour (Level 1)	88
Sorcerer in Terminator Armour (Level 2)	108
Sorcerer in Terminator Armour (Level 3)	128
Sorcerer in Terminator Armour (Level 4)	153
WARGEAR	POINTS PER ITEM
Combi-bolter	0
Combi-flamer	8
Combi-melta	10
Combi-plasma	8
Chainfist	0
Force axe	2
Force stave	0
Force sword	0
Lightning claw	0
Power axe	0
Power fist	0
Power maul	0
Power sword	0

EXALTED CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Exalted Champion	6"	2+	3+	4	4	4	4	8	3+	1
This model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Boltgun	24"	Rapid Fire 1		4	0	1	-			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Power axe	Melee	Melee		+1	-2	1	-			
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Power sword	Melee	Melee		User	-3	1	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	• This model may take a boltgun. • This model may replace its bolt pistol with a plasma pistol. • This model may replace its chainsword with a power axe, power fist or power sword.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. For the Dark Gods: You can re-roll failed hit rolls for this model if the target is an enemy COMMANDER. Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, EXALTED CHAMPION									

ASPIRE TO GLORY

Heretic Astartes Tactic Exalted Champion Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes an EXALTED CHAMPION. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll wound rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

HERETIC ASTARTES

MODEL	POINTS PER MODEL
Exalted Champion (Level 1)	30
Exalted Champion (Level 2)	35
Exalted Champion (Level 3)	50
Exalted Champion (Level 4)	70
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Boltgun	0
Chainsword	0
Frag grenades	0
Krak grenades	0
Plasma pistol	4
Power axe	5
Power fist	12
Power sword	4

CHAOS LORD IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Chaos Lord in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+	1
This model is armed with a power sword and combi-bolter.										
WARGEAR OPTIONS	- This model may replace its combi-bolter with a combi-flamer, combi-melta, combi-plasma, chainfist, lightning claw, power axe, power fist, power maul or power sword. - This model may replace its power sword with a chainfist, lightning claw, power axe, power fist or power maul.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Sigil of Corruption: This model has a 4+ invulnerable save.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Strategist, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, TERMINATOR, CHAOS LORD									

LORD OF CHAOS

Heretic Astartes Tactic Chaos Lord in Terminator Armour Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a TERMINATOR CHAOS LORD. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

HERETIC ASTARTES

MODEL	POINTS PER MODEL
Chaos Lord in Terminator Armour (Level 1)	80
Chaos Lord in Terminator Armour (Level 2)	100
Chaos Lord in Terminator Armour (Level 3)	120
Chaos Lord in Terminator Armour (Level 4)	145
WARGEAR	POINTS PER ITEM
Combi-bolter	0
Combi-flamer	8
Combi-melta	10
Combi-plasma	8
Chainfist	13
Lightning claw (single/pair)	4/8
Power axe	2
Power fist	12
Power maul	0
Power sword	0

SERVANTS OF THE ABYSS KILL TEAMS

If every model in your kill team has the **SERVANTS OF THE ABYSS** Faction keyword, you can use Servants of the Abyss Tactics.

VETERANS OF THE LONG WAR

Servants of the Abyss Tactic

Use this Tactic when a **HERETIC ASTARTES** model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **IMPERIUM** models until the end of the phase.

2 COMMAND POINTS

EXPENDABLE MINIONS

Servants of the Abyss Tactic

Use this Tactic when a **HERETIC ASTARTES** model from your kill team is picked as the target of a shooting attack. Pick a **SERVANTS OF THE ABYSS** model (excluding **HERETIC ASTARTES** models) from your kill team that is within 1" of that model – these attacks are resolved against that model instead.

1 COMMAND POINT

BLACKSTONE TRINKET

Servants of the Abyss Tactic

Use this Tactic is used when an enemy Psyker successfully manifests a psychic power within 6" of a **SERVANTS OF THE ABYSS** model from your kill team. Roll a D6. On a 4+ that psychic power has no effect.

2 COMMAND POINTS

FULLY CHARGED

Servants of the Abyss Tactic

Use this Tactic at the start of the Shooting phase. Pick two **NEGAVOLT CULTIST** models from your kill team that are within 1" of each other. Add 1 to invulnerable saves made for these models until the end of this battle round.

2 COMMAND POINTS

OBSIDIUS MALLEX CHAOS LORD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Obsidius Mallex	6"	2+	2+	4	4	5	4	9	3+	1
This model is armed with a plasma pistol and thunder hammer.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Thunder hammer	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.			
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.						For the Dark Gods: You can re-roll failed hit rolls for this model if the target is an enemy COMMANDER .			
							Sigil of Corruption: This model has a 4+ invulnerable save.			
							Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.			
SPECIALISTS	Fortitude									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, HERETIC ASTARTES, BLACK LEGION, COMMANDER, INFANTRY, OBSIDIUS MALLEX									



TRAITOR GUARDSMEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Traitor Guardsman	6"	4+	4+	3	3	1	1	6	5+	-
Traitor Guardsman Gunner	6"	4+	4+	3	3	1	1	6	5+	2
Traitor Sergeant	6"	4+	4+	3	3	1	2	7	5+	1
This model is armed with a lasgun and frag grenades. Up to two Traitor Guardsmen in your kill team can be Traitor Guardsman Gunners, and one Traitor Guardsman in your kill team can be a Traitor Sergeant. A Traitor Sergeant is instead armed with a laspistol, chainsword and frag grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Autopistol	12"	Pistol 1		3	0	1	-			
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.			
Lasgun	24"	Rapid Fire 1		3	0	1	-			
Laspistol	12"	Pistol 1		3	0	1	-			
Brutal assault weapon	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-			
WARGEAR OPTIONS	- A Traitor Guardsman Gunner may replace their lasgun with a flamer or take krak grenades. - A Traitor Guardsman may replace their lasgun with an autopistol and brutal assault weapon or laspistol and brutal assault weapon.									
ABILITIES	Servants of the Abyss: You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.									
SPECIALISTS	Leader (Traitor Sergeant only), Heavy (Gunner only), Demolitions, Scout, Sniper, Veteran									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, INFANTRY, TRAITOR GUARDSMEN									

CHAOS BEASTMEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Chaos Beastman	6"	3+	4+	4	4	1	1	6	5+	-
This model is armed with either a laspistol or autopistol, either a chainsword or brutal assault weapon, and frag grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Autopistol	12"	Pistol 1		3	0	1	-			
Laspistol	12"	Pistol 1		3	0	1	-			
Brutal assault weapon	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Servants of the Abyss: You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.						Savage Charge: Add 1 to the Strength and Attacks characteristics of this model in a battle round in which it charges.			
SPECIALISTS	Leader, Combat, Demolitions, Veteran, Zealot									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, INFANTRY, CHAOS BEASTMEN									

NEGAVOLT CULTISTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Negavolt Cultist	6"	3+	4+	3	3	1	3	8	6+	-
This model is armed with electro-goads.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Electro-goads	Melee	Melee		+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.			
ABILITIES	Servants of the Abyss: You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.						Voltagheist Field: This model has a 5+ invulnerable save. After this model has charged, choose one of the target models within 1" and roll a D6. On a 6 that target model suffers 1 mortal wound.			
	Fanatical Devotion: Each time this model loses a wound, roll a D6; on a 5+ the model does not lose that wound.									
SPECIALISTS	Leader, Combat, Veteran, Zealot									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, INFANTRY, NEGAVOLT CULTISTS									

ROGUE PSYKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rogue Psyker	6"	4+	4+	3	3	4	2	8	5+	-
This model is armed with a laspistol and Chaos stave.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Laspistol	12"	Pistol 1		3	0	1	-			
Chaos stave	Melee	Melee		User	-1	D3	-			
ABILITIES	Servants of the Abyss: You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.						Unrestrained Power: You can re-roll any dice rolls of 1 when taking a Psychic test for this model. However, this model suffers Perils of the Warp on any Psychic test roll of a double, not just double 1 or double 6.			
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> power.									
SPECIALISTS	Leader, Comms, Veteran, Zealot									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, INFANTRY, PSYKER, ROGUE PSYKER									

BLACK LEGIONNAIRE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Black Legionnaire	6"	3+	3+	4	4	1	1	7	3+	-
This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.						Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.			
SPECIALISTS	Leader, Combat, Sniper, Veteran, Zealot									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, HERETIC ASTARTES, INFANTRY, BLACK LEGIONNAIRE									

SERVANTS OF THE ABYSS

MODEL	POINTS PER MODEL (Not including wargear)
Black Legionnaire	12
Chaos Beastman	7
Negavolt Cultist	9
Obsidius Mallex (Level 1)	125
Obsidius Mallex (Level 2)	140
Obsidius Mallex (Level 3)	155
Obsidius Mallex (Level 4)	170
Rogue Psyker	20
Traitor Guardsman	5
- Traitor Guardsman Gunner	5
- Traitor Sergeant	5

SERVANTS OF THE ABYSS MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Brutal assault weapon	0
Chainsword	0
Chaos stave	0
Electro-goads	0
Thunder hammer	0

SERVANTS OF THE ABYSS RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autopistol	0
Boltgun	0
Bolt pistol	0
Flamer	3
Frag grenades	0
Krak grenades	0
Lasgun	0
Laspistol	0
Plasma pistol	0

DEATH GUARD

The Death Guard are foulness made manifest. They are a vision of unnatural corruption, of nobility, courage and strength perverted into rancour, rot and diseased might. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Death Guard kill teams.

For ten thousand years, the Death Guard have served the Plague God Nurgle. Once they were a loyalist Space Marine Legion, but during the Horus Heresy they followed their embittered Primarch, Mortarion, into rebellion and gave their souls to the Plague God, Nurgle. Now their bodies are riddled with disease, inured to an impossible level of pain by their bloated, mutated nature. Wreathed in droning clouds of plague flies, wielding revolting weapons that unleash weaponised sicknesses and flesh-eating blights, these Plague Marines spread the countless contagions of Nurgle to every world upon which they set foot.

Death Guard kill teams tend to be compact and incredibly durable. Tough beyond mortal measure and wielding weapons made even deadlier by plague, they sow the seeds of new epidemics and wars wherever Nurgle wills it. They trudge slowly and inexorably towards the foe, arrogant in their sheer resilience and the belief that Grandfather Nurgle has all eternity to lavish his gifts upon the ungrateful foe. Terror, sickness and entropy are the weapons of these foul shock troops – they delight in watching their enemies lose first their nerve, then control of their bodies as the foul contagions of Nurgle take hold, and finally their minds as they realise their inescapable fate. Thus do the Death Guard continue their advance over the bubbling remains of their foes, already seeking new population centres to enlighten with Nurgle's most generous creed.



DEATH GUARD KILL TEAMS

If every model in your kill team has the DEATH GUARD Faction keyword, models in your kill team gain the Inexorable Advance ability, below, and you can use Death Guard Tactics.

Inexorable Advance: Models in your kill team do not suffer the penalty to their hit rolls for shooting Heavy weapons during a battle round in which they moved, or for shooting Assault weapons during a battle round in which they Advanced. In addition,

models in your kill team firing Rapid Fire weapons double the number of attacks they make if all of their targets are within 18" (rather than within half the weapon's Range characteristic).

DEATH GUARD KILL TEAMS

If every model in your kill team has the **DEATH GUARD** Faction keyword, you can use Death Guard Tactics.

PUTRID SPLATTER

Death Guard Tactic

Use this Tactic when a model from your kill team loses a wound in the Fight phase. Roll a D6 for each enemy model within 1" of that model. On a 6 that enemy model suffers 1 mortal wound after all of its attacks have been resolved.

2 COMMAND POINTS

CLOUD OF FLIES

Death Guard Tactic

Use this Tactic at the end of the Movement phase. Pick a model from your kill team. Until the end of the battle round, enemy models can only shoot that model if it is the closest target visible to them.

2 COMMAND POINTS

VETERANS OF THE LONG WAR

Death Guard Tactic

Use this Tactic when a **PLAGUE MARINE** model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **IMPERIUM** models until the end of the phase.

2 COMMAND POINTS

GRANDFATHER'S BLESSING

Death Guard Tactic

Use this Tactic at the start of the first battle round. Pick a model from your kill team and roll a D6. On a 1 that model is found unworthy and suffers D3 mortal wounds. On a 2+ add 1 to hit and wound rolls for the model until the end of the battle. You can only use this Tactic once per battle.

2 COMMAND POINTS

NURGLING INFESTATION

Death Guard Tactic

Use this Tactic at the end of the Movement phase. Pick an enemy model within 1" of your Leader and roll a D6. On a 4+ that enemy model suffers 1 mortal wound.

2 COMMAND POINTS

NURGLE'S GIFT

Death Guard Tactic

Use this Tactic after a **POXWALKER** from your kill team takes an enemy model out of action in the Fight phase. Roll a D6. On a 4+ you may set up a new Poxwalker within 1" of the Poxwalker that made the attack. The new Poxwalker is treated as a member of your kill team, but is not part of a fire team (pg 204) and is not added to your command roster.

1 COMMAND POINT

TELEPORT STRIKE

Death Guard Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **TERMINATOR** models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

VETERANS OF THE LONG WAR

Death Guard Tactic

Use this Tactic when a **PLAGUE MARINE** or **TERMINATOR** model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **IMPERIUM** models until the end of the phase.

2 COMMAND POINTS

PLAGUE MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Plague Marine	5"	3+	3+	4	5	1	1	7	3+	-
Plague Marine Gunner	5"	3+	3+	4	5	1	1	7	3+	2
Plague Marine Fighter	5"	3+	3+	4	5	1	2	7	3+	2
Plague Champion	5"	3+	3+	4	5	1	2	8	3+	1
This model is armed with a plague knife, boltgun, blight grenades and krak grenades. Up to two Plague Marines in your kill team can be Plague Marine Gunners, up to two Plague Marines in your kill team can be Plague Marine Fighters, and one Plague Marine in your kill team can be a Plague Champion.										
WARGEAR OPTIONS	• A Plague Marine Gunner may replace their boltgun with a plague spewer, plague belcher, blight launcher, meltagun or plasma gun. • A Plague Marine Fighter may replace their boltgun with one of the following: - a bubotic axe, great plague cleaver or flail of corruption - a second plague knife - a mace of contagion and bubotic axe • A Plague Champion may replace their plague knife with a plaguesword. • A Plague Champion may replace their boltgun with a bolt pistol, plasma pistol or plasma gun. • A Plague Champion may take a power fist. • One Plague Marine in your kill team may take an Icon of Despair.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound. Icon of Despair: Subtract 1 from the Leadership characteristic of enemy models within 6" of any models equipped with an Icon of Despair.									
SPECIALISTS	Leader (Plague Champion only), Heavy (Gunner only), Zealot (Fighter only), Combat, Demolitions, Veteran									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, INFANTRY, PLAGUE MARINE									

POXWALKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Poxwalker	4"	5+	6+	3	3	1	2	4	7+	-
This model is armed with an improvised weapon.										
ABILITIES	Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.									
SPECIALISTS	Combat, Zealot									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, INFANTRY, POXWALKER									

'Remember, brothers, that we too were soldiers of the false Imperium before the Primarch opened our eyes. Do not hate your enemy, but rather pity them their ignorance, and be generous with your gifts so that they too might know the glory of Nurgle.'

- Plague Champion Repugnus Grolg of the Sevenfold Stricken

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Blight launcher	24"	Assault 2	6	-2	D3	You can re-roll wound rolls of 1 for this weapon.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plague belcher	9"	Assault D6	4	0	1	You can re-roll wound rolls of 1 for this weapon. This weapon automatically hits its target.
Plague spewer	9"	Heavy D6	5	-1	1	You can re-roll wound rolls of 1 for this weapon. This weapon automatically hits its target.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bubotic axe	Melee	Melee	+1	-2	1	You can re-roll wound rolls of 1 for this weapon.
Flail of corruption	Melee	Melee	+2	-2	1	You can re-roll wound rolls of 1 for this weapon. Make D3 hit rolls each time you attack with this weapon.
Great plague cleaver	Melee	Melee	x2	-3	D6	You can re-roll wound rolls of 1 for this weapon. When attacking with this weapon, you must subtract 1 from the hit roll.
Improvised weapon	Melee	Melee	User	0	1	-
Mace of contagion	Melee	Melee	+2	-1	3	You can re-roll wound rolls of 1 for this weapon. When attacking with this weapon, you must subtract 1 from the hit roll.
Plague knife	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Plague Marine	14
- Plague Marine Gunner	15
- Plague Marine Fighter	15
- Plague Champion	15
Poxwalker	3

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Bubotic axe	2
Flail of corruption	4
Great plague cleaver	4
Improvised weapon	0
Mace of contagion	3
Plague knife	0
Plaguesword	0
Power fist	4

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Blight grenade	0
Blight launcher	3
Bolt pistol	0
Boltgun	0
Krak grenade	0
Meltagun	3
Plague belcher	3
Plague spewer	4
Plasma gun	3
Plasma pistol	1

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Icon of Despair	3

BLIGHTLORD TERMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Blightlord Terminator	4"	3+	3+	4	5	2	2	8	2+	-
Blightlord Gunner	4"	3+	3+	4	5	2	2	8	2+	2
Blightlord Fighter	4"	3+	3+	4	5	2	2	8	2+	2
Blightlord Champion	4"	3+	3+	4	5	2	3	9	2+	1
This model is armed with a combi-bolter and either a balesword or a bubotic axe. Up to two Blightlord Terminators in your kill team can be Blightlord Gunners, up to two Blightlord Terminators in your kill team can be Blightlord Fighters, and one Blightlord Terminator in your kill team can be a Blightlord Champion.										
WARGEAR OPTIONS	- This model may replace its combi-bolter with a combi-flamer, combi-melta or combi-plasma. - A Blightlord Gunner may replace their combi-bolter with a plague spewer, reaper autocannon or blight launcher. - A Blightlord Fighter may replace their weapons with a flail of corruption.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Cataphractii Armour: This model has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far it Advances. Aura of Rust: Each time you make an unmodified wound roll of 6 for one of this model's melee weapons, improve the AP of that attack by 1 (e.g. AP -2 becomes AP -3).									
SPECIALISTS	Leader (Champion only), Heavy (Gunner only), Combat, Demolitions, Veteran, Zealot									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, INFANTRY, TERMINATOR, BLIGHTLORD TERMINATOR									



DEATHSHROUD TERMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Deathshroud Terminator	4"	3+	3+	5	5	2	3	8	2+	-
Deathshroud Champion	4"	3+	3+	5	5	2	4	9	2+	1
This model is armed with a manreaper and plaguespurt gauntlet. One Deathshroud Terminator in your kill team can be a Deathshroud Champion.										
WARGEAR OPTIONS	• A Deathshroud Champion may take a second plaguespurt gauntlet.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound. Eyes of Mortarion: Add 1 to the Attacks characteristic of COMMANDERS within 3" of any friendly models with this ability. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Cataphractii Armour: This model has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far it Advances. Silent Bodyguard: Roll a D6 each time a COMMANDER is hit by a ranged or melee weapon whilst they are within 3" of any friendly models with this ability. On a 2+ choose one of those models to be hit instead – resolve the remainder of the attack sequence against that model.									
SPECIALISTS	Leader (Champion only), Combat, Demolitions, Veteran, Zealot									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, INFANTRY, TERMINATOR, DEATHSHROUD TERMINATOR									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any unmodified hit rolls of 1 when firing supercharge, the bearer is taken out of action after all of the weapon's shots have been resolved.
Plaguespurt gauntlet	6"	Pistol D6	3	0	1	You can re-roll wound rolls of 1 for this weapon. This weapon automatically hits its target.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Plague belcher	9"	Assault D6	4	0	1	You can re-roll wound rolls of 1 for this weapon. This weapon automatically hits its target.
Plague spewer	9"	Heavy D6	5	-1	1	You can re-roll wound rolls of 1 for this weapon. This weapon automatically hits its target.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Balesword	Melee	Melee	User	-3	1	You can re-roll wound rolls of 1 for this weapon.
Manreaper	Melee	Melee	+3	-3	D3	You can re-roll wound rolls of 1 for this weapon.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Blightlord Terminator	40
- Blightlord Gunner	41
- Blightlord Fighter	41
- Blightlord Champion	41
Deathshroud Terminator	50
- Deathshroud Champion	55

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Balesword	0
Bubotic axe	0
Flail of corruption	0
Manreaper	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Blight launcher	7
Combi-bolter	0
Combi-flamer	1
Combi-melta	5
Combi-plasma	3
Plague spewer	0
Plaguespurt gauntlet (single/pair)	0/3
Reaper autocannon	5



FOUL BLIGHTSPAWN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Foul Blightspawn	5"	3+	3+	4	5	4	3	8	3+	1
This model is armed with a plague sprayer, blight grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Plague sprayer	9"	Assault D6		2D6	-3	3	This weapon automatically hits its target. Roll to determine the Strength of this weapon after selecting its target(s). You can re-roll wound rolls of 1 for this weapon.			
Blight grenade	6"	Grenade D6		3	0	1	You can re-roll wound rolls of 1 for this weapon.			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.									
	Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+, the model does not lose that wound.									
	Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
	Unholy Death's Head: Each Foul Blightspawn carries a single unholy death's head grenade. Once per battle, a Foul Blightspawn can throw an unholy death's head grenade instead of a blight grenade. When they do so, change that weapon's Type to Grenade 2D6.									
SPECIALISTS	Fortitude, Logistics, Melee, Strength									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, COMMANDER, INFANTRY, FOUL BLIGHTSPAWN									

REVOLTING STENCH

Death Guard Tactic Foul Blightspawn Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **FOUL BLIGHTSPAWN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, enemy models that charged this turn and are within 3" of this model at the start of the Fight phase cannot be chosen to fight in the Hammer of Wrath section of the Fight phase, but can be chosen to fight in the Fight For Your Lives section instead. This ability also affects models that have abilities that would enable them to fight in the Hammer of Wrath section as if they had charged.

1 COMMAND POINT

DEATH GUARD

MODEL	POINTS PER MODEL
Foul Blightspawn (Level 1)	80
Foul Blightspawn (Level 2)	100
Foul Blightspawn (Level 3)	120
Foul Blightspawn (Level 4)	145
WARGEAR	POINTS PER ITEM
Blight grenades	0
Krak grenades	0
Plague sprayer	0

'The pox-factories of the Plague Planet have blessed my flesh with the most exquisite feculence. I yearn to spread my suppurating gifts amidst the dull creatures of the Imperium.'

- Foul Blightspawn Gloubus Vetch

TALLYMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tallyman	5"	3+	3+	4	5	4	3	8	3+	1
This model is armed with a plasma pistol, blight grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Blight grenade	6"	Grenade D6		3	0	1	You can re-roll wound rolls of 1 for this weapon.			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.						The Seven-fold Chant: If your kill team is Battle-forged, and you have a Tallyman on the battlefield that is not shaken, roll 2D6 each time you spend Command Points to use a Death Guard Tactic. If the result is 7, the Command Points spent to use that Tactic are immediately refunded.			
	Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+, the model does not lose that wound.						Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.			
SPECIALISTS	Fortitude, Leadership, Logistics, Melee, Shooting, Strategist, Strength									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, COMMANDER, INFANTRY, TALLYMAN									

FESTERING ZEALOT

Death Guard Tactic Tallyman Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a TALLYMAN. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls in the Fight phase for friendly models within 7" of this model.

1 COMMAND POINT

DEATH GUARD

MODEL	POINTS PER MODEL
Tallyman (Level 1)	45
Tallyman (Level 2)	60
Tallyman (Level 3)	75
Tallyman (Level 4)	100
WARGEAR	POINTS PER ITEM
Blight grenades	0
Krak grenades	0
Plasma pistol	0

BIOLOGUS PUTRIFIER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Biologus Putrifier	5"	3+	3+	4	5	4	3	8	3+	1
This model is armed with a plague knife, injector pistol, hyper blight grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Injector pistol	3"	Pistol 1		4	-1	D6	You can re-roll wound rolls of 1 for this weapon.			
Plague knife	Melee	Melee		User	0	1	You can re-roll wound rolls of 1 for this weapon.			
Hyper blight grenade	6"	Grenade D6		4	0	2	You can re-roll wound rolls of 1 for this weapon. Each wound roll of 6+ made for this weapon inflicts a mortal wound on the target in addition to any other damage.			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+, the model does not lose that wound. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Pestilential Explosion: If this model is taken out of action, roll a D6 before removing it from the battlefield. On a 6, each model within 3" suffers 1 mortal wound unless it has the NURGLE keyword.									
SPECIALISTS	Fortitude, Logistics, Melee, Shooting, Strength									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, COMMANDER, INFANTRY, BIOLOGUS PUTRIFIER									

BLIGHT RACKS

Death Guard Tactic Biologus Putrifier Aura Tactic

Use this Tactic at the start of the [Shooting](#) phase if your kill team includes a **BIOLOGUS PUTRIFIER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, increase the Strength and Damage characteristics of all blight grenades carried by friendly **DEATH GUARD** models by 1 whilst they are within 3" of this model. In addition, whilst a friendly model is within 3" of this model, each wound roll of 6+ made for that model when it attacks with a blight grenade inflicts a mortal wound on the target in addition to any other damage.

1 COMMAND POINT

DEATH GUARD

MODEL	POINTS PER MODEL
Biologus Putrifier (Level 1)	50
Biologus Putrifier (Level 2)	65
Biologus Putrifier (Level 3)	80
Biologus Putrifier (Level 4)	105
WARGEAR	POINTS PER ITEM
Hyper blight grenades	0
Injector pistol	0
Krak grenades	0
Plague knife	0

'Filth and grime, pox and slime, beating wings and seeping grue, bring your fluxsome energies, bring unclean life, we beseech you...'

- Extract from the 7th Incantation

PLAGUE SURGEON

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Plague Surgeon	5"	3+	3+	4	5	4	3	8	3+	1
This model is armed with a bolt pistol, balesword, blight grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Balesword	Melee	Melee			User	-3	1	You can re-roll wound rolls of 1 for this weapon.		
Blight grenade	6"	Grenade D6			3	0	1	You can re-roll wound rolls of 1 for this weapon.		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.							Gene-seed Thief: Add 1 to hit and wound rolls made for this model in the Fight phase when targeting an ADEPTUS ASTARTES model.		
	Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+, the model does not lose that wound.							Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.		
SPECIALISTS	Fortitude, Leadership, Logistics, Melee, Shooting, Strength									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, COMMANDER, INFANTRY, PLAGUE SURGEON									

TAINTED NARTHECIUM

Death Guard Tactic Plague Surgeon Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a PLAGUE SURGEON. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you may re-roll any Disgustingly Resilient rolls of 1 made for friendly models within 3" of this model.

1 COMMAND POINT

DEATH GUARD

MODEL	POINTS PER MODEL
Plague Surgeon (Level 1)	45
Plague Surgeon (Level 2)	60
Plague Surgeon (Level 3)	75
Plague Surgeon (Level 4)	100
WARGEAR	POINTS PER ITEM
Balesword	0
Blight grenades	0
Bolt pistol	0
Krak grenades	0

LORD OF CONTAGION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Lord of Contagion	4"	2+	2+	4	5	6	4	9	2+	1
This model is armed with a plaguereaper.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Manreaper	Melee	Melee		+3	-3	D3	You can re-roll wound rolls of 1 for this weapon.			
Plaguereaper	Melee	Melee		+2	-3	3	You can re-roll wound rolls of 1 for this weapon.			
WARGEAR OPTIONS	• This model may replace its plaguereaper with a manreaper.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound. Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. Cataphractii Armour: This model has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far it Advances.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Strategist, Strength									
FACTION KEYWORD	DEATH GUARD									
KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, COMMANDER, INFANTRY, TERMINATOR, LORD OF CONTAGION									

VECTOR OF CONTAGION

Death Guard Tactic Lord of Contagion Tactic

Use this Tactic at the start of the battle round if your kill team includes a LORD OF CONTAGION that is not shaken. Roll a dice for each enemy model that is within 1" of any model from your kill team that is within 3" of that LORD OF CONTAGION; on a 4+ that enemy model suffers a mortal wound.

2 COMMAND POINTS

DEATH GUARD

MODEL	POINTS PER MODEL
Lord of Contagion (Level 1)	114
Lord of Contagion (Level 2)	134
Lord of Contagion (Level 3)	154
Lord of Contagion (Level 4)	179
WARGEAR	POINTS PER ITEM
Manreaper	0
Plaguereaper	0



GELLERPOX INFECTED

Blessed with foul gifts by a Chaos techno-virus, the Gellerpox Mutants seek to spread their contagion to both man and machine. Having emerged from the engine decks of the *New Dawn*, a band of these aberrations, led by the grotesque Vulgrar Thrice-Cursed, seek to undo the Imperium's works.

When the Geller field generator of the ship the *New Dawn* malfunctioned, it became possessed by a warp entity. Slowly, the mutative malady grew until it affected those that worked most closely with it.

The ship's engine-master was transformed entirely; his body absorbed those of his two first mates, their appendages sprouting amongst the bulbous mass of flesh. Having become the abomination known as Vulgrar Thrice-Cursed, the Twisted Lord set about growing the infections that had taken hold of the lower decks.

The bulk of the Infected are Gellerpox Mutants, twisted in form and blessed with leather-toughened necrotic skin. Strange metal masks cover their faces – melted fragments of warp-metals that grew over them during fell rituals as they prostrated themselves before the malfunctioned Geller field generator. These creatures speak in a mix of mucus-ridden voices and garbled machine static, and willingly carry out the brutal assaults ordered by Vulgrar.

While most of the *New Dawn*'s crew became Gellerpox Mutants, a select few grew into something even more terrifying. Nightmare Hulks are heavily muscled behemoths, with tentacles, slicing claws and massive spikes protruding from their twisted flesh. These creatures are treated as living battering rams by the Gellerpox Mutants, able to rip apart their enemies as well as smash in bulkheads.

So great was the fell power of the *New Dawn*'s corrupted Geller field generator that it allowed Glitchlings

to materialise from the warp. Small Daemons, these wicked creatures cackle scrapcode, and their very presence disrupts nearby machinery. With clunking sounds and strange sparks, guns refuse to fire and generators cycle down when the Glitchlings appear nearby.

Strange things crawl around the Infected, writhing and growing beneath the feet of the Gellerpox Mutants. The parasites that once

plagued the tightly packed crew of the *New Dawn* were likewise affected by the influx of Chaos energies. Grown in size, bloodlust and deadliness, these Mutoid Vermin follow the larger mutants in search of fresh prey to feed upon.

At Vulgrar's bellowed orders, the Gellerpox Infected surge forward, driven to corrupt all that they see and eager to befoul both man and machine.



GELLERPOX INFECTED TACTICS

If every model in your kill team has the **GELLERPOX INFECTED** Faction keyword, you can use Gellerpox Infected Tactics.

