

XT'S ULTIMATE KT DOC V18

★ [PDF](#) | [GDOC](#) ★

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FACTION REFERENCES

- [Brood Coven](#) [Genestealer Cults]
- [Cadre Mercenary](#) [Kroot]
- [Chaos Daemons](#)
- [Commorrites](#) [Drukhari]
- [Corsair Voidscarred](#)
- [Craftworld](#) (Aeldari)
- [Death Guard](#)
- [Deathwatch](#) [Space Marines]
- [Ecclesiarchy](#) [Adepta Sororitas]
- [Forge World](#) [Adeptus Mechanicus]
- [Greenskin](#) [Orks]
- [Grey Knights](#)
- [Heavy Intercessors](#) [Space Marines]
- [Hive Fleet](#) [Tyranids]
- [Hunter Cadre](#) [Tau]
- [Hunter Clade](#) [Adeptus Mechanicus]
- [Imperial Guard](#) [Astra Militarum]
- [Infiltrators/Incursors](#) [Space Marines]
- [Intercessors/Assault Intercessors](#) [Space Marines]
- [Kommandos](#) [Orks]
- [Novitiates](#) [Adepta-Sororitas]
- [Pathfinders](#) [Tau]
- [Reivers](#) [Space Marines]
- [Scouts](#) [Space Marines]
- [Tactical Marines](#) [Space Marines]
- [Talons Of The Emperor](#)
- [Thousand Sons](#)
- [Tomb World](#) [Necron]
- [Traitor Space Marines](#) [Heretic Astartes]
- [Troupe](#) [Harlequins]
- [Veteran Guardsmen](#) [Astra Militarum]
- [Void-Dancer Troupe](#)
- [Warp Coven](#) [Thousand Sons]
- [Wyrmlade](#) [Genestealer Cults]

RESOURCES

- [Roster Reference Template](#) (Example)
- [Changelog](#)
- [Tokens](#)
- [Matched Roster & Score Sheet](#)
- [Tac Ops Summary](#)

USEFUL LINKS

- [Rules Reference Sheet](#) (ChronoDK)
- [Rules Reference Sheet](#) (Armagonix)
- [Narrative Spreadsheet](#) (Iamlegume)
- [Narrative Spreadsheet](#) (Gingerwerewolf)
- [Narrative Data Cards](#) (Anarchistscourse)
- [Data Card Templates](#) (XionTawa)
- [Data Card Templates](#) (Dovahkruz)
- [Data Card Templates](#) (Evileyeball)
- [Reference Card Generator](#) (Magralol)
- [Battlescribe to Data Card](#) (Jaakkofi)
- [Tac Ops Deck Builder](#) (Piezo32)
- [Objective Marker Rings](#) (Clayperce)

CHANGELOG

V18 - 04/??/22

- FAQ Fixes.
- Lots of Cleanup.

V17 - 02/01/22

- Added Novitiates and Warpcoven!
- Tons of cleanup with much more to come!

V16 - 10/08/21

- FAQ Fixes!

V15 - 09/23/21

- Added Guardsmen Orders for Veteran Guardsmen, and Doctrina Imperatives for Hunter Clade.
- Added a Roster Reference Template.

V14 - 09/20/21

- Hunter Clade Kill Team added!
- Lots of fixes and edits.

V13 - 09/17/21

- IT IS FINISHED!!! (For now...)
- Added Reivers (Space Marines)!
- Added Brood Coven (Genestealer Cults)!
- Added Veteran Guardsmen!

V12 - 09/16/21

- Added Cadre Mercenary (Kroot)!
- Formatted Death Watch and Hunter Cadre to one page.
- Changed all icon images to unicode.
- Added a Command Point tracker.
- Lots of new Useful Links.
- Lots of fixes.

V11 - 09/14/21

- Added Hive Fleet reference!
- Added a Tac Ops Reference/Summary. (Work in progress.)
- Added more Useful Links.
- Changed most of the icon images to unicode. (Work in progress.)

V10 - 09/08/21

- Added Score Sheet to Matched Roster!
- Added Infiltrators/Incursors!
- Fixed and added missing info to Chaos Daemons...again.

V9 - 09/07/21

- Finished cleaning up Kommandos.
- Fixed Chaos Daemons and Greenskins.
- Rethemed Roster, Grey Knights, Heavy Intercessors, Hunter Cadre, and Imperial Guard.
- Added more useful links!

V8 - 09/02/21

- Added Kommandos thanks to Keaton W. (First Draft)
- Rethemed Traitor Space Marines and Troupe.
- More Clean Up.

V7 - 09/01/21

- Added Tempestus Scions to Imperial Guard. (Whoops!)
- Fixed the very broken Tactical Marines sheet.
- Fixed Intercessors/Assault Intercessors.
- Rethemed Imperial Guard, Intercessors, Forge World, Hunter Cadre, and Tactical Marines.
- Changed the boxes in the Roster.
- Lots and lots of clean up.

V6 - 08/31/21

- “New” Matched Roster.
- Fixed some data.

V5 - 08/29/21

- Added Craftworld thanks to [u/SurprisingJack](#).
- “Fixed” Bolter Discipline and Shock Assault.
- Rethemed Forge World and Greenskins.
- More Token Layout changes.
- More Useful Links.
- Lots and lots MORE editing.

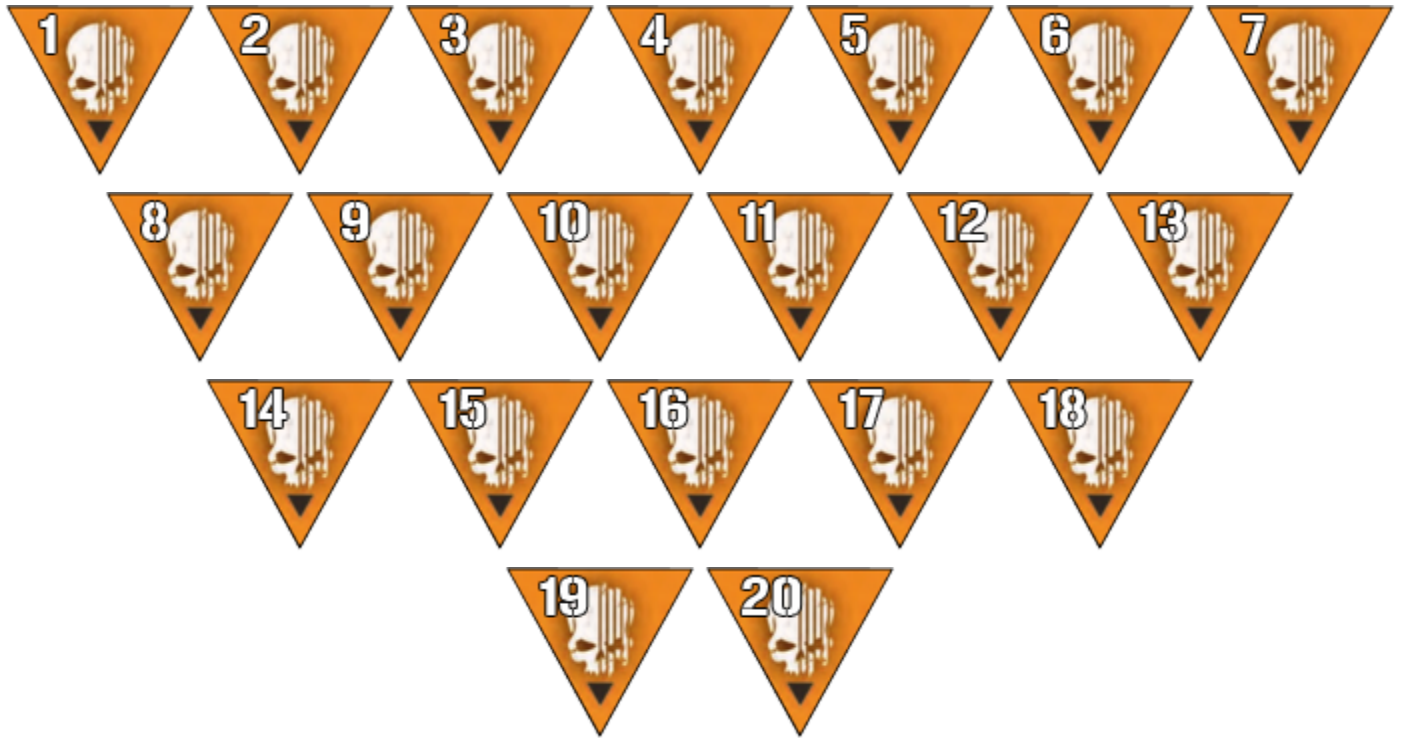
V4 - 08/27/21

- Added Thousand Sons with help from [u/Quaath](#).
- Added Chaos Daemons with help from [u/Musclemonte80](#).
- Revamped Matched Roster.
- Added a “Top of Document” link.
- Added Page numbers for easier printing.
- Added more Useful Links.
- Rethemed Grey Knights, Heavy Intercessors, and Deathwatch.
- Lots and lots of editing.
- Changed Tokens layout.

V3 - 08/26/21

- Added PDF for mobile.
- Added Scouts [Space Marines] with help from [u/Mofoicus](#).
- Added Numbered Tokens.
- Fixed an issue with the matched roster when converting to PDF.
- Fixed Attacks on Chainsword.
- Rethemed Commorrites and Death Guard.

TOKENS



MATCHED ROSTER & SCORE SHEET

NAME	KILL TEAM NAME	FACTION

#	✓	UNIT	WEAPONS/ABILITIES/EQUIPMENT	WOUND TRACKING
1	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
2	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
3	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
4	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
5	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
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10	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
11	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
12	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
13	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
14	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
15	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
16	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
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19	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○
20	<input type="radio"/>			○○○○○ ○○○○ ○○○○○ ○○○○

OBJECTIVES	TAC OPS 1	TAC OPS 2	TAC OPS 3
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COMMAND POINTS
○ ○ ○ ○ ○ ○

TAC OPS SUMMARY

SEEK AND DESTROY	SECURITY	INFILTRATION	RECON
<p>HEADHUNTER Enemy Leader Killed. ★ 1VP. ★ 1st or 2nd Turn, 1VP.</p>	<p>SEIZE GROUND 1st TP, Reveal step. Select one terrain feature with heavy more than ■ from your drop zone ★ End of Battle: Your APL within ▲ > enemy APL: 1VP. ★ No enemies within ▲ of that terrain feature, and your APL within ▲ >= 4: 1VP.</p>	<p>CAPTURE HOSTAGE&INFILTRATE You can reveal this Tac Ops when an enemy Unit is incapacitated by a friendly unit within ○ of it and that friendly Unit is more than ◆ from other enemies. - Remove that friendly Unit from the killzone, 1VP ★ 1st or 2nd Turn, 1VP.</p>	<p>MARK TARGET Shoot the enemy Leader as the only target. Reveal this Tac Op; instead of damage: ★ 1VP ★ In a later turn, 1VP.</p>
<p>CHALLENGE 1st Turn Reveal step. Choose one enemy and friendly unit. ★ If the enemy is killed by the friendly, 1VP. ★ If done within ◆, 1VP.</p>	<p>HOLD THE LINE Reveal step but not 1st TP At the end of any TP: ★ No enemies within ◆ of your drop zone, 1VP. ★ In a later TP, 1VP</p>	<p>BEHIND ENEMY LINES Any Turn, Target Reveal step. If any friendly units are wholly within your opponent's DZ and more than ■ from enemies, 1VP In a later turn, 1VP.</p>	<p>TRIANGULATE Action (1 AP): Secure edge if within ■ of edge that is not your own and not yet secured. Cannot be performed within ○ of enemies. ★ 2 triangulated edges, 1VP ★ 3 triangulated edges, 1VP</p>
<p>ROUT Any Turn, Target Reveal step. ★ If you kill an enemy within ◆ of their drop zone, 1VP. ★ In a later turn, 1VP.</p>		<p>IMPLANT Strike an enemy in combat. Reveal this Tac Op; instead of damage: ★ 1VP ★ If two other enemies are implanted, 1VP</p>	<p>PLANT SIGNAL BEACON Action (2 AP, 1/mission): Reveal. Place a token within ▲. Cannot be performed within ○ of enemies. If an enemy finishes its move within ▲ of the center of token and is more than ▲ from friendly Unit, remove token. ★ End of the battle, if token is within ◆ of your opponent's DZ, 2VP.</p>
<p>EXECUTION End of turn where you killed more than your opponent. ★ At the end of the game, if you killed more than your opponent in 2+ turns, 1VP. ★ If 3+ turns, 1VP.</p>	<p>DAMAGE LIMITATION Reveal step but not 1st TP At the end of any TP: if no friendly operatives were incapacitated that TP ★ 1VP. ★ In a later TP, 1VP</p>	<p>INTERLOPER Secretly select a unit. Action (1 AP, 2VP, 1/mission) Reveal. Must be within ▲ of an enemy edge and more than ■ from enemies. Remove unit.</p>	<p>VANTAGE Any Turn, Target Reveal step. Action (2 AP, 1VP, 2/mission): Secure vantage point not within your DZ and not yet secured. Cannot be performed within ○ of enemies.</p>
<p>DEADLY MARKSMAN Secretly select a unit. Reveal when they kill a unit while within ■ of their dropzone. ★ If you kill another, 1VP. ★ If achieved & still alive at the end of the game, 1VP.</p>		<p>UPLOAD VIRAL CODE Any Turn, Target Reveal step. Action (2 AP, 1VP, 2/mission) Must be within ◆ of your opponent's DZ and not within ○ of enemy Units.</p>	<p>RETRIEVAL 1st Turn Reveal step. Opponent places retrievable token in killzone that's not a Vantage Point and more than ◆ from their edge. ★ If you control it at the end of the battle, 1VP ★ If it is carried by a friendly Unit, 1VP</p>
<p>ROB AND RANSACK Enemy killed in melee, and not within ■ of other enemies. ★ 1VP. ★ If achieved & still alive at the end of the game, 1VP.</p>	<p>CENTRAL CONTROL Any Turn, Target Reveal step. At the end of any TP, if your APL within ■ of the centre of the killzone > enemy APL: ★ 1VP. ★ In a later TP, 1VP</p>	<p>SABOTAGE Any Turn, Target Reveal step. Action (2 AP, 1VP, 2/mission) Mark Heavy terrain within ▲ that is wholly within or within ◆ of your opponent's DZ not yet sabotaged. Cannot be performed within ○ of enemies</p>	<p>OVERRUN At the end of TP, friendly Unit wholly in each killzone quarter and more than ■ from the center, 1VP ★ In a later turn, 1VP.</p>

BROOD COVEN (GENESTEALER CULTS)

NEOPHYTE (Leader¹)

M	APL	GA	DF	SV	W
3○	2	2/1	3	5+	7/8

ACOLYTE (Leader¹) | METAMORPH (Leader²)

M	APL	GA	DF	SV	W
3○	2	1	3	5+	8/9

SPECIAL ABILITIES

Icon Bearer: +1 APL for Control Point Purposes.

Cult Icon (1AP): Until end of turn, when rolling attack dice, can reroll one die.

Lash Whip: When an enemy is engaged with a unit with this weapon, -1 Attacks.

