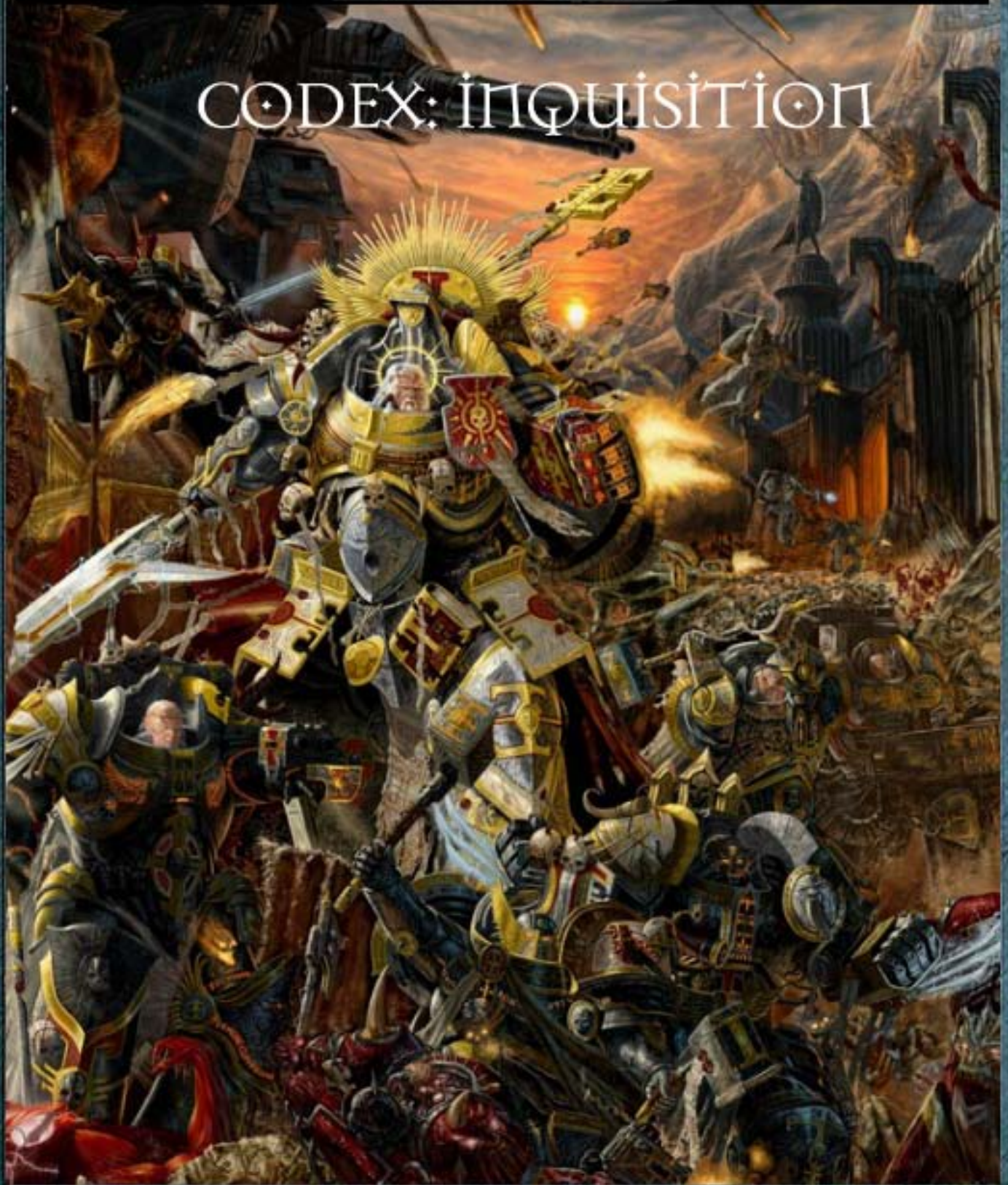


WARHAMMER® 40,000

CODEX: INQUISITION



The Inquisition

By MrSako

“The actions of Horus and his cronies will have consequences far into the future – far beyond the point where my clairvoyance is clear. The Warmaster has opened up possibilities for treachery that will bedevil Humanity for centuries to come. Malcador, you must draw about you men of character, skill, and determination. These men are to be rigorously tested and trained to ensure that they are of the highest caliber and that their loyalty to me is unshakable. These men will be the cadre of an elite group of investigators whose role is to root out heresy and treachery wherever it may hide.”

– the Emperor to Malcador, as Terra lay besieged by the traitor forces of Warmaster Horus, before his internment on the Golden Throne.





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INTRODUCTION

By joining the Inquisition, you will defend the Imperium against itself, alien races, and against the forces of Chaos! The Inquisitorial Armies are as unique as the Inquisitor who is leading them, molded by their beliefs in how to get the job done.

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures set in the war-torn universe of the 41st Millennium. Every army has its own Codex book that works alongside these rules, allowing you to turn your collection of miniatures into an organized force ready for your games of Warhammer 40,000. This Codex details everything you need to know about the Inquisition, including the Grey Knights, the Deathwatch, and the Sisters of Battle.

WHY COLLECT AN INQUISITION ARMY?

The Inquisition is the last defense of the Imperium against all foes, foreign and domestic. Forged following the aftermath of the Horus Heresy, every Inquisitor is tasked with ensuring that the Imperium remains safe. For millennia, Inquisitors have worked in the shadows while the average Imperial citizen is unaware of the forces around them.



The Adeptus Sororitas, more commonly known as the Sisters of Battle, are the military arm of the Ecclesiarchy, whose purpose is

to defend mankind from the threat within: witchcraft, heresy, and mutation. They are equipped with weapons and armour that are equal to that of any Space Marine Chapter.

The Deathwatch represents the most elite of the Space Marines. Each member is a proven warrior from a Space Marine Chapter who has decided to go on a prolonged tour of duty with other like-minded Space Marines to guard humanity against alien races. They are at thrust at the fringes of the known Imperium, keeping the borders safe from Tau aggression, Eldar raiders, Ork Waaaaghs, Necron incursions, and even Tyranid hive fleets.

The Grey Knights are the elite amongst the elite. They are a small chapter, whose founding is shrouded in great secrecy, whose individual warriors are easily the equal of veteran members of Space Marine Chapters. Armed with the most holy of weapons and armours,

HOW THIS CODEX WORKS

Codex: Inquisition contains the following sections:

The Inquisition: This section introduces the three main Ordos of the Inquisition as well as their deeds in the Warhammer 40,000 universe.

Inquisitorial Forces: This section describes in more detail the characters, squads, and vehicles in the Inquisitorial army.

The Grey Knights: This section describes in more detail the characters, squads, and vehicles in the Grey Knights army.

The Deathwatch: This section describes in more detail the characters, squads, and vehicles in the Deathwatch army.

The Sisters of Battle: This section describes in more detail the characters, squads, and vehicles in the Sisters of Battle army.