CORRUPTION AND DECAY

Gellerpox Infected Tactic

Use this Tactic at the start of the Fight phase. Choose an enemy model within 3" of a model from your kill team. Until the end of the phase, subtract 1 from that enemy model's Toughness characteristic.

2 COMMAND POINTS

GELLERSHIFT

Gellerpox Infected Tactic

Use this Tactic in the Movement phase before making a normal move with a **GELLERPOX MUTANT** from your kill team. Remove that model from the battlefield, then set it up anywhere on the battlefield that is more than 4" from any enemy models. It cannot move further in this phase.

2 COMMAND POINTS

RANCID VOMIT

Gellerpox Infected Tactic

Use this Tactic at the start of the Shooting phase. Choose a **NIGHTMARE HULK** model from your kill team and then choose an enemy model within 6" of and visible to it. Roll three D6; for each roll of 5+ that enemy model suffers 1 mortal wound.

2 COMMAND POINTS



VERMINOID INFESTATION

Gellerpox Infected Tactic

Use this Tactic at the end of the Movement phase. Set up a **MUTOID VERMIN** model on the battlefield anywhere that is wholly within 6" of a **GELLERPOX INFECTED** model from your kill team and more than 6" from any enemy models. This **MUTOID VERMIN** model is added to your kill team until the end of the mission, but is ignored for the purposes of determining whether your kill team is broken. At the end of the battle, remove all models added to your kill team through this Tactic before determining who has won the mission.

3 COMMAND POINTS

TWISTED BLESSINGS

Gellerpox Infected Tactic

Use this Tactic at the end of the Movement phase. Choose a **NIGHTMARE HULK** model from your kill team that has one or more flesh wounds and roll a D6; on a 4+ one flesh wound is removed from that model.

2 COMMAND POINTS

MACHINE GLITCH

Gellerpox Infected Tactic

Use this Tactic when a player attempts to open or close a door if a **GLITCHLING** from your Kill Team that is not shaken is within 1" of that door or doorway. Add 3 to your dice result when rolling off to determine if that door opens (or remains closed) or if it closes (or remains open).

1 COMMAND POINT

NIGHTMARE HULK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Nightmare Hulk	4"	4+	-	5	5	4	3	7	6+	2
Gnasher-Screamer	4"	4+	-	5	5	4	4	8	6+	1
This model is armed with hideous mutations. One Nightmare Hulk in your kill team can be Gnasher-Screamer. Gnasher-Screamer is armed with hideous mutations and a plague cleaver.										
ABILITIES	Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.						Horrific Visage: Subtract 1 from the Leadership characteristic of models whilst they are within 6" of any enemy models with this ability.			
SPECIALISTS	Leader (Gnasher-Screamer only), Combat, Veteran, Zealot									
FACTION KEYWORD	GELLERPOX INFECTED									
KEYWORDS	CHAOS, NURGLE, INFANTRY, NIGHTMARE HULK									

GELLERPOX MUTANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max			
Gellerpox Mutant	5"	4+	4+	4	4	1	2	6	6+	3			
This model is armed with frag grenades, mutated limbs and improvised weapons.													
ABILITIES	Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.							Gellercaust Mask: This model has a 5+ invulnerable save. Each time you roll an unmodified saving throw of 6 for this model in the Fight phase, and this model is not shaken, the enemy model that made the attack suffers 1 mortal wound after it has made all of its attacks.					
SPECIALISTS	Leader, Combat, Demolitions, Scout, Veteran, Zealot												
FACTION KEYWORD	GELLERPOX INFECTED												
KEYWORDS	CHAOS, NURGLE, INFANTRY, GELLERPOX MUTANT												

EYESTINGER SWARM

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Eyestinger Swarm	10"	4+	-	2	2	1	D3	8	7+	4
This model is armed with a spawning barb.										
ABILITIES	Hatchlings: Add 1 to Injury rolls made for this model. However, this model can never suffer flesh wounds (any flesh wound result this model suffers has no effect). Buzzing Swarm: Subtract 1 from hit rolls made for attacks that target this model. In addition, this model automatically passes Falling tests. Mindless: Eyestinger Swarms cannot be specialists, are not part of a fire team and cannot gain experience.									
FACTION KEYWORD	GELLERPOX INFECTED									
KEYWORDS	CHAOS, NURGLE, SWARM, FLY, MUTOID VERMIN, EYESTINGER SWARM									

GLITCHLING

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Glitchling	5"	4+	-	2	2	1	2	7	6+	4
This model is armed with diseased claws and fangs										
ABILITIES	Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound. Squishable: This model only receives the benefit of its Disgustingly Resilient ability against attacks with a Damage characteristic of 1. Daemonic: This model has a 5+ invulnerable save. Weapon Glitch: As long as this model is not shaken, subtract 1 from hit rolls made for attacks with ranged weapons that target this model.									
SPECIALISTS	Combat, Scout, Zealot									
FACTION KEYWORD	GELLERPOX INFECTED									
KEYWORDS	CHAOS, NURGLE, INFANTRY, DAEMON, GLITCHLING									

CURSEMITE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Cursemite	8"	4+	-	2	2	1	2	8	6+	4
This model is armed with a bloodsucking proboscis.										
ABILITIES	Leaping Insectoids: You can re-roll failed charge rolls for this model. In addition, whenever this model piles in and consolidates, it can move up to 6". Vermin: Add 1 to Injury rolls made for this model. Mindless: Cursemites cannot be specialists, are not part of a fire team and cannot gain experience.									
FACTION KEYWORD	GELLERPOX INFECTED									
KEYWORDS	CHAOS, NURGLE, BEAST, MUTOID VERMIN, CURSEMITE									

SLUDGE-GRUB

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sludge-Grub	5"	4+	4+	3	2	1	1	8	6+	4
This model is armed with acid spit, and a fanged maw and stinger.										
ABILITIES	Caustic Blood: If this model is taken out of action in the Fight phase, roll a D6; on a 6 the enemy model that made the attack that took this model out of action suffers 1 mortal wound after it has made all of its attacks. Vermin: Add 1 to Injury rolls made for this model. Mindless: Sludge-Grubs cannot be specialists, are not part of a fire team and cannot gain experience.									
FACTION KEYWORD	GELLERPOX INFECTED									
KEYWORDS	CHAOS, NURGLE, BEAST, MUTOID VERMIN, SLUDGE-GRUB									

VULGRAR THRICE-CURSED

A Twisted Lord of vast size and strength, Vulgrar Thrice-Cursed is the undisputed leader of the Gellerpox Infected that emerged from the lower decks of the *New Dawn*. Possessed of devious cunning and a burning desire to infect others, Vulgrar drives his fellow mutants onwards with great zeal.

Amstein Vulg was once a strapping engine-master in command of the engine decks of the starship *New Dawn*, but the Gellerpox virus changed all that. Now he is a Twisted Lord, better known as Vulgrar Thrice-Cursed or simply 'Old Boilerguts'.

While the corrupted Geller field generator bestowed many darksome gifts upon the engine crew, none were granted more than Vulg. The engine-master swelled massively in size, his new form supported by bulging muscles and a dark, pulsing vitality. In a disturbing ceremony, the writhing bodies of his two first mates became absorbed within his own flesh, and thus did Vulg become the three-headed Vulgrar. Horrific to look upon, the Twisted Lord sprouted new limbs and developed an ability to skin-graft weapons into his body, merging man and machine with gruesome results.

Not all the crew of the *New Dawn* accepted their gifts willingly. In combat against such non-believers, Vulgrar proved more than a match for even the most veteran amongst them, his multiple weapon-tipped limbs pummelling and ripping apart any who dared oppose him. Yet Vulgrar saved his most dangerous weapon until he was confronted by two dozen Voidsmen-at-Arms. Shrugging off lasgun fire, the Twisted Lord exposed his distended gut to reveal a raging fire burning within. His belly had become a disease-furnace that was stoked by hatred. With a grunt, Vulgrar issued forth a gout of corrupting fire, an unnatural inferno that engulfed his enemies. None survived, and their blackened bones now help fuel the flickering flames that still burn within the Twisted Lord.

Vulgrar is a boisterous leader, looking after not only those mutants beneath him, but also the infected Geller field generator that gifted him with his new abilities. It was he who first succumbed to its call, and who gathered others of the crew to perform debased rituals. Those that dissented from this new path were quickly shown the error of their ways. At first the Infected had been like a carbuncle on the underbelly of their host culture, but eventually it was they who ruled the ship. In all his zealous actions to grow his beloved cult, Vulgrar still shows elements of his old engine-master self – cooing over well-made mechanisms and expressing appreciation for the solid craftsmanship of the machines and mutations that surround him.



COMMANDER ABILITIES

In addition to great strength and vile mutations, Vulgrar is also gifted with devious cunning and a commanding presence by the Dark Gods. With roars, great gurgling commands or mucus-ridden gibberings, Vulgrar knows how and when to best rouse his followers to acts of terrible slaughter.

When purchasing Commander upgrades for Vulgrar Thrice-Cursed, you can choose from the Twisted Brilliance and Master of Vermin upgrades below in addition to those listed on page 29. In addition, if your kill team includes **VULGRAR THRICE-CURSED**, you can use the Insane Gibbering and Lord of Resentment Tactics (see right).

10 PTS

TWISTED BRILLIANCE

Vulgrar Thrice-Cursed Trait

If your kill team is Battle-forged, you start the battle with 1 additional Command Point (this can only be spent to use a Gellerpox Infected Tactic).

15 PTS

MASTER OF VERMIN

Vulgrar Thrice-Cursed Trait

As long as this model is not shaken, you can re-roll failed hit rolls for friendly **MUTOID VERMIN** models whilst they are within 6" of it.

INSANE GIBBERING

Vulgrar Thrice-Cursed Tactic

Use this Tactic at the start of the Psychic phase if your kill team includes **VULGRAR THRICE-CURSED**. Until the end of the phase, subtract 1 from Psychic tests taken for enemy **PSYKERS** whilst they are within 18" of your **VULGRAR THRICE-CURSED**.

1 COMMAND POINT

LORD OF RESENTMENT

Vulgrar Thrice-Cursed Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes **VULGRAR THRICE-CURSED**. This model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 made for friendly **GELLERPOX INFECTED** models within 6" this model.

1 COMMAND POINT

VULGRAR THRICE-CURSED

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Vulgrar Thrice-Cursed	4"	3+	6+	5	5	5	4	9	6+	1
This model is armed with a belly-flamer and fleshripper claws.										
ABILITIES	Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.						Bionic Abomination: This model has a 6+ invulnerable save. Horrific Visage: Subtract 1 from the Leadership characteristic of models whilst they are within 6" of any enemy models with this ability.			
SPECIALISTS	Combat, Demolitions, Strength, Veteran, Zealot									
FACTION KEYWORD	GELLERPOX INFECTED									
KEYWORDS	CHAOS, NURGLE, COMMANDER, INFANTRY, TWISTED LORD, VULGRAR THRICE-CURSED									

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bloodsucking proboscis	Melee	Melee	User	0	1	Each unmodified hit roll of 6 made with this weapon scores 2 hits.
Diseased claws and fangs	Melee	Melee	User	0	1	Re-roll wound rolls of 1 for this weapon.
Fanged maw and stinger	Melee	Melee	User	-1	1	-
Fleshripper claws	Melee	Melee	+1	-2	2	-
Hideous mutations	Melee	Melee	User	-2	2	-
Mutated limbs and improvised weapons	Melee	Melee	User	-1	1	-
Plague cleaver	Melee	Melee	User	-2	2	Re-roll wound rolls of 1 for this weapon.
Spawning barb	Melee	Melee	User	0	1	Each hit roll of 6+ made for this weapon automatically results in a wound (do not make a wound roll for that attack).

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acid spit	8"	Pistol 1	User	-1	1	-
Belly-flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenades	6"	Grenade D6	3	0	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Includes wargear)
Cursemite	4
Eyestinger Swarm	5
Gellerpox Mutant	8
Glitchling	5
Nightmare Hulk	31
- Gnasher-Screamer	31
Sludge-grubs	5
Vulgrar Thrice-Cursed (Level 1)	65
Vulgrar Thrice-Cursed (Level 2)	85
Vulgrar Thrice-Cursed (Level 3)	105
Vulgrar Thrice-Cursed (Level 4)	130



THOUSAND SONS

Once, the Thousand Sons were a loyal Space Marine Legion who fought during the Great Crusade in the service of the Emperor. Yet the Chaos God Tzeentch led their psychically gifted Primarch, Magnus the Red, astray. With his fall, his Legion too was damned, and soon enough a terrible fate overtook the sons of Prospero.

Tzeentch is the Chaos God of change, fate and sorcery. His warping influence spread rapidly through the ranks of the Thousand Sons when they first dedicated themselves to him. With mutation running rife through their Legion, it appeared that the Thousand Sons might be wholly consumed by the unnatural powers they wielded. Instead, the Legion's Chief Librarian, Ahzek Ahriman, performed a mighty spell called the Rubric. Intended to halt the corruption afflicting the Thousand Sons, the spell's effects went much further; it blasted most of the surviving Legionnaires to dust, entombing their residual essence within their sealed suits of power armour for eternity.

Magnus the Red was furious beyond words at what his favoured son had wrought, and exiled Ahriman. Yet it cannot be denied that Ahriman saved the Thousand Sons from rampant change, even if he did so at the cost of their minds and souls.

What remained when the Rubric had done its work were virtual automata. The great majority of the Thousand Sons had become armour-golems animated by ghosts. Only the greatest Sorcerers amongst the XV Legion escaped this fate, and these mighty individuals now took charge of their near-mindless former brethren. The so-called Rubric Marines could still fight, still shoot, and were now immune to doubt, pain or fatigue. They became potent tools of conquest that their sorcerous masters used to further their own twisted agendas.

Now the Thousand Sons operate as interwoven cults and warbands, each following their own fractally elaborate plans for conquest. When such a scheme nears fruition, it is common for a kill team of Scarab Occult Terminators to be deployed to ensure its completion through the application of maximum force. In life, these sublimely skilled and psychically talented warriors once served as the bodyguards of Magnus the Red himself. They engraved arcane formulae and potent spells into their hulking armour, and when the Rubric struck the energies of these cursed inscriptions blended with the remnants of the Terminators' souls. The result was that the Scarab Occult Terminators were wreathed in shimmering shields of sorcerous energy, creating warriors resistant to the perils of empyric transfer, and therefore ideally suited to teleportation assault.

On the attack, these gilded giants hack through their enemies with sweeping blows of their serrated khopeshes, and gun them down with volley after volley of ensorcelled bolts. Meanwhile, the Sorcerer who leads the Rubricae into battle summons the twisting energies of the immaterium with booming words of power. He hurls blasts of mutagenic flame at his enemies, its touch burning them away to multihued embers, transmogrifying them into screaming statues of crystal or warping them into writhing mounds of glistening flesh.



THOUSAND SONS KILL TEAMS

If every model in your kill team has the THOUSAND SONS Faction keyword, models in your kill team gain the Brotherhood of Sorcerers ability below and you can use Thousand Sons Tactics.

Brotherhood of Sorcerers: When it is your turn to choose a PSYKER from your kill team to attempt to manifest psychic powers in this phase, you can choose up to two models from your kill team to do so. Resolve all of

one model's attempts before choosing the next model. In addition, the ranges of all psychic powers manifested by models in your kill team are increased by 3".

TELEPORT STRIKE

Thousand Sons Tactic

Use this Tactic at the end of the Movement phase. Choose up to three TERMINATOR models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

VETERANS OF THE LONG WAR

Thousand Sons Tactic

Use this Tactic when a RUBRIC MARINE or SCARAB OCCULT TERMINATOR from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target IMPERIUM models until the end of the phase.

2 COMMAND POINTS

IMMOVABLE AUTOMATON

Thousand Sons Tactic

Use this Tactic when a Rubric Marine, Rubric Marine Gunner, Scarab Occult Terminator or Scarab Occult Gunner from your kill team is taken out of action. Roll a D6. On a 4+ that model suffers a flesh wound instead.

2 COMMAND POINTS

SORCEROUS FOCUS

Thousand Sons Tactic

Use this Tactic at the start of your turn in the Psychic phase. Pick a PSYKER model from your kill team that is within 2" of at least two other models from your kill team. Add 6" to the range of this model's *Psybolt* psychic power until the end of the phase.

2 COMMAND POINTS

CYCLE OF SLAUGHTER

Thousand Sons Tactic

Use this Tactic at the end of the Fight phase. Pick a TZAANGOR from your kill team – that model can immediately fight an additional time.

2 COMMAND POINTS

HUNGERING WARPFLAME

Thousand Sons Tactic

Use this Tactic in the Shooting phase when you choose a model in your kill team to shoot with a warplamer or warplame pistol. Until the end of the phase, you can roll two dice when determining the number of attacks made by that weapon and pick the highest result.

1 COMMAND POINT

MALICIOUS FAMILIAR

Thousand Sons Tactic

Use this Tactic at the end of the Movement phase. Pick an enemy model within 1" of your Leader and roll a D6. On a 4+ that enemy model suffers 1 mortal wound.

1 COMMAND POINT

RUBRIC MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-
Rubric Marine Gunner	5"	3+	3+	4	4	1	1	7	3+	1
Aspiring Sorcerer	6"	3+	3+	4	4	1	2	8	3+	1
This model is armed with an inferno boltgun. One Rubric Marine in your kill team can be a Rubric Marine Gunner, and one Rubric Marine in your kill team can be an Aspiring Sorcerer. An Aspiring Sorcerer is instead armed with a force stave and inferno bolt pistol.										
WARGEAR OPTIONS	• An Aspiring Sorcerer may replace their inferno bolt pistol with a warpflame pistol. • A Rubric Marine may replace their inferno boltgun with a warpflamer. • A Rubric Marine Gunner may replace their inferno boltgun with a soulreaper cannon. • One Rubric Marine in your kill team may take an Icon of Flame.									
ABILITIES	Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks. All is Dust: Add 1 to saving throws for a Rubric Marine or Rubric Marine Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners. Favoured of Tzeentch: This model has a 5+ invulnerable save. Icon of Flame: At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Flame. On a 6 inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for. Transhuman Physiology (Aspiring Sorcerer only): Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.									
PSYKER	An Aspiring Sorcerer can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. He knows the <i>Psybolt</i> psychic power.									
SPECIALISTS	Leader (Aspiring Sorcerer only), Heavy (Gunner only), Combat , Demolitions , Veteran									
FACTION KEYWORD	THOUSAND SONS									
KEYWORDS	CHAOS, TZEENTCH, HERETIC ASTARTES, INFANTRY, PSYKER (ASPIRING SORCERER ONLY), RUBRIC MARINE									

TZAANGOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
Twistbray	6"	3+	4+	4	4	1	2	7	6+	1
This model is armed with Tzaangor blades. One Tzaangor in your kill team can be a Twistbray.										
WARGEAR OPTIONS	• This model may replace its Tzaangor blades with an autopistol and chainsword. • One Tzaangor in your kill team may instead take Tzaangor blades and a brayhorn.									
ABILITIES	Aura of Dark Glory: This model has a 5+ invulnerable save. Brayhorn: Add 1 to Advance and charge rolls made for TZAANGORS within 6" of any friendly models equipped with a brayhorn.									
SPECIALISTS	Leader (Twistbray only), Comms (Tzaangor with brayhorn only), Combat , Medic , Veteran , Zealot									
FACTION KEYWORD	THOUSAND SONS									
KEYWORDS	CHAOS, TZEENTCH, HERETIC ASTARTES, INFANTRY, TZAANGOR									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
Soulreaper cannon	24"	Heavy 4	5	-3	1	-
Warpflame pistol	6"	Pistol D6	3	-2	1	This weapon automatically hits its target.
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Force stave	Melee	Melee	+2	-1	D3	-
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Rubric Marine	16
- Rubric Marine Gunner	16
- Aspiring Sorcerer	17
Tzaangor	7
- Twistbray	8

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autopistol	0
Inferno bolt pistol	0
Inferno boltgun	0
Soulreaper cannon	4
Warpflame pistol	1
Warpflamer	4

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	0
Force stave	0
Tzaangor blades	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Brayhorn	3
Icon of Flame	1



SCARAB OCCULT TERMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Scarab Occult Terminator	4"	3+	3+	4	4	2	2	8	2+	-
Scarab Occult Gunner	4"	3+	3+	4	4	2	2	8	2+	2
Scarab Occult Sorcerer	5"	3+	3+	4	4	2	2	9	2+	1

This model is armed with an inferno combi-bolter and power sword.

Up to two Scarab Occult Terminators in your kill team can be Scarab Occult Gunners, and one Scarab Occult Terminator in your kill team can be a Scarab Occult Sorcerer. A Scarab Occult Sorcerer is armed with an inferno combi-bolter and force stave.

WARGEAR OPTIONS

- A Scarab Occult Gunner may replace their inferno combi-bolter with a heavy warpflamer or soulreaper cannon.
- Up to two Scarab Occult Terminators or Scarab Occult Gunners in your kill team may take a hellfyre missile rack.
- A Scarab Occult Sorcerer may replace their inferno combi-bolter with a power sword.

ABILITIES

Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you make a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

Transhuman Physiology (Sorcerer only): Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

All is Dust: Add 1 to saving throws for a Scarab Occult Terminator or Scarab Occult Gunner if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Scarab Occult Gunners.

Terminator Armour: This model has a 5+ invulnerable save.

PSYKER

A Scarab Occult Sorcerer can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the *Psybolt* psychic power.

SPECIALISTS

Leader (Sorcerer only), **Heavy** (Gunner only), **Combat**, **Demolitions**, **Veteran**

FACTION KEYWORD

THOUSAND SONS

KEYWORDS

CHAOS, T'ZEENTCH, HERETIC ASTARTES, INFANTRY, PSYKER (Scarab Occult Sorcerer only), TERMINATOR, SCARAB OCCULT TERMINATOR



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy warpflamer	8"	Heavy D6	5	-2	1	This weapon automatically hits its target.
Hellfyre missile rack	24"	Heavy 2	8	-2	D3	-
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	User	-3	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Scarab Occult Terminator	32
- Scarab Occult Gunner	33
- Scarab Occult Sorcerer	38

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Heavy warpflamer	0
Hellfyre missile rack	4
Inferno combi-bolter	0
Soulreaper cannon	3

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Force stave	0
Power sword	0





EXALTED SORCERER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Exalted Sorcerer	6"	2+	2+	4	4	5	4	9	3+	1
This model is armed with a force stave, inferno bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Exalted Sorcerer										
Inferno bolt pistol	12"	Pistol 1		4	-2	1	-			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Warpflame pistol	6"	Pistol D6		3	-2	1	This weapon automatically hits its target.			
Force stave	Melee	Melee		+2	-1	D3	-			
Power sword	Melee	Melee		User	-3	1	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
Disc of Tzeentch										
Blades	Melee	Melee		4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.			
WARGEAR OPTIONS										
• This model may replace its inferno bolt pistol with a plasma pistol or warpflame pistol. • This model may take a power sword. • This model may ride a Disc of Tzeentch. If he does so, he loses the INFANTRY keyword, gains the DAEMON, CAVALRY and FLY keywords, his Move characteristic is increased to 12" and his Disc will attack his enemies with its blades when he fights.										
ABILITIES										
Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.										
Favour of Tzeentch: This model has a 5+ invulnerable save.										
Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.										
PSYKER										
This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Discipline of Tzeentch (see opposite).										
SPECIALISTS										
Fortitude, Leadership, Logistics, Melee, Psyker, Shooting, Strategist, Strength										
FACTION KEYWORD										
THOUSAND SONS										
KEYWORDS										
CHAOS, TZEENTCH, HERETIC ASTARTES, COMMANDER, INFANTRY, SORCERER, PSYKER, EXALTED SORCERER										

THOUSAND SONS	
MODEL	POINTS PER MODEL
Exalted Sorcerer (Level 1)	81
Exalted Sorcerer (Level 2)	101
Exalted Sorcerer (Level 3)	121
Exalted Sorcerer (Level 4)	146
WARGEAR	POINTS PER ITEM
Disc of Tzeentch	20
Force stave	0
Frag grenades	0
Inferno bolt pistol	0
Krak grenades	0
Plasma pistol	7
Power sword	0
Warpflame pistol	7



TZAANGOR SHAMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tzaangor Shaman	12"	3+	3+	4	4	4	3	8	6+	1
This model is armed with a force stave. It rides to battle atop a Disc of Tzeentch, which attacks with its blades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Tzaangor Shaman										
Force stave	Melee	Melee		+2	-1	D3	-			
Disc of Tzeentch										
Blades	Melee	Melee		4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.			
ABILITIES		Aura of Dark Glory: This model has a 5+ invulnerable save.								
		Sorcerous Elixir: You can re-roll the first failed Psychic test you make for this model. This ability can only be used once per battle.								
PSYKER		This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as one psychic power generated from the Discipline of Tzeentch (see below).								
SPECIALISTS		Ferocity, Fortitude, Leadership, Melee, Psyker, Strategist, Strength								
FACTION KEYWORD		THOUSAND SONS								
KEYWORDS		CHAOS, TZEENTCH, HERETIC ASTARTES, COMMANDER, CAVALRY, DAEMON, TZAANGOR, FLY, PSYKER, SHAMAN								

DISCIPLINE OF TZEENTCH

To generate psychic powers from the Discipline of Tzeentch, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 GAZE OF FATE

The psyker uses his powers of precognition to unravel the strands of destiny, and in doing so discovers the one true path to victory.

Gaze of Fate has a warp charge value of 6. If manifested, you can re-roll a single Advance roll, charge roll, Psychic test, Deny the Witch test, hit roll, wound roll, saving throw, Injury roll or Nerve test before the next Psychic phase.

2 TREASON OF TZEENTCH

The psyker reaches his thoughts into the minds of his victims, subverting their will and turning them upon their own allies.

Treason of Tzeentch has a warp charge value of 8. If manifested, select an enemy model that is within 12" of the psyker and visible to him and roll 2D6. If the result is greater than the character's Leadership characteristic, the model is treated as if it were a model from your kill team in the subsequent Shooting and Fight phases. At the end of the Fight phase, the model reverts to being an enemy model.

3 BOLT OF CHANGE

The psyker unleashes a bolt of roiling warp energy that wracks the foe with sickening and uncontrollable mutations.

Bolt of Change has a warp charge value of 9. If manifested, the closest enemy model within 12" of the psyker and visible to him suffers D3 mortal wounds.

THOUSAND SONS

MODEL	POINTS PER MODEL
Tzaangor Shaman (Level 1)	40
Tzaangor Shaman (Level 2)	55
Tzaangor Shaman (Level 3)	70
Tzaangor Shaman (Level 4)	95
WARGEAR	POINTS PER ITEM
Disc of Tzeentch	0
Force stave	0



CHAOS DAEMONS KILL TEAMS

If every model in your kill team has the **CHAOS DAEMONS** Faction keyword, you can use Chaos Daemons Tactics.

REALITY BLINKS

Chaos Daemons Tactic

Use this Tactic when a **CHAOS DAEMONS** model that is not a **HORROR** from your kill team is taken out of action. Roll one D6. On a 4+, that injury roll is ignored and the model is restored to 1 wound.

3 COMMAND POINTS

WARP-SPAWNED TERROR

Chaos Daemons Tactic

Use this Tactic at the start of the Morale phase. Add 1 to Nerve tests for enemy models that are within 3" of any **CHAOS DAEMONS** models from your kill team.

2 COMMAND POINTS

PESTILENTIAL AURA

Chaos Daemons Tactic

Use this Tactic at the start of any battle round. Pick one **PLAGUEBEARER** model from your kill team. If this model is obscured, attacks that target this model suffer an additional -1 modifier to their hit rolls until the end of the battle round.

1 COMMAND POINT

CLEAVING BLOW

Chaos Daemons Tactic

Use this Tactic when you pick a **BLOODLETTER** model from your kill team to attack in the Fight phase. Add 1 to the Damage characteristic of that model's Hellblade until the end of the phase.

1 COMMAND POINT

MUTATING FIRE

Chaos Daemons Tactic

Use this Tactic when you pick a **HORROR** model from your kill team to attack in the Shooting phase. Until the end of the phase, change the Armour Piercing characteristic of this model's Coruscating Flames to -3.

1 COMMAND POINT

DEADLY DANCE

Chaos Daemons Tactic

Use this Tactic before making a Charge roll for a **DAEMONETTE** model from your kill team. You can roll 3D6 and pick which two rolls to use when determining this model's charge distance in this battle round.