NAME	A	BS/WS	D	SR	!
Autogun	4	4+ '3+	2/3		
Autopistol	4	4+ '3+ '2+	2/3	Rng ♦	
Bolt Pistol	4	'3+ 2+	3/4	Rng ♦	
Flamer	5	2+	2/2	Rng ♦ , Torrent ○	
Grenade Launcher - Frag	4	4+	2/4	Blast ○	
Grenade Launcher - Krak	4	4+	4/5	AP1	
Hand Flamer	4	2+	2/2	Rng ♦ , Torrent ▲	
Heavy Rock Cutter	4	4+	5/7	Lethal 5+	
Heavy Rock Drill	4	3+	4/7	Brutal	
Heavy Rock Saw	4	3+	5/6		
Heavy Stubber	5	4+	3/4	Heavy, Ceaseless, Fusillade	
Lash Whip	4	2+	3/4	Rng ■	Stun
Mining Laser	5	4+	5/6	Heavy, AP1	
Seismic Cannon - Long-wave	6	4+	2/2	Heavy, Blast ▲	Stun
Seismic Cannon - Short-wave	4	3+	4/4	Rng ♦ , Heavy	Stun, P1
Shotgun	4	3+ '2+	3/3	Rng ♦	
Web Pistol	4	2+	2/2	Rng ♦	Stun
Webber	4	3+	2/2	Rng ♦ , Lethal 5+	Stun
⌘ Chainsword	4	3+	3/4		
⌘ Cult Bonesword and Claw	4	2+	4/6	Balanced, Lethal 5+	
⌘ Cult Bonesword and Metamorph	4	2+	4/6	Balanced, Lethal 5+	Rending
⌘ Cult Knife and Claw	4	3+ '2+	4/5	Balanced	Rending
⌘ Gun Butt	3	4+	2/3		
⌘ Metamorph Mutations	4	3+ '2+	4/6	Balanced, Brutal	Rending
⌘ Power Maul	4	3+	4/5		Stun
⌘ Power Pick	4	3+	4/6		Rending

STRATEGIC PLOYS

CULT AMBUSH

1st turn. When units are activated, they can change order.

LURK IN THE SHADOWS

If in cover, and has ■, or is ready, can retain an additional defense die for cover, or retain one crit save instead.

TACTICAL PLOYS

UNDERGROUND

During setup, one unit can be given ■, and set up anywhere that is within ▲ of heavy terrain and more than ♦ from enemies, and their drop zone.

INTO THE SHADOWS

At end of activation, if unit has ♦, give them ■.

CROSSFIRE

After Shoot, until end of turn, units that attack the same unit can reroll one attack die.

LYING IN WAIT

After activating a unit with ■, and is more than ■ from enemies. Can activate another unit with ■ of this unit that has ■ and is ■ from enemies as well..

EQUIPMENT

1.) BLASTING CHARGE [2EP]

4	3+	2/3	Rng ♦ , Limited, Blast ○, Indirect	-
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2.) DEMOLITION CHARGE [4EP]

4	3+	5/6	Rng ♦ , Limited, Blast ○, Indirect, AP1, Unwieldy
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3.) HEAVY WEAPON BIPOD (Neophyte Heavy Gunner) [2EP]

If you don't move, you can reroll one attack die..

4.) FLASH VISOR [1EP]

Can ignore any and all mods to APL..

5.) MINING TOOL RIG (Acolyte Fighter) [3EP]

Heavy Rock Weapon gains Relentless..

6.) STRUCTURAL SURVEYOR* [3EP]

(1AP) Select one terrain within ♦, and a friendly within ■ and Visible. Until end of turn, each time they shoot, terrain is not Obscuring, and enemies cannot gain Cover from it.

CADRE MERCENARY (KROOT)

WARRIOR¹, LEADER¹, HOUND^{1,2}

M	APL	GA	DF	SV	W
3○/14○	2	1	3	6+	8/9

KROOTOX

M	APL	GA	DF	SV	W
3○	3	1	3	4+	16

SPECIAL ABILITIES

¹Masters of Camouflage: While in Cover, SV is 4+.

²Hunting Beast: Cannot perform mission actions, and cannot be equipped.

NAME	A	BS/WS	D	SR	!
Kroot Rifle	4	4+	3/4		
✂ Rifle Blades	3	3+	3/4		
✂ Ripping Fangs	4	3+	3/4		Rending
Kroot Gun	4	4+	5/6		Rending
✂ Krootx Fists	5	3+	4/6	Brutal	
Kroot Hunting Rifle	4	4+	3/3	Heavy, Silent	MW1
✂ Skinning Blade	4	3+	3/5		
Trophy Pistol	4	4+	3/4	Rng ♦ , Blast ▲ , Balanced	

STRATEGIC PLOYS

HUNTING CALL

During Fight, can re-roll one attack die.

PATIENT STALKERS

Can charge while ☠.

FIELD CRAFT

(1AP): Change unit's order.

PERFECT AMBUSH

1st turn only. Can change orders on activation.

TACTICAL PLOYS

A GORY FEAST

On kill, +1 APL and regain D6 lost wounds.

BRUTE STRENGTH (Krootox)

When moving, it can move through light terrain and units as if it wasn't there.

EQUIPMENT

1.) KROOT HUNTER RIFLE [3EP]

2.) SURE-FOOT CHARM* [2EP]

After activation, activate another unit within ■ and Visible.

3.) SKINNING BLADE [2EP]

4.) TROPHY PISTOL [3EP]

5.) BOLAS [3EP]

(1AP): Select an enemy within ♦ and Visible. Roll 3D6. If the total is > the target's Wound characteristic. -1 APL. Cannot use while engaged w/enemies.

CHAOS DAEMONS

BLOODLETTER (Icon¹, Horn², Bloodreaper)

M	APL	GA	DF	SV	W
3○	2	1	3	6+/5++	9/10

DAEMONETTE (Icon¹, Horn², Alluress)

M	APL	GA	DF	SV	W
3○	2	1	3	6+/5++	8/9

PLAGUEBEARER⁴ (Icon¹, Horn², Plagueridden)

M	APL	GA	DF	SV	W
2○	2	1	3	5+	5/6

PINK HORROR (Icon¹, Horn², Iridescent)

M	APL	GA	DF	SV	W
3○	2	1	3	6+/5++	8/9

BRIMSTONE HORROR³/BLUE HORROR

M	APL	GA	DF	SV	W
2○	2	1	2	6+/6++	5/6

SPECIAL ABILITIES

¹DAEMONIC ICON (1AP): Until the end of the turn, while this unit is within ■ of this unit, improve its invulnerable save by 1.

²INSTRUMENT OF CHAOS (1AP): Until end of turn, +1▲ to Move or Charge.

¹ICON BEARER: +1 APL for Control Point Purposes.

³INSIGNIFICANT: Pickup takes 2AP, and can't be equipped.

⁴DISGUST RES - D6 on wound, 5+ not lost. Cannot be Injured.

NAME	A	BS/WS	D	SR	!
⌘ Hellblade	4	3+ 2+	4/6	Lethal 5+	
⌘ Fists	3	5+ 4+	2/3		
Coruscating Flames	4	3+ 2+	2/3		
Fizzing Flames	4	4+	2/3	Rng ♠	
Brimstone Fists	2	5+	2/3		
⌘ Claws	4	3+	4/5	Relentless	
⌘ Plaguesword	4	3+	4/6		

STRATEGIC PLOYS

UNSTOPPABLE FEROCITY (Khorne)

Add 1 to the Attacks characteristic of melee weapons.

GLISTENING BARRAGE (Tzeentch)

Ranged weapons gain Ceaseless.

QUICKSILVER SWIFTNESS (Slaanesh)

Each unit gets a free Dash action.

CONTAGION (Nurgle)

Each enemy Visible and within ○ is considered injured.

TACTICAL PLOYS

WARP SURGE

When a friendly unit is selected as the target of a ranged attack. Until the end of the turn, each time a shooting attack is made against that friendly unit, you can re-roll any or all defense dice.

EPHEMERAL REGENERATION

When a friendly unit is activated. That friendly unit regains 2D3 lost wounds.

SPLIT (Pink Horror 2CP) (Blue Horror 1CP)

When killed:

PINK HORROR: set up two BLUE HORROR units close as possible to that unit and not within Engagement.

BLUE HORROR: set up one BRIMSTONE HORROR unit close as possible to that unit and not within Engagement.

In either case, set up those units with the same order as the previous unit (including if it was ready or not). In narrative play, units set up as a result of this Tactical Ploy are no longer part of your kill team after the game.

EQUIPMENT

1.) BRASS HORNS (Khorne) 1EP

Each time this unit fights in combat, in the Roll Attack Dice step of that combat, if it performed a **Charge** action during that activation, you can re-roll one of your attack dice.

2.) SCORCHED SKULL (Khorne) 3EP

4	4+	4/5	AP1	-
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3.) RITUAL DAGGER (Pink/Blue Horror) 2EP

3	4+	3/6	Balanced	-
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4.) TRINKET OF FLUX-2EP

PINK HORROR or BLUE HORROR unit only. Select one coruscating flames or fizzing flames the unit is equipped with. Add 1 to that weapon's Damage characteristic for the battle.

5.) RANCID VOMIT (Nurgle) [3EP]

5	2+	2/3	Rng ♠, Torrent ▲	-
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6.) DEATH'S HEADS (Nurgle) [1EP]

4	3+	3/5	Rng ♠	-
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7.) ALLURING MUSK (Slaanesh) [3EP]

5	2+	1/1	Rng ♠	Stun
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8.) PIERCING CLAWS (Slaanesh) [2EP]

Claws gain +1 Crit Dmg, and Rending on Crit.

COMMORRITES (DRUKHARI)

Kabalites

M	APL	GA	DF	SV	W
3○	2	1	3	4+	8/9

Wyches

M	APL	GA	DF	SV	W
3○	2	1	3	6+/5++	8/9

NAME	A	BS/WS	D	SR	!
⌘ Agoniser	4	2+	3/6	Lethal 5+, Brutal	
⌘ Array Of Blades	3	3+ 2+	2/3		Rending
Blast Pistol	4	2+	4/5	Rng ♠, AP2	
Blaster	4	3+	5/6	AP2	
Dark Lance	4	3+	6/7	Heavy, Unwieldy, AP2	
⌘ Hekatarii Blade	4	3+ 2+	3/4		Rending
⌘ Hydra Gauntlets	5	3+	4/6		
⌘ Power Weapon	4	2+	4/6	Lethal 5+	
⌘ Razorflails	5	3+	3/4	Ceaseless, Brutal	Reap 1
⌘ Sharnet And Impaler	4	3+	4/5	Engaged enemies have -1 Attacks	
Shredder	5	3+	3/4	Blast ○	
Splinter Cannon	5	3+	3/5	Heavy, Lethal 5+, Fusillade	
Splinter Pistol	4	2+	2/4	Lethal 5+, Rng ♠	
Splinter Rifle	4	3+ 2+	2/4	Lethal 5+	

STRATEGIC PLOYS

FLEET

Free Dash with Fall Back or Normal Move.

AGILE GLADIATORS (Wych)

Enemy fight normal hit, roll D6, parry 4+.

- Can move through other units.
- Ignore first ○ for climbing, traversing, or falling.
 - Auto pass jump tests.

PREY ON THE WEAK

If the target is injured, can reroll 2 attack dice.

INURED TO SUFFERING

Roll D6 on wound, on 6+ no wound. Only if one unit is dead.

TACTICAL PLOYS

POWER FROM PAIN

On kill, one ready unit within ♠ from enemy can activate, add 1 to it's APL, and Shoot or Fight twice.

NO ESCAPE (Wych)

When an enemy Falls Back, roll D6. On 3+ they cannot. If more wounds -1, if injured +1, to roll.

EQUIPMENT

1.) PHANTASM GRENADE LAUNCHER (Leader) [3EP]

4	3+	1/2	Rng ♠, Blast ▲, Lethal 5+	Stun
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2.) PLASMA GRENADE [2EP]

4	3+	3/4	Rng ♠, Limited, Blast ○, Indirect	-
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3.) KABALITE BANNER (Sybarite) [3EP]

While friendly Kabalite is Visible and within ■, when determining control of objective, friendly Kabalite has +1 APL. This is not a modifier.

4.) AGONITE* (Kabalite) [3EP]

Choose 1 Splinter weapon, add Relentless.

5.) DEATH BLOOM* (Kabalite) [3EP]

Choose 1 Splinter weapon, add Rending.

6.) FERALEX* (Kabalite) [3EP]

Choose 1 Splinter weapon, add Splash 1 crit hit.

7.) HAYWIRE GRENADE (Wych) [2EP]

4	3+	2/3	Rng ♠, Blast ○, Indirect, Limited	-
If enemy SV is 3+ or better, this has Lethal 4+.				

8.) PAINBRINGER* (Wych) [2EP]

If attack dice does 3 or less, subtract 1.

9.) GRAVE LOTUS* (Wych) [2EP]

Each Fight, the first time you strike, +1 dmg.

10.) ADRENALITE* (Wych) [2EP]

If you Charged, you can re-roll one attack dice.

11.) HYPEX* (Wych) [2EP]

Add ▲ to Movement.

CRAFTWORD (AELDARI)

Storm/Defender Guardian

M	APL	GA	DF	SV	W
3○	2	1	3	4+	8/9

Ranger

M	APL	GA	DF	SV	W
3○	2	1	3	5+	8/9

CAMMO CLOAK: Retains 1 additional defence die while in cover.

Guardian Defender Heavy Weapon Platform

M	APL	GA	DF	SV	W
2○	0	1	3	3+	12

Dire Avenger

M	APL	GA	DF	SV	W
3○	2	1	3	4+	8/9

DEFENCE TACTICS: No penalty for overwatch.

SHIMMERSHIELD (Exarch): 5++ to Dire Avengers within ○

SHURIKEN STORM (Exarch) (2AP): Shoot twice with Twin Shuriken Catapult without relentless.

NAME	A	BS/WS	D	SR	!
Aeldari Missile Launcher-Sunburst	4	3+	3/5	Heavy, Blast ○	
Aeldari Missile Launcher-Starshot	4	3+	5/7	Heavy, AP1	
Avenger Shurkien Catapult	4	3+	3/4	Balanced	Rending
Bright Lance	4	3+	6/7	Heavy, AP2	
∞ Diresword	4	2+	4/5	Lethal 5+	Rending
Flamer	5	2+	2/2	Rng ♥, Torrent ○	
Fusion Gun	4	3+	6/3	Rng ♥, AP2	MW4
∞ Fists	3	3+	2/3		
∞ Power Weapon	4	2+	4/6	Lethal 5+	
Ranger Long Rifle	4	2+	3/3	Heavy, Silent	MW1
Twin Avenger Shuriken Catapult	4	3+	3/4	Relentless	Rending
Scatter Laser	5	3+	4/5	Heavy, Ceaseless, Fusillade	
Shuriken Cannon	4	3+	5/6	Heavy Fusillade	Rending
Shuriken Catapult	4	3+	3/4		Rending
Shuriken Pistol	4	3+	3/4	Rng ♥	Rending
Starcannon	4	3+	5/6	Heavy, AP1	P2
Storm Guardian Blades	4	3+	3/4		

STRATEGIC PLOYS

FLEET

Free Dash with Fall Back or Normal Move.

FOREWARNED

This turn you can re-roll one defence die each time a friendly craftworld unit is shot.

SUPREME DISDAIN

This turn, when unit fights, if enemy fails more dice: 1 Normal retained hit > 1 Critical hit.

HIDDEN PATHS (Rangers)

All ☠️ may make Free Dash from ▲ terrain ♥ away from enemies to ▲ terrain.

TACTICAL PLOYS

MATCHLESS AGILITY

1 unit increases dash by ○ but cannot take shoot or fight actions.

FIRST OF THE ASPECTS (Dire Avenger)

1 Friendly Dire Avenger +1APL.

EQUIPMENT

1.) WEAPONISED PANOPLY (Dire Avengers) [3EP]

Weaponised Panoply	3	3+	3/4
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2.) RANGER SCOPE (Ranger) [3EP]

Ranger Long Rifle gains Lethal 5+

3.) PATHFINDER CLOAK (Ranger) [2EP]

While it has Conceal order, doesn't lose it (Vantage point).

2.) AVENGER SHRINE BANNER (Exarch) [2EP]

While friendly Craftworld is Visible and within ■, when determining control of objective, friendly Craftworld has +1 APL. This is not a modifier.

3.) WRAITHBONE TALISMAN [3EP]

Once per battle. During **Fight**, **Shoot**, or **Defend**; use Command Re-roll for free.