FIND OUT MORE

While Codex: Inquisition contains everything you need to play a game with your army of Inquisitorial forces, Grey Knights, Deathwatch, and/or Sisters of Battle, there are always more tactics to try, scenarios to fight, and painting ideas to explore. The monthly White Dwarf magazine contains articles about all aspects of the Warhammer 40,000 game and hobby, and you can also find articles specific to the Inquisition at:

www.games-workshop.com



The Emperor



High Lords of Terra



Senatorum Imperialis



The Imperium of Man

Inquisition



Adeptus Ministorum



Adeptus Terra



Adeptus Arbites



Adeptus Custodes



Adeptus Medicus



Adeptus Astronomica



Adeptus Astra Telepathica



Adeptus Scholastica



Adeptus Mechanicus

Adeptus Administratum



Adeptas Sororitas



Frateris Templars



Officio Assassinorum



Adeptus Astartes



Imperial Guard



Imperial Commanders



Imperial Fleet



Navis Nobilite

The Inquisition

THE ORDO HERETICUS

Inquisitors are free-roaming special agents of the Imperium and are bound by no laws or Authority. Every Inquisitor is empowered to investigate any possible or potential threat to the future of humanity; whether that threat comes in the form of political aggression, administrative inefficiency or genetic deviation. There are no bounds to the Inquisitor's field of operation: rogue psykers, heretics, aliens, mutation, corruption, crime and incompetence all fall within his jurisdiction. Inquisitors usually operate alone, independent of one another. They may also request aid from the Administratum of Terra, and this request is rarely unanswered. The Inquisitor's work has earned him the title of Witch Hunter and Torturer. When necessary, he is both of these and even more terrible, for any means justifies an end as vital as the protection of Humanity.

The Imperium classifies the threats to Humanity into one of three broad categories: the threat within, the threat without, and the threat beyond. Over the millennia, three major groupings, or Ordos, have emerged within the Inquisition, each with a special interest in combating one of the foes. Aside from the three major Ordos are a multitude of minor Ordos, many of which are unknown even to other Inquisitors. These minor Ordos are usually a small cadre of like-minded Inquisitors with a common goal.

There are also two large schools of thought amongst Inquisitors: Puritans and Radicals. Even within those ranks are various gradations, each with a particular philosophy on how to best carry out the Emperor's will in the protection of Humanity.

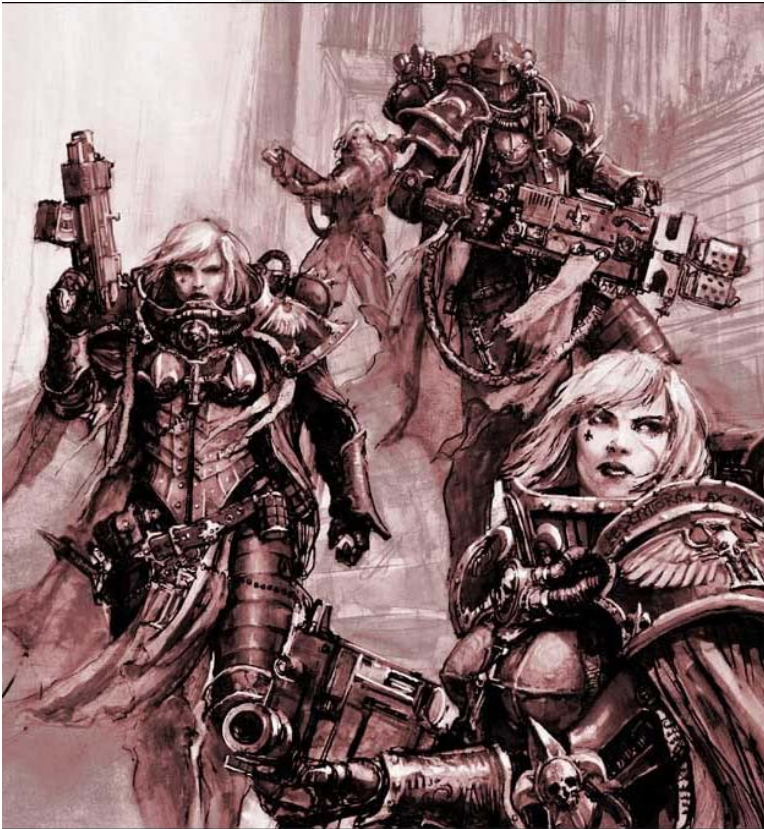
“A heretic may see the truth and seek redemption. He may be forgiven his past and be absolved in death. A Traitor can never be forgiven. A Traitor can never find peace in this world, or the next. There is nothing as wretched or as hated in all the world as a Traitor.”



The Ordo Hereticus stands ready to defend Humanity against the witch, the heretic, the mutant, and the traitor. The interests of its members are aligned towards combating threats broadly classified as arising from within the great bulk of Humanity; the so-called ‘enemy within.’ Such threats may stem from rebellious planetary governors, emerging psykers, or intolerable spiritual doctrine. With their particular interest in psykers, its members are often called Witch Hunters. Inquisitors from the Ordo Hereticus may even persecute fellow Inquisitors for trafficking with the daemonic and the alien, both of which are amongst the most heinous crimes in the Imperium. A Witch Hunter may instigate a purge amongst a population suspect of being ‘tainted.’ Although tied closely with the Ecclesiarchy, some Inquisitors have even conducted purges within the ranks of the church itself, although such conflict between the two mighty arms has left entire planets decimated in their wake.

The most Puritan of the Ordo Hereticus Inquisitors are often Monodominants; zealous and intolerant individuals who see damnation and sin wherever they look. These Witch Hunters are commonly itinerant, moving from one world to the next and instigating purges with mass trials that often condemn millions. Some announce their arrival in a system, striking fear into the hearts of the population, flushing out multitudes of the guilty while others move silently amongst the peoples, watching from the dark shadows and gathering evidence that damns uncounted heretics to the pyres.

There are also Radical Witch Hunters, such as those that subscribe to the dogma of the Recongregators. These sow seeds of rebellion wherever they go in order to smash apart that which must be rebuilt. They bribe officials, encourage the growth of cults and planetary militia, as well as illegal sects to arise against the mainstream church. Once the seeds have borne fruit, the Inquisition strikes down with holy vengeance, and the destructive cause of the Recongregators is furthered.



The Ordo Hereticus maintains ties with the Adepta Sororitas, the militant arm of the Adeptus Ministorum. In times of need, an Inquisitor will petition the Ecclesiarchy for the services of a Mission of Battle Sisters. The Sisters of Battle are known for their utter piety and their intolerance for the foes of Humanity. They are ideal for assaults against mutant strongholds and proscribed cults. Their signature weapon is the flamer, with which they purge and scour the darkest of places, cleansing them from the taint of the heretic, bringing forth the light of the Emperor into even the most benighted of corners.

The Adepta Sororitas

Due to its all-female membership, the Adepta Sororitas is often referred to as the Sisterhood, although some still call it by its original name, the Daughters of the Emperor. The Sisterhood is most commonly associated with the Battle Sisters of the Orders Militant, but this is not its only role in the Imperium.

There are three other major Orders of the Adepta Sororitas and many others numbering perhaps only a hundred or so individuals each. All of the Orders of the Sisterhood are divided between the two principle worlds of Earth and Ophelia VII. The Adepta Sororitas have an extensive Convent on each of these planets which are home to members of all Orders. For most of the time, members of the Sisterhood will not be occupying their Convent but are dispatched across the Imperium in accordance with their various duties. However, the Convent still bustles with new recruits and organizational staff, even when most of its inhabitants are fighting a War of Faith or employed in some other major effort.