1 COMMAND POINT



BLOODLETTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
Bloodletter Icon Bearer	6"	3+	3+	4	3	1	1	7	6+	1
Bloodletter Hornblower	6"	3+	3+	4	3	1	1	7	6+	1
Bloodreaper	6"	3+	3+	4	3	1	2	7	6+	1
This model is armed with a Hellblade. One Bloodletter in your kill team can be a Bloodletter Icon Bearer. A Bloodletter Icon Bearer is also equipped with a Icon of Khorne. One Bloodletter in your kill team can be a Bloodletter Hornblower. A Bloodletter Hornblower is also equipped with an Instrument of Khorne. One Bloodletter in your kill team can be a Bloodreaper.										
ABILITIES	Daemonic: This model has a 5+ invulnerable save. Unstoppable Ferocity: You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged. Icon of Khorne: You can re-roll charge rolls for BLOODLETTERS within 6" of any friendly models equipped with an Icon of Khorne. Instrument of Khorne: Add 1 to Advance and charge rolls made for BLOODLETTERS within 6" of any friendly models equipped with an Instrument of Khorne.									
SPECIALISTS	Leader (Bloodreaper only), Comms (Hornblower or Icon Bearer only), Combat , Veteran									
FACTION KEYWORD	CHAOS DAEMONS									
KEYWORDS	CHAOS, KHORNE, INFANTRY, DAEMON, BLOODLETTER									

DAEMONETTE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Daemonette	7"	3+	3+	3	3	1	2	7	6+	-
Daemonette Icon Bearer	7"	3+	3+	3	3	1	2	7	6+	1
Daemonette Hornblower	7"	3+	3+	3	3	1	2	7	6+	1
Alluress	7"	3+	3+	3	3	1	3	7	6+	1
This model is armed with Piercing Claws. One Daemonette in your kill team can be a Daemonette Icon Bearer. A Daemonette Icon Bearer is also equipped with an Icon of Slaanesh. One Daemonette in your kill team can be a Daemonette Hornblower. A Daemonette Hornblower is also equipped with an Instrument of Slaanesh. One Daemonette in your kill team can be an Alluress.										
ABILITIES	Daemonic: This model has a 5+ invulnerable save. Quicksilver Swiftess: A model with this ability can be chosen to fight in the Hammer of Wrath section of the Fight phase even if they have not charged in that battle round. Icon of Slaanesh: If you make a wound roll of 6+ for an attack made by a DAEMONETTE whilst they are within 6" of any friendly models equipped with an Icon of Slaanesh, that attack inflicts 1 mortal wound in addition to its normal damage. Instrument of Slaanesh: Add 1 to Advance and charge rolls made for DAEMONETTES within 6" of any friendly models equipped with an Instrument of Slaanesh.									
SPECIALISTS	Leader (Alluress only), Comms (Hornblower or Icon Bearer only), Combat , Veteran , Scout									
FACTION KEYWORD	CHAOS DAEMONS									
KEYWORDS	CHAOS, SLAANESH, INFANTRY, DAEMON, DAEMONETTE									

HORRORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Pink Horror	6"	4+	4+	3	3	1	1	7	6+	-
Pink Horror Icon Bearer	6"	4+	4+	3	3	1	1	7	6+	1
Pink Horror Hornblower	6"	4+	4+	3	3	1	1	7	6+	1
Iridescent Horror	6"	4+	4+	3	3	1	2	7	6+	1
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
This model is armed with Coruscating Flames. One Pink Horror in your kill team can be a Pink Horror Icon Bearer. A Pink Horror Icon Bearer is also equipped with an Icon of Tzeentch. One Pink Horror in your kill team can be a Pink Horror Hornblower. A Pink Horror Hornblower is also equipped with an Instrument of Tzeentch. One Pink Horror in your kill team can be an Iridescent Horror.										
ABILITIES	Ephemeral Daemons: This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+. Icon of Tzeentch: At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Tzeentch. On a 6 inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for. Instrument of Tzeentch: Add 1 to Advance and charge rolls made for HORRORS within 6" of any friendly models equipped with an Instrument of Tzeentch. Split: Do not make any injury rolls for a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimstone Horrors model. This model is instead automatically taken out of action when reduced to 0 wounds. The following rules apply when one of these models is taken out of action: When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action you can set up 2 Blue Horrors within ½" of the slain model before it is removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is a Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never considered to have charged in the battle round in which they are set up. Blue Horrors and Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve tests.									
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the Psybolt psychic power.									
SPECIALISTS	Leader (Iridescent Horror only), Comms (Hornblower or Icon Bearer only), Demolitions , Veteran									
FACTION KEYWORD	CHAOS DAEMONS									
KEYWORDS	CHAOS, TZEENTCH, INFANTRY, DAEMON, HORROR									

PLAGUEBEARERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+	-
Plaguebearer Icon Bearer	5"	4+	4+	4	4	1	1	7	6+	1
Plaguebearer Hornblower	5"	4+	4+	4	4	1	1	7	6+	1
Plagueridden	5"	4+	4+	4	4	1	2	7	6+	1
This model is armed with a Plaguesword. One Plaguebearer in your kill team can be a Plaguebearer Icon Bearer. A Plaguebearer Icon Bearer is also equipped with an Icon of Nurgle. One Plaguebearer in your kill team can be a Plaguebearer Hornblower. A Plaguebearer Hornblower is also equipped with an Instrument of Nurgle. One Plaguebearer in your kill team can be a Plagueridden.										
ABILITIES	Daemonic: This model has a 5+ invulnerable save. Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound. Icon of Nurgle: Subtract 1 from the Leadership characteristic of enemy models within 6" of any models equipped with an Icon of Nurgle. Instrument of Nurgle: Add 1 to Advance and charge rolls made for PLAGUEBEARERS within 6" of any friendly models equipped with an Instrument of Nurgle.									
SPECIALISTS	Leader (Plagueridden only), Comms (Hornblower or Icon Bearer only), Combat , Veteran									
FACTION KEYWORD	CHAOS DAEMONS									
KEYWORDS	CHAOS, NURGLE, INFANTRY, DAEMON, PLAGUEBEARER									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating Flames	18"	Assault 2	User	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Piercing Claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Plaguesword	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Bloodletter	7
Bloodletter Hornblower	8
Bloodletter Icon Bearer	8
Bloodreaper	8
Daemonette	7
Daemonette Hornblower	8
Daemonette Icon Bearer	8
Alluress	8
Horror	12
Horror Hornblower	13
Horror Icon Bearer	13
Iridescent Horror	13
Plaguebearer	7
Plaguebearer Hornblower	8
Plaguebearer Icon Bearer	8
Plagueridden	8

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Hellblade	0
Piercing Claws	0
Plaguesword	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Coruscating Flames	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Icon of Khorne	3
Icon of Nurgle	1
Icon of Slaanesh	5
Icon of Tzeentch	3
Instrument of Khorne	2
Instrument of Nurgle	2
Instrument of Slaanesh	2
Instrument of Tzeentch	2



ASURYANI

Vast interstellar arks constructed from living wraithbone, the craftworlds of the Aeldari are marvels of grace and beauty. No less graceful are their occupants, the Asuryani, those members of their race who foresaw the fall of their empire and escaped its death throes. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Asuryani kill teams.

The Asuryani are amongst the most ancient of the galaxy's many factions. These Aeldari are sublimely focused and terrifyingly skilled warriors, for whom war is a path that must be trodden with absolute discipline and mastery. For all their martial magnificence, the Asuryani have teetered upon the brink of extinction for millennia. They are but echoes of an empire that once spanned the galaxy, the last survivors sailing through the void aboard immense vessels known as craftworlds.

The ancient Aeldari empire shone incredibly bright at its zenith, yet through obsession and moral deviance it descended into a hellish quagmire from which the Asuryani were amongst the few refugees to escape. So twisted did the ancient Aeldari become that their psychic corruption birthed Slaanesh, the Chaos God of excess. This event, known as the Fall, saw the souls of the ancient Aeldari consumed at a stroke, and left the scattered survivors fleeing from Slaanesh's grip forever more. Only through strict asceticism and psychic scrying of the threads of destiny have the Asuryani avoided the terrible fate of their ancestors, yet still there are many among their race who believe that they are doing little but delaying their inevitable end.

Asuryani kill teams are elite forces of swift and skilful warriors. Each combatant is armed with the optimal weapons and wargear for their tactical niche. Their line troops, the skilled militia known as Guardians, lay down covering fire with hissing shuriken weapons and heavy weapon platforms. Rangers pick off key targets with sniping shots from elegant long-barrelled rifles.

SPIRIT STONES

Upon death, an unguarded Aeldari soul will be drawn into the warp and there consumed by the ever-hungry Slaanesh. To prevent this terrifying fate, the Asuryani have taken to wearing gemstones upon their breasts known as spirit stones. These psycho-receptive crystals capture the soul of the fallen warrior and preserve it in a safe haven until it can be collected and returned to its craftworld. There, the spirit stones are plugged into the infinity circuit, freed to mingle with the souls of their ancestors until the end of time, or until the craftworld's destruction.



Yet it is the warriors of the Dire Avenger Aspect Shrines, with their ritual armaments and honed martial skills, that lead the charge to victory.

Unlike the bands of Aeldari which make up the greater part of the craftworld warhosts, who are grouped together with others that follow the same battle discipline, Asuryani kill teams can include a range of individuals with different specialties fighting as a coherent whole. Often they are the survivors of another conflict, or a company of wanderers long divorced from their homes, for the Asuryani are a race few in number, and necessity binds them together more often than intent. It speaks volumes of the fluid Aeldari mind that a mix of such focused warriors still works as one, achieving the mysterious agendas of its Farseers with a skill and synergy most humans could only dream of.

ASURYANI KILL TEAMS

If every model in your kill team has the ASURYANI Faction keyword, you can use Craftworlds Tactics.

MATCHLESS AGILITY

Craftworlds Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. Add 6" to the model's Move characteristic for that Movement phase instead of rolling a dice.

1 COMMAND POINT

FEIGNED RETREAT

Craftworlds Tactic

Use this Tactic after a model from your kill team Falls Back. That model can still shoot this battle round.

1 COMMAND POINT

PHANTASM

Craftworlds Tactic

Use this Tactic at the beginning of the first battle round. Pick a model from your kill team and set it up again, anywhere in your deployment zone.

2 COMMAND POINTS

FIRE AND FADE

Craftworlds Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. The model can immediately make a normal move of up to 7" as if it were the Movement phase.

1 COMMAND POINT

ASURMEN'S BLESSING

Craftworlds Tactic

Use this Tactic when you choose a DIRE AVENGER from your kill team to shoot in the Shooting phase. You can re-roll failed hit rolls for that model until the end of the phase.

1 COMMAND POINT

RUNE OF YNNEAD

Craftworlds Tactic

Use this Tactic when a model from your kill team is taken out of action. Roll a D6. On a 4+ that model suffers a flesh wound instead.

2 COMMAND POINTS

MASTERS OF STEALTH

Asuryani Tactic

Use this Tactic at the end of the Movement phase. Choose up to three STRIKING SCORPION models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

APPEAR UNBIDDEN

Asuryani Tactic

Use this Tactic at the beginning of the first battle round. Choose up to three RANGER models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 9" away from any enemy deployment zone.

1 COMMAND POINT

GUARDIAN DEFENDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Guardian Defender	7"	3+	3+	3	3	1	1	7	5+	-
Heavy Weapon Platform	7"	6+	3+	3	3	2	1	7	3+	1
This model is armed with a shuriken catapult and plasma grenades. One Guardian Defender in your kill team can be a Heavy Weapon Platform. A Heavy Weapon Platform is instead armed with a shuriken cannon.										
WARGEAR OPTIONS	A Heavy Weapon Platform may replace its shuriken cannon with an Aeldari missile launcher, bright lance, scatter laser or starcannon.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary. Crewed Weapon: A Heavy Weapon Platform can only move, Advance, React, shoot or fight if a friendly Guardian Defender that is not shaken is within 3" of it. If a Heavy Weapon Platform shoots, you must choose one such Guardian Defender that could still shoot its own ranged weapons in that phase: that Guardian Defender may not fire any of its own ranged weapons this phase. Heavy Weapon Platforms may not charge, may not be specialists, are not part of a fire team (pg 204) and do not gain experience. A Heavy Weapon Platform automatically passes Nerve tests.									
SPECIALISTS	Leader, Comms, Medic, Scout, Veteran									
FACTION KEYWORD	ASURYANI									
KEYWORDS (GUARDIAN)	AELDARI, WARHOST, INFANTRY, GUARDIAN, GUARDIAN DEFENDER									
KEYWORDS (HEAVY WEAPON PLATFORM)	AELDARI, WARHOST, INFANTRY, ARTILLERY, GUARDIAN, HEAVY WEAPON PLATFORM									

STORM GUARDIAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Storm Guardian	7"	3+	3+	3	3	1	1	7	5+	-
Storm Guardian Gunner	7"	3+	3+	3	3	1	1	7	5+	2
This model is armed with a shuriken pistol, Aeldari blade and plasma grenades. Up to two Storm Guardians in your kill team can be Storm Guardian Gunners.										
WARGEAR OPTIONS	- This model may replace its Aeldari blade with a chainsword. - A Storm Guardian Gunner may replace their shuriken pistol and Aeldari blade with a flamer or fusion gun.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.									
SPECIALISTS	Leader, Combat, Comms, Medic, Scout, Veteran									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, WARHOST, INFANTRY, GUARDIAN, STORM GUARDIAN									

'These barbarians may outnumber us, but they could never outfight us. We shall flow around their defences as subtle and intangible as starlight, and slay them all before they realise that the fight has even begun.'

- Aleera Iyadari, Dire Avenger Exarch of the Shrine of the Bloodied Moon

RANGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Ranger	7"	3+	3+	3	3	1	1	7	5+	-
This model is armed with a shuriken pistol and Ranger long rifle.										
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary. Cameleoline Cloak: When an enemy player makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.									
SPECIALISTS	Leader, Comms, Medic, Scout, Sniper, Veteran									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, WARHOST, INFANTRY, RANGER									

DIRE AVENGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-
Dire Avenger Exarch	7"	3+	3+	3	3	2	2	8	4+	1
This model is armed with an avenger shuriken catapult and plasma grenades. One Dire Avenger in your kill team can be a Dire Avenger Exarch.										
WARGEAR OPTIONS	- A Dire Avenger Exarch may replace their avenger shuriken catapult with one of the following: - Two avenger shuriken catapults - Shuriken pistol and power glaive - Shuriken pistol and diresword - Shimmershield and power glaive									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Battle Focus: If this model moves or Advances in the Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary. Defence Tactics: When this model fires Overwatch, they successfully hit on a roll of 5 or 6. Battle Fortune: A Dire Avenger Exarch has a 4+ invulnerable save. Shimmershield: DIRE AVENGER models within 2" of a friendly model with a shimmershield have a 5+ invulnerable save.									
SPECIALISTS	Leader (Exarch only), Combat, Comms, Medic, Scout, Veteran									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, ASPECT WARRIOR, INFANTRY, DIRE AVENGER									

'Ours is not a fight for conquest, or riches, or glory. It is a fight for the survival of our species, for the right to see another dawn. It is the very desperation of our cause that renders us so dangerous...'

- Iradil the Wanderer, Ranger of Craftworld Alaitoc

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Sunburst missile	48"	Heavy D6	4	-1	1	-
- Starshot missile	48"	Heavy 1	8	-2	D6	-
Avenger shuriken catapult	18"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Bright lance	36"	Heavy 1	8	-4	D6	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Fusion gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma grenade	6"	Grenade D6	4	-1	1	-
Ranger long rifle	36"	Heavy 1	4	0	1	A model firing a Ranger long rifle does not suffer the penalty to hit rolls for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Scatter laser	36"	Heavy 4	6	0	1	-
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Starcannon	36"	Heavy 2	6	-3	D3	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari blade	Melee	Melee	User	0	1	You can re-roll failed hit rolls for this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Diresword	Melee	Melee	User	-2	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Power glaive	Melee	Melee	+1	-2	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Dire Avenger	10
- Dire Avenger Exarch	11
Guardian Defender	7
- Heavy Weapon Platform	8
Ranger	11
Storm Guardian	6
- Storm Guardian Gunner	7

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Aeldari blade	0
Chainsword	0
Diresword	2
Power glaive	1

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Aeldari missile launcher	5
Avenger shuriken catapult	0
Bright lance	4
Flamer	3
Fusion gun	3
Plasma grenade	0
Ranger long rifle	0
Scatter laser	2
Shuriken cannon	2
Shuriken catapult	0
Shuriken pistol	0
Starcannon	3

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Shimmershield	4

STRIKING SCORPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Striking Scorpion	7"	3+	3+	3	3	1	2	8	3+	-
Striking Scorpion Exarch	7"	3+	3+	3	3	2	3	8	3+	1
This model is armed with a shuriken pistol, a scorpion chainsword and plasma grenades. One Striking Scorpion in your kill team can be a Striking Scorpion Exarch.										
WARGEAR OPTIONS	• A Striking Scorpion Exarch may replace their shuriken pistol with a scorpion's claw. • A Striking Scorpion Exarch may replace their scorpion chainsword with a biting blade.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary. Shadow Strike: Add 1 to hit rolls for attacks made by this model that target a model that is obscured or when there is intervening terrain. Mandiblasters: At the beginning of the Fight phase, you can pick a single enemy model within 1" of this model. Roll a D6; on a roll of 6, the enemy model suffers a mortal wound. Sustained Attack: Each time you roll an unmodified hit roll of 6 when making a close combat attack for a Striking Scorpion Exarch, that model can immediately make another close combat attack using the same weapon against the same target. These extra attacks cannot generate any additional attacks.									
SPECIALISTS	Leader (Exarch only), Combat, Demolitions, Scout, Veteran, Zealot									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, ASPECT WARRIOR, INFANTRY, STRIKING SCORPION									

HOWLING BANSHEE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Howling Banshee	8"	3+	3+	3	3	1	2	8	4+	-
Howling Banshee Exarch	8"	3+	3+	3	3	2	3	8	4+	1
This model is armed with a with a shuriken pistol and power sword. One Howling Banshee in your kill team can be a Howling Banshee Exarch.										
WARGEAR OPTIONS	• A Howling Banshee Exarch may replace their power sword with an executioner. • A Howling Banshee Exarch may replace their shuriken pistol and power sword with mirrorswords.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary. Acrobatic: You can re-roll failed charge rolls for this model. Banshee Mask: Enemy models cannot React when they are a target of this model's charge. War Shout: Your opponents must subtract 1 from hit rolls in the Fight phase for attacks that target a Howling Banshee Exarch.									
SPECIALISTS	Leader (Exarch only), Combat, Comms, Veteran, Zealot									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, ASPECT WARRIOR, INFANTRY, HOWLING BANSHEE									

WRAITHGUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Wraithguard	5"	3+	3+	5	6	3	1	9	3+	-
This model is armed with a wraithcannon and Wraithguard fists										
WARGEAR OPTIONS	• This model may replace its wraithcannon with a D-scythe.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Implacable: This model can shoot or React even if it Fell Back or Retreated earlier in the battle round. Ghost Warrior: This model cannot gain experience.									
SPECIALISTS	Demolitions, Heavy, Veteran									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, SPIRIT HOST, INFANTRY, WRAITH CONSTRUCT, WRAITHGUARD									

WRAITHBLADE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Wraithblade	5"	3+	3+	5	6	3	2	9	3+	-
This model is armed with ghostwords.										
WARGEAR OPTIONS	• This model may replace its ghostwords with a ghostaxe and forcesshield.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Fires of Wrath: Add 1 to the Attacks characteristic of this model in a battle round in which it charged. Forcesshield: A model with a forcesshield has a 4+ invulnerable save. Ghost Warrior: This model cannot gain experience.									
SPECIALISTS	Combat, Veteran, Zealot									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, SPIRIT HOST, INFANTRY, WRAITH CONSTRUCT, WRAITHBLADE									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
D-scythe	8"	Assault D3	10	-4	1	This weapon automatically hits its target.
Scorpion's claw	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
- Melee	Melee	Melee	x2	-3	D3	-
Wraithcannon	12"	Assault 1	10	-4	D6	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Biting blade	Melee	Melee	+2	-1	2	-
Executioner	Melee	Melee	+1	-3	D3	-
Ghostaxe	Melee	Melee	+2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Ghostwords	Melee	Melee	+1	-3	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power sword	Melee	Melee	User	-3	1	-
Mirrorswords	Melee	Melee	User	-2	1	You can re-roll failed hit rolls when attacking with this weapon.
Scorpion chainsword	Melee	Melee	+1	0	1	-
Wraithguard fists	Melee	Melee	User	-1	D3	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Howling Banshee	11
- Howling Banshee Exarch	14
Striking Scorpion	12
- Striking Scorpion Exarch	14
Wraithblade	36
Wraithguard	41

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Forceshield	8

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
D-scythe	0
Plasma grenades	0
Scorpion's claw	7
Shuriken pistol	0
Wraithcannon	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Biting blade	3
Executioner	3
Ghostaxe	1
Ghostwords	0
Power sword	0
Mirrorswords	0
Scorpion chainsword	0
Wraithguard fists	0



SPIRITSEER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Spiritseer	7"	2+	2+	3	3	4	2	8	6+	1
This model is armed with a shuriken pistol and witch staff.										
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES			
Witch staff	Melee	Melee	User		0	2	-			
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.									
	Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.									
	Rune Armour: This model has a 4+ invulnerable save.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as one psychic power generated from the Runes of Battle discipline (see <i>Kill Team: Commanders</i>).									
SPECIALISTS	Leadership, Melee, Psyker, Stealth, Strategist									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, SPIRIT HOST, COMMANDER, INFANTRY, PSYKER, SPIRITSEER									

SPIRIT MARK

Asuryani Tactic Spiritseer Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a SPIRITSEER. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly SPIRIT HOST models that target enemy models within 6" of this model.

1 COMMAND POINT

ASURYANI

MODEL	POINTS PER MODEL
Spiritseer (Level 1)	61
Spiritseer (Level 2)	76
Spiritseer (Level 3)	91
Spiritseer (Level 4)	116
WARGEAR	POINTS PER ITEM
Shuriken pistol	0
Witch staff	0

WARLOCK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Warlock	7"	3+	3+	3	3	2	2	8	6+	1
This model is armed with a shuriken pistol and witchblade.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Shuriken pistol	12"	Pistol 1		4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.			
Singing spear	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.									
- Ranged	12"	Assault 1		9	0	D3	This weapon always wounds on a roll of 2+.			
- Melee	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.			
Witchblade	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.			
WARGEAR OPTIONS	• This model may replace its witchblade with a singing spear.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.						Battle Focus: If this model moves or Advances in the Movement phase, its weapons are used as if the model had remained stationary.			
	Rune Armour: This model has a 4+ invulnerable save.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as one psychic power generated from the Runes of Battle discipline (see below).									
SPECIALISTS	Logistics, Melee, Psyker, Shooting									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, WARHOST, COMMANDER, INFANTRY, PSYKER, WARLOCK									

RUNES OF BATTLE DISCIPLINE

To generate psychic powers from the Runes of Battle discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 CONCEAL/REVEAL

The psyker takes command of the darkness around them.

Conceal/Reveal has a warp charge value of 5. If manifested, choose a model within 12" of the psyker. If you chose a friendly model, your opponent must subtract 1 from hit rolls for ranged weapons that target that model until the next Psychic phase. If you chose an enemy model, that model is not considered to be obscured for the purposes of hit rolls until the next Psychic phase.

2 PROTECT/JINX

Chained by runes of power, fate itself is bound to the will of the psyker.

Protect/Jinx has a warp charge value of 6. If manifested, choose a model within 12" of the psyker. If you chose a friendly model, add 1 to saving throws made for that model until the next Psychic phase. If you chose an enemy model, that model's controlling player must subtract 1 from saving throws made for that model until the next Psychic phase.

3 EMPOWER/ENERVATE

The psyker helps their comrades to strike at their full potential, imbuing them with the strength of the Aeldari heroes of old whilst diminishing the powers of their foes.

Empower/Enervate has a warp charge value of 5. If manifested, choose a model within 12". If you chose a friendly model, add 1 to wound rolls in the Fight phase for that model's attacks until the next Psychic phase. If you chose an enemy model, that model's controlling player must subtract 1 from wound rolls made for that model's attacks in the Fight phase until the next Psychic phase.

ASURYANI	
MODEL	POINTS PER MODEL
Warlock (Level 1)	20
Warlock (Level 2)	25
Warlock (Level 3)	40
Warlock (Level 4)	60
WARGEAR	POINTS PER ITEM
Shuriken pistol	0
Singing spear	3
Witchblade	0

FARSEER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Farseer	7"	2+	2+	3	3	5	2	9	6+	1
This model is armed with a shuriken pistol and witchblade.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Shuriken pistol	12"	Pistol 1		4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.			
Singing spear	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.									
- Ranged	12"	Assault 1		9	0	D3	This weapon always wounds on a roll of 2+.			
- Melee	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.			
Witchblade	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.			
WARGEAR OPTIONS	• This model may replace its witchblade with a singing spear.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.						Ghosthelm: Roll a D6 whenever this model suffers a mortal wound, adding 3 to the roll if the mortal wound was inflicted as the result of the psyker suffering Perils of the Warp. On a 5+ that wound is not lost.			
	Battle Focus: If this model moves or Advances in the Movement phase, its weapons are used as if the model had remained stationary.						Rune Armour: This model has a 4+ invulnerable save.			
							Runes of the Farseer: Once in each Psychic phase, you can re-roll any number of dice used for this model's attempt to manifest or deny a psychic power.			
PSYKER	This model can attempt to manifest two psychic powers and deny two psychic powers in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Runes of Fate discipline (see below).									
SPECIALISTS	Leadership, Logistics, Psyker, Strategist									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, WARHOST, COMMANDER, INFANTRY, PSYKER, FARSEER									

RUNES OF FATE DISCIPLINE

To generate psychic powers from the Runes of Fate discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 GUIDE

The psyker twists the strands of destiny, picking out targets and guiding the shots of their allies.

Guide has a warp charge value of 6. If manifested, choose a friendly model within 12" of the psyker. You can re-roll failed hit rolls for that model's ranged weapons until the next Psychic phase.

2 FORTUNE

The psyker scries possible futures to foresee imminent danger.

Fortune has a warp charge value of 6. If manifested, choose a friendly model within 12" of the psyker. Until the next Psychic phase, roll a D6 each time that model loses a wound. On a 5+ that wound is not lost. If that model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

3 WILL OF ASURYANI

Sensing an approaching crux of destiny, the psyker summons the certainty of ancient days.

Will of Asuryan has a warp charge value of 5. If manifested, friendly models automatically pass Nerve tests while they are within 6" of the psyker until the next Psychic phase. In addition, you can add 1 to Deny the Witch tests that you make for the psyker until the next Psychic phase.

ASURYANI	
MODEL	POINTS PER MODEL
Farseer (Level 1)	55
Farseer (Level 2)	70
Farseer (Level 3)	85
Farseer (Level 4)	110
WARGEAR	POINTS PER ITEM
Shuriken pistol	0
Singing spear	5
Witchblade	0

AUTARCH

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Autarch	7"	2+	2+	3	3	5	4	9	3+	1
This model is armed with a star glaive and plasma grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Fusion pistol	6"	Pistol 1		8	-4	D6	-			
Power sword	Melee	Melee		User	-3	1	-			
Star glaive	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
WARGEAR OPTIONS	This model may replace its star glaive with a power sword, fusion pistol and Swooping Hawk wings. If it does, its Move characteristic is increased to 14" and it gains the JUMP PACK and FLY keywords.									
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models. Battle Focus: If this model moves or Advances in the Movement phase, its weapons are used as if the model had remained stationary. Children of Baharroth: Autarch with Swooping Hawk wings only. During deployment, you can set up this model in the skies instead of placing it on the battlefield. At the end of any Movement phase this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Forceshield: This model has a 4+ invulnerable save. Mandiblasters: Autarch with Swooping Hawk wings only. At the beginning of each Fight phase, you can pick a single enemy model within 1" of this model and roll a D6. On a roll of 6, that model suffers a mortal wound.									
SPECIALISTS	Ferocity, Leadership, Logistics, Melee, Shooting, Stealth, Strategist									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, WARHOST, COMMANDER, INFANTRY, AUTARCH									

THE PATH OF COMMAND

Asuryani Tactic Autarch Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes an **AUTARCH**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

ASURYANI

MODEL	POINTS PER MODEL
Autarch (Level 1)	55
Autarch (Level 2)	70
Autarch (Level 3)	85
Autarch (Level 4)	110
WARGEAR	POINTS PER ITEM
Forceshield	0
Fusion pistol	10
Star glaive	0
Swooping Hawk wings	20
Plasma grenades	0
Power sword	0

'We warned you of the price of your actions, now you must pay it in full – in blood.'

- Message received prior to the Assyri Devastation

ILLIC NIGHTSPEAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Illic Nightspear	7"	2+	2+	3	3	5	4	9	5+	1
This model is armed with Voidbringer, a shuriken pistol and a power sword. Only one of this model may be included on your command roster.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Voidbringer	48"	Heavy 1		4	-3	3	A model firing this weapon does not suffer the penalty to hit rolls for the target being at long range. This weapon wounds on a 2+. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.			
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.									
	Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.									
	Hunter Unseen: If this model is obscured when it is the target of a shooting attack, improve its Save characteristic to 3+ until that attack has been resolved.									
	Bringer of the True Death: You can re-roll hit and wound rolls of 1 for this model's attacks that target NECRONS models.									
SPECIALISTS	Legendary Hunter (Level 3)									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, WARHOST, ALAITOC, COMMANDER, INFANTRY, RANGER, ILLIC NIGHTSPEAR									

WAYFORGER

Asuryani Tactic Illic Nightspear Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes Illic Nightspear and that model is not shaken. That model becomes Readied, and for the purposes of making shooting attacks in this phase, that model is considered to have remained stationary in the preceding Move phase.

2 COMMAND POINTS

ASURYANI

MODEL	POINTS PER MODEL
Illic Nightspear (Level 3)	79
WARGEAR	POINTS PER ITEM
Power sword	0
Shuriken pistol	0
Voidbringer	0

AMALLYN SHADOWGUIDE

ASURYANI RANGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Amallyn Shadowguide	7"	3+	2+	3	3	3	2	7	5+	1
This model is armed with a ranger long rifle, power blade and plasma grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Ranger long rifle	36"	Heavy 1		4	0	1	A model firing a Ranger long rifle does not suffer the penalty to hit rolls for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.			
Power blade	Melee	Melee		User	-2	1	-			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.						Cameleoline Cloak: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.			
	Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.						Phase Crystal: This model has a 4+ invulnerable save and can move across models and terrain as if they were not there.			
SPECIALISTS	Stealth									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, WARHOST, COMMANDER, INFANTRY, RANGER, AMALLYN SHADOWGUIDE									

EXPLORERS

MODEL	POINTS PER MODEL (Including wargear)
Amallyn Shadowguide (Level 1)	30
Amallyn Shadowguide (Level 2)	35
Amallyn Shadowguide (Level 3)	50
Amallyn Shadowguide (Level 4)	60

DRUKHARI

The Drukhari are a race of cruel killers who feed upon agony. From the Dark City of Commorragh, their fleets strike forth in search for new souls to torment. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Drukhari kill teams.

The Drukhari are sadists, pirates and murderers all. They are the dark kin of the Asuryani, a subset of the Aeldari race whose peerless skill and mental focus have been bent solely towards hedonism, self-advancement and the infliction of pain. These legendary beings are monsters of nightmare, hyper-intelligent and utterly malevolent. Their technology is akin to sorcery and their physical prowess jaw-dropping. Yet they are hollow creatures, their beauty hiding blackened souls that are constantly draining away like sand through an hourglass. The only way for the Drukhari to recover their waning life force is through feeding off the pain and terror of other beings.

Drukhari raiding parties emerge through webway portals from the Dark City of Commorragh. They launch swift and deadly attacks against settled worlds, not merely for material gain, emerging from the shadows to take slaves and treasures, but more importantly to bathe in the suffering they inflict upon their foes. Such raids are typically led by the vast syndicates known as the Kabals, or the vicious bands of gladiatorial fighters known as the Wych Cults.

The Kabals are something akin to noble houses and paramilitary criminal cartels combined, with every Kabal seeking to clamber to the heights of glory atop the heaped corpses of their rivals. By far the greatest prestige for such organisations can be earned through orchestrating successful raids upon realspace, with Kabals such as the Black Heart, the Poisoned Tongue and the Lords of Iron Thorn leading the greatest of all such invasions. By comparison, the Wych Cults attack



realspace to showcase their martial talents, groups such as the Seventh Woe, the Cult of Strife or the Cult of Red Grief pitting themselves against the greatest enemies they can find, the better to bask in rolling waves of agony and terror.

THE DARK CITY

Commorragh is a vast metropolis, scattered across countless different passages of the strange realm known as the webway. It is fractal in complexity, immense beyond imagining and impossible for mortal minds to truly comprehend. From its towering, blade-like spires and lethal arenas to its dark, Haemonculus-haunted oubliettes and shadow-wreathed sub-dimensions, Commorragh is a nightmarish realm in which the Drukhari rule and all other races of the galaxy are but playthings to be tormented, or prey to be hunted and feasted upon at will.