4.) CELESTIAL SHIELD (Guardian) [2EP]

Once per battle, 4++ vs 1 shooting attack

7.) PLASMA GRENADE [2EP]

4	3+	3/4	Rng ♥, Limited, Blast ○, Indirect
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DEATH GUARD

Plague Marines/Champion

M	APL	GA	DF	SV	W
2○	3	1	3	3+	12/13
DISGUST RES - D6 on wound, 5+ not lost. Can't be Injured.					
ICON BEARER - +1 APL for objective control.					
ICON OF DECAY (1AP) - Until end of turn, while visible an w/i ■ of friendly Astartes they can reroll 1s and 2s of Disgusting Resilient rolls.					

Poxwalkers

M	APL	GA	DF	SV	W
2○	2	2	3	6+	7
DISGUST RES - D6 on wound, 5+ not lost. Can't be Injured.					
ICON BEARER - +1 APL for objective control.					
ICON OF DECAY (1AP) - Until end of turn, while visible an w/i ■ of friendly Astartes they can reroll 1-2 of defense rolls.					

NAME	A	BS/WS	D	SR	!
Boltgun	4	3+ 2+	3/4		
⌘ Plague Knife	3	3+	3/5		
Plasma Gun - Standard	4	3+	5/6	Ap1	
- Supercharge	4	3+	5/6	AP2, Hot	
Meltagun	4	3+	6/3	Rng ♠, AP2	MW4
Plague Belcher	5	2+	2/3	Rng ♠, Torrent ○	
Blight Launcher	4	3+	4/6	AP1	
Plague Spewer	6	2+	2/3	Rng ♠, Torrent ○	
⌘ Flail of Corruption	5	3+	4/5		Reap 2
⌘ Great Plague Cleaver	5	4+	5/7		Rending
⌘ Bubotic Axe	5	3+	4/6		Rending
⌘ Mace of Contagion	5	3+	4/5		Stun
⌘ Plague Knives	5	3+	3/5	Relentless	
Bolt Pistol	4	2+	3/4	Rng ♠	
Plasma Pistol - Standard	4	2+	5/6	Rng ♠, AP1	
- Supercharge	4	2+	5/6	Rng ♠, AP2, Hot	
⌘ Plague Sword	5	2+	4/6		
⌘ Power Fist	5	3+	5/7	Brutal	
⌘ Improvised Weapon	4	4+	2/3		

STRATEGIC PLOYS

MALICIOUS VOLLEYS - 1CP

Bubonic Astartes can perform shoot 2x if bolt weapon and it doesn't fight.

HATEFUL ASSAULT - 1CP

Bubonic Astartes can fight 2x if they dont shoot.

CONTAGION - 1CP

While enemy is w/i ○ of friendly unit, they are treated as injured (only subtract ○ from move if activated w/i ○)

TACTICAL PLOYS

EFFLUENT DEMISE - 1 CP

When friendly Bubonic Astartes incapacitated, inflict D3 mortal wounds on each enemy visible to and w/i ○.

REVOLTING DURABILITY - 1CP

When Resolve Successful Hits or Resolve Successful Saves step of combat or shooting against friendly Bubonic Astartes, change one opponents critical hit into a normal hit

DIG IN - 1CP

When friendly Astartes activated, until end of activation: Dig In (1AP) - until end of turn, +1 Defence.

EQUIPMENT

1.) NURGLING* [3EP]

Once per battle, when enemy visible and within ■, -1 APL.

2.) PLAGUE BELL* [[3EP]

Plague Bell (1AP) - Until end of turn, each time friendly Astartes is activated w/i ♠, +○ to their move.

3.) FILTH CENSER* [3EP]

When using CONTAGION, +1○.

4.) MEPHITIC TOXIN [2EP]

Select one plague knife or plague knives, +1 Dmg.

5.) BLIGHT GRENADE [2EP]

Blight Grenade	4	3+	2/3
Rng ♠, Blast ○, Limited, Indirect, Ceaseless			

6.) KRAK GRENADE [3EP]

Krak Grenade	4	3+	4/5
Rng ♠, Limited, AP1, Indirect, No Overwatch			

7.) VIRULENT ROUNDS [1 EP]

Select one boltgun or bolt pistol, +1 Crit Dmg.

DEATHWATCH (SPACE MARINES)

Deathwatch Veteran/Watch Sergeant

WS	BS	M	APL	GA	DF	SV	W
2+	2+	3○	3	1	3	3+	12
Storm Shield - 4++, each Parry discards 2 Strikes.+							

Deathwatch Veteran (Fighter¹)

WS	BS	M	APL	GA	DF	SV	W
3+	3+	3○	3	1	3	3+	11
1Storm Shield - 4++, each Parry discards 2 Strikes.							

NAME	A	BS Mod	D	SR	!
Bolt pistol	4	-	3/4	Rng ♠	-
Grav-pistol	4	-	4/5	Rng ♠, AP1, Grav	-
Hand flamer	4	+1	2/2	Rng ♠, Torrent ▲	-
Inferno pistol	4	-	5/6	Rng ♠, AP2	MW3
Plasma pistol (Standard)	4	-	5/6	Rng ♠, AP1	-
Plasma pistol (Supercharge)	4	-	5/6	Rng ♠, AP2, Hot	-
Combi-flamer	5	+1	2/2	Combi, Rng ♠, Torrent ○, Limited	-
Combi-grav	4	-	4/5	Combi, AP1, Grav, Limited	-
Combi-melta	4	-	6/3	Combi, Rng ♠, AP2, Limited	MW4
Combi-plasma (Standard)	4	-	5/6	Combi, AP1, Limited	-
Combi-plasma (Overcharge)	4	-	5/6	Combi, AP2, Hot, Limited	-
Deathwatch boltgun (Dragonfire)	4	-	3/4	No Cover	-
Deathwatch boltgun (Hellfire)	4	-	3/4	-	Rending
Deathwatch boltgun (Kraken)	4	-	3/4	-	P1
Deathwatch boltgun (Vengeance)	4	-	4/4	-	-
Deathwatch shotgun (Cryptclearer)	4	-	4/4	-	-
Deathwatch shotgun (Wyrmsbreath)	5	+1	2/2	Rng ♠, Torrent ○	-
Deathwatch shotgun (Xenopurge)	4	+1	3/5	Rng ♠	P1
Flamer	5	+1	2/2	Rng ♠, Torrent ○	-
Grav-gun	4	-	4/5	Ap1, Grav	-
Meltagun	4	-	6/3	Rng ♠, AP2	MW4
Plasma gun (Standard)	4	-	5/6	AP1	-
Plasma gun (Supercharge)	4	-	5/6	AP2, Hot	-
Stalker pattern boltgun	4	-	3/4	Heavy, AP1	-
Storm bolter	4	-	3/4	Relentless	-
Frag cannon (Frag)	4	-	4/6	Blast ○	-
Frag cannon (Shell)	4	-	5/6	AP1	-
Heavy bolter	5	-	4/5	Heavy, Fusillade	P1
Heavy flamer	6	+1	2/2	Heavy, Rng ♠, Torrent ○	-
Infernus heavy bolter (Heavy bolter)	5	-	4/5	Heavy, Fusillade	P1
Infernus heavy bolter (Heavy flamer)	6	+1	2/2	Heavy, Rng ♠, Torrent ○	-
Missile launcher (Frag)	4	-	3/5	Havy, Blast ○	-
Missile launcher (Krak)	4	-	5/7	Heavy, AP1	-
⚔ Chainsword	5	-	4/5	-	-
⚔ Fists	4	-	3/4	-	-
⚔ Heavy thunder hammer	5	-1	6/8	-	Stun
⚔ Lightning claw	5	-	4/5	Lethal 5+	-
⚔ Lightning claws	5	-	4/5	Lethal 5+, Relentless	-
⚔ Power fist	5	-1	5/7	Brutal	-
⚔ Power maul	5	-	4/5	-	Stun
⚔ Power weapon	5	-	4/6	Lethal 5+	-
⚔ Thunder hammer	5	-1	5/6	-	Stun
⚔ Xenophase blade	5	-	4/6	Brutal, Lethal 5+	-

STRATEGIC PLOYS

BOLTER DISCIPLINE

Can Shoot twice. Can't Fight if done. "Bolt" only.

SHOCK ASSAULT

Can Fight Twice. Can't Shoot if done.

TACTICAL PRECISION

If within ■ of Leader, can re-roll one attack die.

TACTICAL PLOYS

ONLY IN DEATH DOES DUTY END

When a Ready unit would die, instead he lives for one activation and isn't considered injured.

AND THEY SHALL KNOW NO FEAR

One unit may ignore any or all modifiers to its APL characteristic and it is not injured until end of activation.

EQUIPMENT

1.) FRAG GRENADE (2EP)

4	3+	2/3	Rng ♠, Limited, Blast ○, Indirect
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2.) KRAK GRENADE (3EP)

4	3+	4/5	Rng ♠, Limited, AP1, Indirect
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3.) PURITY SEAL [3EP]

Once per battle. During **Fight**, **Shoot**, or **Defend**; use Cmd Re-roll for free.

4.) SUSPENSOR SYSTEM [3EP]

Heavy rule, cannot move more than 3○ if you shoot.

5.) AUSPEX* [3EP]

(2AP) Unengaged only. One unit within ■ and Visible has No Cover on all ranged weapons until the end of turn.

ECCLESIArchY (SISTERS OF BATTLE)

Battle Sister/Repentia Superior

M	APL	GA	DF	SV	W
3○	2	1	3	3+	8/9

Icon Bearer - +1 APL for objective control.

Icon of Purity (1AP) - Until end of turn, while visible an w/i ■ of SORORITAS, can retain a 5+ as Crit..

Repentia/Arco-Flagellant

M	APL	GA	DF	SV	W
3○	2	1	3	6+	7/10

Solace in Anguish - D6 on wound, 5+ not lost.

Whip Into Fury (1AP) - Select one REPENTIA w/i ■ and Visible. +1 APL, and until end of next act, +1○ to Move.

Berserk Killing Machine - D6 on wound, 5+ not lost. Cannot do mission or pickup actions. Cannot be equipped.

NAME	A	BS/WS	D	SR	!
Boltgun	4	3+ 2+	3/4		
Bolt Pistol	4	2+	3/4	Rng ♥	
Combi-melta	4	2+	6/3	Combi, Rng ♥, AP2, Limited	MW4
Combi-plasma Overcharge	4	2+	5/6	Combi, AP1, Limited Combi, AP2, Hot, Limited	
Condemnor Boltgun	4	2+	3/3	Combi, Silent, Limited	MW1, P1
Heavy Bolter	5	3+	4/5	Heavy, Fusillade	P1
Inferno Pistol	4	2+	5/6	Rng ■, AP1	
Meltagun	4	3+	6/3	Rng ♥, AP2	MW4
Ministorum Flamer (Combi)	5	2+	2/3	Rng ♥, Torrent ○ (Combi, Limited)	
Ministorum Hand Flamer	4	2+	3/4	Rng ♥, Torrent ▲	
Ministorum Heavy Flamer	6	2+	2/3	Heavy, Rng ♥, Torrent ○	
Neural Whips	5	3+	2/3	Rng ♥, Lethal 5+	Stun
Plasma Pistol Supercharge	4	2+	5/6	Rng ♥, AP1 Rng ♥, AP2, Hot	
⌘ Arco-flails	5	3+	3/4	Ceaseless	Reap 1
⌘ Chainsword	5	2+	4/5		
⌘ Gun Butt	3	4+ 3+	2/3		
⌘ Neural Whips	5	3+	2/3	Lethal 5+	Stun
⌘ Penitent Eviscerator	4	4+	5/6	Brutal	Reap 2
⌘ Power Maul	4	2+	4/5		Stun
⌘ Power Weapon	4	2+	4/6	Lethal 5+	

STRATEGIC PLOYS

EMPEROR'S GUIDANCE (Sororitas)

In Attack Rolls, if you Crit, you can re-roll a die.

DIVINE SHIELD (Sororitas)

In Defence Rolls, if you Crit, you can re-roll a failed Save.

EXTREMIS TRIGGER WORD (Arco-Flagellant)

Once only. Dash/Charge +1▲. Arco-Flails gain Lethal 5+.

TACTICAL PLOYS

PENANCE THROUGH DEATH (Repentia/Arco)

On death, select a melee weapon, roll 1 die. If it's a success, you may strike an engaged enemy, then remove the unit.

STORM OF RETRIBUTION (Gunner/Heavy Gunner)

Until end of act, weapons lose Heavy, and gain No Cover.

DIVINE INTERVENTION (Sororitas)

When an attack die would inflict dmg, ignore that dmg.

EQUIPMENT

1.) ROSARIUS* (Leader) [2EP]
4++

2.) PHAIL OF RESTORATION* [2EP]
Once only, regain 2D3 lost wounds.

3.) FRAG GRENADE (2EP)

4	3+	2/3	Rng ♥, Limited, Blast ○, Indirect
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4.) KRAK GRENADE (3EP)

4	3+	4/5	Rng ♥, Limited, AP1, Indirect
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5.) PURITY SEAL [3EP]

Once per battle. During **Fight**, **Shoot**, or **Defend**; use Command Re-roll for free.

6.) SCOURGING BARBS (Repentia) [2EP]

Each Fight, can re-roll one die. On 1 or 2, take a wound.

FORGE WORLD (ADEPTUS MECHANICUS)

Skitarii/Alpha

M	APL	GA	DF	SV	W
3○	2	1	3	4+	7/8

Sicarian/Princeps

M	APL	GA	DF	SV	W
3○	2	1	3	4+	10/11

NAME	A	BS/WS	D	SR	!
Galvanic Rifle	4	3+ 2+	3/4	Heavy	P1
Radium Carbine	4	3+ 2+	2/3		Rending
Arc Rifle	4	3+	4/5	AP1	Stun
Plasma Caliver - Supercharged	4	3+	5/6	AP1 AP2, Hot	
Transuranic Arquebus	4	2+	5/4	AP1, Heavy, Unwieldy	MW2
∞ Gun Butt	3	4+	2/3		
Arc Pistol	4	2+	4/5	Rng ♠, AP1	Stun
Phosphor Blast Pistol	4	2+	4/5	Rng ♠, Blast ▲	
Radium Pistol	4	2+	2/3	Rng ♠	Rending
∞ Arc Maul	4	4+	4/5		Stun
∞ Power Weapon	4	4+	4/6	Lethal 5+	
∞ Taser Goad	4	4+	3/4	Lethal 5+	Stun
∞ Chordclaw And Transonic Razor	5	3+ 2+	4/5	Balanced	
∞ Transonic Blades	5	3+ 2+	4/6		Rending
Flechette Blaster	5	3+ 2+	2/3	Relentless, Fusillade, Rng ♠	
Stubcarbine	4	3+ 2+	3/4	Ceaseless	

STRATEGIC PLOYS

PROTECTOR IMPERATIVE

Can re-roll one dice in shooting, but must re-roll one success in combat.

CONQUEROR IMPERATIVE

Can re-roll one dice in combat, but must re-roll one success in shooting.

BULWARK IMPERATIVE

Can re-roll one die in defence. -1 ○ to movement.

AGGRESSOR IMPERATIVE

+1 ▲ to move and charge, but must re-roll one success in defence.

TACTICAL PLOYS

NEUROSTATIC INTERFERENCE (Infiltrator)

Start of the Firefight phase, select an enemy that is visible and within ♠. Other enemy must be activated before the target enemy.

CONTROL EDICT

Select the leader and unit within ♠, activate leader and then activate the unit.

EQUIPMENT

1.) ENHANCED BIONICS (2EP)

Can re-roll any or all 1's in defence.

2.) OMNISPEX* (2EP) (1AP)

Select a visible friendly within ♠, then an enemy. When that friendly shoots the enemy it is not Obscured and the weapons gain No Cover.

3.) UPLINKED VID-FEED (2EP)

Can overwatch at normal BS.

4.) CENSE BEARER (2EP)

Visible friendlies within ○ do not worsen move from Injury.

5.) SERVO SKULL* (2EP)

Mission actions cost 1 AP less.

6.) DATA-TETHER (4EP)

(1AP) If not engaged gain 1 CP.