The head of each Convent is the Prioress, who is answerable only to the Ecclesiarch himself. The Prioress has a vast team of organizational staff at her disposal and between them they form the spiritual head of the Sisterhood, after the Ecclesiarch. The Prioresses are elected from the ranks of the various Orders, and have been known to accompany their

followers as necessity dictates. It is rare but not unknown for a Prioress to accompany her Battle Sisters in a War of Faith, for example. The most important religious services and ceremonies are led by the Prioress and she is the principle guardian of her Sisters' souls.

Each Order is run by a Canoness and her Sister Superiors. They look after the training of recruits, the performing of regular prayer sessions (usually several a day) and the maintenance of their own affairs. Part of the puritan lifestyle of the Sisterhood is its isolation and it is generally only the Canoness and her most experienced Sister Superiors who will have dealings with outsiders - even Sisters of another Order. The Sisters are utterly dedicated to one task or discipline and brook no distraction from their studies.

The most widely known Orders of the Sisterhood are the Orders Militant. These Battle Sisters follow the original doctrines of the Daughters of the Emperor. They seek perfection of their martial skills in order to purify their minds and dedicate themselves to the Emperor. The Orders Militant are further broken down into military units, with each squad led by a Sister Superior. The most senior Sister Superiors may have organizational control over several squads of Battle Sisters, but in conflict every squad is generally considered as an individual entity. The most skilled and experienced Battle Sisters receive further training and become inducted into the most ancient rites of the Order. These elite are known as Seraphim, and the most trusted and spiritual of their number become the personal bodyguard of the Order's Canoness.

When Sebastian Thor ascended to the position of Ecclesiarchy there were roughly 4,000 Daughters of the Emperor under his command. Upon founding the Adepta Sororitas these warriors were split between the Convents on Ophelia VII and Terra (the Convent Sanctorum and Convent Prioris respectively). With recruits passing through the hands of the Schola Progenium once again, the Adepta Sororitas' ranks soon grew to over 10,000 fighters and the Ecclesiarch succeeding Thor (Ecclesiarch Alexis XXII) split each

of the Convents into two Orders each, founding the Orders Militant of the Ebon Chalice, Valorous Heart, Fiery Heart and the Argent Shroud. Two and a half thousand years later, two more Orders were created by Deacis VI (the Orders of the Bloody Rose and Sacred Rose) and the Convent buildings were extended 10 accommodate almost 15,000 warriors each. In recent years, the number of the Militant Orders' members has declined slightly and each Order now numbers between 3,000 and 4,000 Battle Sisters, of which perhaps 500-750 will be trained as Seraphim. These warriors are spread throughout the galaxy in various battle zones and on extended tours of duty. The size of an Order waxes and wanes irregularly, depending on the quality of recruits available and battle losses. On occasion an Order may number no more than a few hundred warriors, all fighting the enemies of the Emperor while at other times it may reach a peak of six or seven thousand warriors, with much of the Order fighting in distant wars but still leaving a reserve of several thousand Battle Sisters and Seraphim that can be dispatched if needed.



The Orders Hospitaller accompany the Imperial Guard and Imperial Navy to provide nursing and medical support. They are highly dedicated to the preservation of life and many who would die without their attentions live to fight again. Not only do the Orders Hospitaller provide surgeons, physicians and nurses, they also provide other types of care and perform deeds of deep compassion.

The Orders Hospitaller aid the poor and underprivileged, founding hostels and shelters for the needy. By instilling their own spiritual faith and rigid discipline on others, they save many souls from the darkness and turn potential malcontents and criminals into hard-working Imperial citizens. The Orders Hospitaller work closely with the Missionarus Galaxia to provide clinics and hospitals on newly discovered worlds, bringing the wonders of their science and belief to the natives.

Speech and language is the specialty of the Orders Dialogus. Those with an aptitude for translation find their way into its ranks where they learn even more languages. While there are branches of the Adeptus Terra dedicated to the study of all languages, the Orders Dialogus use their talents in a practical fashion. Though the Imperium has a single language, Imperial Gothic, there are thousands of dialects, slangs, sub-languages and command tongues within it. When a Missionary finds a new civilization, a Sister from the Dialogus will be assigned to help him learn the native language and communicate with the newly discovered people. The Dialogus accompany the Navy and Imperial Guard, translating the orders of the high command into the patois and languages of the common soldiers. The Orders Dialogus are also skilled negotiators and often work within the Adeptus Terra to aid discussion between organizations and individuals.

The fourth major Order is the Order Famulous. Members of the Order Famulous are dedicated to the organization of households. They serve the nobles and Imperial Commanders of the Imperium as advisors and chatelaines. They run the noble families'

affairs and direct their businesses. In this way, the Ecclesiarchy maintains a fairly tight control over the most powerful individuals in the Imperium. The Famulous maintain their own strict lifestyle and strive to control the excesses of those they are assigned to. They arrange marriages and agreements between the noble families, quelling long-term feuds and disputes and settling matters that might otherwise jeopardize the stability of the area.

With members in every aspect of society, the Sisterhood can maintain a close eye on the affairs of the Imperium. The Orders Famulous report on the activities of the Noble Houses, the Orders Dialogus can inform their seniors of the deals and agreements binding the Imperium together and the Orders Hospitaller witness many things unseen outside their wards. All of this makes the Adepta Sororitas a useful political as well as social tool, and with the armed might of the Orders Militant, the Sisterhood has the protection and power it needs to operate successfully. Adeptus Sororitas



THE ORDO XENOS

“Mankind has never been alone amongst the stars. There have ever been the other races of the universe. It is neither in Man’s nature to share his worlds with the aliens, nor in theirs to share with Man. And so there has always been conflict and war. An unending series of wars. Wars of annihilation. Wars of genocide. The alien races are an abomination. We must fight them to their last breath; no quarter asked, none given. Even the places of the alien must be abhorred and shunned. Any trace of their being must be erased from the landscape, lest its foul taint blight us.”

The Inquisitors of the Ordo Xenos are dedicated to the defeat of the alien threat; the enemy without. The Imperium is a loose and scattered realm with millions of worlds spread across three quarters of a galaxy that encompasses hundreds of billions of stars. Amongst these exists alien life. While many such life forms are primitive or harmless, there are a multitude of uncounted numbers that are overtly hostile to Humanity, denying Mankind’s manifest right to domination over the entire galaxy. The eradication of such threats is the sword duty of the so-called ‘Alien Hunters’ of the Ordo Xenos.

Although the Imperial Creed teaches that the Human form, being modeled after that of the Emperor, is in every respect perfect, and that the alien form therefore to be abhorred, attitudes towards aliens differ from one world to the other. On one world, the slightest hint of intelligent alien life causes a mass panic, while on another world, it is not uncommon to interact with alien traders. This is mostly dependent on a planet’s given situation, as there are a number of fringe worlds that interact directly with the Imperium once per generation, and by necessity may have to trade with its non-human neighbors. Some cultures mix freely with aliens, particularly those with little regard to the laws of the Imperium.