Drukhari kill teams are built around fiercely competitive cliques of elite killers, each armed for a specialised combat role. Though these individuals often hail from different organisations and subcultures in Commorragh, all rivalries and vendettas are set aside for the duration of the raid. The vicious firepower of the Kabalites combined with the whip-fast combat prowess of the Wyches spreads panic amongst their victims like a raging wildfire. Each kill team strikes with the utmost speed, ferocity and ruthlessness, stealing away screaming captives before vanishing to leave only fear and ruin behind them.

DRUKHARI KILL TEAMS

DRUKHARI models use the **Power From Pain** ability below. WYCHES in your kill team also use the **Combat Drugs** ability below. In addition, if every model in your kill team has the DRUKHARI Faction keyword, you can use **Drukhari Tactics**.

Power From Pain: Models with this ability gain a bonus depending upon which battle round it is, as shown in the table below. Note that all bonuses are cumulative; for example, in the second battle round, the model ignores wounds on a roll of 6, and you can re-roll the dice when determining how far the model Advances or charges.

POWER FROM PAIN	
BATTLE ROUND	BONUS
1	Inured to Suffering: Roll a D6 each time this model loses a wound; on a 6 that wound is not lost.
2	Eager to Flay: You can re-roll the dice when determining how far this model moves when it Advances or charges.
3	Flensing Fury: Add 1 to hit rolls for this model in the Fight phase.
4	Emboldened by Bloodshed: Re-roll failed Nerve tests for this model.
5+	Mantle of Agony: Subtract 1 from the Leadership characteristic of enemy models that are within 6" of any models from your kill team with this bonus.

Combat Drugs: Models with this ability gain a bonus during the battle depending on the drugs they have taken. Before the battle, roll on the table below to see which combat drug your kill team is using. This bonus applies to all models in your kill team with the **Combat Drugs** ability.

COMBAT DRUGS	
D6	BONUS
1	Adrenalight: +1 to Attacks characteristic
2	Grave Lotus: +1 to Strength characteristic
3	Hypex: +2 to Move characteristic
4	Painbringer: +1 to Toughness characteristic
5	Serpentin: +1 to Weapon Skill characteristic (e.g. WS 3+ becomes WS 2+)
6	Splintermind: +2 to Leadership characteristic



FIRE AND FADE

Drukhari Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. The model can immediately make a normal move of up to 7" as if it were the Movement phase.

1 COMMAND POINT

CRUEL DECEPTION

Drukhari Tactic

Use this Tactic after a model from your kill team Falls Back. That model can still shoot this battle round.

1 COMMAND POINT

PRAY THEY DON'T TAKE YOU ALIVE

Drukhari Tactic

Use this Tactic if a model from your kill team takes an enemy Leader out of action in the Fight phase. For the remainder of the battle, models in that enemy Leader's kill team must subtract 1 from their Leadership characteristic.

2 COMMAND POINTS

TORMENT GRENADE

Drukhari Tactic

Use this Tactic when you choose a model in your kill team to shoot with a phantasm grenade launcher. If an enemy model is hit by any attacks made with that weapon this phase, then, in addition to the normal effects, roll 3D6. If the result is higher than the target's Leadership characteristic, it suffers 1 mortal wound.

2 COMMAND POINTS

KABALITE WARRIOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+	-
Kabalite Gunner	7"	3+	3+	3	3	1	1	7	5+	2
Sybarite	7"	3+	3+	3	3	1	2	8	5+	1
This model is armed with a splinter rifle. Up to two Kabalite Warriors in your kill team can be Kabalite Gunners, and one Kabalite Warrior in your kill team can be a Sybarite.										
WARGEAR OPTIONS	• One Kabalite Gunner in your kill team may replace their splinter rifle with a splinter cannon or dark lance. • One Kabalite Gunner in your kill team may replace their splinter rifle with a shredder or blaster. • A Sybarite may take a power sword or agoniser. • A Sybarite may take a phantasm grenade launcher. • A Sybarite may replace their splinter rifle with a splinter pistol or a blast pistol.									
ABILITIES	Power From Pain (pg 142)									
SPECIALISTS	Leader (Sybarite only), Sniper (Gunner only), Comms , Scout , Veteran , Zealot									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, INFANTRY, KABALITE WARRIOR									

WYCH

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Wych	8"	3+	3+	3	3	1	2	7	6+	-
Wych Fighter	8"	3+	3+	3	3	1	2	7	6+	3
Hekatrix	8"	3+	3+	3	3	1	3	8	6+	1
This model is armed with a splinter pistol, Hekatarii blade and plasma grenades. Up to three Wyches in your kill team can be Wych Fighters, and one Wych in your kill team can be a Hekatrix.										
WARGEAR OPTIONS	• A Wych Fighter may replace their splinter pistol and Hekatarii blade with hydra gauntlets, razorflails, or a shardnet and impaler. • A Hekatrix may replace their Hekatarii blade with a power sword or agoniser. • A Hekatrix may take a phantasm grenade launcher. • A Hekatrix may replace their splinter pistol with a blast pistol.									
ABILITIES	Power From Pain, Combat Drugs (pg 142) Dodge: This model has a 4+ invulnerable save in the Fight phase.									
SPECIALISTS	Leader (Hekatrix only), Combat , Scout , Veteran , Zealot									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, INFANTRY, WYCH									

'Hide, if you think you can. It will make good sport. By all means, raise your walls and bar your gates, double your guards and build your watch-fires high. Lock yourself within your innermost sanctum and cower. When the times comes, little governor, all the walls, and gates, and guns in the galaxy will not protect you.'

- Hekatrix Nyssa Masdruvael to Planetary Governor Tholdh Hekken III, three days before his hideous death within his code-locked private bunker

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blast pistol	6"	Pistol 1	8	-4	D6	-
Blaster	18"	Assault 1	8	-4	D6	-
Dark lance	36"	Heavy 1	8	-4	D6	-
Phantasm grenade launcher	18"	Assault D3	1	0	1	If a model is hit by one or more phantasm grenade launchers, subtract 1 from its Leadership characteristic until the end of the battle round.
Plasma grenade	6"	Grenade D6	4	-1	1	-
Shredder	12"	Assault D6	6	-1	1	When attacking an INFANTRY model, re-roll failed wound rolls for this weapon.
Splinter cannon	36"	Rapid Fire 3	*	0	1	This weapon wounds on a 4+.
Splinter pistol	12"	Pistol 1	*	0	1	This weapon wounds on a 4+.
Splinter rifle	24"	Rapid Fire 1	*	0	1	This weapon wounds on a 4+.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Agoniser	Melee	Melee	*	-2	1	This weapon wounds on a 4+.
Hekatarii blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Hydra gauntlets	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Power sword	Melee	Melee	User	-3	1	-
Razorflails	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed hit rolls for this weapon.
Shardnet and impaler	Melee	Melee	User	-1	2	Each time the bearer fights, it can make 1 additional attack with this weapon.

KILL TEAM

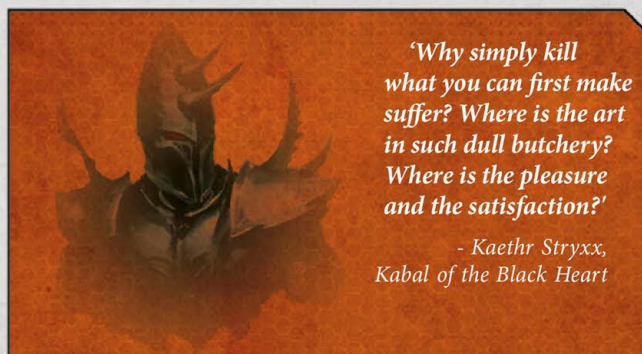
MODEL	POINTS PER MODEL (Does not include wargear)
Kabalite Warrior	7
- Kabalite Gunner	8
- Sybarite	8
Wych	8
- Wych Fighter	9
- Hekatrix	9

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Agoniser	2
Hekatarii blade	0
Hydra gauntlets	2
Power sword	2
Razorflails	2
Shardnet and impaler	2

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Blast pistol	2
Blaster	3
Dark lance	4
Phantasm grenade launcher	1
Plasma grenade	0
Shredder	1
Splinter cannon	3
Splinter pistol	0
Splinter rifle	0



*'Why simply kill
what you can first make
suffer? Where is the art
in such dull butchery?
Where is the pleasure
and the satisfaction?'*

*- Kaethr Stryxx,
Kabal of the Black Heart*

FROM OUT OF THE SHADOWS

Drukhari Tactic

Use this Tactic at the end of the Movement phase. Choose up to three MANDRAKE models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

WRACK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Wrack	7"	3+	3+	3	4	1	2	7	6+	-
Wrack Gunner	7"	3+	3+	3	4	1	2	7	6+	2
Acothyst	7"	3+	3+	3	4	1	3	8	6+	1
This model is armed with Haemonculus tools. Up to two Wracks in your kill team can be Wrack Gunners, and one Wrack in your kill team can be an Acothyst.										
WARGEAR OPTIONS	- A Wrack Gunner may take a liquifier gun or ossefactor. - An Acothyst may take a hexrifle, liquifier gun or stinger pistol. - An Acothyst may replace its Haemonculus tools with an agoniser, electrocorrosive whip, flesh gauntlet, mindphase gauntlet, scissorhand or venom blade.									
ABILITIES	Power From Pain (see the <i>Kill Team Core Manual</i>) Insensible to Pain: This model has a 5+ invulnerable save.									
SPECIALISTS	Leader (Acothyst only), Heavy (Gunner only), Combat, Demolitions, Medic, Veteran, Zealot									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, HAEMONCULUS COVEN, INFANTRY, WRACK									

INCUBUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Incubus	7"	3+	3+	3	3	1	3	8	3+	-
Klaivex	7"	3+	3+	3	3	2	4	9	3+	1
This model is armed with a klaive. One Incubus in your kill team can be a Klaivex.										
ABILITIES	Power From Pain (see the <i>Kill Team Core Manual</i>) Tormentors: Your opponents must add 1 to Nerve tests taken for models that are within 3" of any enemy models with this ability. Lethal Precision: Add 2 to the Damage characteristic of a close combat attack made by a Klaivex if the wound roll for the attack is 6+.									
SPECIALISTS	Leader (Klaivex only), Combat, Veteran, Zealot									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, INFANTRY, INCUBUS									

GROTESQUE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Grotesque	7"	3+	6+	5	5	4	4	8	6+	-
This model is armed with a monstrous cleaver and flesh gauntlet.										
WARGEAR OPTIONS	• This model may replace its monstrous cleaver with a liquifier gun.									
ABILITIES	Power From Pain (see the <i>Kill Team Core Manual</i>) Insensible to Pain: This model has a 5+ invulnerable save.									
SPECIALISTS	Combat, Demolitions, Zealot									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, HAEMONCULUS COVEN, INFANTRY, GROTESQUE									

MANDRAKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Mandrake	8"	3+	3+	4	3	1	3	7	7+	-
Nightfiend	8"	3+	3+	4	3	1	4	8	7+	1
This model is armed with a glimmersteel blade and baleblast.										
WARGEAR OPTIONS	• One Mandrake in your kill team can be a Nightfiend.									
ABILITIES	Power From Pain (see the <i>Kill Team Core Manual</i>) Shrouded From Sight: Subtract 1 from the hit rolls for attacks that target this model. In addition, this model has a 5+ invulnerable save.									
SPECIALISTS	Leader (Nightfiend only), Combat, Scout, Veteran, Zealot									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, INFANTRY, MANDRAKE									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Baleblast	18"	Assault 2	4	-1	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Hexrifle	36"	Heavy 1	4	-1	1	A model firing a hexrifle does not suffer the penalty to hit rolls for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Liquifier gun	8"	Assault D6	3	-D3	1	Each time this weapon is fired, roll a D3 to determine its AP for those attacks. For example, if you rolled a 1, this weapon would have an AP of -1. This weapon automatically hits its target.
Ossefactor	24"	Assault 1	*	-3	1	This weapon always wounds on a roll of 2+. If a model is taken out of action by an attack made by this weapon, roll a D6 for each model within 2" of that model. On a roll of 5+ that model suffers a mortal wound.
Stinger pistol	12"	Pistol 1	*	0	1	This weapon always wounds on a roll of 2+.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Electrocorrosive whip	Melee	Melee	*	-2	2	This weapon always wounds on a roll of 4+.
Flesh gauntlet	Melee	Melee	User	0	1	Each time you roll a wound roll of 6+ for this weapon the target suffers a mortal wound in addition to any other damage.
Glimmersteel blade	Melee	Melee	User	-1	1	-
Haemonculus tools	Melee	Melee	*	0	1	This weapon always wounds on a roll of 4+.
Klaive	Melee	Melee	+1	-3	1	-
Mindphase gauntlet	Melee	Melee	User	0	2	-
Monstrous cleaver	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Scissorhand	Melee	Melee	*	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. This weapon always wounds on a roll of 4+.
Venom blade	Melee	Melee	*	0	1	This weapon always wounds on a roll of 2+.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Grotesque	38
Incubus	13
- Klaivex	16
Mandrake	12
- Nightfiend	13
Wrack	8
- Wrack Gunner	9
- Acothyst	9

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Baleblast	0
Hexrifle	1
Liquifier gun	4
Ossefactor	5
Stinger pistol	1

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Agoniser	1
Electrocorrosive whip	3
Flesh gauntlet	0
Glimmersteel blade	0
Haemonculus tools	0
Klaive	0
Mindphase gauntlet	1
Monstrous cleaver	0
Scissorhand	2
Venom blade	1

'The raiding party bays at our heels, but we have these few perfect moments where the enemy are all ours to play with. Let us whip them into such a frenzy of pain and terror that our latecomer kin are left with nothing but scraps.'

- Hekatrix Vylekh the Untouched



ARCHON

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Archon	8"	2+	2+	3	3	5	5	9	5+	1
This model is armed with a splinter pistol and huskblade.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Blast pistol	6"	Pistol 1			8	-4	D6	-		
Splinter pistol	12"	Pistol 1			*	0	1	This weapon always wounds on a roll of 4+.		
Agoniser	Melee	Melee			*	-2	1	This weapon always wounds on a roll of 4+.		
Huskblade	Melee	Melee			+1	-2	D3	-		
Power sword	Melee	Melee			User	-3	1	-		
Venom blade	Melee	Melee			*	0	1	This weapon always wounds on a roll of 2+.		
WARGEAR OPTIONS	• This model may replace its huskblade with an agoniser, power sword or venom blade. • This model may replace its splinter pistol with a blast pistol.									
ABILITIES	Power From Pain (see the <i>Kill Team Core Manual</i>) Shadowfield: This model has a 2+ invulnerable save, which cannot be re-rolled for any reason. The first time this invulnerable save is failed the shadowfield ceases to function for the remainder of the battle.									
SPECIALISTS	Ferocity, Leadership, Logistics, Melee, Shooting, Stealth, Strategist									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, COMMANDER, INFANTRY, ARCHON									

OVERLORD

Drukhari Tactic Archon Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes an **ARCHON**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

DRUKHARI

MODEL	POINTS PER MODEL
Archon (Level 1)	56
Archon (Level 2)	71
Archon (Level 3)	86
Archon (Level 4)	111
WARGEAR	POINTS PER ITEM
Agoniser	0
Blast pistol	10
Huskblade	0
Power sword	0
Splinter pistol	0
Venom blade	0

SUCCUBUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Succubus	8"	2+	2+	3	3	5	4	8	6+	1
This model is armed with an agoniser and archite glaive.										
WEAPON	RANGE	TYPE		S		AP	D	ABILITIES		
Agoniser	Melee	Melee		*		-2	1	This weapon always wounds on a roll of 4+.		
Archite glaive	Melee	Melee		+2		-3	1	When attacking with this weapon, you must subtract 1 from the hit roll.		
ABILITIES	Power From Pain, Combat Drugs (see the <i>Kill Team Core Manual</i>)							No Escape: Roll off if an INFANTRY model within 1" of any enemy models with this ability would Fall Back. The model that would Fall Back can only do so if the player controlling it wins the roll-off.		
	Lightning Dodge: This model has a 4+ invulnerable save.									
SPECIALISTS	Ferocity, Melee, Stealth									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, COMMANDER, INFANTRY, SUCCUBUS									

BRIDE OF DEATH

Drukhari Tactic Succubus Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **SUCCUBUS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

DRUKHARI	
MODEL	POINTS PER MODEL
Succubus (Level 1)	48
Succubus (Level 2)	63
Succubus (Level 3)	78
Succubus (Level 4)	103
WARGEAR	POINTS PER ITEM
Agoniser	0
Archite glaive	0



HAEMONCULUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Haemonculus	7"	2+	2+	3	4	5	5	8	6+	1
This model is armed with a stinger pistol and Haemonculus tools.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Stinger pistol	12"	Pistol 1		*	0	1	This weapon always wounds on a roll of 2+.			
Haemonculus tools	Melee	Melee		*	0	1	This weapon always wounds on a roll of 4+.			
Ichor injector	Melee	Melee			User	-1	1	The bearer can only make a single attack with this weapon each time it fights. You can re-roll failed wound rolls for this weapon. Each time you roll a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage.		
WARGEAR OPTIONS	• This model may take an ichor injector.									
ABILITIES	Power From Pain (see the <i>Kill Team Core Manual</i>)									
	Insensible To Pain: This model has a 5+ invulnerable save.									
SPECIALISTS	Ferocity, Fortitude, Logistics, Melee, Strength									
FACTION KEYWORD	Drukhari									
KEYWORDS	Aeldari, Commander, Infantry, Haemonculus									

MASTER OF PAIN

Drukhari Tactic Haemonculus Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a HAEMONCULUS. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, add 1 to the Toughness characteristic of friendly models within 6" of this model.

1 COMMAND POINT

DRUKHARI

MODEL	POINTS PER MODEL
Haemonculus (Level 1)	30
Haemonculus (Level 2)	35
Haemonculus (Level 3)	50
Haemonculus (Level 4)	70
WARGEAR	POINTS PER ITEM
Haemonculus tools	0
Ichor injector	5
Stinger pistol	0



HARLEQUINS

To the warrior-acrobats of the Harlequins, who fight for the Laughing God, warfare and art are inseparable disciplines. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Harlequin kill teams.

To the Aeldari known as the Harlequins, the acts of waging war and staging a performance are one and the same. They echo the myths of the ancient Aeldari gods in everything they do, with each Player taking on a role in body and soul until the chosen ritualised dance is done. Worshipping the Laughing God, Cegorach, they have a twisted sense of humour, and appreciate irony as a connoisseur does a fine wine – even should it work against them.

All Aeldari loathe and fear Slaanesh, for that fell entity was born from their race's collective psyche, and thirsts for their souls. The Harlequins escape that curse through the worship of the Laughing God. When a Harlequin dies, their soul is snatched up by Cegorach and spirited away, safe into the webway where Slaanesh cannot devour it. Yet there is a price for such salvation; when an Aeldari becomes a Harlequin, they abandon their old life altogether, leaving behind friends, family, responsibilities and everything that once defined them. Instead, they take on their new role within the Troupe, and fight forever more in the name of the Laughing God.

What precisely the Harlequins fight to achieve varies – some seek to defeat Chaos, others to restore the power of the ancient Aeldari, while others still watch over ancient and sacred sites such as the enigmatic Black Library. Yet whatever their aim, all fight with an elegance and grace that is breathtaking to behold, utilising polychromatic domino fields, anti-grav flip belts and an array of lethal close-range weaponry to confound and outfight their foes.

THE WEBWAY

The webway is a labyrinth dimension that exists between realspace and the warp. Though damaged by the ravages of time, this interstellar maze allows travel across space with impossible swiftness; journeys that would take starships many weeks or months to complete can be made on foot via its twisting passages in a matter of hours. Yet the webway is dangerous. The Harlequins of the Laughing God are the only faction in the galaxy who can tread its pathways without fear, and even they treat their strange realm with a respectful wariness.



Harlequin Troupes – each effectively a kill team in its own right – travel across time and space, using the secret labyrinth dimension of the webway to strike suddenly at critical targets, falling upon their prey in a storm of acrobatic attacks and graceful sword blows. As a Troupe, they will take on an aspect of the Light, the Dark, or the Twilight that exists between the two. As individuals, each Harlequin's role will dictate their fighting style – the Hidden Prince, for example, will use his flip belt to descend from above before neatly taking his foe's head in a single stroke, whereas the Bladed Fool will caper and prance, untouched by any attempted reprisals, until he 'accidentally' slashes the throat of his foe. The ancestral enemies of all Harlequin Troupes are the scions of the Dark Gods, and those of Slaanesh in particular, but any who stand in their path risk being artfully despatched.

HARLEQUIN KILL TEAMS

If every model in your kill team has the HARLEQUINS Faction keyword, you can use Harlequins Tactics.

PRISMATIC BLUR

Harlequins Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. That model has a 3+ invulnerable save until the start of the next battle round.

1 COMMAND POINT

CEGORACH'S JEST

Harlequins Tactic

Use this Tactic after an enemy model has Fallen Back from a model from your kill team. Provided no other enemy models are within 1" of your model, it can shoot at the model that Fell Back as if it were the Shooting phase.

2 COMMAND POINTS

WARRIOR ACROBATS

Harlequins Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. Add 6" to the model's Move characteristic for that Movement phase instead of rolling a dice.

1 COMMAND POINT

WAR DANCERS

Harlequins Tactic

Use this Tactic at the end of the Fight phase. Pick a model from your kill team that has already fought this phase. That model can immediately fight an additional time.

2 COMMAND POINTS

FIRE AND FADE

Harlequins Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. The model can immediately make a normal move of up to 7" as if it were the Movement phase.

1 COMMAND POINT

MIRTHLESS HATRED

Harlequins Tactic

Use this Tactic when a model from your kill team is chosen to fight. Re-roll failed hit rolls and failed wound rolls for this model's attacks that target SLAANESH models until the end of the phase.

1 COMMAND POINT



PLAYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Player	8"	3+	3+	3	3	1	4	8	6+	-
This model is armed with a shuriken pistol, Harlequin's blade and plasma grenades.										
WARGEAR OPTIONS	- This model may replace its shuriken pistol with a neuro disruptor or fusion pistol. - This model may replace its Harlequin's blade with a Harlequin's embrace, Harlequin's caress or Harlequin's kiss.									
ABILITIES	Flip Belt: This model can move across other models as if they were not there, and it can climb any distance vertically (up or down) when it moves – do not measure the distance moved in this way. In addition, it never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model. Rising Crescendo: You may roll 3D6 instead of 2D6 for this model when making a charge roll, and may choose an enemy model within 18" of this model as the target of a charge, rather than 12". Holo-suit: This model has a 4+ invulnerable save.									
SPECIALISTS	Leader, Combat, Medic, Scout, Veteran, Zealot									
FACTION KEYWORD	HARLEQUINS									
KEYWORDS	AELDARI, INFANTRY, PLAYER									

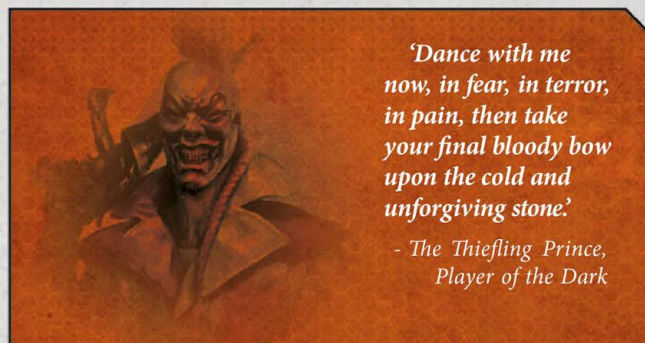
RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion pistol	6"	Pistol 1	8	-4	D6	-
Neuro disruptor	12"	Pistol 1	4	-3	D3	-
Plasma grenade	6"	Grenade D6	4	-1	1	-
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harlequin's blade	Melee	Melee	User	0	1	-
Harlequin's caress	Melee	Melee	+2	-2	1	-
Harlequin's embrace	Melee	Melee	+1	-3	1	-
Harlequin's kiss	Melee	Melee	+1	-1	D3	-

KILL TEAM	
MODEL	POINTS PER MODEL (Does not include wargear)
Player	12

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Fusion pistol	3
Neuro disruptor	2
Plasma grenade	0
Shuriken pistol	0

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Harlequin's blade	0
Harlequin's caress	3
Harlequin's embrace	2
Harlequin's kiss	4





TROUPE MASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Troupe Master	8"	2+	2+	3	3	5	5	9	6+	1
This model is armed with a shuriken pistol, Harlequin's blade and plasma grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Fusion pistol	6"	Pistol 1		8	-4	D6	-			
Neuro disruptor	12"	Pistol 1		4	-3	D3	-			
Shuriken pistol	12"	Pistol 1		4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.			
Harlequin's blade	Melee	Melee		User	0	1	-			
Harlequin's caress	Melee	Melee		+2	-2	1	-			
Harlequin's embrace	Melee	Melee		+1	-3	1	-			
Harlequin's kiss	Melee	Melee		+1	-1	D3	-			
Power sword	Melee	Melee		User	-3	1	-			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
WARGEAR OPTIONS	• This model may replace its shuriken pistol with a neuro disruptor or fusion pistol. • This model may replace its Harlequin's blade with a power sword, Harlequin's embrace, Harlequin's kiss or Harlequin's caress.									
ABILITIES	Flip Belt: This model can move across models and terrain as if they were not there. In addition, it never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.						Holo-suit: This model has a 4+ invulnerable save. Rising Crescendo: You may roll 3D6 instead of 2D6 for this model when making a charge roll, and may choose an enemy model within 18" of this model as the target of a charge, rather than 12".			
SPECIALISTS	Ferocity, Leadership, Melee, Shooting, Stealth, Strategist									
FACTION KEYWORD	HARLEQUINS									
KEYWORDS	AELDARI, COMMANDER, INFANTRY, TROUPE MASTER									

CHOREOGRAPHER OF WAR

Harlequins Tactic Troupe Master Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **TROUPE MASTER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed wound rolls for friendly models that are within 6" of this model.

1 COMMAND POINT

HARLEQUINS

MODEL	POINTS PER MODEL
Troupe Master (Level 1)	50
Troupe Master (Level 2)	65
Troupe Master (Level 3)	80
Troupe Master (Level 4)	105
WARGEAR	POINTS PER ITEM
Fusion pistol	10
Harlequin's blade	0
Harlequin's caress	7
Harlequin's embrace	6
Harlequin's kiss	9
Neuro disruptor	6
Plasma grenades	0
Power sword	4
Shuriken pistol	0

'See them dance as the toxins take hold! Watch the clumsy mon-keigh twirl and lumber! Aim for their guts, double them up, make them bow before their final slumber!'

- The White Ghoul's mirth

SHADOWSEER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Shadowseer	8"	2+	2+	3	3	5	3	9	6+	1
This model is armed with a shuriken pistol, hallucinogen grenade launcher and miststave.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Hallucinogen grenade launcher	18"	Assault 1		*	*	*	If a model is hit by this weapon, roll 2D6 – if the roll is equal to or greater than the target model's Leadership, it suffers a mortal wound.			
Neuro disruptor	12"	Pistol 1		4	-3	D3	-			
Shuriken pistol	12"	Pistol 1		4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.			
Miststave	Melee	Melee		+2	-1	D3	-			
WARGEAR OPTIONS	• This model may replace its shuriken pistol with a neuro disruptor.									
ABILITIES	Flip Belt: This model can move across models and terrain as if they were not there. In addition, it never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.						Holo-suit: This model has a 4+ invulnerable save. Rising Crescendo: You may roll 3D6 instead of 2D6 for this model when making a charge roll, and may choose enemy models within 18" of them as the target of a charge, rather than 12".			
PSYKER	This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Phantasmy discipline (see below).									
SPECIALISTS	Ferocity, Melee, Psyker, Shooting, Stealth									
FACTION KEYWORD	HARLEQUINS									
KEYWORDS	AELDARI, COMMANDER, INFANTRY, PSYKER, SHADOWSEER									

PHANTASMY DISCIPLINE

To generate psychic powers from the Phantasmy discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 FOG OF DREAMS

The Shadowseer sends forth her consciousness like a mist, baffling the senses of the enemy.

Fog of Dreams has a warp charge value of 5. If manifested, select an enemy model within 12" of and visible to the psyker. Until the start of the next Psychic phase, your opponent must subtract 1 from hit rolls for that model.

2 WEBWAY DANCE

The veils between realspace and the webway grow thin, allowing the Harlequins to jink away from danger with quicksilver speed, only to reappear unharmed moments later.

Webway Dance has a warp charge value of 7. If manifested, then until the start of the next Psychic phase, roll a D6 whenever a friendly model within 6" of the psyker loses a wound; on a 6 that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

3 MIRROR OF MINDS

A maddening clash of wills consumes the victim's mind as reality falls away.

Mirror of Minds has a warp charge value of 7. If manifested, select an enemy model within 12" of the psyker. Then, both controlling players roll a D6. If the Harlequin player's roll is equal to or higher than their opponent's, the target suffers 1 mortal wound. Repeat this process until the target is taken out of action, or the other player beats the Harlequin player's roll.

HARLEQUINS	
MODEL	POINTS PER MODEL
Shadowseer (Level 1)	65
Shadowseer (Level 2)	80
Shadowseer (Level 3)	95
Shadowseer (Level 4)	120
WARGEAR	POINTS PER ITEM
Hallucinogen grenade launcher	0
Miststave	0
Neuro disruptor	6
Shuriken pistol	0

DEATH JESTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Death Jester	8"	2+	2+	3	3	5	4	9	6+	1
This model is armed with a shrieker cannon.										
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES			
Shrieker cannon	When attacking with this weapon, choose one of the profiles below. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.									
- Shrieker	24"	Assault 1	6		-1	1	Each time an INFANTRY model is slain by an attack made with this weapon, roll a D6 for each enemy model within 2" of that model. On a roll of 4+ the model being rolled for suffers a mortal wound.			
- Shuriken	24"	Assault 3	6		0	1	-			
ABILITIES	Flip Belt: This model can move across models and terrain as if they were not there. In addition, it never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.						Death Is Not Enough: If this model takes an enemy model out of action in the Shooting phase, the controlling player must add 1 to Nerve tests they make in the Morale phase of that turn.			
	Deadly Hunter: When this model targets an enemy model that is obscured in the Shooting phase, treat it as if it were not obscured.						Rising Crescendo: You may roll 3D6 instead of 2D6 for this model when making a charge roll, and may choose an enemy model within 18" of this model as the target of a charge, rather than 12".			
SPECIALISTS	Ferocity, Melee, Shooting, Stealth									
FACTION KEYWORD	HARLEQUINS									
KEYWORDS	AELDARI, COMMANDER, INFANTRY, DEATH JESTER									

THE ART OF THE KILL

Harlequins Tactic Death Jester Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **Death Jester**. That model gains the following aura ability until the end of the phase:

As long as this model is not shaken, you can add 1 to wound rolls for friendly models that are within 6" of this model.