GREENSKIN (ORKS)

Boyz/Spanner¹

M	APL	GA	DF	SV	W
3○	2	1	3	5+	10/11

Nob

M	APL	GA	DF	SV	W
3○	2	1	3	4+	13

Gretchin

M	APL	GA	DF	SV	W
3○	2	2	3	6+	5

NAME	A	BS/WS	D	SR	I
Shoota*	4	5+	3/4		
Slugga	4	5+	3/4	Rng ♠	
⌘ Choppa	4	3+	4/5		
⌘ Fists	3	3+	3/4		
Big shoota	6	5+	2/3	Fusilade	
Rokkit launcha	5	5+ 14+	4/5	AP1	Splash 1
Kombi-rokkit	5	5+	4/5	Kombi*, Limited, AP1	Splash 1
Kombi-skorcha	6	2+	2/2	Kombi*, Rng ♠, Limited, Torrent ○	
⌘ Big Choppa	4	2+	5/6		
⌘ Killsaw	4	3+	5/7		Rending
⌘ Power klaw	4	3+	5/7	Brutal	
Gretchin blasta	3	4+	2/3	Rng ♠	
⌘ Gretchin knife	3	5+	1/2		
Deffgun	5	5+	4/6		
Kustom Mega-Blasta	4	4+	5/6	AP2, Hot	
Burna	5	2+	2/2	Rng ♠, Torrent ○	

STRATEGIC PLOYS

DAKKA! DAKKA! DAKKA!

Shooting: If you retain a crit hit, you can retain a failed hit as a normal hit.

WAAAAGH!

Fighting: If you retain two or more normal hits, convert one of those to a crit hit.

GET STUCK IN!

Re-roll one attack dice for each fight action.

SKULK ABOUT (Clan Kommando)

If 🦴, can retain one defense die as a success without rolling it.

TACTICAL PLOYS

JUST A SCRATCH

Ignore damage from one attack dice.

MORE DAKKA

If the target of a shooting attack did not lose any wounds, repeat that shooting attack.

EQUIPMENT

1.) BOSSPOLE* (Nob) [3EP]

Boss only. Increase APL by 1.

2.) 'EAVY ARMOR [2EP]

units with 5+ SV only. Change SV to 4+.

3.) STIKKBOMB [2EP]

Stikkbomb	4	3+	2/4
Rng ♠, Limited, Blast ○, Indirect			

4.) DRUM MAG [2EP]

Shoota or big shoota gains Ceaseless.

5.) TARGETIN' FING [3EP]

Select a ranged weapon, excluding kombi and burna. Improve the BS of that weapon by 1 (maximum 4+).

6.) CUTTIN' NOZZLE (Burna) [2EP]

Cuttin' Nozzle	4	3+	3/5	Lethal 5+
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7.) KUSTOM FORCE FIELD* (Spanner) [3EP]

During an enemy shoot attack, if the target is within ■ of this unit, and the enemy is not, the target has 5++.

GREY KNIGHTS

Warrior/Gunner

M	APL	GA	DF	SV	W
3○	3	1	3	3+	11

Justicar¹

M	APL	GA	DF	SV	W
3○	3	1	3	3+	12

PSYCHIC POWERS

ARMoured RESILIENCE

Improve Save by 1.

HAMMERHEAD

Each Fight, do 1 additional dmg.

ASTRAL AIM

Ranged Weapons gain the "No Cover" rule.

NAME	A	BS/WS	D	SR	!
Storm Bolter	4	3+ 12+	3/4	Relentless	
Incinerator	6	2+	2/3	Heavy, Rng ◆ , Torrent ○	
Psilencer	6	3+	3/4	Heavy, Fusillade	
Psycannon	5	3+	4/6	Heavy	
☞ Fists	4	3+	3/4		
☞ Nemesis Daemon Hammer	5	4+ 13+	5/6		Stun
☞ Nemesis Falchions	5	3+ 12+	4/5	Relentless	
☞ Nemesis Force Weapon	5	3+ 12+	4/6	Lethal 5+	
☞ Nemesis Warding Stave	5	3+ 12+	4/5		Stun

STRATEGIC PLOYS

BOLTER DISCIPLINE

Can Shoot twice. Can't Fight if done. Storm Bolter only.

SHOCK ASSAULT

Can **Fight** Twice. Can't **Shoot** if done.

TIDE OF SHADOWS

Each ☠ unit that is in Cover by Light terrain, and is more than ◆ from the enemy, cannot be treated as 🎯 due to Vantage Point.

TIDE OF CELERITY

When Charging, can move extra ▲.

TACTICAL PLOYS

ONLY IN DEATH DOES DUTY END

When a Ready GK would die, instead he lives for one activation and isn't considered injured.

AND THEY SHALL KNOW NO FEAR

One GK may ignore any or all modifiers to its APL characteristic and it is not injured until end of activation.

EQUIPMENT

1.) PSYBOLT AMMUNITION* [3EP]

Add 1 to their Storm Bolter Damage characteristics.

2.) SANCTIC BLESSING [2EP]

Once per battle, they can perform a free **Psychic** action.

3.) HEXAGRAMMIC WARD* [2EP]

Once per battle, when an enemy performs a **Psychic** action, roll a D6, on 3+, that power is canceled.

4.) TRUESILVER ARMOUR* [3EP]

This unit has a Save characteristic of 2+.

5.) PURITY SEAL [3EP]

Once per battle. During Fight, Shoot, or Defend; use Command Re-roll for free.

6.) PSYK-OUT GRENADE [2EP]

4	3+	1/1	Rng ◆ , Limited, Blast ○, Indirect
If Psyker/Daemon, dmg is 3/5 & Lethal 5+.			

HEAVY INTERCESSORS (SPACE MARINES)

Warrior/Gunner

M	APL	GA	DF	SV	W
3○	2	1	3	3+	18

Sergeant¹

M	APL	GA	DF	SV	W
3○	2	1	3	3+	19

NAME	A	BS/WS	D	SR	I
Executor Bolt Rifle	4	3+ 12+	4/5	Heavy, AP1	
Executor Heavy Bolter	4	3+	4/5	Heavy, AP1, Lethal 5+	
Heavy Bolt Rifle	4	3+ 12+	4/5		P1
Heavy Bolter	5	3+	4/5	Heavy, Fusillade	
Hellstorm Bolt Rifle	4	3+ 12+	4/5	Ceaseless	
Hellstorm Heavy Bolter	5	3+	4/5	Heavy, Ceaseless, Fusillade	
☞ Fists	4	3+	3/4		

STRATEGIC PLOYS

BOLTER DISCIPLINE

Can Shoot twice. Can't Fight if done. "Bolt" only.

SHOCK ASSAULT

Can Fight Twice. Can't Shoot if done.

TACTICAL PRECISION

If within ■ of Leader, can re-roll one attack die.

TACTICAL PLOYS

TRANSHUMAN PHYSIOLOGY

One defense roll, retain a Normal as a Crit.

ONLY IN DEATH DOES DUTY END

When a Ready unit would die, instead he lives for one activation and isn't considered injured.

AND THEY SHALL KNOW NO FEAR

One unit may ignore any or all modifiers to its APL characteristic and it is not injured until end of activation.

EQUIPMENT

1.) FRAG GRENADE [2EP]

4	3+	2/3	Rng 🔴, Limited, Blast ○, Indirect
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2.) KRAK GRENADE [3EP]

4	3+	4/5	Rng 🔴, Limited, AP1, Indirect
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3.) PURITY SEAL [3EP]

Once per battle. During **Fight**, **Shoot**, or **Defend**; use Command Re-roll for free.

4.) SUSPENSOR SYSTEM [3EP]

Heavy rule, cannot move more than 3○ if you shoot.

5.) AUSPEX* [3EP]

(2AP) Unengaged only. One unit within ■ and Visible has No Cover on all ranged weapons until the end of turn.

HIVE FLEET (TYRANIDS)

Genestealer^{1,2}

M	APL	GA	DF	SV	W
3○	2	1	3	5+	9/10

Tyrannid (Fighter^{3,4}, Gunner⁴, Leader^{3,4})

M	APL	GA	DF	SV	W
3○	2	1	3	4+	18/19

Termagant/Hormagaunt

M	APL	GA	DF	SV	W
3○	2	2	3	6+	7

SPECIAL RULES

Synapse: See page 152 (compendium).

¹**Lightning Reflexes:** 5++, free Dash.

²**Hidden Horror:** While ☠️, is always treated as ☠️ despite any other rule.

³**Weaponbeast:** If equipped with 2 melee weapons +1 Attacks.

⁴**Lash Whip:** When an enemy is engaged with a unit with this weapon, -1 Attacks.

NAME	A	BS/WS	D	SR	!
Barbed Strangler	5	4+	4/5	Heavy, Blast ○	
Deathspitter	5	4+ 3+	4/5		
Devourer	5	4+ 3+	3/4	Ceaseless	
Fleshborer	5	4+	3/4	Rng 🔴	
Lash Whip	4	3+ 2+	3/4	Rng 🟠	Stun
Spinefists	5	3+ 2+	3/4	Rng 🔴	
Venom Cannon	5	4+	5/6	Heavy, AP1	
⌘ Bonesword	3	3+ 2+	4/6	Lethal 5+	
⌘ Boneswords	4	3+ 2+	4/7	Lethal 5+	
⌘ Double Rending Claws	5	3+ 2+	4/5	Rentless	Rending
⌘ Rending Claws	5	3+ 2+	4/5		Rending
⌘ Scything Talons (Genestealer)	5	3+ 2+	4/6	Balanced	
⌘ Scything Talons (Warrior)	4	3+ 2+	4/6	Balanced	
⌘ Scything Talons (Hormagaunt)	4	4+	3/5	Relentless	

STRATEGIC PLOYS

STALK

One unit that has ☠️ and 🟠 or more away from an enemy, can perform a normal Move.

LURK

Each unit that is in Cover and has a Conceal order or is ready, can retain one additional auto success in defense.

FEED

When fighting, the first crit does +1 dmg.

TACTICAL PLOYS

UNSEEN HUNTER

Use at start or end of any activation. Select a unit that has not shot this turn. You can change it's order.

WILL OF THE HIVE MIND

Friendly within 🔴 of SYNAPSE unit. +1 APL.

AGGRESSIVE BIOSTRAIN

Use if you shoot and the target doesn't lose any wounds. Repeat the shoot.

EQUIPMENT

1.) FLESH HOOKS [2EP]

Flesh Hooks	4	2+	3/4
Rng 🟠, Lethal 5+			

2.) ACID MAW [2EP]

Acid Maw	4	2+	3/3
Rng 🔴, Splash 1 on Crit			

3.) EXTENDED CHITIN [2/3EP]

You may reroll one of your defense dice. Tyrannid Warrior 3EP.

4.) FEEDER TENDRILS [2EP]

One each kill, gain D3 lost wounds.

5.) TOXIN SACS [2EP]

Each Fight. If you Crit, you can take a failed as a success.

6.) ADRENAL GLANDS [2EP]

Add ▲ to units move characteristic.

HUNTER CADRE (TAU)

Fire Warrior Shas'la/Shas'ui

M	APL	GA	DF	SV	W
3○	2	1	3	4+	7/8

Stealth Battlesuit Shas'ui/Shas'v're

M	APL	GA	DF	SV	W
3○	2	1	3	3+	10/11

Camouflage Field - When shot at, if not within ○ or a result of Blast, it is always in cover. When ☹, it is always treated as ☹ regardless of other rules.

Pathfinder Shas'la/Heavy Gunner/Shas'ui

M	APL	GA	DF	SV	W
3○	2	1	3	5+	7/8

Markerlight (1AP)

DS8 Tactical Support Turret

M	APL	GA	DF	SV	W
	1	1	3	4+	9

Artificial Intelligence, Savior Protocols, Support Turret

Drone

M	APL	GA	DF	SV	W
3○	2	1	3	4+	7/12

Artificial Intelligence, Savior Protocols

SPECIAL ABILITIES

Shield Generator - Has 4++. D6 on W, on 5+ it is not lost.

Guardian Shield Generator - Has 5++.

Guardian Field (1AP) - Until next act, units w/i ■ have 5++.

Pulse Accelerator - While friendly unit w/i ■, pulse weapons can retain one die as a normal hit before rolling it.

Grav-Inhibitor - When an enemy Charges and moves w/i ♦, only add ▲ instead of ○. If enemy Dashes and moves w/i ♦, it can only move ○ instead of ■.

Grav-wave (1AP) - Place a grav-wave token w/i ♦ and Visible. Until next act, while friendly w/i ○ of center of token, it can Fall Back for -1 AP.

Analyse (1AP) - Select one visible enemy and one ready friendly not engaged. After this act you can activate the other unit, and each time it shoots you can re-roll any attack dice.

NAME	A	BS/WS	D	SR	!
Pulse Blaster - Close Range	4	4+ 3+	4/5	Rng ♦, AP1	
Pulse Blaster - Long Range	4	4+ 3+	3/4	-	
Pulse Carbine	4	4+ 3+	4/5		
Pulse Rifle	4	4+ 3+	4/5		
∞Gun Butt	3	5+	2/3		
Ion Rifle - Standard	5	4+	4/5		P1
Ion Rifle - Overcharge	5	4+	5/6	AP1, Hot	
Rail Rifle	4	4+	4/4	AP1, Lethal 5+	MW2
Burst Cannon (Stealth Suit)	6	4+ 3+	3/4	Ceaseless, Fusillade	
Fusion Blaster	4	4+ 3+	6/3	Rng ♦, AP2	MW4
∞Fists	4	5+ 4+	2/3		
Twin Pulse Carbine	4	4+	4/5	Relentless	
∞Ram	3	5+	2/3		
Burst Cannon (Recon Drone)	6	4+	3/4	Heavy,Ceaseless,Fusillade	
Missile Pod	4	4+	5/7	Heavy	
Smart Missile System	6	4+	3/4	Heavy, Smart Targeting	

STRATEGIC PLOYS

AIMED PULSE VOLLEY (Fire Warrior)

Each time it Shoots w/a Pulse Rifle, if it has not moved it can re-roll one attack die.

BREACH AND CLEAR (Fire Warrior)

E Shot w/ a Pulse Blaster, enemies w/i ■ are not in cover, and if w/i ■ you can re-roll one die.

CAMOUFLAGE FIELD ENGAGEMENT (Stealth Battlesuit)

(1AP) - Change this unit's order.

RECON SWEEP (Pathfinders)

When w/i ♦ of a killzone edge can do a free Dash, but only if they can finish w/i ♦ of a killzone edge that is not your own.

TACTICAL PLOYS

SUPPORTING FIRE - 1 CP

When shooting, select an enemy w/i ♦ & w/i engagement range of one or more friendlies, that enemy cannot be in Cover as a result of friendly units bases.

STAND AND FIRE (Non-Drone)

When a target of Fight, select a ranged weapon to fight with, treat BS as WS, and ignore any special rules the weapon has.

EQUIPMENT

1.) MARKERLIGHT [2EP]

Unit gains Markerlight (1AP)

2.) PHOTON GRENADE [2EP]

(1AP) - Visible enemy more than ▲, roll D6, -1 not in LoS, -1 more than ♦. On 2+ that unit has a Photon Token, -1 ○ from Movement and cannot Dash. Remove end of their act.

3.) TARGET LOCK (Stealth Battlesuit) [3EP]

When shooting, the target is treated as having Markerlight.

4.) HOLOGRAPHIC READOUT* (Leader) [2EP]

Once only, when a non-drone unit is activated w/i ■, until the end of it's act it can do one mission action for -1 AP.

5.) STIMULANT INJECTOR* [3EP]

Once only, when activated or would lose a W, until end of turn, each lost W roll D6, 5+ not lost, cannot be injured, and can ignore any or all modifiers to its APL.

HUNTER CLADE (ADEPTUS MECHANICUS)

RANGER/VANGUARD⁴ (Diktat¹, Surveyor², Alpha³)

M	APL	GA	DF	SV	W
3○	2	1	3	4+	7/8

INFILTRATOR (Princeps⁵)/RUSTSTALKER⁶

M	APL	GA	DF	SV	W
3○	2	1	3	4+	10/11

SPECIAL RULES

¹**Enhanced Data-tether (1AP):** A unit within ◆ and Visible, +1 APL. Can't use while engaged.