Aliens take many forms, from the alluring to the hideous, presenting a range of different threats. Some

appear disturbingly similar to Mankind, such and present an insidious threat to Humanity, particularly where the interests of the two races overlap. Many worlds tolerate the presence of the Eldar at their borders, a degree of interaction occurring. However, the Eldar are a capricious species, and have been known to lay claim to a world long held by the Imperium, demanding a population vacate its world or be exterminated.

Other aliens are crude and brutal, such as the barbarous Orks. Though sentient, Orks can hardly be called intelligent, for they appear enslaved to the notion of war and destruction. Orks have no fear of death and embark upon the most dangerous and destructive of acts with reckless abandon. There can be no reasoning with an Ork invasion, although some have succeeded with bribing an Ork warlord, placating them for a short while.



Tyrannids are a nigh limitless mass of slaving beasts, though it is generally accepted by Inquisitors with experience in fighting the race, that they are guided by some form of intelligence. Individually, most Tyrannids have no more intelligence than a common animal, however in large numbers they utilize highly complex strategies.

There is also the subversive Tau, located on the far eastern fringes of the Imperium. Although they state peaceful intentions, it is well-known that after beginning trade negotiations with Imperial worlds, especially those that are somewhat dissident to the laws of the Imperium. After some time has passed, they sow the seeds of rebellion, and after an Imperial Commander declares his planet rid of the shackles of the Imperium, they find themselves assimilated into the Tau Empire, under the guise of a 'Greater Good.'



There are many types of Inquisitors serving the Ordo Xenos. Some move throughout Mankind, ever watchful for the sign of the alien, while others go out into the interstellar depths, seeking the lair of the xenos, to destroy it before it destroys Humanity. Those Alien Hunters are adept at discerning the taint of the alien. They can distinguish between human-made relics of pre-Imperium times and one crafted by the hand, claw, or tentacle of the alien. As with other Inquisitors, they may conduct overt purges of populations they consider compromised.

The most Puritan of the Alien Hunters are those that would destroy every last vestige of alien life in the galaxy, even to include life forms that have no more than an animal level of intelligence. These believe in the manifest destiny of Mankind to rule all of the stars. However, it is difficult to convince a people on the edges of the Imperium, whom rely on the trade of foodstuffs or raw materials from neighboring xenos, for their survival.

Many Ordo Xenos Inquisitors are open to dealings with some alien races, such as the Eldar. Some of the more Radical members may openly associate with aliens, going so far as to include them amongst their cadres. Depending on the nature of the alien in question, the response of fellow Inquisitors might be severe indeed.

The Ordo Xenos maintains links with the Deathwatch, a group consisting of individual Space Marines seconded by their chapters to serve in one of the secret Watch Fortresses strategically located across the Imperium. From the Watch Fortresses, small and highly skilled Kill-Teams undertake vital and secret missions at the behest of the Inquisition against a myriad of threats to Humanity. To be selected to serve for a time in the Deathwatch is one of the greatest accolades a Space Marine can receive, and one of the most dangerous undertakings he can make.

The Deathwatch

On uncounted battlefields, the servants of the Emperor must wage war against the vileness of alien creatures. Often the first, last and only line of defense against these abominations are mysterious figures in black powered armour who fight the aliens with preternatural skill and dedication. With the battle over, these figures vanish as quickly as they arrived, leaving no trace of the creatures they fought or that they were even there at all. These men are the Imperium's highly trained alien fighters. They are the Deathwatch. The Deathwatch forms the Chamber Militant of the Ordo Xenos, the branch of the Inquisition tasked with the study, containment and, in most cases, extermination of alien races. However, it is not a single unified Chapter in the same way as the Grey Knights of the Ordo Malleus. The Space Marines of the Deathwatch are drawn from many different Chapters, all of which have sworn sacred oaths to maintain specially trained alien fighters and stand ready to deploy them at a moment's notice. These warriors are drawn together as and when needed to combat alien menace whenever and wherever it rears its ugly head.

From the furthest corners of the galaxy to the very heart of the Segmentum Solar, there exist alien races that threaten the continued existence of Humanity. Every Space Marine Chapter and Imperial Guard regiment stands ready to fight these races, but the Deathwatch has been specially trained to fight aliens since its inception, thousands of years ago. Many such alien races, such as the C'tan and Necrontyr have lain dormant for thousands or even millions of years and the Deathwatch stand sentinel over their worlds, ready to fight should they awake once more. More dangerous than the most violent of Orks, these races were ancient before humans crawled from the oceans and their evil is beyond measure.

To guard against the return of these ancient alien races, lonely fortresses orbit desolate worlds on the edge of the galaxy where Deathwatch Space Marines maintain a constant vigil. In addition to this, secret

bases are scattered throughout the Imperium, providing staging posts from where the Deathwatch can launch their missions. The Chapters from which the Deathwatch draws its members are constantly ready to dispatch their alien fighters if called upon by a member of the Ordo Xenos. The warriors who have been given the honor of becoming a member of the Deathwatch ritually repaint their armour in the black of the Deathwatch, leaving a single shoulder plate bare to signify their Chapter of origin. A Space Marine's armour is never completely obscured by the Deathwatch colors as to do so would dishonor the armour's spirit and no warrior would be willing to run such a risk. Each warrior may also bear the Icon of the Deathwatch on his other shoulder plate and it is a great honor to be chosen. Once in the employ of the



Deathwatch, there is no set length of service and its members will remain together for as long as its commander deems necessary. Each Space Marine can serve for a discreet period of time or a particular mission, which, in itself, may take many years. With the completion of their service, the Space Marines are free to return to their Chapter, their oaths of loyalty fulfilled.

As well as the destruction of aliens, the Deathwatch are also charged with the recovery and study of alien artifacts and technology. Though distasteful in the extreme, members of the Inquisition are forced to study the heretical artifacts of the foes they must fight, and there are none more qualified to retrieve such items than the Deathwatch. Occasionally it becomes necessary to use the technology of alien races and, though such an undertaking is never entered into lightly, its use against aliens themselves is a pleasing irony. The Adeptus Mechanicus is always eager to profit from the Deathwatch's victories and the C'tan phase sword employed by the Callidus temple of assassins, was recovered by members of the Deathwatch from a long-dead Necrontyr world.



In battle, each team normally comes under the authority of an Ordo Xenos inquisitor, but, in some exceptional cases, a Deathwatch Captain or Librarian may assume command if circumstances dictate. Their authority is absolute and none dare question their word. The commander of a Deathwatch detachment may freely requisition forces and equipment without a word of complaint being raised against him. The

Deathwatch have access to the very best equipment, both Imperial and alien, and are trained to the highest standards.

Situations may also arise where an army of the Imperium has encountered a foe it is ill equipped to fight and the Ordo Xenos dispatches a kill-team to provide support or purge the battlefield of alien contamination. The ravages of the K'nib in the Donorian Sector was halted by a Deathwatch kill-team commanded by Battle Brother Artemis himself following a request for aid from the colonel of the Kaslon Imperial Guard regiment. Artemis slew the Alcayde of the K'nib on Assumptus V and ended their incursions into Imperial space (though official records credit the Kaslon regiment with this victory). However it comes about, the support of an Ordo Xenos kill-team is always welcomed by Imperial commanders facing an alien threat.