1 COMMAND POINT

HARLEQUINS

MODEL	POINTS PER MODEL
Death Jester (Level 1)	45
Death Jester (Level 2)	60
Death Jester (Level 3)	75
Death Jester (Level 4)	100
WARGEAR	POINTS PER ITEM
Shrieker cannon	0

'Merriment is the finest tonic, Sir Knight, and the manner of your comrades' demise shall keep me in stitches for eternity.'

- The Droll Prince,
during the massacre at Governor Malcus
Markhum's grand ball



NECRONS

The Necrons are a race of ancient android warriors. Millions of years ago they descended into stasis crypts to slumber through the aeons, and now they are waking to find the galaxy much changed. Determined to reclaim their empire of old, the Necrons purge all other sentient beings from the stars without mercy.

The Necrons are a fearsome and unnatural form of life. Many thousands of years ago they exchanged ephemeral bodies of flesh and blood for shells of living metal. As well as enduring the slow grind of centuries, the Necrons are capable of shrugging off incredible amounts of damage. They ignore plagues and parasites that would spell death for organic creatures, and can stride unharmed through raging fires, lethal sub-zero temperatures and airless vacuums. Even should a Necron fall in battle, their ruined bodies simply teleport away in a flare of emerald light, returned by reanimation protocols to their stasis crypts where they undergo repairs before marching out to war once again.

The price of this virtual immortality is steep, however. Many lower orders of Necrons lost all but their most basic sentience during the process of biotransference, and even the higher-ranking warriors are enslaved to the will of their lords. Only the Necron nobility possess true autonomy, and each of these beings pursues their own agendas with single-minded determination. They issue their edicts to mighty servant-warriors who march out to see their wills done.

Such is the lot of the Lychguard. Trusted lieutenants and dedicated bodyguards, these towering warriors inhabit some of the most powerful bodies gifted to any Necron soldier. Their mental architecture is elaborate enough to permit a degree of operational independence, and even allows for speech and hyper-logical reasoning within certain parameters. The one real limitation of Lychguard is an absolute loyalty to the Lords or pharaohs they serve, a programmed adoration for their rulers that sees the Lychguard stride gladly into the heaviest fire and the greatest dangers in order to protect their master and see his enemies laid low.

The martial might of the Lychguard is indisputable. Their armoured bodies are all but impervious to small arms fire, and their hyperphase swords and war scythes make short work of even the most formidable foes. Lychguard are exceptionally powerful kill team operatives, for a mere handful of these warriors can tirelessly hack through tides of enemies in order to complete a mission.

Triarch Praetorians, conversely, are amongst those few Necrons not bound to the will of an Overlord. Instead, this judicial order of warriors stands aloof, their mission to police and enforce the codes of conduct set down by the ancient Triarch that once ruled the Necrons. To the Praetorians, the concept of honour is all. They will as swiftly raise their rods of covenant and particle casters against a Necron ruler who breaks the code as they will against those younger races who have intruded upon the Necrons' ancient holdings and now – in their ignorance – have the temerity to claim them as their own.

Triarch Praetorians set their own goals and missions, and possess their own cunning means of seeing them completed. Not least amongst these is their ability to hover over the battlefield using their gravity-repelling harnesses to strike deep behind enemy lines where they can land the most decisive blow.



NECRON KILL TEAMS

If every model in your kill team has the NECRONS Faction keyword, you can use Necrons Tactics.

PRIME REANIMATION PROTOCOLS

Necrons Tactic

Use this Tactic when an Injury roll is made for a model from your kill team. Roll an additional dice and apply the lowest result.

2 COMMAND POINTS

DISRUPTION FIELDS

Necrons Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Increase the Strength characteristic of that model by 1 until the end of the phase.

1 COMMAND POINT

TARGETING ROUTINES

Necrons Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Add 1 to hit rolls for that model against targets which are obscured.

1 COMMAND POINT

MINDSHACKLE SCARABS

Necrons Tactic

Use this Tactic at the start of the Shooting phase. Pick an enemy model within 6" of a model from your kill team and roll 2D6. If the result is higher than the enemy model's Leadership characteristic, you can immediately make a shooting attack with one of that model's ranged weapons as if it were a model from your kill team.

2 COMMAND POINTS

FLENSING FURY

Necrons Tactic

Use this Tactic when you choose a **PLAYED ONE** in your kill team to fight in the Fight phase. Until the end of the phase, each time you make a wound of 6+ for that model's flayer claws, add 1 to the Damage characteristic of the weapon for that attack.

1 COMMAND POINT

OVERCHARGED DISINTEGRATION

Necrons Tactic

Use this Tactic in the Shooting phase when you choose a model in your kill team to shoot with a gauss flayer or gauss blaster. Improve the Armour Penetration characteristic of that weapon by 1 until the end of the phase (e.g. AP-1 becomes AP-2, AP-2 becomes AP-3).

2 COMMAND POINTS

'We have awoken, we who are the rightful rulers of the stars themselves. We shall ascend, now, to retake our rightful place, and these vermin that scurry and grub and make their nests amidst the ruins of our former glories, they shall hinder us not.'

- Overlord Azmartek, the Ever-Glorious, Prince of the Thousand Moons, Dominator of the Ancient Realms, He Who Strides Between the Stars and Before Whom the Gods Themselves Shall Surely Kneel

NECRON KILL TEAMS

If every model in your kill team has the NECRONS Faction keyword, you can use Necrons Tactics.

HUNTERS FROM HYPERSPACE

Necrons Tactic

Use this Tactic at the end of the Movement phase. Choose up to three DEATHMARK models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

HAUNTING HORRORS

Necrons Tactic

Use this Tactic at the end of the Movement phase. Choose up to three FLAYED ONE models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

RESURRECTION PROTOCOLS

Necrons Tactic

Use this Tactic when your Leader is slain. Instead of removing the model, place it on its side. At the end of the phase, roll a D6. On a 4+ the model is no longer slain: stand the model up again as close as possible to its previous position, but more than 1" away from enemy models, with 1 wound remaining and no flesh wounds. If a model is still on the battlefield at the end of the battle after having been resurrected in this way, it is not considered to have been taken out of action for victory points purposes. You can only use this Tactic once per battle.

2 COMMAND POINTS

ENTROPIC STRIKE

Necrons Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Until the end of the phase, if that model's attacks reduce a target to 0 wounds, add 1 to the Injury roll you make for the target.

1 COMMAND POINT

ASSURED DISINTEGRATION

Necrons Tactic

Use this Tactic when you choose a DEATHMARK from your kill team to shoot in the Shooting phase. Until the end of the phase you may re-roll hit rolls made for that model.

1 COMMAND POINT

TIRELESS ADVANCE

Necrons Tactic

Use this Tactic at the start of the Shooting phase. One model of your choice from your kill team becomes Readied (even if it moved in the previous Movement phase) and may shoot in this phase as if they had not moved in the Movement phase. This Tactic may not be used on a model that is within 1" of an enemy model.

1 COMMAND POINT

DEATHLESS IRE

Necrons Tactic

Use this Tactic when a model from your kill team suffers a flesh wound as the result of an Injury roll. It is shaken instead.

2 COMMAND POINTS

NECRON WARRIOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	-
This model is armed with a gauss flayer.										
ABILITIES	Reanimation Protocols: When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out of action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									
SPECIALISTS	Leader, Comms, Veteran									
FACTION KEYWORD	NECRONS									
KEYWORDS	INFANTRY, NECRON WARRIOR									

IMMORTAL

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Immortal	5"	3+	3+	4	4	1	1	10	3+	-
This model is armed with a gauss blaster.										
WARGEAR OPTIONS	• This model may replace its gauss blaster with a tesla carbine.									
ABILITIES	Reanimation Protocols: When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out of action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									
SPECIALISTS	Leader, Comms, Veteran, Zealot									
FACTION KEYWORD	NECRONS									
KEYWORDS	INFANTRY, IMMORTAL									



PLAYED ONE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Flayed One	5"	3+	6+	4	4	1	3	10	4+	-
This model is armed with flayer claws.										
ABILITIES	Reanimation Protocols: When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out of action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									
SPECIALISTS	Leader, Combat, Veteran, Zealot									
FACTION KEYWORD	NECRONS									
KEYWORDS	INFANTRY, PLAYED ONE									

DEATHMARK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Deathmark	5"	3+	3+	4	4	1	1	10	3+	-
This model is armed with a synaptic disintegrator.										
ABILITIES	Reanimation Protocols: When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out of action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									
SPECIALISTS	Leader, Comms, Scout, Sniper, Veteran									
FACTION KEYWORD	NECRONS									
KEYWORDS	INFANTRY, DEATHMARK									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss blaster	24"	Rapid Fire 1	5	-2	1	-
Gauss flayer	24"	Rapid Fire 1	4	-1	1	-
Synaptic disintegrator	24"	Rapid Fire 1	4	0	1	A model firing a synaptic disintegrator does not suffer the penalty to hit rolls for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Tesla carbine	24"	Assault 2	5	0	1	Each unmodified hit roll of 6 with this weapon causes 3 hits.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Player claws	Melee	Melee	User	0	1	Re-roll failed wound rolls for this weapon.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Deathmark	15
Played One	10
Immortal	16
Necron Warrior	12

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Gauss blaster	0
Gauss flayer	0
Synaptic disintegrator	0
Tesla carbine	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Player claws	0

'This world is ours in perpetuity, as decreed by the Triarch and ratified by the Silent King. You are trespassers upon a sovereign domain that was already old when these stars were young. That you were ignorant of this is the only reason you still live. My lord and master offers you a single chance to remove yourselves and all your works from his world or be eradicated. You have one solar cycle to comply.'

- Zanatek the Beheader to the populace of Thesvor II

LYCHGUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Lychguard	5"	3+	3+	5	5	2	2	10	3+	-
This model is armed with a warscythe.										
WARGEAR OPTIONS	• This model may replace its warscythe with a hyperphase sword and dispersion shield.									
ABILITIES	Reanimation Protocols: When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out of action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds. Dispersion Shield: A model with a dispersion shield has a 4+ invulnerable save. Guardian Protocols: Roll a D6 each time a COMMANDER loses a wound whilst they are within 3" of any friendly models with this ability; on a 2+ choose one of those models to intercept that hit – the COMMANDER does not lose a wound but the model you chose suffers a mortal wound.									
SPECIALISTS	Leader, Combat, Comms, Veteran, Zealot									
FACTION KEYWORD	NECRONS									
KEYWORDS	INFANTRY, Lychguard									

TRIARCH PRAETORIAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Triarch Praetorian	10"	3+	3+	5	5	2	2	10	3+	-
This model is armed with a rod of covenant.										
WARGEAR OPTIONS	• This model may replace its rod of covenant with a voidblade and particle caster.									
ABILITIES	Reanimation Protocols: When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out of action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds. A Purpose Unshakeable: This model automatically passes Nerve tests.									
SPECIALISTS	Leader, Combat, Comms, Veteran, Zealot									
FACTION KEYWORD	NECRONS									
KEYWORDS	INFANTRY, FLY, TRIARCH PRAETORIAN									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle caster	12"	Pistol 1	6	0	1	-
Rod of covenant	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	12"	Assault 1	5	-3	1	-
- Melee	Melee	Melee	User	-3	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperphase sword	Melee	Melee	+1	-3	1	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Warscythe	Melee	Melee	+2	-4	2	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Lychguard	20
Triarch Praetorian	26

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Hyperphase sword	0
Voidblade	1
Warscythe	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Particle caster	0
Rod of covenant	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Dispersion shield	5

'Our enemies seek to do battle with us, yet they do not realise that they have already lost. How can beings so crude, from a culture so primitive and immature, hope to battle such as we? This is not war, it is eradication of vermin...'

- Xeoptar the Great upon the Plains of Desolation



OVERLORD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Overlord	5"	2+	2+	5	5	5	3	10	3+	1
This model is armed with a voidscythe.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Staff of light	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.									
- Ranged	12"	Assault 3		5	-2	1	-			
- Melee	Melee	Melee		User	-2	1	-			
Voidscythe	Melee	Melee		x2	-4	3	When attacking with this weapon, subtract 1 from the hit roll.			
Warscythe	Melee	Melee		+2	-4	2	-			
WARGEAR OPTIONS	• This model may replace its voidscythe with a staff of light or warscythe.									
ABILITIES	Living Metal: At the beginning of each battle round, this model recovers 1 wound lost earlier in the battle.									
	Phase Shifter: This model has a 4+ invulnerable save.									
SPECIALISTS	Fortitude, Leadership, Logistics, Melee, Shooting, Strategist, Strength									
FACTION KEYWORD	NECRONS									
KEYWORDS	COMMANDER, INFANTRY, OVERLORD									

MY WILL BE DONE

Necrons Tactic Overlord Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes an **OVERLORD**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to Advance, charge and hit rolls for friendly models within 6" of this model.

2 COMMAND POINTS

RESURRECTION ORB

Necrons Tactic Overlord Tactic

Use this Tactic at the end of the Morale phase if an **OVERLORD** from your kill team is on the battlefield and not shaken. Pick a friendly model that is out of action and roll a D6; on a 2+, set up that model with 1 wound remaining and no flesh wounds anywhere within 3" of the **OVERLORD** that is more than 1" from enemy models. This Tactic can only be used once per battle.

3 COMMAND POINTS

NECRONS

MODEL	POINTS PER MODEL
Overlord (Level 1)	86
Overlord (Level 2)	106
Overlord (Level 3)	126
Overlord (Level 4)	151
WARGEAR	POINTS PER ITEM
Staff of light	0
Voidscythe	0
Warscythe	0

‘Once again I must take to the field, for I am surrounded by incompetents – fools who cannot be trusted to perform a simple task. Look now, and see how a lord of the Necrontyr deals with those who defy him.’

- Overlord Phaek of the Nihilakh Dynasty

CRYPTTEK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Cryptek	5"	3+	3+	4	4	4	1	10	4+	1
This model is armed with a staff of light.										
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES			
Staff of light	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.									
- Ranged	12"	Assault 3	5		-2	1	-			
- Melee	Melee	Melee	User		-2	1	-			
WARGEAR OPTIONS	• This model may take a Canoptek cloak. If it does, its Move characteristic is increased to 10" and it gains the FLY keyword.									
ABILITIES	Living Metal: At the beginning of each battle round, this model recovers 1 wound lost earlier in the battle.									
SPECIALISTS	Fortitude, Logistics, Melee, Shooting, Strategist, Strength									
FACTION KEYWORD	NECRONS									
KEYWORDS	COMMANDER, INFANTRY, CRYPTTEK									

CHRONOMETRON

Necrons Tactic Cryptek Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a CRYPTTEK. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 3" of this model have a 5+ invulnerable save.

1 COMMAND POINT

TECHNOMANCER

Necrons Tactic Cryptek Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a CRYPTTEK. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can ignore the penalty to hit rolls for one flesh wound suffered by friendly models within 6" of this model.

1 COMMAND POINT

NECRONS

MODEL	POINTS PER MODEL
Cryptek (Level 1)	44
Cryptek (Level 2)	59
Cryptek (Level 3)	74
Cryptek (Level 4)	99
WARGEAR	POINTS PER ITEM
Canoptek cloak	10
Staff of light	0

'Your will be done, Nemesor. This expedition will be a fine opportunity to test the treasures of my chrono-vault upon organic flesh.'

- Chronomancer Octeph of the Sautekh Dynasty



ORKS

The Orks are the most belligerent and resourceful race in the galaxy. Rampaging across the void in their billions, the greenskins devastate everything in their path. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Ork kill teams.

The Orks are a galactic menace, a race of hulking, bellicose aliens who love nothing more than a good fight, and will devastate entire star systems in their attempts to find a battle worthy of their time. Their cobbled-together vehicles and weapons appear crude in design, but that does not make them any less destructive on the battlefield – to stand against an Ork assault is to be enveloped by a tidal wave of primal ferocity that is as unstoppable as it is terrifying.

Orks are exceptionally straightforward creatures, whose culture is as robust as it is simple. In greenskin society, might makes right, and so the largest and strongest Ork inevitably bullies his way to the top of the heap. Thus, the Boss Nobz that rule over mobs of greenskins are muscle-bound, thick-skinned brutes, while the Warbosses that in turn rule over them are truly monstrous creatures that command entire tribes or – in the case of the mightiest leaders – a star-spanning military migration known as a Waaagh!.

Beyond this simple societal structure, Orks are further divided into a number of clans, each of which has distinguishing features, a favoured colour and glyph, and certain specialities on and off the battlefield. Whether it be the Evil Sunz, who paint everything red and are obsessed with speed, the brutal Goffs with their black armour and love of close-quarters violence, the rich and showy Bad Moons, the light-fingered looters of the Deathskulls, the atavistic and tough Snakebites or the oddly disciplined – and universally mistrusted – Blood Axes, each Ork clan has its place in Ork society, and its own favourite ways of making war.

GORK AND MORK

The Orks worship a pair of rumbustious and belligerent gods known as Gork and Mork, who embody the greenskin love of violence for violence's sake. Gork is said by the Orks to be brutal but kunnin', a hulking warrior god who likes nothing more than to take the most direct route into the biggest fight he can find. Meanwhile, his brother Mork is kunnin' but brutal, a massive war club hidden just behind his back where it can be swiftly whipped out and brought crashing down on his enemies' heads the moment they look the other way.



An Ork kill team is comprised of a raucous mob of greenskins who delight in the rush and crunch of battle. Its leader is always the biggest and meanest Ork around, accompanied by those he has managed to bully, cajole or threaten into following him. Like a green wrecking ball, this gathering will smash aside anything in its path. Hollering Orks will fill the air with storms of lead from their crude shootas, while towering brutes lumber forwards through the carnage of battle, hacking, bashing and blasting their foes apart with murderous glee.

The Orks' great strength and durability make them excellent hand-to-hand fighters, and most Ork kill teams eschew such a tedious concern as marksmanship in favour of closing with the enemy as quickly and violently as possible, swarming them with sheer numbers. However, what the greenskins lack in accuracy they make up for in weight of fire, and their foes should not discount the cumulative devastation unleashed by a dozen shootas and burnas blazing away in deafening unison.

ORK KILL TEAMS

If every model in your kill team has the ORKS Faction keyword, you can use Orks Tactics.

KRUMP 'EM!

Orks Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Increase the Strength characteristic of that model by 1 until the end of the phase.

1 COMMAND POINT

GNASHER SQUIG

Orks Tactic

Use this Tactic at the start of the Fight phase. Pick an enemy model that is within 1" of any of your models and roll a D6. On a 4+, that enemy model suffers 1 mortal wound.

2 COMMAND POINTS

DAKKA DAKKA DAKKA

Orks Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. You can immediately shoot an additional time with that model.

1 COMMAND POINT

JUST A FLESH WOUND

Orks Tactic

Use this Tactic when a model from your kill team is taken out of action. Roll a D6. On a 4+ that model suffers a flesh wound instead.

2 COMMAND POINTS

GROT SHIELD

Orks Tactic

Use this Tactic at the start of the Shooting phase. Pick a model from your kill team that is within 2" of a GRETCHIN model. Until the end of the phase, while that Gretchin model is on the battlefield, any attacks which target the chosen model are resolved against that Gretchin model instead.

2 COMMAND POINTS

MEK'S SPECIAL STIKKBOMB

Orks Tactic

Use this Tactic when you choose a model from your kill team to attack with a stikkbomb. Until the end of the phase, change the weapon's type to Grenade D3 and add 1 to its Strength and Damage characteristics.

2 COMMAND POINTS

'Right ladz, listen up. Da humies 'ave got a big shiny box an' it's powerin' all their gubbinz. Da plan is, we'ze goin' to kick da door in, give 'em all sum dakka, chuck rokkits about 'til da box blows up like Mugrot's buggy in dat minefield, and bosh, job's a good 'un! Any questions? Nah? Good, didn't fink so... Let's get stuck in den boyz! WAAAGH!'

- Boss Nob Gazrot Gitstompa just minutes before the infamous Meltdown Catastrophe of Generatorum Beta-2

ORK KILL TEAMS

If every model in your kill team has the ORKS Faction keyword, you can use Orks Tactics.

KUNNIN' INFILTRATORS

Orks Tactic

Use this Tactic at the end of the Movement phase. Choose up to three KOMMANDO models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

DEAD 'ARD

Orks Tactic

Use this Tactic when a model from your kill team suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound suffered by that model for the rest of the phase: on a 5+ the mortal wound is ignored and has no effect.

1 COMMAND POINT

INDISCRIMINATE DAKKA

Orks Tactic

Use this Tactic after firing Overwatch with one of your models. You can immediately fire Overwatch again.

1 COMMAND POINT

PYROMANIAC

Orks Tactic

Use this Tactic when you choose for a model to shoot with a burna. The burna makes D6 attacks instead of D3 this phase.

1 COMMAND POINT

ITCHIN' FOR A FIGHT!

Orks Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. You can make one additional attack with that model for each enemy model within 1" of it.

2 COMMAND POINTS

'ERE WE GO, 'ERE WE GO!

Orks Tactic

Use this Tactic after making a charge roll for one of your models. Re-roll one of the dice.

1 COMMAND POINT

WAAAGH!

Orks Tactic

Use this Tactic when it is your turn to move in the Movement phase and your Leader is on the battlefield and not shaken. For the duration of that phase, add 1" to the Move characteristic of all models in your kill team, and add 1 to their Advance and charge rolls.

2 COMMAND POINTS

ORK BOY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Ork Boy	5"	3+	5+	4	4	1	2	6	6+	-
Ork Boy Gunner	5"	3+	5+	4	4	1	2	6	6+	2
Boss Nob	5"	3+	5+	5	4	2	3	7	6+	1
This model is armed with a slugga, choppa and stikkbombs. Two Ork Boys in your kill team can be Ork Boy Gunners, and one Ork Boy in your kill team can be a Boss Nob.										
WARGEAR OPTIONS	• This model may replace its slugga and choppa with a shoota. • An Ork Boy Gunner may replace their slugga and choppa with a big shoota or rokkit launcha. • A Boss Nob may replace their slugga with a kombi-weapon with rokkit launcha or kombi-weapon with skorch. • A Boss Nob may replace their choppa with a big choppa or a power klaw.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for a model with this ability.									
SPECIALISTS	Leader (Boss Nob only), Heavy (Gunner only), Combat, Demolitions, Veteran									
FACTION KEYWORD	ORKS									
KEYWORDS	INFANTRY, ORK BOY									

GRETCHIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Gretchin	5"	5+	4+	2	2	1	1	4	6+	-
This model is armed with a grot blasta.										
SPECIALISTS	Leader, Scout									
FACTION KEYWORD	ORKS									
KEYWORDS	INFANTRY, GRETCHIN									



KOMMANDO

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Kommando	6"	3+	5+	4	4	1	2	6	6+	-
Kommando Boss Nob	6"	3+	5+	5	4	2	3	7	6+	1
This model is armed with a slugga, choppa and stikkbombs. One Kommando in your kill team can be a Kommando Boss Nob.										
WARGEAR OPTIONS	• A Kommando Boss Nob may replace their choppa with a power klaw.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for a model with this ability. Sneaky Gits: When an enemy player makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.									
SPECIALISTS	Leader (Kommando Boss Nob only), Combat, Demolitions, Scout, Veteran									
FACTION KEYWORD	ORKS									
KEYWORDS	INFANTRY, KOMMANDO									

BURNA BOY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Burna Boy	5"	3+	5+	4	4	1	2	6	6+	-
Burna Spanner	5"	3+	5+	4	4	1	2	6	6+	3
This model is armed with a burna and stikkbombs. Up to three Burna Boys in your kill team can be Burna Spanners. Burna Spanners are instead armed with a big shoota and stikkbombs.										
WARGEAR OPTIONS	• A Burna Spanner may replace their big shoota with a kustom mega-blasta or rokkit launcha.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for a model with this ability.									
SPECIALISTS	Comms (Burna Spanner only), Leader, Combat, Demolitions, Veteran, Zealot									
FACTION KEYWORD	ORKS									
KEYWORDS	INFANTRY, BURNA BOY									

LOOTA

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Loota	5"	3+	5+	4	4	1	2	6	6+	-
Loota Spanner	5"	3+	5+	4	4	1	2	6	6+	3
This model is armed with a deffgun and stikkbombs. Up to three Lootas in your kill team can be Loota Spanners. Loota Spanners are instead armed with a big shoota and stikkbombs.										
WARGEAR OPTIONS	• A Loota Spanner may replace their big shoota with a kustom mega-blasta or rokkit launcha.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for a model with this ability.									
SPECIALISTS	Comms (Loota Spanner only), Leader, Combat, Demolitions, Heavy, Veteran									
FACTION KEYWORD	ORKS									
KEYWORDS	INFANTRY, LOOTA									

'Orks. Are there any more dangerous or belligerent enemies in all the wide, dark galaxy? Has Humanity ever encountered an enemy more difficult to eradicate, more senselessly violent and needlessly destructive than the greenskin menace? I highly doubt it...'

- General Grumman van der Vosteen, 884th Brachtovarian Dragoons

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	-
Burna	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	8"	Assault D3	4	0	1	This weapon automatically hits its target.
- Melee	Melee	Melee	User	-2	1	-
Deffgun	48"	Heavy D3	7	-1	2	-
Grot blasta	12"	Pistol 1	3	0	1	-
Kombi-weapon with rokkita launcha	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Rokkita launcha	24"	Assault 1	8	-2	3	-
- Shoota	18"	Assault 2	4	0	1	-
Kombi-weapon with skorchas	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Shoota	18"	Assault 2	4	0	1	-
- Skorchas	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Kustom mega-blasta	24"	Assault 1	8	-3	D3	On an unmodified hit roll of 1, the bearer suffers a mortal wound.
Rokkita launcha	24"	Assault 1	8	-2	3	-
Shoota	18"	Assault 2	4	0	1	-
Slugga	12"	Pistol 1	4	0	1	-
Stikkbomb	6"	Grenade D6	3	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big choppa	Melee	Melee	+2	-1	2	-
Choppa	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power klaw	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Burna Boy	12
- Burna Spanner	10
Gretchin	3
Kommando	8
- Kommando Boss Nob	12
Loota	12
- Loota Spanner	10
Ork Boy	6
- Ork Boy Gunner	7
- Boss Nob	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Big shoota	0
Burna	0
Deffgun	0
Grot blasta	0
Kombi-weapon with rokkita launcha	3
Kombi-weapon with skorchas	4
Kustom mega-blasta	0
Rokkita launcha	3
Shoota	0
Slugga	0
Stikkbomb	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Big choppa	2
Choppa	0
Power klaw	4

NOB

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Nob	5"	3+	5+	5	4	2	3	6	4+	-
Boss Nob	5"	3+	5+	5	4	2	3	7	4+	1
Ammo Runt	5"	5+	4+	3	3	1	1	4	6+	2
This model is armed with a slugga, choppa and stikkbombs. One Nob in your kill team can be a Boss Nob, and up to two Nobz in your kill team can instead be Ammo Runts. An Ammo Runt is armed with stikkbombs.										
WARGEAR OPTIONS	- A Nob or Boss Nob may replace its slugga and choppa with up to two different weapons from the following list: big choppa, choppa, killsaw, power klaw, power stabba or slugga. - A Nob or Boss Nob may also be armed with a kombi-weapon with rokkit launcha or kombi-weapon with skorchas. - Up to two Nobz or up to one Nob and a Boss Nob in your kill team may have cybork bodies.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model. Keepin' Order: When you make an unmodified roll of 6 for a Nerve test taken for a model within 3" of a friendly model with this ability, that Nerve test is passed. Cybork Body: Each time a model with a Cybork body loses a wound, roll a D6; on a 6 that wound is not lost. Ammo Runt: Ammo Runts cannot be specialists. Each Ammo Runt (if they are not shaken) can supply one friendly model within 2" with ammo once per Shooting phase. When they do so, you can re-roll one hit roll for a shooting attack made by that model.									
SPECIALISTS	Leader (Boss Nob only), Combat, Comms, Demolitions, Veteran									
FACTION KEYWORD	ORKS									
KEYWORDS	INFANTRY, NOB (Ammo Runt is INFANTRY, GRETCHIN)									

MEGANOB

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Meganob	4"	3+	5+	5	4	3	3	6	2+	-
Boss Meganob	4"	3+	5+	5	4	3	3	7	2+	1
This model is armed with a kustom shoota, power klaw and stikkbombs. One Meganob in your kill team can be a Boss Meganob.										
WARGEAR OPTIONS	- This model may replace its kustom shoota and power klaw with two killsaws. - This model may replace its kustom shoota with a kombi-weapon with skorchas or kombi-weapon with rokkit launcha.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model. Keepin' Order: When you make an unmodified roll of 6 for a Nerve test taken for a model within 3" of a friendly model with this ability, that Nerve test is passed.									
SPECIALISTS	Leader (Boss Meganob only), Combat, Comms, Demolitions, Veteran									
FACTION KEYWORD	ORKS									
KEYWORDS	INFANTRY, MEGA ARMOUR, NOB, MEGANOB									

FLASH GIT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Flash Git	5"	3+	4+	5	4	2	3	6	4+	-
Kaptin	5"	3+	4+	5	4	2	3	6	4+	1
This model is armed with a snazzgun and stikkbombs. One Flash Git in your kill team can be a Kaptin.										
WARGEAR OPTIONS	• One Flash Git or Kaptin in your kill team may take a choppa. • Another Flash Git or Kaptin in your kill team may take a slugga. • One Flash Git or Kaptin in your kill team may take a gitfinda squig.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model. Gitfinda Squig: Add 1 to hit rolls for shooting attacks made by a model with a gitfinda squig. Gun-crazy Show-off: After this model has shot in the Shooting phase, roll a D6. On a 6 the model can immediately shoot again, but can only target the nearest enemy model.									
SPECIALISTS	Leader (Kaptin only), Combat, Comms, Demolitions, Heavy, Veteran									
FACTION KEYWORD	ORKS									
KEYWORDS	FREEBOOTERZ, INFANTRY, FLASH GIT									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kustom shoota	18"	Assault 4	4	0	1	-
Snazzgun	24"	Heavy 3	6	-2	2	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Killsaw	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll. If a model is armed with two killsaws, add 1 to its Attacks characteristic.
Power stabba	Melee	Melee	User	-2	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Flash Git	23
- Kaptin	24
Meganob	37
- Boss Meganob	41
Nob	15
- Boss Nob	16
- Ammo Runt	3

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Big choppa	3
Choppa	1
Killsaw (single/pair)	5/7
Power klaw	5
Power stabba	1

OTHER WARGEAR

WEAPON	POINTS PER ITEM
Cybork body	5
Gitfinda squig	4

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Kombi-weapon with rokket launcha	3
Kombi-weapon with skorch	7
Kustom shoota	0
Slugga	0
Snazzgun	0
Stikkbombs	0





'Come on ladz, push 'em back! Dat's right, get some fire in there an' burn 'em up good! They thought they woz gonna ambush us did they, the sneaky gitz? Well now they're gonna see wot a proppa fight looks like!'