²**Omnispex (1AP):** Select a friendly within ■ and Visible, and an enemy. Until end of turn, the friendly can shoot the enemy, ignoring smoke, Obscured, weapons gain "No Cover".

³**Control Edict:** Once per turn, when a unit is activated within ■ of this unit, you can activate another unit within ■ after that one.

⁴**Rad-Saturation:** Enemies Visible and within ○, lose 1○ movement.

⁵**Data Prehensiles:** Once per turn, perform missions action for -1AP. Does not stack with Servo-skull.

SPECIAL RULES (cont)

⁶**Wasteland Stalkers:** 1 additional die may be retained when in Cover.

DOCTRINA IMPERATIVES

Protector: [†]During Shoot, can reroll 1 die, if 2+ failed hits. [‡]During Fight, must reroll one Crit.

Conqueror: [†]During Fight, can reroll 1 die. [‡]During Shoot, must reroll one crit.

Bulwark: [†]If 2+ failed Saves, can reroll 1. [‡]-1○ movement.

Aggressor: [†]+1▲ to movement. [‡]Dice can not be automatically retained from Cover.

NAME	A	BS/WS	D	SR	!
Arc Pistol	4	2+	4/5	Rng ◆ , AP1	Stun
Arc Rifle	4	3+	4/5	AP1	Stun
Flechette Blaster	5	3+ 2+	2/3	Relentless, Fusillade, Rng ◆	
Galvanic Rifle	4	3+ 2+	3/4	Heavy	P1
Master-crafted Radium Pistol	4	2+	2/4	Rng ◆ , Balanced	Rending
Phosphor Blast Pistol	4	2+	4/5	Rng ◆ , Blast ▲, No Cover	
Plasma Caliver Supercharged	4	3+	5/6	AP1 AP2, Hot	
Radium Carbine	4	3+ 2+	2/4		Rending
Stubcarbine	4	3+ 2+	3/4	Ceaseless	
Transuranic Arquebus	4	2+	5/3	AP1, Heavy, Unwieldy	MW3
∞ Arc Maul	4	4+	4/5		Stun
∞ Chordclaw & Transonic Blades	5	2+	4/6	Balanced	Rending
∞ Chordclaw & Transonic Razor	5	3+	4/5	Balanced	
∞ Gun Butt	3	4+	2/3		
∞ Power Weapon	4	4+	4/6	Lethal 5+	
∞ Taser Goad	4	4+	3/4	Lethal 5+	Stun
∞ Transonic Blades	5	3+	4/6		Rending

STRATEGIC PLOYS

MARTIAL PROTOCOL

Units within ○ of an objective marker or ◆ of opponent's drop zone, and Rangers who have not moved, may re-roll one die in shooting

ACCELERANT AGENTS (Ruststalkers)

May either Fight as a free action or perform two Fight actions.

NEUROSTATIC INTERFERENCE (Infiltrator)

Enemies within ◆ of a friendly Infiltrator cannot re-roll attack dice.

CALCULATED APPROACH

Units more than ◆ from opponents may retain one failed save as a normal save if they retain any crits.

TACTICAL PLOYS

PURSUERS (Ranger)

In Scouting, if you pick Recon, 2 units may Dash. If you pick Infiltrate, 2 units may change their order.

COMMAND OVERRIDE

When a unit is activated, you may pick one Doctrina Imperative to be active for them during this turn.

CONCEALED POSITION (Infiltrator)

May set up one Infiltrator with a Conceal order anywhere within ▲ of heavy terrain & more than ◆ from enemies. One use only.

TACTICAL PLOYS (cont)

MOTIVE FORCE VITALITY

When a unit is activated it heals D3 lost wounds.

EQUIPMENT

1.) UPLINKED VID-FEED [2EP]

Can overwatch at normal BS.

2.) SERVO SKULL* [2EP]

One mission action costs -1 AP each turn.

3.) MECHADENDRITES* [2EP]

Once per turn, may Pick Up for -1AP.

4.) CENSE BEARER [2EP]

Units within ■ do not lose move except Bulwark Imperative.

5.) COMMAND UPLINK* (Diktat) [4EP]

2AP: Gain 1CP. Cannot be used within ◆ of enemies.

6.) ENRICHED ROUNDS [2EP]

Radium Carbine or Mastercrafted Radium Pistol has +1 normal dmg.

7.) OPTIMISED GAIT (Ruststalker) [1EP]

Ignores first ○ spent to climb, drop or traverse each activation.

8.) REFRACTOR FIELD* (Leader) [3EP]

4++.

IMPERIAL GUARD (ASTRA MILITARUM)

Guardisman Trooper

M	APL	GA	DF	SV	W
3○	2	2	3	5+	7

Guardisman (Comms², Gunner, Sergeant¹)

M	APL	GA	DF	SV	W
3○	2	1	3	5+	7/8

Tempestus³/Sergeant^{1 4}

M	APL	GA	DF	SV	W
3○	2	1	3	4+	8/9

SPECIAL RULES

¹Accomplished Leader: Can use one Strategic Ploy for free in each Strategy phase.

²Relay Orders: If this unit is issued an order, it can issue it to all other guardsmen. Subtract 1 from this unit's APL.

Signal (1AP): Comms Only. Not within engagement range of enemy. Select Guardsman/Scion within ♠ to receive 1 APL.

NAME	A	BS/WS	D	SR	I
Bolt Pistol	4	2+	3/4	Rng ♠	
Flamer	5	2+	2/2	Rng ♠, Torrent ○	
Grenade Launcher - Frag	4	4+ ³ 3+	2/4	Blast ○	
Grenade Launcher - Krak	4	4+ ³ 3+	4/5	AP1	
Hot-Shot Lasgun	4	3+	3/4		
Hot-Shot Laspistol	4	2+	3/4	Rng ♠	
Hot-Shot Volley Gun	5	3+	3/4	Fusillade	P1
Lasgun	4	4+	2/3		
Meltagun	4	4+ ³ 3+	6/3	Rng ♠, AP2	MW4
Plasma Gun - Standard	4	4+ ³ 3+	5/6	AP1	
Plasma Gun - Supercharge	4	4+ ³ 3+	5/6	AP2, Hot	
Plasma Pistol - Standard	4	3+ ⁴ 2+	5/6	Rng ♠, AP1	
Plasma Pistol - Supercharge	4	3+ ⁴ 2+	5/6	Rng ♠, AP2, Hot	
Sniper Rifle	4	3+	3/3	Heavy, Silent	MW1
⚔ Bayonet	3	4+	2/3		
⚔ Chainsword	4	3+	3/4		
⚔ Gun Butt	3	3+	2/3		
⚔ Power Fist	4	4+	5/7	Brutal	
⚔ Power Weapon	4	4+ ⁴ 3+	4/6	Lethal 5+	

STRATEGIC PLOYS

TAKE AIM!

Can re-roll shooting attack results of 1.

TAKE COVER!

Can re-roll shooting defence results of 1 if in cover.

FIX BAYONETS!

Can re-roll fighting attack results of 1.

MOVE! MOVE! MOVE!

Add ▲ to movement characteristic.

SPECIAL FORCES (Tempestus)

-1AP for Pick Up action.

TACTICAL PLOYS

BRING IT DOWN!

Use after making a shooting attack. All following shooting attacks can re-roll any or all attack dice.

EQUIPMENT

1.) FRAG GRENADE [2EP]

Frag Grenade	4	3+	2/3
Rng ♠, Limited, Blast ○, Indirect			

2.) KRAK GRENADE [3EP]

Krak Grenade	4	3+	4/5
Rng ♠, Limited, Indirect, No Overwatch.			

3.) MEDIKIT [2EP]

(1AP): Friendly within ▲ regains 2D3 wounds.

4.) CARAPACE ARMOR (Guardisman) [3EP]

Improve Save characteristic to 4+.

5.) SCION BLADE (Tempestus) [1EP]

Scion Blade	3	3+	3/4
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6.) REGIMENTAL STANDARD [3EP]

APL +1 when determining control of an objective marker.
(1AP): This turn, units within ■ of unit can re-roll 1 DF Die.
Per Guardsman/Tempestus.

INFILTRATORS/INCUSORS (SPACE MARINES)

Warrior

M	APL	GA	DF	SV	W
3○	3	1	3	3+	12

Sergeant¹

M	APL	GA	DF	SV	W
3○	3	1	3	3+	13

NAME	A	BS/WS	D	SR	!
Marksman Bolt Carbine	4	3+ 12+	3/4	Lethal 5+	
Oculus Bolt Carbine	4	3+ 12+	3/4	No Cover	
⌘ Combat Blade	4	3+	3/5		
⌘ Fists	4	3+	3/4		

STRATEGIC PLOYS

BOLTER DISCIPLINE

Can Shoot twice. Can't Fight if done. "Bolt" only.

SHOCK ASSAULT

Can Fight Twice. Can't Shoot if done.

TACTICAL PRECISION

If within ■ of Leader, can re-roll one attack die.

TACTICAL PLOYS

TRANSHUMAN PHYSIOLOGY

One defense roll, retain a Normal as a Crit.

ONLY IN DEATH DOES DUTY END

When a Ready unit would die, instead he lives for one activation and isn't considered injured.

AND THEY SHALL KNOW NO FEAR

One unit may ignore any or all modifiers to its APL characteristic and it is not injured until end of activation.

OMNI-SCRAMBLER (Infiltrator)

Start of firefight phase. Choose enemy within ♦ and Visible, they cannot activate until another unit is activated, unless it is the last one.

MULTI-SPECTRUM ARRAY (Incursor)

During this Shoot, enemies are not Obscured.

EQUIPMENT

1.) HELIX GAUNTLET* [2EP]

Gains Medic. (1AP): Select unit Visible and within ▲, they gain 2D3 lost wounds. Can't perform while in engagement w/enemies.

2.) FRAG GRENADE [2EP]

4	3+	2/3	Rng ♦, Limited, Blast ○, Indirect
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3.) KRAK GRENADE [3EP]

4	3+	4/5	Rng ♦, Limited, AP1, Indirect
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4.) PURITY SEAL [3EP]

Once per battle. During **Fight**, **Shoot**, or Defend; use Command Re-roll for free.

5.) SUSPENSOR SYSTEM [3EP]

Heavy rule, cannot move more than 3○ if you shoot.

6.) AUSPEX* [3EP]

(2AP) Unengaged only. One unit within ■ and Visible has No Cover on all ranged weapons until the end of turn.

7.) SMOKE GRENADE [3EP]

Place center of smoke token within ♦ of unit. Creates an area of smoke with a ○ radius upward (not below) from center. Until end of turn, a unit is Obscured if all Cover lines cross smoke. Can only be done once and not engaged.

8.) HAYWIRE MINE* [3EP]

(1AP) Place token within ▲ of unit. Not while engaged.

4	3+	2/3	Detonate, Silent, No Overwatch	Stun
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Each Shoot, make additional attack against each within ■. All are Visible. Token is the active unit. Remove token.

INTERCESSORS/ASSAULT INTERCESSORS (SPACE MARINE)

Warrior

M	APL	GA	DF	SV	W
3○	3	1	3	3+	13

Sergeant (Int¹, Assault²)

M	APL	GA	DF	SV	W
3○	3	1	3	3+	14

NAME	A	BS/WS	D	SR	!
Auto Bolt Rifle	4	3+ 12+	3/4	Ceaseless	
Bolt Pistol	4	3+ 12+	3/4	Rng ◆	
Bolt Rifle	4	3+ 12+	3/4		P1
Hand Flamer	4	2+	2/2	Rng ◆ , Torrent ▲	
Heavy Bolt Pistol	4	3+	3/4	Rng ◆	P1
Plasma Pistol - Standard - Supercharge	4	2+	5/6	Rng ◆ , AP1 Rng ◆ , AP2, Hot	
Stalker Bolt Rifle	4	3+ 12+	3/4	Heavy, AP1	
⚔ Chainsword	4	3+	4/5		
⚔ Fists	4	3+	3/4		
⚔ Power Fist	5	14+ 23+	5/7	Brutal	
⚔ Power Weapon	5	13+ 22+	4/6	Lethal 5+	
⚔ Thunder Hammer	4	14+ 23+	5/6		Stun

STRATEGIC PLOYS

BOLTER DISCIPLINE

Can Shoot twice. Can't Fight if done. "Bolt" only.

SHOCK ASSAULT

Can Fight Twice. Can't Shoot if done.

TACTICAL PRECISION

If within ■ of Leader, can re-roll one attack die.

TACTICAL PLOYS

TRANSHUMAN PHYSIOLOGY

One defense roll, retain a Normal as a Crit.

ONLY IN DEATH DOES DUTY END

When a Ready unit would die, instead he lives for one activation and isn't considered injured.

AND THEY SHALL KNOW NO FEAR

One unit may ignore any or all modifiers to its APL characteristic and it is not injured until end of activation.

EQUIPMENT

1.) AUXILIARY GRENADE LAUNCHER* [1EP]

Frag and Krak can be used twice, and lose Rng ◆ and Indirect.

2.) FRAG GRENADE [2EP]

Frag Grenade	4	3+	2/3
Rng ◆ , Limited, Blast ○, Indirect			

3.) KRAK GRENADE [3EP]

Krak Grenade	4	3+	4/5
Rng ◆ , Limited, Indirect, AP1, Can't Overwatch.			

4.) PURITY SEAL [3EP]

Once per battle. During **Fight**, **Shoot**, or Defend; use Command Re-roll for free.

5.) SUSPENSOR SYSTEM [3EP]

Heavy rule, cannot move more than 3○ if you shoot.

6.) AUSPEX* [3EP]

(2AP) Unengaged only. One unit within ■ and Visible has No Cover on all ranged weapons until the end of turn.

KOMMANDOS (ORKS)

BOY/SLASHA/BREACHA/SNIPA/DAKKA/COMMS/BURNA/ROKKIT

M	APL	GA	DF	SV	W
3○	2	1	3	5+	10
[SLASHA] DAT ALL YOU GOT?: Each time this unit fights, if it lost any wounds but not incapacitated, roll D6: on 4+, the enemy suffers 2MW.					
[BREACHA] BULL CHARGE: Each time this unit fights, if it charged, its Breacha Ram gains the Stun critical rule.					
[BREACHA] BREACH: Each time this unit performs a move, dash or charge, it can move through parts of terrain that are no more than ▲ thick as if they were not there.					
[SNIPA] 'AV IT! (2AP): Do a free shoot with this unit using its scoped big shoota, and it gains Torrent ○. Each time this unit shoots for this action, -2 from attacks for that attack.					
[SNIPA] DA BEST SPOT (2AP): Perform a free shoot action with this unit using its scoped big shoota, even if ☠.					
[DAKKA] UNLOAD SLUGS: Each time this unit shoots with this weapon, if the target is within 🔴, you can re-roll any or all of your attack dice.					
[DAKKA] DAKKA DASH(1AP): Perform a free shoot action and free dash action with this unit in any order.					
[COMMS] I GOT A PLAN, LADZ: Once per turn, during activation, can perform a mission or Pick Up action for -1AP.					
[COMMS] LISTEN IN (1AP): select one unit within 🔴 of and visible, +1 APL, cannot be done while engaged.					
[ROKKIT] BOOM BOY: Each Shoot, if not moved, can re-roll any or all attack dice.					

KOMMANDO NOB

M	APL	GA	DF	SV	W
3○	2	1	3	4+	13
GET IT DUN!: Each time this unit activates, you can select one unit within 🔴 of and visible. +1 APL.					

KOMMANDO GROT

M	APL	GA	DF	SV	W
3○	2	1	3	5+	5
SNEAKY ZOGGER: This unit cannot have an 🎯. This unit is always treated as ☠, regardless of rules.					
GRAPPLING HOOK (1AP): Select a point on a terrain feature that is Visible to this unit. Perform a free normal move action, moving in a straight line with an unlimited movement as flying. It must finish within ▲ of that point.					