THE ORDO MALLEUS

“I shall not counsel you against fear of the daemon: the Emperor knows you have none. But even psycannon and daemonhammer cannot carry the day against such a foe, for what use is the bolter shell against disease, terror and madness? No, it is faith! Faith is our impenetrable shield and when faced with such belief, the daemon becomes weak. Faith is our fiery sword and with it we burn out the diabolic cancer of Chaos wherever it is found.”

The Inquisitors of the Ordo Malleus are sworn to defend the very soul of Mankind, concentrating on the defeat of those enemies of Humanity that dwell in the warp; the so-called ‘enemy beyond.’ Knowledge of such beings is strictly prohibited, and only the Daemonhunters of the Ordo Malleus know the terrible truth about the fields that lurk just beyond the thin skein that separates reality from the Empyrean. Such knowledge would have a terrible attraction for Humanity, and Chaos would be hastened. The Ordo, when it is mentioned at all, is always referred to as a watchdog on the Inquisition itself.

The Ordo Malleus delve into secrets so terrible that their very sanity is threatened. They learn the secret names of the Daemon, thus gaining power over them, and research the myriad blasphemous ways in which such vile abominations might be called into, and expelled from, the material plane. The Daemonhunters concern themselves with the prevention of daemoniac manifestation, and with combating them should they come about. A great deal of their duties revolve around the persecution of those who would sell their souls to the Ruinous Powers – the so-called gods of Chaos: the malign beings that lurk in the warp who promise those insane enough to seek them out unlimited power. Although some do attain such power, the vast majority pay a terrible price for their folly as their soul becomes the eternal plaything of the beasts of the warp.

While the vast majority of the Ordo Malleus Inquisitors are utterly devoted to the destruction of the daemoniac in all its forms, the Ordo does harbor its share of Radicals. Mostly conforming to the Xanthite philosophy, these individuals believe that Chaos can be turned against itself. They utilize artifacts created by the servants of the Ruinous Powers, some even wielding Daemon-weapons that are as likely to devour the soul of its bearer as to shed the blood of his foe. Some Inquisitors even go as far as to practice the sorceries of their enemies, creating blasphemous Daemonhosts, human vessels deliberately possessed by the essence of a Daemon that they might bind it to their service against mankind.

The Ordo Malleus has at its disposal one of the most powerful of military arms in the entire Imperium: the Grey Knights Chapter of the Adeptus Astartes. They are a unique force devoted entirely to the combating of the daemoniac and are answerable exclusively to the Ordo Malleus. However, no Grey Knight would ever answer the call of a Radical Inquisitor, for they will exterminate upon sight those who have turned to the forces of Chaos.

The Grey Knights

Founded in great secrecy around the time of the Second Founding (although this is uncertain), the Grey Knights are amongst the most highly specialized defenders of Humanity in existence. Uniquely amongst the Space Marines of the Adeptus Astartes, the Grey Knights Chapter has no antecedents, having been created from specifically engineered gene-seed. Legend has it that the Emperor himself ordered the creation of this unique Chapter to form a force designed to fight the dread creatures of Chaos, though, of course, this is impossible to verify. Following the awesome scale of bloodshed during the Horus Heresy, the necessity for such a force was clear. Designated Chapter 666, the Grey Knights are permanently attached to that most secretive of organizations, the Ordo Malleus.



The Ordo Malleus is only ever spoken of in whispers and though its stated purpose is to keep watch on the Inquisition itself, its true purpose is far more sinister, the destruction of the daemoniac. The Grey Knights form the main fighting strength of the Ordo Malleus and, traditionally, its Chapter Master is a member of the Inner Conclave of the Inquisition. The men of the Grey Knights are no ordinary warriors. Plucked from the fiercest warrior cultures on a dozen different worlds, only the bravest and strongest youths are selected for the training. Aspirants are taken to the Chapter's base on Saturn's moon, Titan, where they

undergo arduous tests of faith, strength, endurance and courage that break all but the strongest warriors. Those few that survive the tests are then implanted with the gene-seed that will transform them into superhuman Space Marines.



Now the aspirants are ready to begin their real training. The most advanced bio-engineering and psycho-surgery is utilized to condition the Grey Knights into warriors of great prowess. The six hundred and sixty six Rituals of Detestation enable the Space Marines of the Grey Knights to face terrifying foes without fear and withstand pain that would cripple a 'normal' Space Marine. Their lives are filled with ritual, meditation and self-denial, designed to strengthen the mind and steel the soul against the horrors of the daemonic. The Chapter's warriors are heavily conditioned to resist the whispered seductions of Chaos and the honeyed lies of daemonic creatures. These precautions are vital and, thus far, have proven to be effective, as not a single Grey Knight has faltered in battle or become a pawn of the Dark Powers.

It is through unprotected psykers that daemonic creatures can gain entry to the material universe and it is for this reason that the Grey Knights are screened to exclude all but the most resilient psykers. The

strongest and purest of these psykers are then trained until they reach a level of mastery that equals the powers of Librarians of the Adeptus Astartes. Those who distinguish themselves in battle may be elevated to the honored position of the Grey Knights 1st Company and take to the field of battle in modified Tactical Dreadnought armour, more commonly known as Terminator armour, with bolt weaponry incorporated into the gauntlets. The Librarians of the Grey Knights are taught to combine their abilities in a gestalt power that far exceeds anything they could achieve alone. The Grey Knights fight in baroque, heavily ornamented suits of armour with the Chapter's symbol, a sword through a tome, prominently displayed. They fight with the finest equipment and weapons the Imperium can manufacture, mighty sigil-encrusted swords and halberds. These warriors alone can stand before the might of a Greater Daemon with any hope of banishing it back to the Immaterium from whence it came.

The millennia the Grey Knights have spent in battle against the forces of darkness has furnished them with blasphemous knowledge, painstakingly pieced together by the Inquisitors of the Ordo Malleus. This damned collection of knowledge is gathered together on Titan in the Librarium Daemonica, a gloomy repository of ancient tomes, crumbling parchments and data crystals that groans under the weight of the psychic evil that dwells within its walls. This is one of the most heavily guarded locations in the Imperium, and the threat of such knowledge falling into the wrong hands is taken very seriously by the Grey Knights. Each warrior of the Grey Knights carries a copy of the sacred Liber Daemonica, the holy battle rites of the Chapter, in a ceramite case on his breastplate and it is this which symbolizes a Grey Knight's most potent weapon; an unshakeable faith in the Divine Emperor. The book contains the essential tenets of lore culled from the Librarium Daemonica by psychically monitored servitors. These servitors are permanently wired to toxin dispensers that can be activated immediately should some daemonic entity attempt to force a passage into real space through the servitor's brain.

The threat of Chaos permeates the entire galaxy and while the Chapter maintains a fortress-monastery on Titan, much of its strength is scattered across the Imperium. Guided by the finest Navigators of the Navis Nobilite and conveyed by the fastest ships produced by the Adeptus Mechanicus, the Grey Knights stand ready to meet the foul minions of Chaos wherever they may strike. Typically, the warriors of these forces have trained together for their entire lives and the bonds of loyalty and honor that bind them are stronger than adamantium. Every Grey

Knight is ready to lay down his life to ensure the safety of the Imperium and should that sacrifice be necessary, it is the fervent wish of all those who fall to be transported back to Titan and buried in the hallowed crypts beneath their fortress. A great basalt wall in the heart of the monastery is carved with the names of all those who have fallen in defiance of evil and, though no one outside the Chapter will ever know of their bravery, some of the Imperium's greatest heroes lie buried on Titan.