- Kroghskull Drakka

WARBOSS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Warboss	5"	2+	5+	6	5	6	4	8	4+	1
This model is armed with a kustom shoota, big choppa and stikkbombs.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Kombi-weapon with rokkit launcha	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls.									
- Rokkit launcha	24"	Assault 1		8	-2	3	-			
- Shoota	18"	Assault 2		4	0	1	-			
Kombi-weapon with skorchha	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls.									
- Shoota	18"	Assault 2		4	0	1	-			
- Skorchha	8"	Assault D6		5	-1	1	This weapon automatically hits its target.			
Kustom shoota	24"	Assault 4		4	0	1	-			
Attack squig	Melee	Melee		4	-1	1	Each time a model with an attack squig fights, it can make 2 additional attacks with this weapon.			
Big choppa	Melee	Melee		+2	-1	2	-			
Power klaw	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Stikkbomb	6"	Grenade D6		3	0	1	-			
WARGEAR OPTIONS	• This model may replace its kustom shoota with a kombi-weapon with rokkit launcha or kombi-weapon with skorchha. • This model may replace its big choppa with a power klaw. • This model may take an attack squig.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Strategist, Strength									
FACTION KEYWORD	ORKS									
KEYWORDS	COMMANDER, INFANTRY, WARBOSS									

MEGA-WAAAGH!

Orks Tactic Warboss Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a **WARBOSS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you may roll 3D6 instead of 2D6 when making charge rolls for friendly models within 6" of this model, and discard the lowest result.

2 COMMAND POINTS

ORKS

MODEL	POINTS PER MODEL
Warboss (Level 1)	62
Warboss (Level 2)	82
Warboss (Level 3)	102
Warboss (Level 4)	127
WARGEAR	POINTS PER ITEM
Attack squig	6
Big choppa	0
Kombi-weapon with rokkit launcha	5
Kombi-weapon with skorchha	8
Kustom shoota	0
Power klaw	13
Stikkbombs	0

'Orkses never lose a battle. If we win we win, if we die we die fightin' so it don't count. If we runs for it we don't die neither, cos we can come back for annuver go, see!'

- Commonly held Ork view of warfare

BIG MEK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Big Mek	5"	3+	5+	5	4	4	3	7	4+	1
This model is armed with a slugga, choppa and stikkbombs.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Kustom mega-slugga	12"	Pistol 1			8	-3	D3	On an unmodified hit roll of 1, the bearer is taken out of action.		
Shokk attack gun	60"	Heavy D6			2D6	-5	D3	Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.		
Slugga	12"	Pistol 1			4	0	1	-		
Choppa	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Stikkbomb	6"	Grenade D6			3	0	1	-		
WARGEAR OPTIONS	• This model may either replace its slugga with a kustom mega-slugga or shokk attack gun, or it may take a kustom force field.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model.									
SPECIALISTS	Ferocity, Fortitude, Logistics, Melee, Strength									
FACTION KEYWORD	ORKS									
KEYWORDS	COMMANDER, INFANTRY, BIG MEK									

KUSTOM FORCE FIELD

Orks Tactic Big Mek Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a **BIG MEK** with a kustom force field. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model have a 5+ invulnerable save against shooting attacks.

2 COMMAND POINTS

ORKS

MODEL	POINTS PER MODEL
Big Mek (Level 1)	20
Big Mek (Level 2)	25
Big Mek (Level 3)	40
Big Mek (Level 4)	60
WARGEAR	POINTS PER ITEM
Choppa	0
Kustom force field	0
Kustom mega-slugga	4
Shokk attack gun	27
Slugga	0
Stikkbombs	0

PAINBOY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Painboy	5"	3+	5+	5	4	4	4	6	6+	1
This model is armed with a power klaw and 'urty syringe.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Power klaw	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
'Urty syringe	Melee	Melee			User	0	1	This weapon always wounds on a roll of 2+.		
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model.									
SPECIALISTS	Ferocity, Fortitude, Logistics, Melee, Strength									
FACTION KEYWORD	ORKS									
KEYWORDS	COMMANDER, INFANTRY, PAINBOY									

DOK'S TOOLS

Orks Tactical Painboy Aura Tactical

Use this Tactical at the start of the battle round if your kill team includes a **PAINBOY**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, roll a D6 each time a friendly model within 3" of this model loses a wound. On a 6+ that wound is not lost (if a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls). In addition, as long as this model is not shaken at the end of the Movement phase, you can remove one flesh wound from a friendly model within 3" of this model.

1 COMMAND POINT

ORKS

MODEL	POINTS PER MODEL
Painboy (Level 1)	20
Painboy (Level 2)	25
Painboy (Level 3)	40
Painboy (Level 4)	60
WARGEAR	POINTS PER ITEM
Power klaw	0
'Urty syringe	0



BOSS SNIKROT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Boss Snikrot	6"	2+	5+	6	4	6	6	7	6+	1
This model is armed with Mork's Teeth and stikkbombs. Only one of this model may be included on your command roster.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Mork's Teeth	Melee	Melee			User	-1	2	-		
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model.									
	Terrifying Killer: Subtract 1 from the Leadership characteristic of enemy models while they are within 3" of Boss Snikrot.									
SPECIALISTS	Legendary Hunter (Level 3)									
FACTION KEYWORD	ORKS									
KEYWORDS	COMMANDER, INFANTRY, KOMMANDO, BOSS SNIKROT									

RED SKULL KOMMANDOS

Orks Tactic Boss Snikrot Aura Tactic

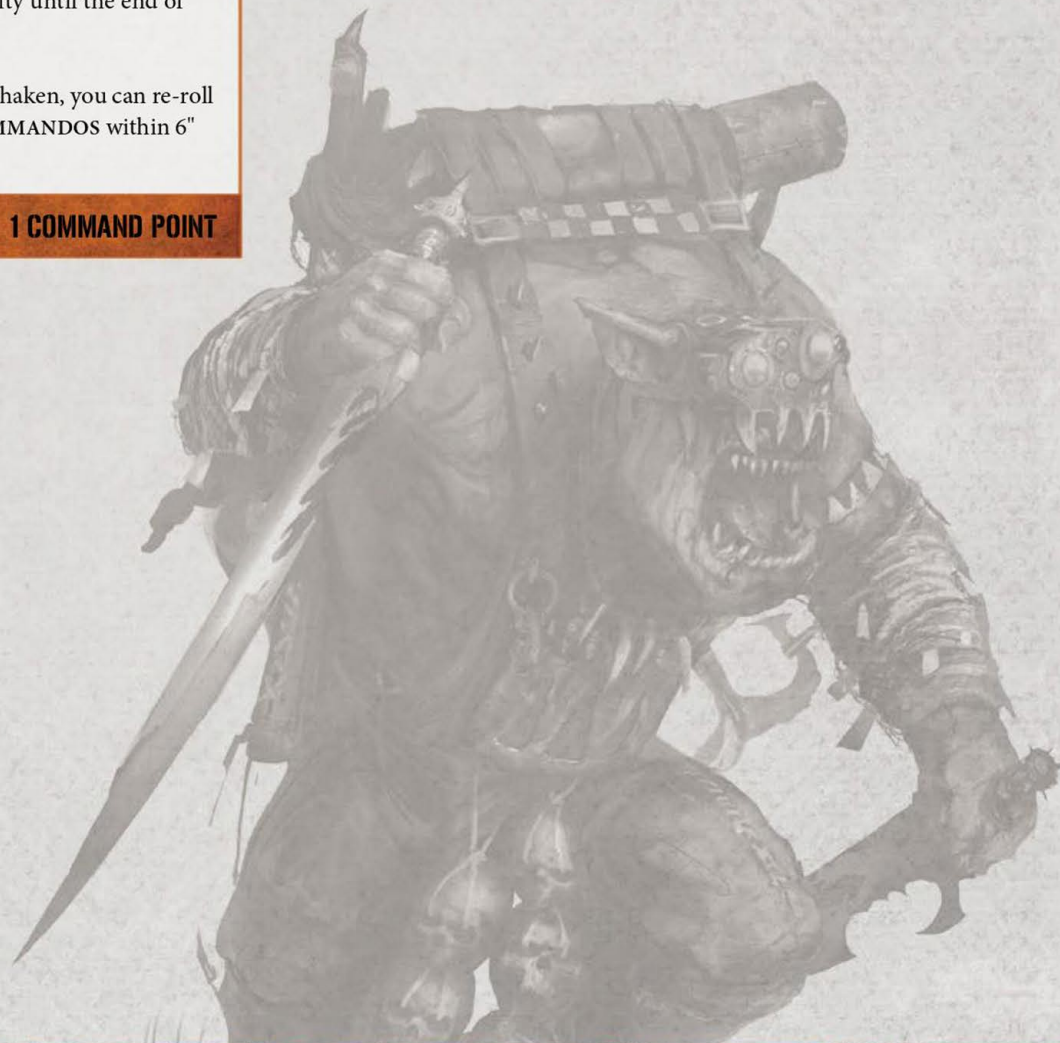
Use this Tactic at the start of the Fight phase if your kill team includes Boss Snikrot. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly KOMMANDOS within 6" of this model.

1 COMMAND POINT

ORKS

MODEL	POINTS PER MODEL
Boss Snikrot (Level 3)	82
WARGEAR	POINTS PER ITEM
Mork's Teeth	0
Stikkbombs	0





T'AU EMPIRE

The T'au Empire is a rising force in the galaxy. United by the Greater Good, the T'au strive to bring enlightenment to other races, by force if necessary. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your T'au Empire kill teams.

The T'au are a young and dynamic race who seek to spread word of their unifying philosophy – the *T'au'va*, or the Greater Good – throughout the stars. Guided by the mysterious spiritual leaders known as Ethereals, the T'au sweep aside any who would deny this universal truth with the power of their superior technology. Compared to many species in the galaxy, the T'au race is still in its infancy, yet the pace at which T'au technology advances is truly ferocious. Unified by their belief in the Greater Good, the T'au set aside personal gain and internal strife, instead pouring all of their considerable intellect and manufacturing genius into creating ever more advanced machineries, artificial intelligences and devastating weapons of war.

The T'au Empire's efforts at colonisation are similarly fast-paced and single-minded; each new world encountered by the T'au is swiftly surveyed and assessed for assimilation into the latest T'au Sphere. Any indigenous, sentient beings are offered a simple choice – join the glory of the Greater Good, contribute to spreading its light across the stars, or be evicted through swift and targeted military action. It is this uncompromising stance that has brought the T'au into conflict with many of the galaxy's older races, but to their credit they continue to push their empire's borders ever outwards.

As befitting the T'au Empire's highly organised and adaptable forces, T'au kill teams tend to be perfectly specialised and equipped for their task. The soldiers

DRONES

The T'au make prolific use of artificial intelligences in every aspect of their society, including dexterous mechanised assistants in operating theatres and laboratories, training units in military academies, and a range of anti-gravitic support drones that aid their warriors upon the field of battle. Combat support drones range from simple gun-bearing modules that add their firepower to that of their assigned squad, to units that can lock and transmit targeting data, surround their assigned squad with a protective force field, interpose themselves like shields between their operators and imminent danger, or even send out thrumming gravitic pulses that drive back charging foes.



of the Fire caste – the military arm of the empire – are well used to forming teams comprised of a mix of troop types in order to maximise combat efficiency. It is common for the warriors of these kill teams to undergo the bonding ritual known as *ta'lissera* – a pact where each T'au pledges unconditional support to their comrades. This is the highest form of T'au commitment to another, and it symbolises the sacrifice of the individual to become part of a greater whole.

Specialists within a T'au kill team will be combined and utilised at the discretion of the T'au officer given command of the mission – most often a veteran Shas'ui or Shas'vre. In battle, these kill teams operate as a microcosm of the greater T'au war machine. They prioritise swift movement and superior firepower, unbalancing the enemy with cunning counter-attacks, flanking assaults and ambushes. Melee combat is generally regarded as a desperate last resort.

T'AU EMPIRE KILL TEAMS

Some T'au Empire models are armed with markerlights, which work differently to normal weapons – the rules for these can be found below. In addition, if every model in your kill team has the T'AU EMPIRE Faction keyword, you can use T'au Empire Tactics.

Markerlights: If a model fires a markerlight, it cannot fire any other weapons in that phase. When a model is hit by a markerlight, place a counter next to it for the remainder of the phase. The table below describes the benefits models from your kill team receive when shooting at a model that has markerlight counters. All benefits are cumulative.

MARKERLIGHT TABLE	
MARKERLIGHTS	BENEFIT
1	You can re-roll hit rolls of 1 for attacks that target this model.
2	Add 1 to hit rolls for attacks that target this model if it is obscured.
3	Models attacking this model do not suffer the penalty for moving and firing Heavy weapons or Advancing and firing Assault weapons.
4 or more	Add 1 to hit rolls for attacks that target this model.

UPLINKED MARKERLIGHT

T'au Empire Tactic

Use this Tactic after an enemy model has been hit by a markerlight fired by a model from your kill team. Place D3+1 markerlight counters next to that model instead of only 1.

2 COMMAND POINTS

BREACH AND CLEAR

T'au Empire Tactic

Use this Tactic in your turn in the Shooting phase, when a **FIRE WARRIOR BREACHER** from your kill team targets an enemy model that is obscured. Re-roll failed wound rolls made for the **FIRE WARRIOR BREACHER** against that enemy model until the end of this phase.

1 COMMAND POINT

RECON SWEEP

T'au Empire Tactic

Use this Tactic in the Shooting phase when you pick a **PATHFINDER** from your kill team to shoot. Instead of shooting, that model can immediately make a normal move as if it were the Movement phase, but instead of moving up to their Move characteristic they move up to 2D6".

1 COMMAND POINT

STIMULANT INJECTOR

T'au Empire Tactic

Use this Tactic when a model from your kill team (other than a **DRONE**) loses a wound. Roll a D6 for that wound, and each other wound lost by that model for the rest of the phase; on a 5+ that wound is not lost.

1 COMMAND POINT



T'AU EMPIRE KILL TEAMS

If every model in your kill team has the T'AU EMPIRE Faction keyword, you can use T'au Empire Tactics.

MANTA STRIKE

T'au Empire Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models that are any combination of BATTLESUITS that are not INFANTRY but can FLY, MV1 Gun Drones, MV4 Shield Drones or MV7 Marker Drones from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

STEALTH FIELDS

T'au Empire Tactic

Use this Tactic at the beginning of the first battle round. Choose up to three XV25 STEALTH BATTLESUIT models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 9" away from any enemy deployment zone.

1 COMMAND POINT

STEALTHY HUNTERS

T'au Empire Tactic

Use this Tactic at the beginning of the first battle round. Choose up to three KROOT CARNIVORE models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 9" away from any enemy deployment zone.

1 COMMAND POINT

FOCUSED FIRE

T'au Empire Tactic

Use this Tactic after a model from your kill team inflicts an unsaved wound on an enemy model in the Shooting phase. For the rest of the phase, you can add 1 to wound rolls for attacks made by other models from your kill team that target the same enemy model, so long the attacking model is within 2" of the model that inflicted the wound.

1 COMMAND POINT

NEUROWEB SYSTEM JAMMER

T'au Empire Tactic

Use this Tactic at the start of the Shooting phase. Pick an enemy model within 12" of a model from your kill team. Until the end of the phase, that model's controlling player must subtract 1 from hit rolls made for that model.

1 COMMAND POINT

SUPPORT TURRET REPLACEMENT

T'au Empire Tactic

Use this Tactic at the end of the Movement phase. Pick a friendly FIRE WARRIOR or FIRE WARRIOR BREACHER model whose DS8 Tactical Support Turret has been removed from the battlefield. You may immediately set up a new DS8 Tactical Support Turret within 2" of that model.

2 COMMAND POINTS

FIRE WARRIOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Shas'la	6"	5+	4+	3	3	1	1	6	4+	-
Shas'ui	6"	5+	4+	3	3	1	2	7	4+	1
DS8 Tactical Support Turret	-	-	4+	3	3	1	0	4	4+	1
A Shas'la or Shas'ui is equipped with a pulse rifle and photon grenades. One Shas'la in your kill team can be a Shas'ui.										
WARGEAR OPTIONS	- A model may replace its pulse rifle with a pulse carbine. - A Shas'la or Shas'ui may take a pulse pistol. - A Shas'ui may instead replace its pulse rifle with a pulse pistol. - A Shas'ui may take a markerlight. - One Shas'la in your kill team may be accompanied by a DS8 Tactical Support Turret. A DS8 Tactical Support Turret is equipped with either a missile pod or smart missile system.									
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase. Fire Warrior Bonding Knife Ritual: You can subtract 1 from Nerve tests for Shas'las or Shas'uis from your kill team within 3" of any friendly models with this ability that are not shaken. DS8 Tactical Support Turret: A Tactical Support Turret is set up within 2" of the model it accompanies when that model is set up on the battlefield. It is treated as a separate model, but cannot move for any reason. If this model is more than 2" from the model it accompanies at any point, it is removed from the battlefield. It does not count as having been taken out of action. Tactical Support Turrets may not be specialists, are not part of a fire team (pg 204) and do not gain experience.									
SPECIALISTS	Leader (Shas'ui only), Comms, Medic, Scout, Sniper, Veteran									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	Shas'la and Shas'ui: INFANTRY, FIRE WARRIOR; Support Turret: INFANTRY, DS8 TACTICAL SUPPORT TURRET									

PATHFINDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Pathfinder	7"	5+	4+	3	3	1	1	6	5+	-
Pathfinder Gunner	7"	5+	4+	3	3	1	1	6	5+	3
Pathfinder Shas'ui	7"	5+	4+	3	3	1	2	7	5+	1
This model is armed with a pulse carbine, markerlight and photon grenades. Up to three Pathfinders in your kill team can be Pathfinder Gunners, and one Pathfinder in your kill team can be a Pathfinder Shas'ui.										
WARGEAR OPTIONS	- A Pathfinder Gunner may replace their pulse carbine and markerlight with an ion rifle or rail rifle. - A Pathfinder Shas'ui may take a pulse pistol.									
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase. Pathfinder Bonding Knife Ritual: You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any friendly models with this ability that are not shaken.									
SPECIALISTS	Leader (Pathfinder Shas'ui only), Sniper (Gunner only), Comms, Demolitions, Medic, Scout, Veteran									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	INFANTRY, PATHFINDER									

FIRE WARRIOR BREACHER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Breacher Shas'la	6"	5+	4+	3	3	1	1	6	4+	-
Breacher Shas'ui	6"	5+	4+	3	3	1	2	7	4+	1
DS8 Tactical Support Turret	-	-	4+	3	3	1	0	4	4+	1
A Breacher Shas'la or Breacher Shas'ui is armed with a pulse blaster and photon grenades. One Breacher Shas'la in your kill team can be a Breacher Shas'ui.										
WARGEAR OPTIONS	- A Breacher Shas'la or Breacher Shas'ui may take a pulse pistol. - A Breacher Shas'ui may instead replace its pulse blaster with a pulse pistol. - A Breacher Shas'ui may take a markerlight. - One Breacher Shas'la in your kill team may be accompanied by a DS8 Tactical Support Turret. A DS8 Tactical Support Turret is equipped with either a missile pod or smart missile system.									
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase. Breacher Bonding Knife Ritual: You can subtract 1 from Nerve tests for Breacher Shas'las or Breacher Shas'uis from your kill team within 3" of any friendly models with this ability that are not shaken. DS8 Tactical Support Turret: A Tactical Support Turret is set up within 2" of the model it accompanies when that model is set up on the battlefield. It is treated as a separate model, but cannot move for any reason. If this model is more than 2" from the model it accompanies at any point, it is removed from the battlefield. It does not count as having been taken out of action. Tactical Support Turrets may not be specialists, are not part of a fire team (pg 204) and do not gain experience.									
SPECIALISTS	Leader (Breacher Shas'ui only), Comms, Demolitions, Medic, Scout, Veteran									
FACTION KEYWORD	TAU EMPIRE									
KEYWORDS	Shas'la and Shas'ui: INFANTRY, FIRE WARRIOR BREACHER; Support Turret: INFANTRY, DS8 TACTICAL SUPPORT TURRET									

XV25 STEALTH BATTLESUIT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Stealth Shas'ui	8"	5+	4+	4	4	2	2	7	3+	-
Stealth Shas'vre	8"	5+	4+	4	4	2	3	8	3+	1
This model is armed with a burst cannon. One Stealth Shas'ui in your kill team can be a Stealth Shas'vre.										
WARGEAR OPTIONS	- One Stealth Shas'ui or Stealth Shas'vre in your kill team may replace its burst cannon with a fusion blaster. - A Stealth Shas'vre may take a markerlight and target lock.									
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase. Stealth Team Bonding Knife Ritual: You can subtract 1 from Nerve tests for Stealth Shas'uis or Stealth Shas'vres from your kill team within 3" of any friendly models with this ability that are not shaken. Target Lock: A model with a target lock does not suffer the penalty to their hit rolls for Advancing and firing Assault weapons. Camouflage Fields: Your opponent must subtract 1 from all hit rolls for attacks that target this model.									
SPECIALISTS	Leader (Stealth Shas'vre only), Comms, Heavy, Scout, Veteran									
FACTION KEYWORD	TAU EMPIRE									
KEYWORDS	BATTLESUIT, INFANTRY, JET PACK, FLY, XV25 STEALTH BATTLESUIT									

DRONE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	-
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	-
MV7 Marker Drone	8"	5+	5+	3	4	1	1	6	4+	-
MV36 Guardian Drone	8"	5+	5+	3	4	1	1	6	4+	1
MV33 Grav-inhibitor Drone	8"	5+	5+	3	4	1	1	6	4+	1
MV31 Pulse Accelerator Drone	8"	5+	5+	3	4	1	1	6	4+	1
MB3 Recon Drone	8"	5+	5+	4	4	2	1	6	4+	1

An MV1 Gun Drone is equipped with two pulse carbines.

- Any MV1 Gun Drone can be an MV4 Shield Drone. An MV4 Shield Drone is equipped with a shield generator instead of two pulse carbines.
- Any MV1 Gun Drone can be an MV7 Marker Drone. An MV7 Marker Drone is equipped with a markerlight instead of two pulse carbines.
- If your kill team includes any **FIRE WARRIOR BREACHERS** or **FIRE WARRIORS**, one MV1 Gun Drone in your kill team can be an MV36 Guardian Drone. An MV36 Guardian Drone has no equipment.
- If your kill team includes any **PATHFINDERS**, one MV1 Gun Drone in your kill team can be an MV33 Grav-inhibitor Drone, one MV1 Gun Drone in your kill team can be an MV31 Pulse Accelerator Drone and one MV1 Gun Drone in your kill team can be an MB3 Recon Drone. An MV33 Grav-inhibitor Drone has no equipment. An MV31 Pulse Accelerator Drone has no equipment. An MB3 Recon Drone is equipped with a burst cannon instead of two pulse carbines.

ABILITIES

For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.

Saviour Protocols: When a friendly T'au Empire Infantry or Battlesuit model within 3" of this model would lose any wounds as a result of an attack made with a ranged or melee weapon, this model can intercept that attack. If it does, that model does not lose those wounds and this model suffers 1 mortal wound.

Shield Generator: A model with a shield generator has a 4+ invulnerable save. In addition, each time a model with a shield generator loses a wound, roll a D6; on a 5+ the model does not lose that wound.

Stable Platform (MV7 Marker Drone only): This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Guardian Fields (Guardian Drone only): A Guardian Drone has a 5+ invulnerable save. Friendly T'au Empire models within 6" of this model have a 6+ invulnerable save.

Gravity Wave Projector (MV33 Grav-inhibitor Drone only): Enemy models beginning a charge move within 12" of any Grav-inhibitor Drones reduce their charge distance by 6".

Pulse Accelerator (MV31 Pulse Accelerator Drone Only): Whilst a T'au Empire Infantry model is within 3" of a friendly Pulse Accelerator Drone, increase the Range characteristic of that model's pulse pistol, pulse carbine or pulse rifle by 6".

Recon Suite (MB3 Recon Drone only): At the start of the Shooting phase, you can choose a Pathfinder from your kill team within 6" of a friendly Recon Drone. Until the end of the phase, that model does not suffer penalties to their hit and Injury rolls due to their target being obscured.

Support Subroutines: Drones cannot be specialists, are not part of a fire team and cannot gain experience.

FACTION KEYWORD

T'AU EMPIRE

KEYWORDS

FLY, DRONE



MV1 Gun Drone



MV4 Shield Drone



MV7 Marker Drone



MV36 Guardian Drone



MV33 Grav-inhibitor Drone



MV31 Pulse Accelerator Drone



MB3 Recon Drone

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	-
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Ion rifle	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-1	1	-
- Overcharge	30"	Heavy D3	8	-1	2	If you make one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Markerlight	36"	Heavy 1	-	-	-	Markerlights (pg 169)
Missile pod	36"	Assault 2	7	-1	D3	-
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.
Pulse blaster	When attacking with this weapon, choose one of the profiles below.					
- Close range	5"	Assault 2	6	-2	1	-
- Medium range	10"	Assault 2	5	-1	1	-
- Long range	15"	Assault 2	4	0	1	-
Pulse carbine	18"	Assault 2	5	0	1	-
Pulse pistol	12"	Pistol 1	5	0	1	-
Pulse rifle	30"	Rapid Fire 1	5	0	1	-
Rail rifle	30"	Rapid Fire 1	6	-4	D3	For each wound roll of 6+ made for this weapon, the target model suffers a mortal wound in addition to the normal damage.
Smart missile system	30"	Heavy 4	5	0	1	This weapon can be fired at models that are not visible to the bearer. If the target is not visible to the bearer, a 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Shas'la	8
- Shas'ui	8
- DS8 Tactical Support Turret	0
Breacher Shas'la	8
- Breacher Shas'ui	8
- DS8 Tactical Support Turret	0
Pathfinder	6
- Pathfinder Gunner	7
- Pathfinder Shas'ui	7
Stealth Shas'ui	20
- Stealth Shas'vre	20

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Burst cannon	0
Fusion blaster	4
Ion rifle	3
Markerlight	0
Missile pod	7
Photon grenade	0
Pulse blaster	0
Pulse carbine	0
Pulse pistol	0
Pulse rifle	0
Rail rifle	5
Smart missile system	5

KILL TEAM DRONES

MODEL	POINTS PER MODEL (Includes wargear)
MV1 Gun Drone	7
- MV4 Shield Drone	7
- MV7 Marker Drone	7
- MV36 Guardian Drone	7
- MV33 Grav-inhibitor Drone	7
- MV31 Pulse Accelerator Drone	7
- MB3 Recon Drone	7

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Target lock	1

XV8 CRISIS BATTLESUIT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
XV8 Crisis Shas'ui	8"	5+	4+	5	5	3	2	7	3+	-
XV8 Crisis Shas'vre	8"	5+	4+	5	5	3	3	8	3+	1
This model is armed with a burst cannon. One XV8 Crisis Battlesuit in your kill team can be an XV8 Crisis Shas'vre.										
WARGEAR OPTIONS	- This model may replace its burst cannon with up to three items from the <i>Ranged Weapons</i> and/or <i>Support Systems</i> lists (pg 109). - Up to three XV8 CRISIS BATTLESUIT models in your kill team may take an XV8-02 Crisis Iridium Battlesuit.									
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase. Bonding Knife Ritual: You can subtract 1 from Nerve tests for XV8 Crisis Shas'uis or XV8 Crisis Shas'vres from your kill team within 3" of any other friendly models with this ability that are not shaken. XV8-02 Crisis Iridium Battlesuit: A model with an XV8-02 Crisis Iridium Battlesuit has a Save characteristic of 2+.									
SPECIALISTS	Leader (XV8 Crisis Shas'vre only), Comms, Demolitions, Heavy, Sniper, Veteran									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	BATTLESUIT, JET PACK, FLY, XV8 CRISIS BATTLESUIT									

KROOT CARNIVORE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Kroot	7"	3+	4+	3	3	1	1	6	6+	-
This model is armed with a Kroot rifle.										
SPECIALISTS	Leader, Combat, Scout, Sniper, Veteran, Zealot									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	KROOT, INFANTRY, KROOT CARNIVORE									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Airbursting fragmentation projector	18"	Assault D6	4	0	1	This weapon can target models that are not visible to the bearer. If the target is not visible to the bearer, a 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.
Cyclic ion blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 3	7	-1	1	-
- Overcharge	18"	Assault 3	8	-1	D3	If you make one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Kroot rifle (Kroot only)	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	24"	Rapid Fire 1	4	0	1	-
- Melee	Melee	Melee	+1	0	1	-
Plasma rifle	24"	Rapid Fire 1	6	-3	1	-

SUPPORT SYSTEMS (A model cannot have more than one of the same Support System.)

SUPPORT SYSTEM	ABILITIES
Advanced targeting system	Improve the AP characteristic of this model's ranged weapons by 1 (e.g. an AP of 0 becomes -1, an AP of -1 becomes -2).
Counterfire defence system	Re-roll failed hit rolls for this model's shooting attacks when it fires Overwatch.
Drone controller	Add 1 to the hit rolls of attacks made by DRONE models within 6" of any friendly models (other than shaken models) with a drone controller.
Early warning override	If any enemy models are set up within 12" of this model during a phase, and this model is not shaken, then at the end of the phase this model may immediately shoot at one of those models as if it were your Shooting phase, but you must subtract 1 from hit rolls when resolving these shots.
Multi-tracker	Re-roll hit rolls of 1 in the Shooting phase for this model if it targets more than one model when it uses a ranged weapon.
Shield generator	This model has a 4+ invulnerable save.
Target lock	This model does not suffer the penalty for moving and firing Heavy weapons, or for Advancing and firing Assault weapons. The model can also Advance and fire Rapid Fire weapons, but you must subtract 1 from its hit rolls when it does so.
Velocity tracker	Add 1 to hit rolls for this model's ranged attacks that target a model that can FLY.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Kroot Carnivore	6
XV8 Crisis Battlesuit	-
- XV8 Crisis Shas'ui	32
- XV8 Crisis Shas'vere	33

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Advanced targeting system	5
Counterfire defence system	3
Drone controller	3
Early warning override	5
Multi-tracker	3
Shield generator	10
Target lock	5
Velocity tracker	3
XV8-02 Crisis Iridium Battlesuit	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Airbursting fragmentation projector	3
Burst cannon	4
Cyclic ion blaster	8
Flamer	4
Fusion blaster	8
Kroot rifle	0
Missile pod	10
Plasma rifle	3



CADRE FIREBLADE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Cadre Fireblade	6"	3+	2+	3	3	5	3	8	4+	1
This model is armed with a markerlight, pulse rifle and photon grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Markerlight	36"	Heavy 1		-	-	-	Markerlights (see the <i>Kill Team Core Manual</i>)			
Pulse rifle	30"	Rapid Fire 1		5	0	1	-			
Photon grenade	12"	Grenade D6		-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.			
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.									
SPECIALISTS	Leadership, Logistics, Shooting, Stealth, Strategist									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	COMMANDER, INFANTRY, CADRE FIREBLADE									

VOLLEY FIRE

T'au Empire Tactic Cadre Fireblade Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a **CADRE FIREBLADE**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model may fire an extra shot with pulse pistols, pulse carbines and pulse rifles when shooting at a target within half the weapon's range.