BOMB SQUIG

M	APL	GA	DF	SV	W
3○	2	1	3	6+	6
BOMB SQUIG: Can shoot while engaged. When this unit shoots, do Torrent ○, then it dies, not gaining "BOOM!". Cannot Overwatch.					
BOOM!: On death, roll a D6, on 3+, it can shoot.					
STOOPID: Cannot perform mission actions, pick up action, cannot be equipped, or ☠. Cannot gain or lose XP, and auto passes Casualty test.					

NAME	A	BS/WS	D	SR	!
⌘ Choppa	4	3+	4/5		
Slugga	4	4+	3/4	Rng 🔴	
Throwing knives	4	3+	2/5	Rng 🔴, Silent	
⌘ Twin choppas	4	3+	4/5	Relentless	
⌘ Breacha ram	3	3+	5/5	Brutal	
Scoped big shoota	6	3+	2/2		MW2
⌘ Fists	3	3+	3/4		
Dakka shoota	5	4+	3/4	Unload Slugs	
Shokka pistol	6	4+	1/1	Rng 🔴	Stun, MW2
Burna	5	2+	2/2	Rng 🔴, Torrent ○	
Rokkit launcha	5	4+	4/5	AP1	Splash 1
⌘ Grot choppa	3	5+	1/4		
⌘ Big Choppa	4	2+	5/6		
⌘ Power klaw	4	3+	5/7	Brutal	
⌘ Vicious bit	3	4+	4/5		
Dynamite	4	3+	5/6	AP1, Bomb Squig	P2
Dynamite EP	4	3+	5/6	Rng 🔴, Limited, Blast ○, Indirect, Unwieldy, AP1	
Harpoon	4	4+	4/5	Rng 🔴	Stun
Sledgehammer	4	3+	4/4		Stun
Stikkbomb	4	3+	2/4	Rng 🔴, Limited, Blast ○, Indirect, Unwieldy	

STRATEGIC PLOYS

SSSSHHHH!

Once only. Units that are not in LOS, or within **◆** of enemies, and have **☠**, can immediately do a free dash.

DAKKA! DAKKA! DAKKA!

Each shoot, if you crit, you can take 1 of your failed as a normal.

WAAAGH!

Each fight, when you would retain 2+ normal hits, you can take 1 as a crit.

SKULK ABOUT

Each time a shooting attack is made against you, if it has **☠**, retain one as a successful save without rolling it.

TACTICAL PLOYS

JUST A SCRATCH (Not Grot)

When damage would be inflicted on a unit from an attack die. Ignore the damage.

KRUMP 'EM!

Use at end of firefight phase. Unit can perform a free fight.

SNEAKY GIT (Not Bomb Squig)

In the set up units phase. One unit can be set up with a conceal order anywhere that is within **▲** of Heavy terrain and more than **◆** from enemy units and the enemy drop zone.

EQUIPMENT

1.) CHOPPA 2EP

2.) SLUGGA 2EP

3.) HARPOON 3EP

4.) SLEDGEHAMMER 3EP

5.) SMOKE GRENADE 3EP 1AP

Only once, and not while engaged. Until end of the turn, place one Smoke token within **◆** of this unit. It creates an area of smoke with a **○** radius and unlimited height (not below) measured from the centre. Until end of turn, a unit is Obscured if all Cover lines cross smoke. Can only be done once and not engaged.

6.) STUN GRENADE 2EP 1AP

Only once and while not engaged. Select one point within **◆** of this unit. Roll a D6 for each unit within **○** of that point, -1 from the result if they are not visible. On a 4+, -1 APL.

7.) STIKKBOMB 2EP

8.) DYNAMITE 4EP

9.) CLIMBING ROPE 1EP

Each time this unit ascends or descends while climbing, the first vertical distance of up to 3**○** counts as 1**○**. Does not need to be within **▲** to climb. Each Drop can be any vertical distance, and is counted as half.

NOVITIATES (ADEPTA-SORORITAS)

NOVITIATE

M	APL	GA	DF	SV	W
3○	2	1	3	4+	7

[PENITENT] ZEALOUS RAGE: Re-roll any or all attack dice during first fight action of every activation.

[PENITENT] ABSOLUTION THROUGH DESTRUCTION (1AP): Perform a fight action, then perform another fight action.

[PURGATUS] BURNING ADVANCE (1AP): Perform a free dash action, then perform a free shoot action with Ministorum flamer.

[PRONATUS] RELIC SEEKER: Can perform a free mission action.

[PRONATUS] RAISE RELIC (1AP): Gain 2 faith points. If within ○ of objective marker or ● of enemy dropzone, gain 3 instead.

[RELIQUARIUS] ICON OF PURITY: When a friendly is incapacitated within ● of this roll D6. On a 4+ that Unit performs a free shoot action.

[RELIQUARIUS] PLANT THE ICON (1AP): Perform while within ○ of center of objective marker. Halve APL of enemy Units (rounding up) when determining control of that objective marker.

[HOSPITALLER] MANTRA OF RESTORATION: Once per turning point, if friendly is incapacitated within ■ of this and neither is in engagement range, revive it with 1 wound. It can then dash to ▲ of this Unit.

[HOSPITALLER] CHIRURGEON'S TOOLS (1AP): Select one friendly within ▲ to regain 2D3 lost wounds. Cannot select an Unit that was revived with Mantra of Restoration during this turning point.

[EXACTOR] WHIP INTO FRENZY (1AP): Friendly within ■ +1 APL. If it's the Penitent, add ○ to its Movement characteristic.

[PRECEPTOR] UNFLINCHING DETERMINATION: Each Unit ■ of this can re-roll one defence dice for each shooting attack made against it.

[PRECEPTOR] GLORIOUS HYMNAL (1AP): Until end of turning point, if friendly fights in combat within ● of this, it can re-roll results of 1 or 2.

[DIALOGUS] STIRRING RHETORIC (1AP): Friendly within ● +1 APL.

[DIALOGUS] AUTO-BROADCASTER (1AP): Place Condemning Sermon token within ● of this. Worsen BS of enemy Units within ○ by 1. Remove the token in the next Ready Units step.

[DUELIST] EXPERT RIPOSTE: When this Unit parries with a critical hit, it also inflicts critical damage.

[CONDEMNOR] NULL ROD: When an enemy within ● of this activates, its APL cannot be higher than 2. Enemies within ● of this must subtract 1 additional AP to perform psychic actions.

SUPERIOR

M	APL	GA	DF	SV	W
3○	2	1	3	3+	8

LEAD BY EXAMPLE: After this unit has activated, if it performed mission action or incapacitated enemy Unit, you can select one unit within ● of and visible to activate.

NAME	A	BS/WS	D	SR	!
∞ Gun Butt	3	4+	2/3		
Autogun	4	3+	2/3		
∞ Novitiate blade	4	3+	4/5	Balanced	
Autopistol	4	3+	2/3	Rng ●	
∞ Penitent eviscerator	4	4+	5/6	Brutal	Reap 2
Ministorum flamer	5	2+	2/3	Rng ●, Torrent ○	Inferno 1
∞ Neural whips	5	3+	2/3	Lethal 5+	Stun
Neural whips	5	3+	2/3	Rng ■, Lethal 5+	Stun
Mace of the Righteous	4	3+	5/5		Inferno 2, Stun
∞ Surgical saw	4	4+	2/3	Lethal 5+	
∞ Dialogus stave	3	4+	3/3	Rng ●	
∞ Duelling blades	4	2+	3/4	Lethal 5+	Expert Riposte
Condemnor stakethrower	4	3+	2/3	Silent	P1, MW2
∞ Null rod	3	3+	3/3		Stun
Bolt pistol (Superior)	4	2+	3/4	Rng ●	
Boltgun (Superior)	4	2+	3/4		
Plasma pistol - Standard (Superior)	4	2+	5/6	Rng ●, AP1	
Plasma pistol - Supercharge (Superior)	4	2+	5/6	Rng ●, AP2, Hot	
∞ Gun butt (Superior)	3	2+	2/3		
∞ Power weapon (Superior)	4	2+	4/6	Lethal 5+	

Inferno x: Target gains x Inferno tokens. At the end of the turning point, roll one D6 for each Inferno token: on a 4+ suffer MW1.

STRATEGIC PLOYS

EYES OF THE EMPEROR (1CP)

Remove the Range special rule from friendly pistols.

SANCTIFIED ROUNDS (1CP)

Add 1 to the damage of friendly autoguns and autopistols.

AEGIS OF THE EMPEROR (Novitiate) (1CP)

Each time an enemy w/i ● of unit does a psychic act, that enemy takes MW1.

DEFENDERS OF THE FAITH (2CP)

At the start of the Firefight phase, one friendly within ○ the centre of each objective marker, can perform a free Shoot or Fight action.

TACTICAL PLOYS

GLORIOUS MARTYRDOM (1CP)

When a friendly is incapacitated, each enemy within ○ and visible suffers MW1, and you gain D3 Faith points.

BURNING WRATH (1CP)

One friendly Novitiate Purgatus' Ministorum flamer has this profile:

5	2+	3/4	Inferno 2, Rng ●, Torrent ○
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RIGHTEOUS CONDEMNATION (Condemnor) (1CP)

When Shooting, re-roll any or all attack dice.

EQUIPMENT

ICON OF FAITH* [2EP]

Once per battle, this Unit can perform one free Act of Faith.

CHAPLET ECCLESIASTICUS [2EP]

On each activation roll one D6, on a 6+ add 1 to its APL.

ADAMANTINE-WEAVE SURPLICE [2EP]

This model has Save 3+.

FRAG GRENADE [2EP]

4	3+	2/3	Rng ●, Limited, Blast ○, Indirect
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KRAK GRENADE [3EP]

4	3+	4/5	Rng ●, Limited, AP1, Indirect, No Overwatch
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AUTO-CHASTISER [1EP]

Can re-roll any or all attack dice results of 1. If any re-roll result is also 1, suffer MW1.

SAINTED RELIQUAE [2EP]

For each strike with a critical hit, gain 1 Faith point.

ACTS OF FAITH

FAITHFUL BLESSING Re-roll one of your attack or defence dice. Can be used more than once, and with other Acts of Faith.	1 Faith point
GUIDING LIGHT In fight or shooting, retain a failed hit as a successful normal hit.	2 Faith points
VENGEFUL STRIKE In fight or shooting, retain a successful normal hit as a critical hit.	3 Faith points
DIVINE SHIELD Retain a failed save as a successful normal save.	2 Faith points
ARMOR OF CONTEMPT Retain a successful normal save as a critical save.	2 Faith points
EMPEROR'S PROTECTION Ignore one mortal wound. Can be used more than once.	1 Faith point
BLESSED REJUVENATION When a friendly is activated, use this to regain D3 lost wounds. Can be used up to two times.	2 Faith points
BLINDING AURA When an enemy shoots, select a friendly that is now treated as being in cover until the end of activation.	2 Faith points

REIVERS (SPACE MARINES)

Warrior

M	APL	GA	DF	SV	W
3○	3	1	3	3+	12

Sergeant¹

M	APL	GA	DF	SV	W
3○	3	1	3	3+	13

NAME	A	BS/WS	D	SR	!
Bolt Carbine	4	3+ 12+	3/4		
Special Issue Bolt Pistol	4	3+ 12+	3/4	Rng ◆ , AP1	
✂ Combat Knife	5	3+ 12+	3/4		
✂ Fists	4	3+ 12+	3/4		
Frag Grenade	4	3+	2/3	Rng ◆ , Limited, Blast ○, Indirect	
Krak Grenade	4	3+	4/5	Rng ◆ , Lmtd, Indirect, AP1, No Overwatch	

STRATEGIC PLOYS

BOLTER DISCIPLINE

Can Shoot twice. Can't Fight if done. "Bolt" only.

SHOCK ASSAULT

Can Fight Twice. Can't Shoot if done.

TACTICAL PRECISION

If within ■ of Leader, can re-roll one attack die.

TACTICAL PLOYS

TRANSHUMAN PHYSIOLOGY

One defense roll, retain a Normal as a Crit.

ONLY IN DEATH DOES DUTY END

When a Ready unit would die, instead he lives for one activation and isn't considered injured.

AND THEY SHALL KNOW NO FEAR

One unit may ignore any or all modifiers to its APL characteristic and it is not injured until end of activation.

TERROR TROOP

When an enemy performs a mission/pickup action, and is within ■ of your unit, +1AP to complete. Also, when determining control of an objective, enemies have -1APL if your unit is within range of the objective.

EQUIPMENT

1.) GRAPNEL LAUNCHER [1EP]

While climbing, the first 3○ = 1○. Does not need to be within ▲ to climb. When dropping can be any vertical distance from the level it's on, and halves vertical distance.

2.) GRAV-CHUTE [2EP]

After scouting, this unit can move 2○ and can Fly. When moving from a Vantage Point, can Fly as long as it ends lower than the VP.

3.) FRAG GRENADE [2EP]

4.) KRAK GRENADE [3EP]

5.) PURITY SEAL [3EP]

Once per battle. During Fight, Shoot, or Defend; use Command Re-roll for free.

6.) SUSPENSOR SYSTEM [3EP]

Heavy rule, cannot move more than 3○ if you shoot.

7.) AUSPEX* [3EP]

(2AP) Unengaged only. One unit within ■ and Visible has No Cover on all ranged weapons until the end of turn.

8.) SMOKE GRENADE [3EP]

(1AP) Place center of smoke token within ◆ of unit. Creates an area of smoke with a ○ radius upward (not below) from center. Until end of turn, a unit is Obscured if all Cover lines cross smoke. Can only be done once and not engaged.

9.) SHOCK GRENADE [3EP]

(1AP) Select a point within ◆, Roll D6 for each unit within ○ of that point, -1 if not Visible. On 4+, -1 APL. Can only be performed once and not engaged w/enemies.

SCOUTS (SPACE MARINES)

Scout (Warrior/Sergeant)

M	APL	GA	DF	SV	W
3○	2	1	3	4+	8/9

Scout Sniper (Sergeant)

M	APL	GA	DF	SV	W
3○	2	1	3	4+	9

Camo Cloak: When in cover may retain one additional die.

Scout (Heavy Gunner)

M	APL	GA	DF	SV	W
3○	2	1	3	4+	8

Scout Sniper (Warrior)

M	APL	GA	DF	SV	W
3○	2	1	3	4+	8

Camo Cloak: When in cover may retain one additional die.

NAME	A	BS/WS	D	SR	!
Astartes Shotgun	4	2+	4/4	Rng ♠	
Boltgun	4	3+	3/4		
Bolt Pistol	4	3+	3/4	Rng ♠	
⚔Chainsword	5	2+	4/5		
⚔Combat Knife	4	3+	3/4		
⚔Fists	3	3+	3/4		
Heavy Bolter	5	3+	4/5	Heavy, Fusilade	P1
Missile Launcher -Frag	4	3+	3/5	Heavy, Blast ○	
Missile Launcher -Krak	4	3+	5/7	Heavy, AP1	
Scout Sniper Rifle	4	2+	3/3	Heavy, Silent	MW1
Scout Sniper Rifle (Sergeant)	4	2+	3/3	Heavy, Silent, Balanced	MW1

STRATEGIC PLOYS

Tactical Precision

Until end of turn, while friendly Scout is Visible and within ■ of Friendly Leader, can reroll 1 attack dice.

TACTICAL PLOYS

Only In Death Does Duty End

When a Ready unit would die, instead he lives for one activation and isn't considered injured..

And They Shall Know No Fear

One unit may ignore any or all modifiers to its APL characteristic and it is not injured until end of activation.

EQUIPMENT

1.) SMOKE GRENADE [3EP]

Place center of smoke token within ♠ of unit. Creates an area of smoke with a ○ radius upward (not below) from center. Until end of turn, a unit is Obscured if all Cover lines cross smoke. Can only be done once and not engaged.

EQUIPMENT

2.) FRAG GRENADE [2EP]

Frag grenade	4	3+	2/3
Rng ♠, Limited, Blast ○, Indirect			

3.) KRAK GRENADE [3EP]

Frag grenade	4	3+	4/5
Rng ♠, Limited, AP1, Indirect, No Overwatch			

4.) PURITY SEAL [3EP]

Once per battle. During Fight, Shoot, or Defend; use Command Re-roll for free.