PURITANS AND RADICALS



PURITAN FACTIONS

THORIANS

"The rewards more than outweigh the risks should we succeed. Imagine it! The Emperor reborn and walking amongst his people as a living god. Who can say such a thing is wrong?" - Inquisitor Crescere. From Inquisitorial Report TH/21/36: 'The Incunabla Incident'

The Thorian faction of the Inquisition takes its name from Saint Sebastian Thor, the hero who overthrew Goge Vandire, the tyrannical High Lord of Terra who plunged the Imperium into the Age of Apostasy in the 36th Millennium. The Thorians believe that Thor was divinely inspired and that he moved with the Emperor's light burning within him. To many inquisitors of the day, it was obvious that Thor was imbued with a measure of the Emperor's will and charisma. They believed that it was not the first time that the Emperor had acted in such a way, citing such figures as St. Capilene and the hero Josmane as previous vessels of the Emperor walking amongst his people.

The Thorians believe that the Emperor's near-death at the hands of Horus allowed him to break the final bonds between the crude matter of corporeality and ascend to assume his true nature as a deity. His spirit

wanders the void, travelling as a whisper in the warp, flitting from place to place and perhaps even through time. Thorian dogma tells that the Emperor has manifested his spirit through his chosen vessels many times when his people needed him, but that these bodies were able to contain only the barest fraction of his power and soon withered and died. They await the day that He shall be reborn and lead his people onwards in continuation of the Great Crusade.

To this end, the Thorians closely study the interaction of consciousness, energy and the warp, believing that if they can manipulate these energies correctly they can channel the Emperor's spirit into a suitable vessel and effectively resurrect the Master of Mankind.

There have been many attempts to create a body suitable for such an important ritual, including the disastrous events on Incunabla, but so far none have succeeded. Followers of the Thorian philosophies constantly scour the galaxy for beings they term 'Avatars', individuals of such power that they may prove able to contain the Emperor's soul once more - or be turned to evil by the Ruinous Powers. Many Thorian inquisitors are found within the Ordo Malleus, where their greater understanding of the Immaterium grants them an insight into how the rebirth of the Emperor could be achieved. Others may be found among the Ordo Hereticus, though there are few within the Ordo Xenos, save those who believe manipulation of alien psychic-engineering, such as that of the Eldar, may provide valuable insights. Inquisitors of all orders foster the growth of resurrectionist cults throughout the Imperium, as they provide useful foot-soldiers for an inquisitor when he must raise an army to achieve his ends.

Opponents of the Thorians claim that were the Emperor to be reborn it would cause a schism and civil war more deadly than that begun by Horus. Believers and unbelievers would fight to the death and the galaxy would be consumed in an apocalyptic holy war. They cite the Thorian's naiveté, claiming

that they cannot know what would come back, that the Emperor himself might be changed, altered by his long absence from the flesh. And, more importantly, what of the Astronomican? The Imperium would surely collapse without the Emperor's guiding light to steer ships through the Empyrean, The risks inherent in what the Thorians propose are too great for many to contemplate but, despite this, the Thorians are determined upon their course.

MONODOMINANTS

"You ask why we must cleanse the xenos. I will tell you. The filth of the alien and the witch must be exterminated to preserve the purity of the Human race, lest we degenerate into abomination." - Witch Hunter Tyrus at the Conclave of Vera

In the 33rd Millennium, Inquisitor Goldo penned his seminal text *Monodomination - the Right of Man to rule the Galaxy in the Emperor's Holy Name*. This multi-volume epic drew upon the venerable inquisitor's vast experience of dealing with aliens and came to the conclusion that the only way that Mankind could rule would be if every alien race was exterminated, leaving humans as the sole inheritors of the galaxy. At the time it did not receive a great deal of support - its overly pessimistic view was seen as the last, bitter words of a devout, but ageing inquisitor. It was not until Inquisitor Jeriminus of Paelutia brought the work of Goldo to light, several centuries later, that the philosophy finally found a growing body of supporters among the new breed of young, hotheaded inquisitors.

The goal of the Monodominants is a simple one: the complete and total destruction of every alien, heretic, witch and non-believer in the galaxy. They have absolutely no tolerance for any form of aberrant behavior and will resort to drastic military solutions in order to enforce their will. No other faction of inquisitors will resort to the use of Exterminatus so readily, destroying entire worlds in their quest for Human supremacy of the galaxy. As would be expected of such a militant group, the Monodominants are one of the few factions who are

open with their beliefs, spreading xenophobia and intolerance before them, inciting whole populations to rise and purge themselves of their wickedness. Inquisitors who follow this path are ruthless and unforgiving and frequently leave untold devastation and slaughter in their wake.



Witch Hunter Tyrus is perhaps the best known among the Monodominants, having purged countless worlds in the name of the Emperor. By the time Tyrus had completed his investigations into the royal family of Epsilon Regalis, tens of thousands had been burned at the stake and many times that number imprisoned. Many within the Inquisition see the Monodominants as incredibly narrow-minded and frequently doing more harm than good, but it is a brave inquisitor who would openly voice such an opinion.



AMALATHIANS

"Who are you to second-guess the will of the Emperor? His plans are for Him and Him alone to know. It is enough for us to know that his grand designs for the galaxy unfold as he has foreseen, and the colossal arrogance displayed by

those who claim to act in his name is both dangerous and tantamount to heresy." - Inquisitor Barzano, following the Armageddon Schism

The first days of the 41st Millennium were days of optimism and promise, a time of great spiritual and physical rebuilding. It was decreed that there would be a conclave held at Mount Amalath on the world of Gathalamor, where military, religious and political dignitaries would gather to once again swear their oaths of loyalty to the Emperor. It is said that eight hundred Chapter Masters of the Adeptus Astartes journeyed from the far corners of the galaxy to join in this renewal of faith. After swearing his oath of loyalty, Lord Solar Macharius took it upon himself to launch a crusade in the Emperor's name, leading his forces into the galactic west and beginning the campaign that saw over a thousand worlds claimed for the Master of Mankind.

Within the ranks of the Inquisition there was a growing feeling that things were once again proceeding to the Emperor's plans, and that the pervading sense of doom that had spread through the Imperium during the Plague of Unbelief and Reign of Blood was over. Many inquisitors were swayed by the numerous impassioned speakers on Gathalamor, and vowed that none should threaten the strength which the Imperium was slowly regaining. This body of inquisitors became known as Amalathians and decreed that they would forever strive to maintain the current order and destroy those who would seek to destabilize the Imperium. Less concerned with the traditional heresies of witchcraft and mutation, except where they were being manipulated by their enemies, the Amalathians sought to keep infighting and politicking within Imperial organizations to a minimum, holding to the Inquisition's original mantra of strength through unity.