1 COMMAND POINT

T'AU EMPIRE

MODEL	POINTS PER MODEL
Cadre Fireblade (Level 1)	23
Cadre Fireblade (Level 2)	28
Cadre Fireblade (Level 3)	43
Cadre Fireblade (Level 4)	63
WARGEAR	POINTS PER ITEM
Markerlight	0
Photon grenades	0
Pulse rifle	0



ETHEREAL

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Ethereal	6"	3+	4+	3	3	4	3	9	5+	1
This model is armed with an honour blade.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Equalizers	Melee	Melee			User	-1	1	A model armed with equalizers increases its Attacks characteristic by 1.		
Honour blade	Melee	Melee			+2	0	1			
WARGEAR OPTIONS	• This model may replace its honour blade with equalizers. • This model may take a hover drone. If it does, its Move characteristic is increased to 8" and it gains the JET PACK and FLY keywords.									
SPECIALISTS	Leadership, Logistics, Strategist									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	COMMANDER, INFANTRY, ETHEREAL									

FAILURE IS NOT AN OPTION

T'au Empire Tactic Ethereal Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes an **ETHEREAL**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own.

1 COMMAND POINT

STORM OF FIRE

T'au Empire Tactic Ethereal Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes an **ETHEREAL**. That model gains the following aura ability until the end of the phase:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

T'AU EMPIRE

MODEL	POINTS PER MODEL
Ethereal (Level 1)	18
Ethereal (Level 2)	23
Ethereal (Level 3)	38
Ethereal (Level 4)	58
WARGEAR	POINTS PER ITEM
Equalizers	1
Honour blade	0
Hover drone	5

SENSE OF STONE

T'au Empire Tactic Ethereal Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes an **ETHEREAL**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, roll a D6 each time a friendly model within 6" of this model loses a wound. On a 6 that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

1 COMMAND POINT

ZEPHYR'S GRACE

T'au Empire Tactic Ethereal Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes an **ETHEREAL**. That model gains the following aura ability until the end of the phase:

As long as this model is not shaken, you can choose to re-roll any Advance or charge rolls for friendly models within 6" of this model.

1 COMMAND POINT



COMMANDER IN XV85 ENFORCER BATTLESUIT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Commander in XV85 Enforcer Battlesuit	8"	3+	2+	5	5	6	4	9	3+	1
This model is armed with a burst cannon and missile pod.										
WARGEAR OPTIONS	- This model may replace its burst cannon and missile pod with two items from the <i>Ranged Weapons</i> and/or <i>Support Systems</i> lists (pg 109). - This model may take two additional items from the <i>Ranged Weapons</i> and/or <i>Support Systems</i> lists (pg 109).									
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.									
SPECIALISTS	Fortitude, Leadership, Logistics, Shooting, Strategist, Strength									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	BATTLESUIT, COMMANDER, XV85 ENFORCER, JET PACK, FLY									

MASTER OF WAR

T'au Empire Tactic Commander in XV85 Enforcer Battlesuit Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a Commander in XV85 Enforcer Battlesuit. Choose one of the following aura abilities. That model gains that ability until the end of the battle round:

Kauyon: As long as this model is not shaken, friendly models that begin the Movement phase within 3" of this model cannot move for any reason, but you can re-roll failed hit rolls for these models' attacks.

Mont'ka: As long as this model is not shaken, friendly models can shoot in the Shooting phase as if they had not moved in the preceding Movement phase whilst within 3" of this model, and you can add 1 to hit rolls for their shooting attacks that target enemy models that are not at long range.

You can only use this Tactic once per battle.

2 COMMAND POINTS

T'AU EMPIRE

MODEL	POINTS PER MODEL
Commander in XV85 Enforcer Battlesuit (Level 1)	62
Commander in XV85 Enforcer Battlesuit (Level 2)	82
Commander in XV85 Enforcer Battlesuit (Level 3)	102
Commander in XV85 Enforcer Battlesuit (Level 4)	127
WARGEAR	POINTS PER ITEM
Advanced targeting system	5
Airbursting fragmentation projector	6
Burst cannon	7
Counterfire defence system	5
Cyclic ion blaster	8
Drone controller	5
Early warning override	10
Flamer	4
Fusion blaster	20
Missile pod	17
Multi-tracker	5
Plasma rifle	7
Shield generator	20
Target lock	10
Velocity tracker	5

DARKSTRIDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Darkstrider	7"	3+	2+	3	3	5	3	8	5+	1
This model is armed with a markerlight, pulse carbine and photon grenades. Only one of this model may be included on your command roster.										
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.									
SPECIALISTS	Legendary Hunter (Level 2)									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	COMMANDER, INFANTRY, DARKSTRIDER									

FIGHTING RETREAT

T'au Empire Tactic Darkstrider Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes Darkstrider. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 3" of this model in the Shooting phase may attack with ranged weapons even if they Fell Back or Retreated this battle round.

2 COMMAND POINTS

T'AU EMPIRE

MODEL	POINTS PER MODEL
Darkstrider (Level 2)	39
WARGEAR	POINTS PER ITEM
Markerlight	0
Photon grenades	0
Pulse carbine	0

STRUCTURAL ANALYSER

T'au Empire Tactic Darkstrider Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes Darkstrider. That model gains the following aura ability until the end of the battle round:

Pick an enemy model visible to Darkstrider. As long as Darkstrider is not shaken, add 1 to wound rolls for shooting attacks made by friendly models within 6" of Darkstrider in the Shooting phase that target the enemy model you picked.

1 COMMAND POINT





KROOT KILL TEAMS

If every model in your kill team has the **KROOT** Faction keyword, you can use the Kroot Tactics presented below.

UNFETTERED AGGRESSION

Kroot Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of the phase, add 1 to that model's Attacks characteristic.

1 COMMAND POINT

HYPER-EVOLUTION

Kroot Tactic

Use this Tactic when a model from your kill team takes an enemy model out of action in the Fight phase, and is not within 1" of any other enemy models. This model may not move in the consolidate step. Add 1 to this model's Move and Strength characteristics until the end of the battle.

2 COMMAND POINTS

PRIMAL SAVAGERY

Kroot Tactic

Use this Tactic at the end of the Fight phase. Pick a **KROOTOX RIDER** from your kill team that is within 1" of an enemy model – your model can immediately fight again.

1 COMMAND POINT

PRESTIGIOUS TROPHY

Kroot Tactic

Use this Tactic when a **KROOT CARNIVORE** from your kill team takes an enemy Leader out of action in the Fight phase. That **KROOT CARNIVORE** automatically passes Nerve tests until the end of the battle.

1 COMMAND POINT

AGILE HUNTER

Kroot Tactic

Use this Tactic when a model from your kill team moves in the Movement phase. This model can leap over gaps less than 4" across instead of less than 2" across until the end of this phase.

1 COMMAND POINT

TEARING JAWS

Kroot Tactic

Use this Tactic before you make an Injury roll for a model whose wounds were reduced to 0 by an attack made by a **KROOT HOUND**. Roll two D6 for that injury roll and use the highest result.

1 COMMAND POINT



KROOT CARNIVORE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Kroot	7"	3+	4+	3	3	1	1	6	6+	-
This model is armed with a kroot rifle.										
SPECIALISTS	Leader, Combat, Scout, Sniper, Veteran, Zealot									
FACTION KEYWORD	KROOT									
KEYWORDS	T'AU EMPIRE, INFANTRY, KROOT CARNIVORE									

KROOT HOUND

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Kroot Hound	12"	3+	-	3	3		2	5	6+	4
This model is armed with ripping fangs.										
ABILITIES	Voracious Predator: Add 1 to hit rolls for attacks made by this model that target a model that has any flesh wounds.									
SPECIALISTS	Combat, Scout									
FACTION KEYWORD	KROOT									
KEYWORDS	T'AU EMPIRE, BEAST, KROOT HOUND									

KROOTOX RIDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Krootox Rider	7"	3+	4+	6	5	4	2	6	6+	1
This model is armed with a kroot gun and krootox fists										
ABILITIES	Agile Brute: Add 6" to this model's Move characteristic for that Movement phase when it Advances. instead of rolling a dice.									
SPECIALISTS	Combat, Heavy									
FACTION KEYWORD	KROOT									
KEYWORDS	T'AU EMPIRE, CAVALRY, KROOTOX RIDER									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot gun	48"	Rapid Fire 1	7	-1	D3	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Ripping fangs	Melee	Melee	User	-1	1	-
Krootox fists	Melee	Melee	User	0	2	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Kroot	6
Kroot Hound	6
Krootox Rider	27

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Ripping fangs	0
Krootox fists	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Kroot rifle	0
Kroot gun	0

Alien Auxiliaries: When you add a **KROOT CARNIVORE** to your command roster (and create its datacard) you can choose for it to have the **T'AU EMPIRE** Faction keyword instead of the **KROOT** Faction keyword.

DAHYAK GREKH

KROOT TRACKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	M
Dahyak Grekh	7"	3+	3+	3	3	3	3	7	6+	1
This model is armed with a kroot rifle and kroot pistol.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Kroot pistol	12"	Pistol 1			4	0	1	-		
Kroot rifle (shooting)	24"	Rapid Fire 1			4	0	1	-		
Kroot rifle (melee)	Melee	Melee			+1	0	1	-		
ABILITIES	Quarry Can't Hide: This model does not suffer the penalty to hit rolls for the target being obscured.							Fieldcraft: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.		
	Concealed Booby Traps: If you select the Plant Traps strategy during the Scouting phase, you can booby-trap up to D3+1 pieces of terrain instead of up to D3.									
SPECIALISTS	Stealth									
FACTION KEYWORD	T'AU EMPIRE, KROOT									
KEYWORDS	COMMANDER, INFANTRY, DAHYAK GREKH									

EXPLORERS

MODEL	POINTS PER MODEL (Including wargear)
Dahyak Grekh (Level 1)	25
Dahyak Grekh (Level 2)	30
Dahyak Grekh (Level 3)	40
Dahyak Grekh (Level 4)	50

TYRANIDS

The Tyranids swarm across the galaxy in vast hive fleets, driven by a terrifying gestalt intelligence known as the Hive Mind. Their only goal is to devour all biomass in their path and use it to fuel the spawning of fresh waves of horrific xenos war-beasts to unleash upon the next world they invade.

To battle the Tyranids is to endure the furious and relentless assault of a fractal super-predator, its fangs and talons the myriad organisms that it hurls, wave-on-wave, into the fight. The Tyranids have no conventional technology whatsoever. Instead, everything they put into the field – from their swarming foot soldiers to their looming siege-beasts and all of the weapons they wield – is biological in nature. The Tyranids see not enemy armies but herds of prey, and they scuttle, slither, lumber and fly into battle with absolutely no concept of fear, pain, fatigue, mercy or doubt. From the smallest biomass-devouring entity to the largest commanding node-beast, every Tyranid is wholly slaved to the will of the Hive Mind and attacks ferociously and without pause, even unto its own destruction.

One facet of the Tyranids' way of war is that, whenever a crucial strategic demand arises, the Hive Mind can simply fashion creatures ideally armed and adapted to fulfil it and then hurl them into battle. Whether it be assassinating key enemy commanders, breaking into lynchpin strongholds to bring down the prey's defences, or throwing up a shield of chitin and blades to protect its swarms' leader-beasts, the Hive Mind always has bio-warriors perfect for the task at hand.

When on the attack, Tyranid Raveners are particularly deadly. Able to tunnel through bedrock and ferrocrete foundations with terrifying speed, these blade-limbed horrors burst up from below to turn command bunkers into slaughterhouses and drag their prey's leaders screaming into the depths. Even more accomplished in assassination duties is the strain of Lictor known as the Deathleaper. Once this agile chameleonic killer has its prey's biospoor, it pursues them tirelessly and inescapably until, at last, it is able to crack open their cranium and devour their brain – and the knowledge contained therein.

When the prey fights back, the Hive Mind instead deploys its guard organisms to blunt the enemy's fury and destroy their attacking forces. Should the foe target the leader-beasts that act as nodes for the Hive Mind's will, they encounter living shield-walls of Tyrant Guard. These hulking monsters are covered with layer upon layer of chitinous armour that render them nigh-

impervious to blade strikes and small arms fire, while their crushing claws and scything talons make short work of anyone foolish enough to come close.

Hive Guard, by comparison, are deployed primarily to defend the huge biomechanical digestion structures the Hive Mind raises during the latter stages of an invasion. Hive Guard are centauroid weapon-beasts whose impaler cannons can maintain a ferocious rate of fire, their vicious ammunition shards punching through armour, flesh and bone with ease, and even swerving in mid-air to hunt down those prey cowering in cover.



TYRANID KILL TEAMS

If every model in your kill team has the TYRANIDS Faction keyword, you can use Tyranids Tactics.

CAUSTIC BLOOD

Tyranids Tactic

Use this Tactic when a model from your kill team loses a wound in the Fight phase. Roll a D6 for each enemy model within 1" of that model. On a 6 that enemy model suffers 1 mortal wound after all of its attacks have been resolved.

1 COMMAND POINT

FEEDER TENDRILS

Tyranids Tactic

Use this Tactic when a GENESTEALER or LICTOR from your kill team takes an enemy Leader out of action in the Fight phase. Gain D3 Command Points.

1 COMMAND POINT

SCORCH BUGS

Tyranids Tactic

Use this Tactic when a Termagant with a fleshborer from your kill team is chosen to shoot in the Shooting phase. Add 1 to wound rolls for that model until the end of the phase.

1 COMMAND POINT

METABOLIC OVERDRIVE

Tyranids Tactic

Use this Tactic in the Movement phase, after making a normal move with a model from your kill team. You can make a second normal move with that model, but if you do, the model cannot shoot this battle round. In addition, roll a D6; on a 1 the model suffers 1 mortal wound.

2 COMMAND POINTS

LURK

Tyranids Tactic

Use this Tactic in the Movement phase. Pick a model from your kill team that has not yet moved. That model may not move this phase, but for the rest of the battle round, if this model is obscured, shooting attacks that target this model suffer an additional -1 modifier to their hit rolls.

1 COMMAND POINT

HUNTING ROAR

Tyranids Tactic

Use this Tactic when a TYRANID WARRIOR from your kill team finishes a charge move within 1" of any enemy models. You can re-roll failed hit rolls for models from your kill team within 6" of that Tyranid Warrior in the Fight phase in this battle round.

2 COMMAND POINTS

"They came from the darkness, moving faster than the eye could follow. Monsters, with jagged fangs and slashing talons and yellow eyes. We fought as best we could, Emperor knows we did. It wasn't enough. Not nearly enough. Only Jenks and I made it out, and if it takes me the rest of my days I swear we will have vengeance..."

- Veteran Sergeant Rachelyn Culcher, 45th Nachtmor Chargers

TYRANIDS KILL TEAMS

If every model in your kill team has the TYRANIDS Faction keyword, you can use Tyranids Tactics.

DEATH FROM BELOW

Tyranids Tactic

Use this Tactic at the end of the Movement phase. Choose up to three RAVENER models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

PREDATORY LEAP

Tyranids Tactic

Use this Tactic before making a charge roll for a model from your kill team. Treat that model as if it could FLY when making its charge move.

1 COMMAND POINT

IMPLANT ATTACK

Tyranids Tactic

Use this Tactic before an Injury roll is made for an enemy model that was reduced to 0 wounds by a model from your kill team in the Fight phase. Apply a +2 modifier to the Injury roll.

2 COMMAND POINTS

LEGACY OF YMGARL

Tyranids Tactic

Use this Tactic when you choose a Genestealer in your kill team to fight in the Fight phase. Re-roll failed wound rolls for that model until the end of the phase.

1 COMMAND POINT

ADRENALINE SURGE

Tyranids Tactic

Use this Tactic at the end of the Fight phase. Pick a model from your kill team. That model can immediately fight an additional time.

2 COMMAND POINTS

RAPID REGENERATION

Tyranids Tactic

Use this Tactic when a model from your kill team is taken out of action. Roll a D6. On a 4+ that model is treated as if it had suffered a flesh wound instead.

2 COMMAND POINTS

SINGLE-MINDED ANNIHILATION

Tyranids Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. You can immediately shoot an additional time with that model. This Tactic costs 1 Command Point to use, or 2 Command Points if used on a TYRANID WARRIOR or RAVENER, or 3 Command Points if used on a HIVE GUARD.

1-3 COMMAND POINTS

TERMAGANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Termagant	6"	4+	4+	3	3	1	1	5	6+	-
This model is armed with a fleshborer.										
WARGEAR OPTIONS	- This model may replace its fleshborer with a devourer or spinefists. - This model may take toxin sacs and/or adrenal glands.									
ABILITIES	Instinctive Behaviour: Unless this model is within 24" of a friendly SYNAPSE model, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy model, and subtract 2 from charge rolls made for it if it declares a charge against any model other than the nearest enemy model. Adrenal Glands: If a model has adrenal glands, add 1" to the distance it can move when it Advances or charges. Toxin Sacs: Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.									
SPECIALISTS	Scout, Veteran									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	INFANTRY, TERMAGANT									

HORMAGAUNT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
This model is armed with a pair of scything talons.										
WARGEAR OPTIONS	This model may take toxin sacs and/or adrenal glands.									
ABILITIES	Instinctive Behaviour: Unless this model is within 24" of a friendly SYNAPSE model, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy model, and subtract 2 from charge rolls made for it if it declares a charge against any model other than the nearest enemy model. Adrenal Glands: If a model has adrenal glands, add 1" to the distance it can move when it Advances or charges. Toxin Sacs: Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage. Bounding Leap: Whenever this model piles in or consolidates, it can move up to 6".									
SPECIALISTS	Combat, Scout, Veteran									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	INFANTRY, HORMAGAUNT									

LICTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Lictor	9"	2+	4+	6	4	4	3	9	5+	-
This model is armed with flesh hooks, grasping talons and rending claws.										
ABILITIES	Chameleonic Skin: When an enemy player makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.									
SPECIALISTS	Leader, Combat, Comms, Scout, Veteran									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	INFANTRY, LICTOR									

TYRANID WARRIOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tyrannid Warrior	6"	3+	4+	4	4	3	3	9	4+	-
Tyrannid Warrior Gunner	6"	3+	4+	4	4	3	3	9	4+	1
This model is armed with a pair of scything talons and a devourer. One Tyrannid Warrior in your kill team can be a Tyrannid Warrior Gunner.										
WARGEAR OPTIONS	- This model may replace its scything talons with rending claws, boneswords or a lash whip and bonesword. - This model may replace its devourer with a deathspitter, spinefists, rending claws, boneswords, a pair of scything talons or a lash whip and bonesword. - A Tyrannid Warrior Gunner may instead replace its devourer with a barbed strangler or venom cannon. - This model may take flesh hooks. - This model may take toxin sacs and/or adrenal glands.									
ABILITIES	Synapse: TYRANIDS models automatically pass Nerve tests while within 12" of any friendly models with this ability. Shadow in the Warp: Subtract 1 from any psychic tests made for enemy PSYKERS within 18" of a model with this ability. TYRANIDS PSYKERS are not affected. Adrenal Glands: If a model has adrenal glands, add 1" to the distance it can move when it Advances or charges. Toxin Sacs: Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.									
SPECIALISTS	Heavy (Gunner only), Leader , Combat , Comms , Veteran									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	INFANTRY, SYNAPSE, TYRANID WARRIOR									

GENESTEALER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
This model is armed with rending claws.										
WARGEAR OPTIONS	- This model may take a pair of scything talons. - This model may take toxin sacs and/or an extended carapace. - One Genestealer in your kill team may take an acid maw. - One other Genestealer in your kill team may take flesh hooks.									
ABILITIES	Extended Carapace: A model with an extended carapace has a Save characteristic of 4+ but loses the Swift and Deadly ability. Swift and Deadly: You can re-roll failed charge rolls for this model. Lightning Reflexes: This model has a 5+ invulnerable save. Toxin Sacs: Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.									
SPECIALISTS	Leader, Combat , Scout, Veteran									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	INFANTRY, GENESTEALER									

'Lord Governor, allow me to impress upon you the horrific nature of the creatures that I have hunted to your world. There is no defence you can raise that they will not penetrate, no guard you can post that they will not slay. I am your only hope, Governor, for they are already here.'

- Inquisitor Lysette Astromar

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barbed strangler	36"	Assault D6	5	-1	1	-
Deathspitter	24"	Assault 3	5	-1	1	-
Devourer	18"	Assault 3	4	0	1	-
Flesh hooks	6"	Assault 2	User	0	1	This weapon can be fired within 1" of an enemy model, and can target enemy models within 1" of friendly models.
Fleshborer	12"	Assault 1	4	0	1	-
Spinefists	12"	Pistol *	3	0	1	When a model fires this weapon, it makes a number of shots equal to its Attacks characteristic.
Venom cannon	36"	Assault D3	8	-2	D3	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acid maw	Melee	Melee	User	-3	1	-
Boneswords	Melee	Melee	User	-2	1	A model armed with boneswords can make 1 additional attack with them in the Fight phase.
Grasping talons	Melee	Melee	User	-1	2	-
Lash whip and bonesword	Melee	Melee	User	-2	1	If the bearer is taken out of action in the Fight phase before it has made its attacks in that phase, it may immediately fight before being removed from the battlefield.
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.
Scything talons	Melee	Melee	User	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each time it fights.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Genestealer	11
Hormagaunt	4
Lictor	25
Termagant	4
Tyranid Warrior	20
- Tyranid Warrior Gunner	20

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Acid maw	0
Boneswords	0
Grasping talons	0
Lash whip and bonesword	1
Rending claws	0
Scything talons	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Barbed strangler	3
Deathspitter	2
Devourer (Termagant)	3
Devourer (Tyranid Warrior)	0
Flesh hooks	0
Fleshborer	0
Spinefists	0
Venom cannon	4

OTHER WARGEAR

Wargear	POINTS PER Item
Adrenal glands	1
Extended carapace	0
Toxin sacs	1



TYRANT GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tyrant Guard	7"	3+	4+	5	5	3	3	6	3+	-
This model is armed with rending claws and scything talons.										
WARGEAR OPTIONS	- This model may replace its scything talons with crushing claws or a lash whip and bonesword. - This model may take toxin sacs and/or adrenal glands.									
ABILITIES	Instinctive Behaviour: Unless this model is within 24" of a friendly SYNAPSE model, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy model, and subtract 2 from charge rolls made for it if it declares a charge against any model other than the nearest enemy model. Shieldwall: Roll a dice each time a COMMANDER loses a wound whilst they are within 3" of any friendly models with this ability; on a 2+ choose one of these models to intercept that hit – the Commander does not lose a wound but the model you chose suffers a mortal wound. Blind Rampage: From the end of a phase in which a friendly COMMANDER is taken out of action, until the end of the battle, this model's Weapon Skill characteristic becomes 4+ and its Attacks characteristic becomes 4. Adrenal Glands: If a model has adrenal glands, add 1" to the distance it can move when it Advances or charges. Toxin Sacs: Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.									
SPECIALISTS	Combat, Veteran, Zealot									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	INFANTRY, TYRANT GUARD									

HIVE GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Hive Guard	5"	4+	3+	4	5	3	2	7	4+	-
This model is armed with an impaler cannon.										
WARGEAR OPTIONS	- This model may replace its impaler cannon with a shockcannon. - This model may take toxin sacs and/or adrenal glands.									
ABILITIES	Instinctive Behaviour: Unless this model is within 24" of a friendly SYNAPSE model, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy model, and subtract 2 from charge rolls made for it if it declares a charge against any model other than the nearest enemy model. Adrenal Glands: If a model has adrenal glands, add 1" to the distance it can move when it Advances or charges. Toxin Sacs: Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.									
SPECIALISTS	Heavy, Sniper, Veteran									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	INFANTRY, HIVE GUARD									

RAVENER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Ravener	12"	3+	4+	4	4	3	4	5	5+	-
This model is armed with two pairs of scything talons.										
WARGEAR OPTIONS	• This model may replace one of its pairs of scything talons with rending claws. • This model may take a devourer, deathspitter or spinefists.									
ABILITIES	Instinctive Behaviour: Unless this model is within 24" of a friendly SYNAPSE model, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy model, and subtract 2 from charge rolls made for it if it declares a charge against any model other than the nearest enemy model.									
SPECIALISTS	Combat, Scout, Veteran									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	INFANTRY, RAVENER									



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Impaler cannon	36"	Heavy 2	8	-2	D3	This weapon can be fired at models that are not visible to the bearer. If the target is not visible to the bearer, a 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.
Shockcannon	36"	Assault D3	7	-1	D3	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing claws	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Hive Guard	35
Ravener	15
Tyrant Guard	32

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Crushing claws	7
Lash whip and bonesword	1
Rending claws	1
Scything talons	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Deathspitter	5
Devourer (Ravener)	3
Impaler cannon	0
Shockcannon	0
Spinefists	2

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Adrenal glands	1
Toxin sacs	1



'This brood, that the planetary militia have named the Writhing Shadow, they are without a doubt the most ferociously lethal example of their kind I have ever witnessed. Ready yourselves for the fight of your lives...'

- Inquisitor Lysette Astromar, Ordo Xenos



TYRANID PRIME

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tyranid Prime	6"	2+	3+	5	5	6	4	10	3+	1
This model is armed with scything talons and a devourer.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Deathspitter	24"	Assault 3		5	-1	1	-			
Devourer	18"	Assault 3		4	0	1	-			
Flesh hooks	6"	Assault 2		User	0	1	This weapon can be fired within 1" of an enemy model, and can target enemy models within 1" of friendly models.			
Spinefists	12"	Pistol *		3	0	1	When a model fires this weapon, it makes a number of shots equal to its Attacks characteristic.			
Boneswords	Melee	Melee		User	-2	1	A model armed with boneswords can make 1 additional attack with them in the Fight phase.			
Lash whip and bonesword	Melee	Melee		User	-2	1	If the bearer is taken out of action in the Fight phase before it has made its attacks in that phase, it may immediately fight before being removed from the battlefield.			
Rending claws	Melee	Melee		User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.			
Scything talons	Melee	Melee		User	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each time it fights.			
WARGEAR OPTIONS	• This model may replace its devourer with a deathspitter, scything talons, spinefists, boneswords, rending claws, or a lash whip and bonesword. • This model may replace its scything talons with either boneswords, rending claws, or a lash whip and bonesword. • This model may have flesh hooks. • This model may have toxin sacs and/or adrenal glands.									
ABILITIES	Adrenal Glands: If a model has adrenal glands, add 1" to the distance it can move when it Advances or charges.						Synapse: TYRANIDS models automatically pass Nerve tests while within 12" of any friendly models with this ability.			
	Shadow in the Warp: Subtract 1 from any psychic tests made for enemy PSYKERS within 18" of any models with this ability. TYRANIDS PSYKERS are not affected.						Toxin Sacs: Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.			
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Strategist, Strength									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	COMMANDER, INFANTRY, SYNAPSE, TYRANID PRIME									

ALPHA WARRIOR

Tyranids Tactic Tyranid Prime Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a TYRANID PRIME. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to hit rolls for friendly models within 6" of this model.

1 COMMAND POINT

TYRANIDS

MODEL	POINTS PER MODEL
Tyranid Prime (Level 1)	50
Tyranid Prime (Level 2)	65
Tyranid Prime (Level 3)	80
Tyranid Prime (Level 4)	105
WARGEAR	POINTS PER ITEM
Adrenal glands	1
Boneswords	5
Deathspitter	5
Devourer	0
Flesh hooks	2
Lash whip and bonesword	5
Rending claws	0
Scything talons	0
Spinefists	0
Toxin sacs	8

BROODLORD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Broodlord	8"	2+	-	5	5	6	6	10	4+	1
This model is armed with monstrous rending claws.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Monstrous rending claws	Melee	Melee		User	-3	D3	You can re-roll failed wound rolls for this weapon. In addition, each time you make a wound roll of 6+, that hit is resolved with an AP of -6 and Damage of 3.			
ABILITIES	Lightning Reflexes: This model has a 5+ invulnerable save.									
	Shadow in the Warp: Subtract 1 from any psychic tests made for enemy PSYKERS within 18" of any models with this ability. TYRANIDS PSYKERS are not affected.									
	Swift and Deadly: You can re-roll failed charge rolls for this model.									
	Synapse: TYRANIDS models automatically pass Nerve tests while within 12" of any friendly models with this ability.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as one psychic power generated from the Hive Mind discipline (see below).									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Psyker, Stealth, Strategist, Strength									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	COMMANDER, INFANTRY, GENESTEALER, PSYKER, SYNAPSE, BROODLORD									

HIVE MIND DISCIPLINE

To generate psychic powers from the Hive Mind discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 DOMINION

The Tyranid uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.

Dominion has a warp charge value of 4. If manifested, select a friendly model within 18" of the psyker that has the Instinctive Behaviour ability. Until the start of the next Psychic phase, that model ignores its Instinctive Behaviour ability and automatically passes Nerve tests.

2 CATALYST

Through its synaptic conduits, the Hive Mind reaches out to infuse the organisms under its control, invigorating their metabolisms with unnatural vitality.

Catalyst has a warp charge value of 5. If manifested, select a friendly model within 18" of the psyker. Until the start of the next Psychic phase, roll a D6 each time that model loses a wound. On a 5+ that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

3 THE HORROR

The terrifying psychic presence of the Hive Mind radiates from the synapse creature, flooding the minds of the Tyranids' enemies and causing them to quail and panic.

The Horror has a warp charge value of 5. If manifested, select an enemy model within 18" of and visible to the psyker. Until the start of the next Psychic phase, that model must subtract 1 from their hit rolls and Leadership characteristic.

TYRANIDS	
MODEL	POINTS PER MODEL
Broodlord (Level 1)	131
Broodlord (Level 2)	151
Broodlord (Level 3)	171
Broodlord (Level 4)	196
WARGEAR	POINTS PER ITEM
Monstrous rending claws	0

DEATHLEAPER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Deathleaper	9"	2+	4+	6	4	6	4	10	5+	1
This model is armed with flesh hooks, grasping talons and rending claws. Only one of this model may be included on your command roster.										
ABILITIES	It's After Me!: You can re-roll hit and wound rolls in the Fight phase for any of Deathleaper's attacks that target enemy COMMANDERS. In addition, Deathleaper can make a charge attempt when it is set up from Reserve, though if it does so you may only roll a single D6 (rather than 2D6) for the charge roll.									
SPECIALISTS	Legendary Hunter (Level 4)									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	COMMANDER, INFANTRY, LICTOR, DEATHLEAPER									

MELT INTO THE SHADOWS

Tyranids Tactic

Use this Tactic at the beginning of the battle round if Deathleaper is on the battlefield and not shaken. Until the end of the battle round, that model cannot make any charge attempts, but your opponent must subtract 1 from hit rolls for attacks that target that model.