5.) SUSPENSOR SYSTEM [3EP]

Heavy rule, cannot move more than 3○ if you shoot.

6.) AUSPEX [2EP]

(2AP) Unengaged only. One unit within ■ and Visible has No Cover on all ranged weapons until the end of turn.

TACTICAL MARINES (SPACE MARINES)

Warrior, Gunner, Heavy Gunner

Sergeant¹

M	APL	GA	DF	SV	W
3○	3	1	3	3+	11

M	APL	GA	DF	SV	W
3○	3	1	3	3+	12

NAME	A	BS/WS	D	SR	I
Bolt pistol	4	2+	3/4	Rng ◆	
Boltgun	4	3+ 12+	3/4		
Combi-flamer	5	2+	2/2	Combi, Rng ◆ , Torrent ○, Limited	
Combi-grav	4	2+	4/5	Combi, AP1, Grav, Limited	
Combi-melta	4	2+	6/3	Combi, Rng ◆ , AP2, Limited	MW4
Combi-plasma (Overcharge)	4	2+	5/6	Combi, AP2, Hot, Limited	
Combi-plasma (Standard)	4	2+	5/6	Combi, AP1, Limited	
Flamer	5	2+	2/2	Rng ◆ , Torrent ○	
Grav-gun	4	3+	4/5	AP1, Grav	
Grav-pistol	4	2+	4/5	Rng ◆ , AP1, Grav	
Hand flamer	4	2+	2/2	Rng ◆ , Torrent ▲	
Heavy bolter	5	3+	4/5	Heavy, Fusilade	P1
Inferno pistol	4	2+	5/6	Rng ■ , AP2	MW3
Meltagun	4	3+	6/3	Rng ◆ , AP2	MW4
Missile Launcher - Frag	4	3+	3/5	Heavy, Blast ○	
Missile Launcher - Krak	4	3+	5/7	Heavy, AP1	
Plasma Gun - Standard	4	3+	5/6	AP1	
Plasma Gun - Supercharge	4	3+	5/6	AP2, Hot	
Plasma Pistol - Standard	4	2+	5/6	Rng ◆ , AP1	
Plasma Pistol - Supercharge	4	2+	5/6	Rng ◆ , AP2, Hot	
⌘ Chainsword	5	2+	4/5		
⌘ Fists	3	3+ 12+	3/4		
⌘ Power fist	5	3+	5/7	Brutal	
⌘ Power Weapon	5	2+	4/6	Lethal 5+	

STRATEGIC PLOYS

BOLTER DISCIPLINE

Can Shoot twice. Can't Fight if done. "Bolt" only.

SHOCK ASSAULT

Can Fight Twice. Can't Shoot if done.

TACTICAL PRECISION

Can re-roll one attack dice if within ■ of LEADER.

TACTICAL PLOYS

ONLY IN DEATH DOES DUTY END

When a Ready SM would die, instead he lives for one activation and isn't considered injured.

AND THEY SHALL KNOW NO FEAR

One SM may ignore any or all modifiers to its APL characteristic and it is not injured until end of activation.

EQUIPMENT

1.) AUSPEX* [3EP]

(2AP): Grant No Cover special rule to friendly unit within ■.

2.) SUSPENSOR SYSTEM [3EP]

Can move up to 3○ and still Shoot with Heavy weapons.

3.) PURITY SEAL [3EP]

Once per battle. During **Fight**, **Shoot**, or **Defend**; use Command Re-roll for free.

4.) FRAG GRENADE [2EP]

Frag Grenade	4	3+	2/3
Rng ◆ , Limited, Blast ○, Indirect			

5.) KRAK GRENADE [3EP]

Krak Grenade	4	3+	4/5
Rng ◆ , Limited, Indirect, No Overwatch.			

TALONS OF THE EMPEROR

CUSTODES

M	APL	GA	DF	SV	W
3○	3	1	3	2+	18/19

SPECIAL ABILITIES


The Emperor's Chosen - Cannot be injured. Can ignore mods to APL. Ignores the Stun Crit Rule.



Storm Shield - 4++, each Parry discards 2 Strikes.

SISTERS

M	APL	GA	DF	SV	W
3○	2	1	3	3+	8/9

SPECIAL ABILITIES

Psychic Abomination - If within , enemies cannot perform Psychic actions.

NAME	A	BS/WS	D	SR	!
Guardian Spear	4	2+	3/5		P1
Sentinel Blade	4	2+	3/4	Rng 	P1
⌘ Guardian Spear	5	2+	5/7	Lethal 5+	
⌘ Sentinel Blade	5	2+	4/6	Lethal 5+	
Boltgun	4	3+ 2+	3/4		
Flamer	5	2+	2/2	Rng  , Torrent ○	
⌘ Executioner Greatblade	4	3+ 2+	4/6	Lethal 5+	
⌘ Gun Butt	4	3+ 2+	2/3		

STRATEGIC PLOYS

AEGIS OF THE EMPEROR
Crit Dmg is reduced Normal Dmg.



CREEPING DREAD
If within  of a Sister unit, BS/WS is worsened by 1.

PEERLESS WARRIORS
Custodes units can perform up to 2 Shoots and Fights.

TACTICAL PLOYS


ARCANE GENETIC ALCHEMY
Custodes. Change normal save roll to crit.

BROTHERHOOD OF DEMIGODS
End of Firefight phase, or when it's your turn, one Custodes may perform a Fight or Overwatch action. Does not activate.

TALONS
When within  of enemy, or ○ of objective marker; a Sister may jointly activate a  Custodes, or vice versa.


EQUIPMENT

1.) OATH PARCHMENT [3EP]
Once per battle, Command Re-roll for free.

2.) TANGLEFOOT GRENADE (Custodes) [3EP]
Once per battle, and while not engaged, -1 from Visible enemy APL within .

3.) MISERICORDIA (Custodes) [2EP]
No Storm Shield. Each Fight, roll D6, 3+ enemy takes 2MW.

4.) PSYK-OUT GRENADE [2EP]

Psyk-out Grenade	4	3+	1/1
Rng  , Limited, Blast ○, Indirect If Psyker or Daemon, dmg is 3/5 and has Lethal 5+.			

5.) VRATINE FACEPLATE (Sisters) [2EP]
Once per battle, dmg from attack dice, subtract 3.

THOUSAND SONS

Rubic Marine/Aspiring Sorcerer

M	APL	GA	DF	SV	W
3○	2/3	1	3	3+	12/13

Favoured by Change: 5++.

All is Dust When shot, if normal dmg stat of wpn is ≤3, SV=2+.

Icon Bearer: APL is +1 for Objective Control Purposes.

Icon of Flame: While Aspiring Sorcerer w/i ■ it can resolve a 2nd psychic power w/o rolling a D6.

Tzaangor/Twistbray

M	APL	GA	DF	SV	W
3○	2	1	3	6+	8/9

Favoured by Change, Icon Bearer

Herd Banner (1AP): Until end of turn, while w/i ■ of a friendly Tzaangor improve its ++ by 1.

Brayhorn (1AP): Until end of turn, each time a Tzaangor Moves or Charges, add ▲.

NAME	A	BS/WS	D	SR	!
Inferno Boltgun	4	3+	3/4	AP1	
∞ Fists	3	3+	3/4		
Soulreaper Cannon	6	3+	3/4	AP1, Fusillade	
Warpflamer	5	2+	2/3	Rng ♥, Torrent ○, AP1	
Inferno Bolt Pistol	4	2+	3/4	Rng ♥, AP1	
Plasma Pistol - Standard	4	2+	5/6	Rng ♥, AP1	
Plasma Pistol - Supercharge	4	2+	5/6	Rng ♥, AP2, Hot	
Warpflame Pistol	4	2+	2/3	Rng ♥, Torrent ▲, AP1	
∞ Force Stave	4	3+	4/5		Stun
Autopistol	4	4+	2/3	Rng ♥	
∞ Chainsword	4	4+ 3+	4/5		
∞ Tzaangor Blades	4	4+ 3+	4/5	Relentless	
∞ Dagger	4	4+	3/4		

STRATEGIC PLOYS

MALICIOUS VOLLEYS - 1CP

Arcana Astartes can shoot 2x if bolt weapon (excluding Doombolt) and it doesn't fight.

SORCEROUS AUTOMATA - 1CP

Until end of turn, Arcana Astartes (excluding Sorcerer) get +1 APL when activating w/i ■ of a ready Aspiring Sorcerer.

INHUMAN SAVAGERY - 1CP

Until end of turn, when a Tzaangor fights in combat, if it Charged, in the Roll Attack Dice step if you retain two or more successful hits, you can retain one failed hit as a normal hit.

TACTICAL PLOYS

TREASURE HUNTER - 1CP

Use when Tzaangor activated. It can perform a mission action or Pick Up action for 1 less AP (min 0).

SORCEROUS FOCUS - 1CP

When rolling a D6 to resolve a 2nd psychic power and not w/i engagement range of enemies, treat result as a 6.

INFERNAL FUSILLADE - 1CP

After making a shooting attack w/ Arcana Astartes (excluding sorcerer), if target did not lose any wounds repeat the attack.

PSYCHIC POWERS

IMMATERIAL SURGE

Select 1 other visible friendly unit, add 1 to its APL.

TWIST OF FATE

Select 1 visible enemy, until end of turn, each time a TS unit fights or shoots that enemy, in the Roll Attack Dice step you can re-roll one die.

EQUIPMENT

1.) ALL-SEEING EYE* [2EP]

Once per battle, do one of the following:
- If ready, you can activate after activating a friendly unit.
- You can activate a ready friendly unit after this one.

2.) RUNIC WARD* [3EP]

Once per battle, in the Roll Defence Dice step when shot at, you can retain one failed save as a successful normal save, or one normal save as a successful crit save.

3.) MYTHIC SCROLL* (Aspiring Sorcerer) [2EP]

Once only, perform a free Manifest Psychic Power action.

4.) GARGOYLE BAYONET [2EP]

Gargoyle Bayonet	3	3+	4/4
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5.) TREASURE TRINKET* [3EP]

Tzaangor only. +1 CP.

6.) GILDED HORNS (Tzaangor) [1EP]

Each time this unit fights in combat, if it Charged, can retain one attack result of 5+ that is successful as a critical hit.

7.) ENSORCELLED ROUNDS [2EP]

Tzaangor only. Select one autopistol, add 1 to Damage.

PSYCHIC POWERS

DOOMBOLT

Doombolt	4	3+	3/3
Lethal 5+	! - MW2		

FIRESTORM

Firestorm	5	4+	2/2
Indirect, Barrage, Blast ▲			

TOMB WORLD (NECRON)

WARRIOR

M	APL	GA	DF	SV	W
2○	2	1	3	4+	9

IMMORTAL

M	APL	GA	DF	SV	W
2○	2	1	3	3+	10/11

FLAYED ONE

M	APL	GA	DF	SV	W
2○	2	1	3	4+	9/10

DEATHMARK

M	APL	GA	DF	SV	W
2○	2	1	3	3+	10/11

SPECIAL ABILITIES

Living Metal - In the Ready units step of each turn, regain up to 2 lost wounds.

NAME	A	BS/WS	D	SR	!
Gauss Flayer	4	3+	3/4		
Gauss Reaper	4	3+	4/5	Rng ◆	P1
⌘ Bayonet (warrior)	3	3+	3/4		
⌘ Bayonet (Immortal)	4	3+ 2+	3/4		
Gauss Blaster	4	3+ 2+	4/5	AP1	
Tesla Carbine	4	3+ 2+	4/5		Splash 1
⌘ Flayer Claws	5	3+ 2+	3/4		Rending
Synaptic Disintegrator	4	2+	4/4	Heavy, AP1, (Leader: Balanced)	MW1
⌘ Fists	3	3+ 2+	3/4		

STRATEGIC PLOYS

RELENTLESS ONSLAUGHT

Until end of turn, when shooting, if target w/i ◆ you can re-roll one die.

DIMENSIONAL CONCEALMENT (Deathmark)
(1AP) Change this unit's order.

IMPLACABLE MARCH

After determining unit's order, if Engage order, +1○ to its move, and it can only perform Normal Move, Charge, Shoot, and Fight actions.

SKULKING KILLER (Flayed Ones)

Skulking Killer - Can perform a Charge while ♁.

TACTICAL PLOYS

REANIMATION PROTOCOLS

On death place Reanimation token and leave its order. Before resolving Living Metal, roll D6 for each Reanimation token. On a 3+ (or 2+ for Warriors), return unit near the token not in engagement. It has D3 wounds remaining.

LIVING LIGHTNING (Tesla Carbine) - 1CP

When shooting, when one or more critical hits are retained, treat Splash 1 critical as Splash 2 critical, or treat the distance for splash as ■ instead of ○.

EQUIPMENT

1.) DEVOURER NANOSCARABS [3EP]

Devourer Nanoscarabs	4	3+	3/4
Rng ◆ , Limited, Indirect, Lethal 5+			

2.) SEMPITERNAL WEAVE* [3EP]

Deathmark Leader or Immortal Leader gains: Save 2+.

3.) TESLA WEAVE [2EP]

Each time an enemy finishes a Charge w/i engagement range, roll 3 D6. For each 5+ they suffer 1 mortal wound.

4.) STARFIRE CORE (Gauss Flayer/Reaper/Blaster) [2EP]

Each shooting attack, if you retain any critical hits, you can retain one failed hit as a successful normal hit.

5.) HYPERPHASE BLADE (Bayonet) [2EP]

Gains Lethal 5+.

6.) MINDSHACKLE SCARABS* [3EP]

(AP1) Once per battle, Select one enemy w/i ■ and visible, roll a D6. If the result is higher than their APL, they get -1 APL. If the result is more than double their APL you can perform a free Shoot or Fight action with that enemy as if it was friendly.

TRAITOR SPACE MARINES (HERETIC ASTARTES)

SPACE MARINES

M	APL	GA	DF	SV	W
3○	3	1	3	3+	12/13

SPECIAL ABILITIES

Icon Bearer - +1 APL for objective control.

Icon of Vengeance (1AP) - Until end of turn, when rolling attack dice, if you crit, you can make one failed, Normal.

CULTISTS

M	APL	GA	DF	SV	W
3○	2	2	3	5+	7

M	APL	GA	DF	SV	W
3○	2	1	3	5+	7/8

NAME	A	BS/WS	D	SR	!
Autogun	4	4+	2/3		
Autopistol	4	4+	2/3	Rng ♦	
Bolt Pistol	4	3+	3/4	Rng ♦	
Boltgun	4	3+	3/4		
Flamer	5	2+	2/2	Rng ♦ , Torrent ○	
Heavy Bolter	5	3+	4/5	Heavy, Fusillade	P1
Heavy Stubber	5	4+	3/4	Heavy, Ceaseless, Fusillade	
Meltagun	4	3+	6/3	Rng ♦ , AP2	MW4
Missile Launcher - Frag	4	3+	3/5	Heavy, Blast	
- Krak	4	3+	5/7	Heavy, AP1	
Plasma Gun	4	3+	5/6	AP1	
- Super Charge				AP2, Hot	
Plasma Pistol - Standard	4	2+	5/6	Rng ♦ , AP1	
- Supercharge	4	2+	5/6	Rng ♦ , AP2, Hot	
⌘ Brutal Assault Weapon	4	4+	2/3		
⌘ Chainsword	5	3+	4/5		
⌘ Fists	4	3+	3/4		
⌘ Gun Butt	3	4+	2/3		
⌘ Power Fist	5	3+	5/7	Brutal	
⌘ Power Weapon	5	2+	4/6	Lethal 5+	

STRATEGIC PLOYS

MALICIOUS VOLLEYS (Space Marine)

Until end of turn, if you do not Fight, you may Shoot twice with a weapon with bolt in the name.

HATEFUL ASSAULT (Space Marine)

Until end of turn, if you do not Shoot, you may fight twice..

LET THE GALAXY BURN! (Space Marine)

You can retain one of your 5+ dice rolls as a Crit. Can retain a 4+ if another effect retains a 5+.