Throughout the Imperium, the Amalathians seek to calm volatile situations and prevent rapid change, should change even be necessary at all. They claim events are unfolding as the Emperor has foreseen and to force change in his name is a supreme arrogance. Who can truly claim to know the will of the

Emperor? It is their sacred duty to protect the Imperium from those who seek to plunge it into anarchy, and allow the Emperor's sacred plan to unfold at its ordained time. To achieve their goals, the Amalathians must often work closely with agents from other organizations, and its members have good relations with bodies such as the Adeptus Arbites, Order Famulous and the Space Marines. On Pylades III in the eastern fringes, Inquisitor Barzano worked with no less than three precincts of the Adeptus Arbites, two orders of the Adeptus Sororitas and a Battle Company of Imperial Fists in his investigations and eventual destruction of the Cult of the Devoured.

Many vocal proponents of change within the Imperium accuse the Amalathians of burying their heads in the sand, trusting events to unfold as fate dictates rather than taking a proactive stance in the defense of the Imperium. However, the Amalathians know that the Emperor is infallible and to second guess his divine plan for Humanity is to know the will of a god. And what mortal would dare claim such knowledge?

RADICAL FACTIONS

XANTHITES

"Eradicate Chaos? Hah! One might as well try to exterminate one's own shadow. Do not presume to enforce a simpleton's philosophy upon the Emperor's Inquisition. Bury your head if you must, but my eyes are open yet" - Excerpt from the sixth trial of Inquisitor Lichtenstein

The principles governing the Xanthite philosophy could be described as heretical in themselves, for they advocate the use of Chaos in furthering the goals of the Imperium. To know the enemy is valuable indeed, but the Xanthites believe in taking this one step further. Inquisitors from this faction use the powers of the warp whenever they can, fervently believing that although Chaos can never truly be beaten, it can be harnessed.

Xanthism was introduced to the Inquisitorial ranks long before some of the more puritan factions had

begun to coalesce, and has the support of some of the most senior and powerful members of the Inquisition. For this reason, it is highly unusual for the militant factions that oppose them to try the Xanthites for heresy, though many would dearly like to do so. The most notable exception is Inquisitor Master Zaranchek Xanthus himself, the founder of the faction, who fiercely protested his innocence to a jury of fellow inquisitors before he was eventually burnt at the stake. Interestingly, one of his most talented pupils, Inquisitor Lethrai, famously withstood a six-week series of grueling trials by his Monodominant interrogators without showing a single sign of guilt.



Xanthites by no means advocate the furthering of Chaos and its dark works, but see it as a tool that is already in use by the Imperium, not yet realized to its full potential. Warp travel, astropaths, sanctioned psykers, Navigators, Space Marine Librarians, abhumans in the ranks of the Imperial forces; all these bear the mark of Chaos, but nevertheless further the goals of the God- Emperor, himself one of the most powerful psykers to ever have existed. The Xanthites cite these as examples that there is no

question as to whether Chaos can serve Humanity; it is just a matter of to what degree. As a result, inquisitors of this faction often use daemon-weapons, Chaos-tainted artifacts, psyker-retainers, daemon hosts and forbidden grimoires in their quest to understand and exploit the boundless power of the warp. Many have achieved mastery over the psychic discipline they have trained in, and it is unusual to find a Xanthite with no psychic ability whatsoever.

One of the more notorious contemporary advocates of the Xanthian philosophy, Inquisitor Lichtenstein, has incurred the wrath of none other than Witch Hunter Tyrus in his obsessive search for a hidden library of arcane grimoires that can only be reached through the warp. The enmity between these two inquisitors exemplifies the relationship between the Xanthites and the Monodominants. However, an interesting exception exists to the Radical/Puritan divide. The Horusians, a sub-sect of the Xanthites, wish to create a new leader for Humanity much like the puritan Thorians. Both factions strive for a powerful, god-like figurehead to lead the Imperium into a new age. But these extreme radicals view the might of Horus as a wasted opportunity; believing that should the limitless power of Chaos be harnessed and bound into a great leader of men, Humanity could once more become united and crush all before it. Needless to say, even open-minded members of the Inquisition view the Horusians as dangerous in the extreme.

RECONGREGATORS

"Look around you! We must tear down the rusty and ancient cage that we have built for ourselves and replace it with a shining tower that can once more touch the stars. Without evolution, we are shorn of our greatest strength." - Inquisitor Laschia at the Oulan Symposium

To the Recongregators, the Imperium is a waning, decaying thing, riddled with corruption, and many of its galaxy-spanning organizations are rotten to the core. Inquisitors of this faction believe that for the Imperium to return to its former glory the shackles of

the present must be broken apart. Once they lie in pieces, the Imperium can be forged anew, stronger and purer than ever before.



Bureaucracy, politicking and stagnation are the enemies these inquisitors aim to fight, pulling down established governments and replacing them with free-thinking radicals. Although wary of causing too much unnecessary destruction, the Recongregators' methods have led them to sponsoring uprisings, stirring up civil unrest, sowing anarchy, causing riots and advocating political upheaval wherever they go. It is believed that Recongregator inquisitors had a hand in the Gobi Insurrections, the deposition of Arch-Cardinal Greig on Hisiros VI, the Sol Ridge Rebellions and even the assassination of Luthus Dareo, Tetrarch of Syllanis, whose stable and moderate rule had lasted for five generations. Although preferring to remain anonymous and manipulate events from the shadows, the Recongregators are not above extreme

action and will involve themselves in covert operations should the necessity arise.

Recongregators are often found in the ranks of the Ordo Hereticus, though rather than seeking to unmask and destroy underground leaders, these inquisitors actively aid these individuals for their own ends. They work to depose corrupt or conservative figures and replace them with those dynamic and open-minded leaders capable of departing from the status quo. Obviously, this is in direct conflict with the Amalathian faction, who consider some Recongregators no better than the demagogues of the Alpha Legion. Unbeknownst to those incumbent upon their thrones, many a dynasty has been upheld by an Amalathian whilst a Recongregator works to tear it down.