1 COMMAND POINT

TYRANIDS

MODEL	POINTS PER MODEL
Deathleaper (Level 4)	70
WARGEAR	POINTS PER ITEM
Flesh hooks	0
Grasping talons	0
Rending claws	0



GENESTEALER CULTS

From dark depths and shadowy streets emerge the Genestealer Cultists, sinister figures united by a worship of inscrutable star-borne entities. By rolling the appropriate dice on the tables on the following pages, you can generate names and background for your Genestealer Cults kill teams.

Genestealer Cults arise from the heaving masses of Humanity that make up the Imperium. Sprawling clandestine networks of desperate and downtrodden individuals, each cult is bound by a fanatical belief that they will be delivered from oppression by star-borne saviours, a destiny towards which they are guided by the insidious whispers of their monstrous Patriarch.

In truth, the Genestealer Cultists have been lied to in the cruellest and most invasive way imaginable. Their beloved Patriarch is, in fact, a Genestealer, a Tyranid vanguard organism that uses its parasitic Genestealer's Kiss to inject genetic material into unwitting human hosts. These victims, brought into the Genestealer's thrall by its foul touch, pass on that material to successive generations of Acolytes and Neophytes until the cult has proliferated through the underclasses of whatever world is unfortunate enough to harbour it.

Over time, a well-established Genestealer Cult will extend tendrils into the upper reaches of a world's Ecclesiarchy, military and government, working always towards the day when the great uprising can begin and the star gods be welcomed with open arms. When that moment comes, the warriors of the cult fight with fanatical zeal and absolute devotion, compelled by the xenos seed permeating their physiology and indoctrinated into the belief that – when the star gods arrive to validate their selfless quest – all those found worthy will be taken up into paradise, there to enjoy a blessed transcendence. In a terrible way, when the ravenous hive fleets appear in the skies above the cult's world, this belief holds an aspect of truth...

LORDS OF THE CULT

As a Genestealer Cult grows, mutant strains appear from amongst its later generations. Some are Aberrants, genetic mishaps useful only as shock troops and line-breakers. Yet there are others whose purpose is far closer to the divine. The Primus, for example, serves as the cult's war leader, a charismatic general with an instinctive knowledge of battlefield tactics. The Magus, meanwhile, acts as the Patriarch's vizier, extending their potent psychic influence to twist the minds of loyal officials and force the cult's enemies to surrender their wills to that of the Patriarch.



Genestealer Cults kill teams initiate their brutal insurrections armed with the tools supplied by their oppressors, the industrial gear with which they have been forced to toil for generations. Drills, saws, cutting lasers and demolition charges, along with basic firearms that are stolen or cobbled together, are put to violent use against their enemies. Those members of a kill team blessed with more advanced mutations fight with diamond-hard claws and fangs, gutting with savage frenzy those who oppose their cult's uprising.

Wherever a Genestealer Cult exists, kill teams composed of disparate insurrectionists group together to sabotage and slaughter their foes. Such kill teams often emerge from deep within the fabric of planet's society, or they may arrive on a world via freighters and transports, having infiltrated work crews, pilgrimages or colonising expeditions. These kill teams fight with unflinching faith in their eventual deliverance, and will turn their fury upon any foreign invaders who come to take their world from them before their saviours arrive.

GENESTEALER CULT KILL TEAMS

If every model in your kill team has the **GENESTEALER CULTS** Faction keyword, you can use Genestealer Cults Tactics.

Purestrain Genestealers: When you add a Genestealer (pg 179) to your command roster (and create its datacard) you can choose for it to have the **GENESTEALER CULTS** Faction keyword instead of the **TYRANIDS** Faction keyword.

INDUSTRIAL BRUTALITY

Genestealer Cults Tactic

Use this Tactic after making attacks with a model armed with a heavy rock drill, heavy rock saw or heavy rock cutter in the Fight phase. Roll a D6. On a 4+ that model may immediately fight again.

1 COMMAND POINT

INHUMAN REFLEXES

Genestealer Cults Tactic

Use this Tactic when a model from your kill team fails a Falling test. It doesn't suffer falling damage, and won't fall on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.

1 COMMAND POINT

UNNATURAL SENSES

Genestealer Cults Tactic

Use this Tactic when a model from your kill team is declared as a target of a charge. That model may fire Overwatch at the charging model, even if the charging model is not visible to it. The target is treated as obscured.

1 COMMAND POINT

FRENZIED HAMMERING

Genestealer Cults Tactic

Use this Tactic when an **ABERRANT** from your kill team armed with a power hammer attacks in the Fight phase. Increase that model's Attacks characteristic by D3 until the end of the phase, but subtract 1 from hit rolls for that model's attacks until the end of the phase.

2 COMMAND POINTS

DENSITY ANALYSIS LENSES

Genestealer Cults Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Add 1 to hit rolls for that model against targets which are obscured.

2 COMMAND POINTS

STRENGTH OF FAITH

Genestealer Cults Tactic

Use this Tactic when a model from your kill team suffers a mortal wound in the Psychic phase. Roll a D6 for that mortal wound, and each other mortal wound suffered by that model until the end of the phase. On a roll of 5+ that wound is ignored and has no effect.

1 COMMAND POINT

'Now is the time, brothers and sisters! Cast off the shackles of Imperial oppression! Embrace the love of the Four-Armed Emperor. Cry rapturous welcome to the Star Children, for with their coming we shall all be raised up to a higher state of unified glory. Praise be, brothers and sisters, for the Day of Ascension is upon us!'

- Neophyte Leader Mordecai Storn

GENESTEALER CULTS KILL TEAMS

If every model in your kill team has the GENESTEALER CULTS Faction keyword, you can use Genestealer Cults Tactics.

SEISMIC BLAST

Genestealer Cults Tactic

Use this Tactic when you choose a model in your kill team to shoot with the short-wave profile of a seismic cannon. If an attack for the weapon hits, roll a dice for each other model within 2" of the target model. On a 5+ that model is shaken.

2 COMMAND POINTS

RAISE THE ICON

Genestealer Cults Tactic

Use this Tactic at the start of the Fight phase. Pick a model from your kill team equipped with a cult icon. Increase the range of that model's Cult Icon ability to 12" until the end of the phase.

1 COMMAND POINT

MESMERISING GAZE

Genestealer Cults Tactic

Use this Tactic at the beginning of the Fight phase. Pick an enemy model within 1" of a model (other than a shaken model) from your kill team and roll a dice. On a 4+ subtract 1 from that model's Attacks characteristic (to a minimum of 1) until the end of the phase.

1 COMMAND POINT

I LIKE TO KEEP THIS HANDY...

Genestealer Cults Tactic

Use this Tactic at the start of the Shooting phase. Pick a model from your kill team armed with a shotgun. Change the shotgun's Type to Pistol 2 until the end of the phase.

1 COMMAND POINT

ACIDIC SPIT

Genestealer Cults Tactic

Use this Tactic at the beginning of the Shooting phase. Pick an enemy model within 1" of a model (other than a shaken model) from your kill team and roll a dice. On a 5+ that enemy model suffers 1 mortal wound.

1 COMMAND POINT

TOXIN GLAND

Genestealer Cults Tactic

Use this Tactic when you pick a HYBRID METAMORPH from your kill team to fight in the Fight phase. Add 1 to wound rolls for that model's rending claw or metamorph talon until the end of the phase.

1 COMMAND POINT

ACOLYTE HYBRID

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Acolyte Hybrid	6"	3+	4+	4	3	1	2	7	5+	-
Acolyte Fighter	6"	3+	4+	4	3	1	2	7	5+	4
Acolyte Leader	6"	3+	4+	4	3	1	3	8	5+	1
This model is armed with an autopistol, cultist knife, rending claw and blasting charges. Up to four Acolyte Hybrids in your kill team can be Acolyte Fighters, and one Acolyte Hybrid in your kill team can be an Acolyte Leader.										
WARGEAR OPTIONS	• This model may replace its autopistol with a hand flamer. • An Acolyte Leader may replace its cultist knife with a bonesword, or its autopistol and cultist knife with a lash whip and bonesword. • An Acolyte Fighter may replace their cultist knife and rending claw with a heavy rock drill, heavy rock saw, heavy rock cutter or a demolition charge. • One Acolyte Hybrid in your kill team may take a cult icon.									
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".						Cult Icon: You can re-roll hit rolls of 1 for models within 6" of a friendly model with a cult icon in the Fight phase.			
SPECIALISTS	Leader (Leader only), Demolitions (Fighter only), Combat, Comms, Zealot									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, ACOLYTE HYBRID									

ABERRANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Aberrant	6"	3+	6+	5	4	2	2	7	5+	-
This model is armed with a power pick and rending claw.										
WARGEAR OPTIONS	• This model may replace its power pick with a power hammer.									
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".						Bestial Vigour: When inflicting damage on this model, reduce the damage of the attack by 1 to a minimum of 1.			
SPECIALISTS	Leader, Combat, Demolitions, Zealot									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, ABERRANT									

NEOPHYTE HYBRID

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+	-
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4
Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+	1
This model is armed with an autogun, autopistol and blasting charges. Up to four Neophyte Hybrids in your kill team can be Neophyte Gunners, and one Neophyte Hybrid in your kill team can be a Neophyte Leader.										
WARGEAR OPTIONS	- This model may replace its autogun with a shotgun. - A Neophyte Leader may instead replace its autogun and autopistol with one of the following pistols and one of the following melee weapons: autopistol, bolt pistol or web pistol; chainsword, power maul or power pick. - Up to two Neophyte Gunners may replace their autogun with a flamer, grenade launcher or webber. - Up to two Neophyte Gunners may replace their autogun with a heavy stubber, mining laser or seismic cannon. - One Neophyte Hybrid in your kill team may take a cult icon.									
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Cult Icon: You can re-roll hit rolls of 1 for models within 6" of a friendly model with a cult icon in the Fight phase.									
SPECIALISTS	Leader (Leader only), Heavy (Gunner only), Demolitions, Medic, Scout, Zealot									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, NEOPHYTE HYBRID									

HYBRID METAMORPH

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Hybrid Metamorph	6"	3+	4+	4	3	1	3	7	5+	-
Metamorph Leader	6"	3+	4+	4	3	1	4	8	5+	1
This model is armed with an autopistol, rending claw, Metamorph talon and blasting charges. One Hybrid Metamorph in your kill team can be a Metamorph Leader.										
WARGEAR OPTIONS	- This model may do one of the following: - replace its rending claw with a Metamorph talon - replace its Metamorph talon with a Metamorph whip - replace its Metamorph talon and rending claw with a Metamorph claw - This model may replace its autopistol with a hand flamer. - A Metamorph Leader may take a bonesword. - One Hybrid Metamorph in your kill team may take a cult icon.									
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Cult Icon: You can re-roll hit rolls of 1 for models within 6" of a friendly model with a cult icon in the Fight phase.									
SPECIALISTS	Leader (Leader only), Combat, Comms, Demolitions, Zealot									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, HYBRID METAMORPH									

'To simply hurl ourselves into their guns would not best serve the Grandsire, my friends. We are a guerrilla army, insurgents and freedom fighters, and thus we must think not in straight lines, but in arcs and angles. Circumnavigate our enemies' strength and strike where they are weakest, for by dictating the shape of the battle shall we find victory.'

- Yorl Krauss, People's Hero of Magnius Delta, favoured son of the Cult of the Pauper Princes

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Blasting charge	6"	Grenade D6	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Demolition charge	6"	Grenade D6	8	-3	D3	Each demolition charge can only be used once per battle.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Mining laser	24"	Heavy 1	9	-3	D6	-
Seismic cannon	When attacking with this weapon, choose one of the profiles below. All wound rolls of 6+ have an AP of -4.					
- Long-wave	24"	Heavy 4	3	0	1	-
- Short-wave	12"	Heavy 2	6	-1	2	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Web pistol	12"	Pistol D3	3	0	1	When making a shooting attack with a web weapon, you can use either the Strength or Toughness characteristic of the target to determine the wound roll – whichever is lowest.
Webber	16"	Assault D3	4	0	1	When making a shooting attack with a web weapon, you can use either the Strength or Toughness characteristic of the target to determine the wound roll – whichever is lowest.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bonesword	Melee	Melee	User	-2	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Cultist knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Heavy rock cutter	Melee	Melee	x2	-4	2	Roll a D6 each time a model suffers damage from this weapon; if you roll higher than the model's remaining number of Wounds, it is instantly taken out of action. When attacking with this weapon, you must subtract 1 from the hit roll.
Heavy rock drill	Melee	Melee	x2	-3	1	Roll a D6 each time a model suffers damage from this weapon; on a 2+ the model suffers a mortal wound and you can roll another D6. This time, the model suffers a mortal wound on a 3+. Keep rolling a D6, increasing the score required to cause a mortal wound by 1 each time, until the model wounds are reduced to 0 or the roll is failed.
Heavy rock saw	Melee	Melee	x2	-4	2	-
Lash whip and bonesword	Melee	Melee	User	-2	1	If the bearer is taken out of action in the Fight phase before it has made its attacks in that phase, it may immediately fight before being removed from the battlefield.
Metamorph claw	Melee	Melee	+2	0	1	-
Metamorph talon	Melee	Melee	User	0	1	Add 1 to all hit rolls for this weapon.
Metamorph whip	Melee	Melee	User	0	1	If the bearer is taken out of action in the Fight phase before it has made its attacks in that phase, it may immediately fight before being removed from the battlefield.
Power hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power pick	Melee	Melee	User	-2	D3	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.
Rending claw	Melee	Melee	User	-1	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Aberrant	15
Acolyte Hybrid	7
- Acolyte Fighter	8
- Acolyte Leader	8
Hybrid Metamorph	8
- Metamorph Leader	9
Neophyte Hybrid	5
- Neophyte Gunner	6
- Neophyte Leader	6

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Blasting charge	0
Bolt pistol	0
Demolition charge	3
Flamer	3
Grenade launcher	2
Hand flamer	2
Heavy stubber	0
Mining laser	3
Seismic cannon	2
Shotgun	0
Web pistol	0
Webber	1

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Bonesword	1
Chainsword	0
Cultist knife	0
Heavy rock cutter	4
Heavy rock drill	5
Heavy rock saw	4
Lash whip and bonesword	2
Metamorph claw	1
Metamorph talon	0
Metamorph whip	1
Power hammer	4
Power maul	1
Power pick	3
Rending claw	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Cult icon	5





MAGUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Magus	6"	3+	3+	3	3	4	3	8	5+	1
This model is armed with an autopistol and force stave.										
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES			
Autopistol	12"	Pistol 1	3		0	1	-			
Force stave	Melee	Melee	+2		-1	D3	-			
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as one psychic power generated from the Broodmind discipline (see below).									
SPECIALISTS	Leadership, Logistics, Psyker, Stealth									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, COMMANDER, PSYKER, MAGUS									

BROODMIND DISCIPLINE

To generate psychic powers from the Broodmind discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 PARALYSING HYPNOSIS

The psyker's eyes glow strangely as he casts his gaze across his chosen victim, his mental dominion putting them into a trance-like state so the cult can take them apart at leisure.

Paralysing Hypnosis has a warp charge value of 6. If manifested, select a visible enemy model within 18" of the psyker. Until the start of the next Psychic phase, the target cannot fire Overwatch, cannot be chosen to fight until all other models able to do so have fought in the Fight phase (even if it charged), and must subtract 1 from its hit rolls.

2 MIND CONTROL

Palsied fingers twitch and facial muscles spasm as the psyker's mark is taken over completely, then forced to witness their own traitorous actions as they open fire upon their trusted comrades.

Mind Control has a warp charge value of 6. If manifested, pick an enemy model within 12" of the psyker and roll 3D6. If the score is less than that model's Leadership characteristic nothing happens. If it is equal to or greater, that model immediately shoots another enemy model of your choice as if it were the Shooting phase, or makes a single close combat attack against another enemy model within 1" as if it were the Fight phase, as if it were part of your kill team.

3 MIGHT FROM BEYOND

An alien strength lurks in every being that carries the Genestealer Curse. With a low whisper that rises to a scream, the psyker amplifies this hidden might, and a loyal follower is swollen with empowering energy born of the void itself.

Might From Beyond has a warp charge value of 6. If manifested, select a friendly model within 18" of the psyker. Add 1 to the Strength and Attacks characteristics of that model until the start of the next Psychic phase.

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Magus (Level 1)	30
Magus (Level 2)	35
Magus (Level 3)	50
Magus (Level 4)	70
WARGEAR	POINTS PER ITEM
Autopistol	0
Force stave	0



PRIMUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primus	6"	2+	3+	4	3	5	4	9	5+	1
This model is armed with a needle pistol, bonesword, toxin injector claw and blasting charges.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Needle pistol	12"	Pistol 1		1	0	1	This weapon always wounds on a roll of 2+.			
Bonesword	Melee	Melee		User	-2	1	-			
Toxin injector claw	Melee	Melee		User	-1	1	This weapon always wounds on a roll of 2+. Furthermore, each time you make a wound roll of 6+ with this weapon, that hit is resolved with an AP of -4 .			
Blasting charge	6"	Grenade D6		3	0	1	-			
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, COMMANDER, PRIMUS									

CULT DEMAGOGUE

Genestealer Cults Tactic Primus Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a PRIMUS. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to hit rolls in the Fight phase for friendly models that are within 6" of this model.

1 COMMAND POINT

METICULOUS PLANNING

Genestealer Cults Tactic Primus Tactic

Use this Tactic at the start of the first battle round if your kill team includes a PRIMUS. Roll a D6 for each model from your kill team that did not move as a result of the Cult Ambush ability. On a roll of 5+, you can move that model as described in its Cult Ambush ability.

2 COMMAND POINTS

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Primus (Level 1)	28
Primus (Level 2)	33
Primus (Level 3)	48
Primus (Level 4)	68
WARGEAR	POINTS PER ITEM
Blasting charges	0
Bonesword	0
Needle pistol	0
Toxin injector	0

"Tonight we make our oppressors suffer. Tonight, we spread terror and panic in the streets, and raise high the banners of the Great Wurm. The Star Children are watching, my comrades. We must earn their favour."

- Volmer Khras, Butcher of Teutopol



PATRIARCH

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Patriarch	8"	2+	5+	6	5	6	6	10	4+	1
This model is armed with monstrous rending claws.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Monstrous rending claws	Melee	Melee		User	-3	D3	You may re-roll failed wound rolls for this weapon. In addition, each time you make a wound roll of 6+, that hit is resolved with an AP of -6 and Damage of 3.			
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".						Swift and Deadly: You can re-roll failed charge rolls for this model.			
	Lightning Reflexes: This model has a 5+ invulnerable save.						Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.			
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power and <i>The Horror</i> psychic power (pg 89).									
SPECIALISTS	Ferocity, Fortitude, Melee, Psyker, Stealth, Strength									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, GENESTEALER, COMMANDER, PSYKER, PATRIARCH									

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Patriarch (Level 1)	131
Patriarch (Level 2)	151
Patriarch (Level 3)	171
Patriarch (Level 4)	196
WARGEAR	POINTS PER ITEM
Monstrous rending claws	0

'Let your hearts fill with fierce joy, for this day we fight at the side of Greatfather Lash, herald of the rapture! His talons shall shear our chains and unmake our enemies!'

- Iconward Hagggra, emissary of the Lord Below

ACOLYTE ICONWARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Acolyte Iconward	6"	3+	3+	4	3	4	4	8	5+	1
This model is armed with an autopistol, rending claw and blasting charges.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Autopistol	12"	Pistol 1			3	0	1	-		
Rending claw	Melee	Melee			User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.		
Blasting charge	6"	Grenade D6			3	0	1			
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Sacred Cult Banner: You can re-roll failed Nerve tests for friendly models that are within 6" of this model.									
	Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Stealth									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, COMMANDER, ACOLYTE ICONWARD									

NEXUS OF DEVOTION

Genestealer Cults Tactic Acolyte Iconward Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes an ACOLYTE ICONWARD. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can roll a D6 each time a friendly model within 6" of this model loses a wound; on a 6 the wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

1 COMMAND POINT

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Acolyte Iconward (Level 1)	18
Acolyte Iconward (Level 2)	23
Acolyte Iconward (Level 3)	38
Acolyte Iconward (Level 4)	58
WARGEAR	POINTS PER ITEM
Autopistol	0
Blasting charges	0
Rending claw	0

SANCTUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sanctus	6"	2+	2+	3	3	4	4	8	5+	1
This model is armed with a silencer sniper rifle and accompanied by a Soulsight Familiar which attacks using its Familiar claws.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Silencer sniper rifle	36"	Heavy 1		4	-1	D3	A model firing this weapon does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. If a PSYKER loses any wounds as a result of this weapon's attacks, after all of this weapon's attacks have been resolved that model suffers Perils of the Warp.			
Familiar claws	Melee	Melee		4	0	1	When this model fights, you cannot choose to use this weapon. After this model fights, you can make 2 additional attacks, using this weapon.			
Sanctus bio-dagger	Melee	Melee		1	-2	2	Each time the bearer fights, it can make 1 additional attack with this weapon. In addition, this weapon wounds on a 2+.			
WARGEAR OPTIONS	• This model may replace its silencer sniper rifle with a Sanctus bio-dagger.									
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Camo Cloak: When an opponent makes a hit roll for a shooting attack that targets a model equipped with a camo cloak, and that model is obscured, that hit roll suffers an additional -1 modifier. Soulsight Familiar: Hit rolls for this model's ranged attacks do not suffer any penalty for the target being obscured.									
SPECIALISTS	Melee, Shooting, Stealth									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	COMMANDER, INFANTRY, SANCTUS									

CULT ASSASSIN

Genestealer Cults Tactic

Use this Tactic at the beginning of the first battle round if a SANCTUS from your kill team is on the battlefield and not shaken. That model can immediately make a ranged attack as if it were the Shooting phase.

2 COMMAND POINTS

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Sanctus (Level 1)	33
Sanctus (Level 2)	38
Sanctus (Level 3)	53
Sanctus (Level 4)	73
WARGEAR	POINTS PER ITEM
Familiar claws	0
Sanctus bio-dagger	20
Silencer sniper rifle	0

KELERMORPH

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Kelermorph	6"	3+	2+	3	3	4	3	8	5+	1
This model is armed with three liberator autostubs and a cultist knife.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Liberator autostub	12"	Pistol 1		4	-1	2	-			
Cultist knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Inspirational Deeds: If an enemy model is taken out of action by an attack made with this model's liberator autostubs, then until the end of the phase, re-roll hit rolls of 1 for models from your kill team whilst they are within 6" of this model.									
	Lightning Reflexes: This model has a 5+ invulnerable save.									
SPECIALISTS	Fortitude, Leadership, Stealth, Shooting									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, COMMANDER, KELERMORPH									

BLAZE OF GLORY

Genestealer Cults Tactic Kelermorph Tactic

Use this Tactic when you pick a KELERMORPH from your kill team to shoot in the Shooting phase. Instead of shooting normally, you can make a single attack with one of this model's ranged weapons against each enemy model within 8" that is an eligible target.

1 COMMAND POINT

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Kelermorph (Level 1)	25
Kelermorph (Level 2)	30
Kelermorph (Level 3)	45
Kelermorph (Level 4)	65
WARGEAR	POINTS PER ITEM
Liberator autostub	0
Cultist knife	0



NEXOS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Nexos	6"	3+	3+	3	3	4	3	8	5+	1
This model is armed with an autopistol.										
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Strategic Coordinator: Whilst this model is on the battlefield and not shaken, you can re-roll any rolls of 1 when rolling for a model's Cult Ambush ability. In addition, if your kill team is Battle-forged, then as long as this model is on the battlefield and not shaken, roll a dice each time a player spends one or more Command Points. On a roll of 6, you gain 1 Command Point. Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
SPECIALISTS	Logistics, Strategist									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	COMMANDER, INFANTRY, NEXOS									

CULT NEXOS

Genestealer Cults Tactic

Use this Tactic at the end of the Movement phase if a NEXOS from your kill team is on the battlefield and not shaken and you have any models in Reserve. Choose up to three models from your kill team that were set up in Reserve and set them up within 1" of the edge of the battlefield and more than 5" away from any enemy models.

1 COMMAND POINT

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Nexos (Level 1)	32
Nexos (Level 2)	37
Nexos (Level 3)	52
Nexos (Level 4)	72
WARGEAR	POINTS PER ITEM
Autopistol	0

BIOPHAGUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Biophagus	6"	3+	3+	3	3	4	3	8	5+	1
Alchemicus Familiar	6"	3+	6+	4	3	1	2	8	6+	1
A Biophagus is armed with an autopistol and injector goad. If your kill team includes a Biophagus, it may also include an Alchemicus Familiar.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Injector goad	Melee	Melee		+1	0	D3	This weapon always wounds on a 2+. If a COMMANDER loses any wounds from this weapon, roll a D6 for it after all of this model's attacks have been resolved. If the result is higher than the Wounds characteristic of the COMMANDER, it suffers D3 mortal wounds.			
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Familiar: Models do not suffer any penalty to their Nerve tests for a friendly FAMILIAR being out of action.									
	Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
SPECIALISTS	Logistics, Strategist									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	COMMANDER, INFANTRY, BIOPHAGUS (Alchemicus Familiar is INFANTRY, FAMILIAR)									

GENOMIC ENHANCEMENT

Genestealer Cults Tactic

Use this Tactic at the end of the Movement phase if a BIOPHAGUS from your kill team is on the battlefield and not shaken. Choose a friendly ABERRANT model within 2" of the BIOPHAGUS, and increase its Strength, Toughness or Attacks characteristic by 1 until the end of the mission. You cannot choose the same ABERRANT twice with this Tactic.

1 COMMAND POINT

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Biophagus (Level 1)	29
Biophagus (Level 2)	34
Biophagus (Level 3)	49
Biophagus (Level 4)	69
Alchemicus Familiar	4
WARGEAR	POINTS PER ITEM
Autopistol	0
Injector goad	0

LOCUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Locus	6"	2+	3+	4	3	4	4	8	5+	1
This model is armed with Locus blades and a hypermorph tail.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Locus blades	Melee	Melee		User	-3	1	This weapon's Damage characteristic is 2 in a battle round in which this model charged, was charged or performed a Sudden Strike (see below).			
Hypermorph tail	Melee	Melee		User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Neurotraumal Rod: Your opponent must add 1 to Nerve tests taken for enemy models that are within 3" of any models with this ability.									
	Quicksilver Dodge: This model has a 5+ invulnerable save.									
	Quicksilver Strike: If this fighter is within 1" of an enemy model at the beginning of the Fight phase, it is considered to have charged.									
	Unquestioning Bodyguard: Roll a dice each time a Leader from your kill team loses a wound whilst they are within 3" of any friendly models with this ability; on a 2+ choose one of these models to intercept that hit – the Leader does not lose a wound but the model you chose suffers a mortal wound.									
SPECIALISTS	Ferocity, Melee, Stealth									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	COMMANDER, INFANTRY, LOCUS									

SUDDEN STRIKE

Genestealer Cults Tactic

Use this Tactic at the end of the Movement phase if a LOCUS from your kill team is on the battlefield, is within 6" of an enemy model, did not Advance, Fall Back, Retreat, make a charge attempt or arrive from Reserve in this turn, and is not shaken or within 1" of an enemy model. The LOCUS can immediately make a pile-in move as described in the Fight phase, except that it can move up to 6" (rather than 3").

1 COMMAND POINT

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Locus (Level 1)	66
Locus (Level 2)	81
Locus (Level 3)	96
Locus (Level 4)	121
WARGEAR	POINTS PER ITEM
Hypermorph tail	0
Locus blades	0

CLAMAVUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Clamavus	6"	3+	3+	3	3	4	3	8	5+	1
This model is armed with an autopistol.										
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Scrambler Array: Enemy models that are set up on the battlefield from Reserve cannot be set up within 7" of this model. Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
SPECIALISTS	Leadership, Strategist									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	COMMANDER, INFANTRY, CLAMAVUS									

PROCLAMATOR HAILER

Genestealer Cults Tactic Clamavus Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a Clamavus. That model gains the following aura ability until the end of the phase:

As long as this model is not shaken, add 1 to all run and charge rolls made for models from your kill team that are within 6" of any friendly models with this ability, and subtract 1 from all Nerve tests made for models from your kill team that are within 6" of any friendly models with this ability.

1 COMMAND POINT

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Clamavus (Level 1)	26
Clamavus (Level 2)	31
Clamavus (Level 3)	46
Clamavus (Level 4)	66
WARGEAR	POINTS PER ITEM
Autopistol	0



REFERENCE

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|---------------------|--|-------------------|--|
| 1. Initiative phase | The players roll off to determine who will act first in each phase. | 4. Shooting phase | Models may shoot at enemy models. |
| 2. Movement phase | Players move any models that are capable of doing so, and may charge their enemies | 5. Fight phase | Models pile in and attack with melee weapons. |
| 3. Psychic phase | Psykers can use powerful mental abilities. | 6. Morale phase | Players test to see if their kill team is broken and if their models keep their nerve. |

SHOOTING ATTACK HIT ROLL MODIFIERS

Target model is at long range (pg 31)	-1
Target model is obscured (pg 30)	-1
Each flesh wound on the attacking model (pg 32)	-1
Attacking model's kill team is broken (pg 36)	-1

CLOSE COMBAT ATTACK HIT ROLL MODIFIERS

There is intervening terrain (pg 35)	-1
Each flesh wound on the attacking model (pg 32)	-1
Attacking model's kill team is broken (pg 36)	-1

WOUND ROLL

ATTACK'S STRENGTH VS TARGET'S TOUGHNESS	D6 ROLL REQUIRED
Is the Strength TWICE (or more than twice) the Toughness?	2+
Is the Strength GREATER than the Toughness?	3+
Is the Strength EQUAL to the Toughness?	4+
Is the Strength LOWER than the Toughness?	5+
Is the Strength HALF (or less than half) the Toughness?	6+

PSYCHIC POWER/SHOOTING ATTACK INJURY ROLL MODIFIERS

Injured model is obscured from the psyker/shooting model, and within 1" of a model or piece of terrain that is between the two models	-1
Each flesh wound on the injured model (pg 32)	+1

CLOSE COMBAT ATTACK INJURY ROLL MODIFIER + INJURY ROLL MODIFIER IN ANY OTHER CASE

Each flesh wound on the injured model (pg 32)	+1
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D6 INJURY ROLL RESULT

3 or less	Flesh wound
4+	Out of action

NERVE TEST MODIFIERS

Each other friendly model that is shaken or is out of action	+1
Each other friendly model (other than shaken models) within 2" of the model	-1