TACTICAL PLOYS

VETERAN OF THE LONG WAR (Space Marine)

When Fighting or Shooting, if the enemy takes no wounds, repeat the Fight or Shoot.

STRIKE FROM WITHIN (Cultist)

Use in Set Up units step. That unit can be set up with a Conceal order anywhere that is within ▲ of Heavy terrain and more than ♦ from enemy units and the enemy drop zone.

WARP INFUSED (Space Marine)

Ignore any or all mods to APL and isn't injured.

EQUIPMENT

1.) BELT FEED [2/3EP]

Add Ceaseless to a Boltgun, Bolt Pistol, or Heavy Bolter. If Heavy Bolter, 3EP.

2.) MALEFIC ROUNDS [2EP]

Add P1 Crit to a Boltgun, Bolt Pistol, or Heavy Bolter. If it already has P1, add AP1 instead.

3.) DARK BLESSING [3EP]

One Melee Weapon has +1 Attacks.

4.) FRAG GRENADE [2EP]

Frag Grenade	4	3+	2/3
Rng ♦ , Limited, Blast ○, Indirect			

5.) KRAK GRENADE [3EP]

Krak Grenade	4	3+	4/5
Rng ♦ , Limited, Indirect, AP1, Can't Overwatch.			

6.) GRISLY TROPHY* [3EP]

If enemy is Visible and within ■, -1 to their attacks.

7.) SUSPENSOR SYSTEM [3EP]

Heavy rule, cannot move more than 3○ if you shoot.

8.) SACRIFICIAL DAGGER* [3EP]

Once a turn, on kill, gain 4 lost wounds.

TROUPE (HARLEQUINS)

M	APL	GA	DF	SV	W	ABILITIES
3○	3	1	3	6+/4++	8/9	Flip Belt - Moves as though it can Fly , passes jump tests.

NAME	A	BS/WS	D	SR	!
Fusion Pistol	4	3+	5/3	Rng ■, AP2	MW3
Neuro Disruptor	4	3+	4/5	Rng ◆, AP1	Stun
Shuriken Pistol	4	3+	3/4	Rng ◆	Rending
⌘ Harlequin's Blade	5	3+	4/5	Balanced	
⌘ Harlequin's Caress	5	4+	5/6		
⌘ Harlequin's Embrace	5	3+	4/5	Brutal	
⌘ Harlequin's Kiss	5	3+	3/7		
⌘ Power Weapon	5	2+	4/6	Lethal 5+	

STRATEGIC PLOYS

RISING CRESCENDO

Each time a unit is activated, it can Dash and Charge while in engagement range, and any move action may add 1 ▲.

DOMINO FIELD

If haven't shot, and within ▲ of Cover, treated as Conceal.

PRISMATIC BLUR

Each Move, Fall Back, or Charge causes Prismatic Blur. Can re-roll 1 Defense Die when being shot. Can roll a D6 when Striked, on 4+ it's parried.

TACTICAL PLOYS

MURDEROUS ENTRANCE

After a Charge, if you Strike with a Crit, you may immediately Strike with a second die.

THE CURTAIN FALLS

When you Strike, end combat and Fall Back for 1AP.

HERO'S PATH

When activated, can move anywhere that is more than ◆ from an enemy for 3AP.

EQUIPMENT

1.) SHRIEKER TOXIN ROUNDS [3EP]

Shuriken Pistol gains MW1 on crit.

2.) DEATH MASK* [3EP]

If this unit dies, gain 1CP.

3.) ACCELERATED MONOFILAMENT WIRE [3EP]

Harlequin's Embrace gains Reap 1 on crit and Lethal 5+ special rule.

4.) SUPERTENSILE MONOFILAMENT WIRE [3EP]

Harlequin's Kiss gains +1 Normal Dmg.

5.) PURE PSYCHOCRYSTALS [3EP]

Neuro Disruptor gains Lethal 5+.

6.) WRAITHBONE TALISMAN [3EP]

Once per battle, when fighting, shooting, or defending, you can use Command Re-roll for free.

7.) PRISMATIC GRENADE [3EP]

Prismatic Grenade	4	3+	3/4
Rng ◆, Limited, Blast ○, Indirect, Stun on crit.			

VETERAN GUARDSMEN (ASTRA MILITARUM)

VETERAN

M	APL	GA	DF	SV	W
3○	2	1	3	5+	7/8

SPECIAL RULES

[SERGEANT] Guardsmen Orders: Page 44.

[SNIPER]: If no Normal Move, Charge, or Fall Back, Long-las gains Silent.

[CONFIDANT] Second in Command: If Sergeant dies, gains Leader and Guardsmen Orders.

Directive: If not Leader, can activate a unit within ◆ and Visible, after it's activation.

[DEMOLITION] *Detonate: Shoot from center of mine token with Rng ■. All enemies are Visible. Remove token.

Plant Mine (1AP): Place mine token within ▲ of unit, then free Dash. Cannot do while engaged or if a token is already in play.

[ZEALOT] The Emperor Protects: Reroll any/all defense dice.

Uplifting Primer (1AP): Until end of turn, any unit within ■ can select one attack die of 5+ as crit.

[SPOTTER] (2AP): Select one enemy Visible, and one friendly within ○ and Visible to this unit. Activate the unit after this one. The enemy is treated as having ☉. Cannot be engaged.

SPECIAL RULES (cont)

[HARDENED] by War: D6 on wound, 5+ not lost. Ignore -APL.

[MEDIC]!: Once per turn, when one unit within ■ and not engaged can be revived with 1 wound. Combat ends. Can perform free Dash to end within ▲ of this unit. -1 APL for both.

Medikit (1AP): Friendly within ▲ regains 2D3 wounds. Cannot be engaged. Cannot be used on a target of MEDIC! this turn.

[COMMS] Relay Orders: If this unit is issued an order, it can issue it to all other guardsmen. Subtract 1 from this unit's APL.

Signal (1AP): Comms Only. Not within engagement range of enemy. Select Guardsman/Scion within ◆ to receive 1 APL.

[BRUISER]: Once per turn, during fight, ignore 1 normal hit.

GUARDSMEN ORDERS

MOVE! MOVE! MOVE!: Add ▲ to movement characteristics.

TAKE AIM!: Can re-roll shooting attack results of 1. Not usable with Mortar Barrage and Remote Mine Ranged Weapons, or attacks with tactical assets.

HOLD POSITION!: Can re-roll shooting defence results of 1 if in Cover, and cannot Dash or Charge.

FIX BAYONETS!: Can re-roll fighting attack results of 1.

NAME	A	BS/WS	D	SR	!
Bolt Pistol	4	4+	3/4	Rng ◆	
Boltgun	4	4+ 3+	3/4		
Flamer	5	2+	2/2	Rng ◆, Torrent ○	
Grenade Launcher - Frag	4	4+	2/4	Blast ○	
Grenade Launcher - Krak	4	4+	4/5	AP1	
Laspistol	4	4+ 3+	2/3	Rng ◆	
Lasgun - Standard	4	4+	2/3		
Lasgun - Overcharge*	4	4+	2/3	AP1, Hot	
Long-las	4	2+	3/3		MW3
Meltagun	4	4+	6/3	Rng ◆, AP2	MW4
Mortar Barrage	5	4+	2/3	Barrage, Unwieldy, Blast ○, Silent	
Plasma Gun - Standard	4	4+	5/6	AP1	
Plasma Gun - Supercharge	4	4+	5/6	AP2, Hot	
Plasma Pistol - Standard	4	3+	5/6	Rng ◆, AP1	
Plasma Pistol - Supercharge	4	3+	5/6	Rng ◆, AP2, Hot	
Remote Mine	4	2+	5/6	AP1, Detonate*, Silent, No Overwatch	
☒ Bayonet	3	4+ 3+	2/3		
☒ Bionic Arm	3	4+	4/5		
☒ Chainsword	4	4+ 3+	3/4		
☒ Power Weapon	4	3+	4/6	Lethal 5+	
☒ Trench Club	3	3+	3/3		Stun
Frag Grenade	4	3+	2/3	Rng ◆, Limited, Blast ○, Indirect	
Krak Grenade	4	3+	4/5	Rng ◆, Lmtd, Indirect, AP1, No Overwatch	
☒ Hand Axe	3	4+	3/5		

STRATEGIC PLOYS

***OVERCHARGE LASGUNS**

TAKE COVER

If in cover, improve SV by 1.

INTO THE BREACH

If in your drop zone, can make free Dash towards enemy drop zone.

CLEAR THE LINE

Each fight, can retain a normal hit without rolling it.

TACTICAL PLOYS

INSPIRATIONAL LEADERSHIP (Leader)

Issue a different Guardsmen Order to all friendlies with ◆ and Visible.

IN DEATH, ATONEMENT

When a Ready unit dies, he lives for one activation and isn't injured.

COMBINED ARMS

During Shoot, if targeting a unit already shot, reroll any/all attack die.

EQUIPMENT

1.) FRAG GRENADE [2EP]

2.) KRAK GRENADE [3EP]

3.) HOT-SHOT CAPACITOR PACK [2EP]

Add 1 to dmg characteristics of Lasguns and Laspistols.

4.) ROSARY* [2EP]

Once only, ignore dmg from 1 Attack Die.

5.) HAND AXE [2EP]

6.) TRENCH SHOVEL [2EP]

When within drop zone, enemies more than ○ treat this unit as in cover, but not if this unit moved.

7.) CHRONOMETER* [3EP]

Once only, can reroll initiative die.

8.) TOPOGRAPHICAL CHART* [3EP]

Choose a 2nd, different scouting option. Initiative is based on 1st.

WARPCOVEN (THOUSAND SONS)

Rubric Marine/Sorcerer

M	APL	GA	DF	SV	W
3○	2/3	1	3	3+	12/13

Favoured by Change 5++, **Icon Bearer** APL is +1 for Objective Control
All is Dust When shot, if normal dmg stat of wpn is ≤3, SV=2+; max 3○ move/activation.

Rubric Command: One visible and w/i ■ friendly Rubric +1APL, max 1/TP.
Manifest Psychic Power (1AP): 1 Warpcovern psychic power, not Engaged.
Relentless: If has force stave & proserpine khopesh, both gain Relentless.
Icon of Flame: If Sorcerer w/i ■ it can resolve a 2nd psychic w/o rolling a D6.

NAME	A	BS/WS	D	SR	!
Inferno Boltgun	4	3+	3/4	AP1	
⌘ Fists	3	3+	3/4		
Soulreaper Cannon	6	3+	3/4	AP1, Fusillade	
Warpflamer	5	2+	2/4	Rng 🔴, Torrent ○, AP1	
Inferno Bolt Pistol	4	3+	3/4	Rng 🔴, AP1	
Warpflame Pistol	5	2+	2/4	Rng 🔴, Torrent ▲, AP1	
⌘ Force Stave	4	3+	4/6		Stun
Autopistol	4	4+	2/3	Rng 🔴	
⌘ Chainsword	4	4+	4/5		
⌘ Tzaangor Blades	4	4+	4/5	Relentless	
⌘ Dagger	4	4+	3/4		
⌘ Prosperine Khopesh	4	3+	4/6	Lethal 5+	
⌘ Tzaangor Greataxe	4	3+	4/5	Brutal, Lethal 5+	
⌘ Tzaangor Greatblade	4	3+	4/5	Lethal 5+	Reap 1

STRATEGIC PLOYS

EXALTED ASTARTES (Each Sorcerer) - 1CP

- Fight twice, cannot shoot.
- Shoot twice, cannot fight. Only different weapons (psychic included).

PSYCHIC DOMINION - 1CP

Until end of turn, each Sorcerer can perform Manifest Psychic Power twice.

SLOW AND PURPOSEFUL (Rubric Marine) - 1CP

Until end of turn, can re-roll all shoot dice if not Charged, Fall Back, or Moved.

SAVAGE HERD - 1CP

Until end of turn, each Tzaangor can retain one die as success in fight. If supported, retain one as critical success.

TACTICAL PLOYS

CAPRICIOUS PLAN - 1 CP

Use when Sorcerer's activation ended. Sorcerer can Dash.

PSYCHIC CABAL (Sorcerer) - 1CP

When manifests psychic power. Choose a power from discipline of unit w/i 🔴.

MUTANT HERD (Tzaangor) - 1CP

Start of activation. Choose another Tzaangor w/i ■. After activating first, activate another before any opponent's activations or Overwatch actions.

SCHEMES OF CHANGE - 1CP

At start of Target Reveal of Strategy phase, or when activating warpcovern Unit. Discard one TacOp (discard scored VPs from it) and randomly determine new TacOp (from remaining TacOps).

PSYCHIC POWERS - DESTINY DISCIPLINE

WEAVE FATE

Select 1 other visible unit. Until next turn, you can re-roll all defence dice.

TWIST DESTINY

Select 1 visible enemy, until end of turn: that Unit cannot re-roll attack dice, and ignores all positive APL modifiers.

DOOMBOLT

4	3+	3/3	Lethal 5+	! - MW2
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BOONS OF TZEENTCH

MUTATION

Warp Swell: +1 Damage on melee weapons

Mutant Appendage: Once per turn do Pick Up or mission action for -1AP.

Avian Talons: If no criticals in fight when charging, one normal is critical.

FATE

Patron of Destiny: once per turn free command re-roll fir shooting, fighting or save. Roll D6, on 1-3 lose ability

Incorporeal Sight: ranged weapons have Lethal 5+ and No Cover

Time Walker: +1A for melee and +▲M

AETHERIC

Immaterial Flight: gain Fly

Crystalline: improve save by +1

Emphyric Ward: gain 4++

Tzaangor

M	APL	GA	DF	SV	W
3○	2	1	3	6+	8

Favoured by Change: 5++

Icon Bearer: APL is +1 for Objective Control Purposes.

Herd Banner (1AP): Until end of turn, while w/i ■ of a friendly Tzaangor improve its ++ by 1.

Brayhorn (1AP): Until end or turn, each time Moves or Charges, add ▲.

Savage Assault (1AP): Free Fight action. If still in Engagement range after, fight again (can be different target).

EQUIPMENT

1.) HIGH CAPACITY MAGAZINE [1/3EP]

Select one autopistol, inferno bolt pistol, or inferno boltgun, it gains Ceasless. If autopistol 1EP, else 3EP.

2.) OCCULT TALISMAN [2EP]

Occlut Talisman: When losing wound from mortal wound or psychic shooting, 5+FNp.

3.) SORCEROUS SCROLL* (Sorcerer) [2EP]

Sorceroous Scroll: Gain one additional psychic power from unstudied discipline. Once per battle, perform Manifest Psychic Power action with that power.

4.) GARGOYLE BAYONET (Rubric Marine) [2EP]

Gargoyle Bayonet	3	3+	4/4
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5.) ARCANE ROBES (Sorcerer) [2EP]

Arcane Robes: Once per battle, Convert critical hit on this Unit in normal hit.

6.) GILDED HORNS (Tzaangor) [1 EP]

Each time this unit fights in combat, if it Charged, can retain one attack result of 5+ that is successful as a critical hit.

7.) ENSORCELLED ROUNDS [2EP]

Tzaangor only. Select one autopistol, add 1 to Damage.

PSYCHIC POWERS - TEMPYRIC DISCIPLINE

WEAVE FATE

Until next turn, enemy Units subtract ○ when Charging and Dashing.

TEMPORAL MANIPULATION

Select 1 other friendly Unit. It regains 2D3 lost wounds.

FLUXBLAST

4	3+	3/4	Blast ○	! - Rending
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PSYCHIC POWERS - WARPFIRE DISCIPLINE

WARP PORTAL

Select 1 other visible friendly unit w/i ■ and not moved. Remove it and place it w/i 🔴 and not in Engagement range.

INFERNAL FIRE

Select 1 visible enemy, until end of turn, each time a warpcovern Unit fights or shoots that enemy, in the Roll Attack Dice step you can re-roll any and all dice.

FIRESTORM

5	4+	2/2	Barrage, Blast ▲, Indirect
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