ISTVAANIANS

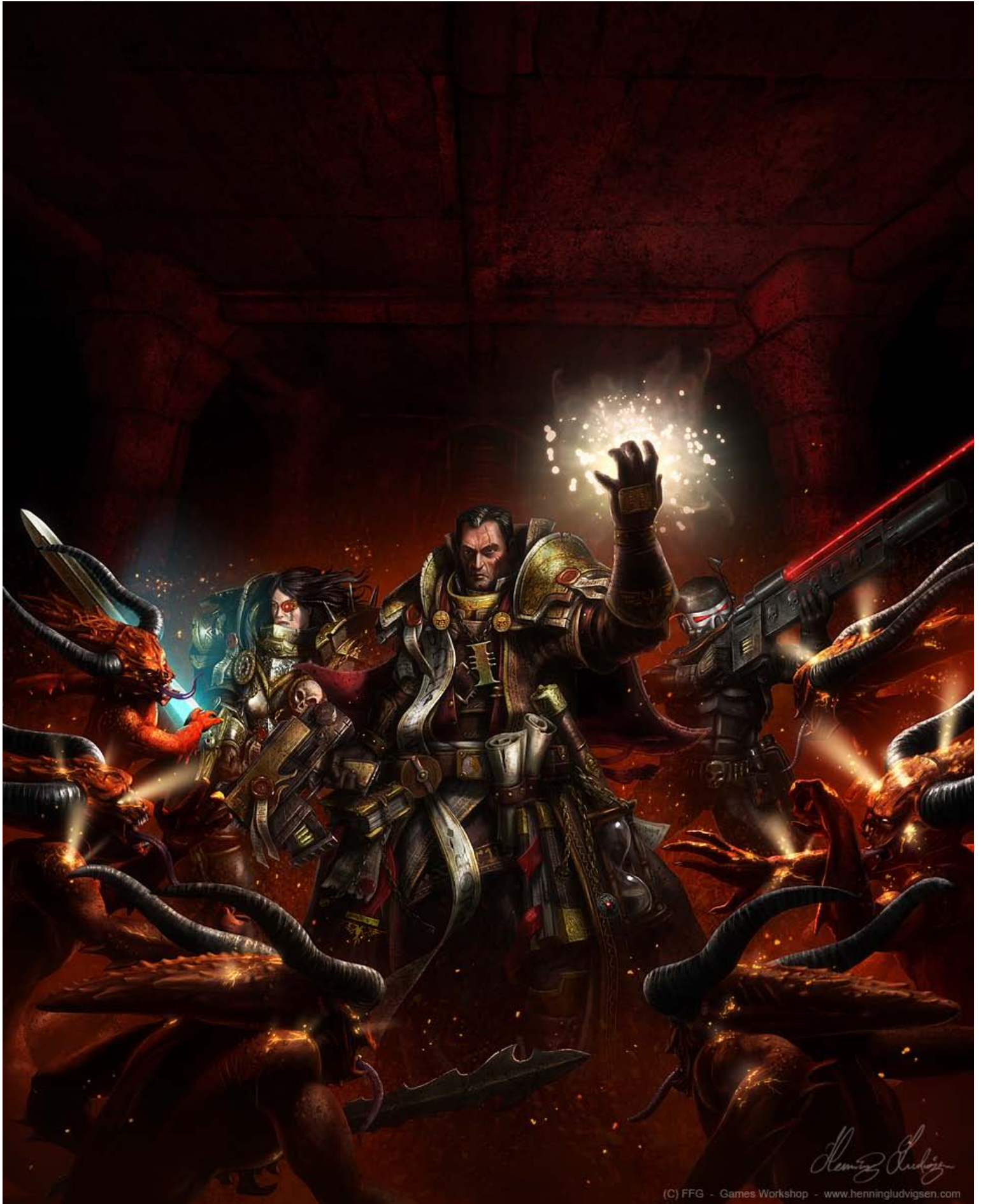
*"Would you have Mankind grow old and withered, running to fat on the fruits of remembered glory whilst its enemies tear at its frail extremities? I think not. With each trial, we become stronger. My brethren and I will provide." -
Attributed to Inquisitor Vechorte*

The Istvaanians see Humanity's evolution as having slowed to a crawl, degenerating and growing soft, and they fear that it will ultimately fall to its innumerable enemies. As a result, they spread strife, hatred and confrontation wherever they go. They believe the Imperium will become stronger through conflict, with only the toughest and most worthy surviving. The Istvaanians take their name from the massacre which began the most terrible conflict to have engulfed Humanity, the Horus Heresy, initiated by the traitor Warmaster's virus bombing of Istvaan III. What most Imperial historians view as the worst disaster to ever befall the Imperium, the Istvaanians champion as the catalyst for many of its greatest accomplishments. Despite their extreme stance and drastic methods, history seems to vindicate their beliefs, as from the greatest periods of upheaval have stemmed the most profound developments within the Imperium. With an

objectivity borne of hindsight, they claim that the Heresy weeded out the weak-willed and traitorous from the ranks of the Adeptus Astartes, and ultimately caused the Emperor's ascension, allowing the Master of Mankind to ascend to godhood. They point to the Age of Apostasy, when the Imperium was devoured by a fever of blasphemy, as the cause of the Ecclesiarchy's reformation and the coming of Sebastian Thor. Great advances and leaps of faith are undeniably possible when Humanity is tested to its limit, and it is for this reason that the Istvaanians actively cultivate war.

The modus operandi of the warmongering Istvaanians is sometimes so extreme that many of its most militant exponents have surpassed even the uncompromising Monodominants. For instance, the discovery of a hereditary blemish on the princess of Moia, a once beautiful planet that had previously enjoyed six centuries without conflict, was enough for Inquisitor Vechorte to incite a pogrom of world-wide witch hunts that eventually erupted into a vengeful crusade. In defense of the Istvaanians' methods, however, the Moian 3rd have since gone on to garner a fearsome reputation in the Imperial Guard.

Interestingly, several well-respected members of the Inquisition have recently come out in favor of the Kinel Proposal, a motion proposed by the infamous Istvaanian Inquisitor Gastus Kinel. The proposal seeks to enforce military service upon all members of Imperial society fit for conscription. Given the current abundance of threats to the Imperium's future, this may well be considered by the High Lords of Terra, and has already gained considerable support within the ranks of the Inquisition. It is a testament to the manipulative skills of Kinel that he has secured the support of a great many Monodominant inquisitors with the fire and passion of his xenophobic sentiments. Needless to say, this militarization of untold billions of Imperial citizens would be a great victory for the Istvaanians, and possibly even Humanity as a whole.



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How to play with an Inquisition Army

An Inquisition Army can be used in one of the following fashions:

Inquisition Force:

Inducted Imperial Guard or Allied Space Marines may be taken, but do not count as scoring units. Additional non-Character units from the Grey Knight, Deathwatch, or Sisters of Battle Force Organization may be selected depending on the respective Inquisitor leading the Army. Units from the respective Force Organization count as scoring.

'Pure' Grey Knight, Deathwatch, or Sisters of Battle Force:

Play with units from the respective Organization Force only.

Sisters of Battle with Allied Grey Knights or Deathwatch:

Mission Force Organization criteria must be fulfilled with units selected from the Sisters of Battle Force Organization. You may select 0-1 HQ, 0-1 Elite, 0-2 Troops, and 0-1 Fast Attack units from the Grey Knights or the Deathwatch organizational chart. Special characters may not be taken as Allies. Units selected do not count as scoring units.

Allies of the Imperium:

Sisters of Battle, Grey Knights, or Deathwatch may be selected as allies for Imperial Guard and Space Marines, including variant armies such as Blood Angels, Dark Angels, Black Templar, and Space Wolves. Mission Force Organization Criteria must be fulfilled with units selected from the primary Army. Special characters may not be taken as Allies. Allied units do not count as scoring units. May take 0-1 Elite, 0-2 Troops, and 0-1 Fast Attack from the same organizational chart.

Note that units from the Inquisition Force Organization, such as the Inquisitor Lord or the Inquisitorial Storm Troopers, may not be selected as Allies. It is the Inquisitor that has the Imperial mandate to requisition additional forces from the Imperium, not the other way around!





WARGEAR

This section of *Codex: Inquisition* lists the weapons and equipment used by Inquisitorial Forces, Grey Knights, Deathwatch, and the Sisters of Battle, along with the rules for using them in your games of *Warhammer 40,000*.

Equipment that are unique to special characters are detailed in the appropriate entry in the Forces section.

WEAPONS

Animus Speculum

The animus speculum is a rare weapon used by those of the Culexus temple, which projects a blast of warp energy towards the enemy.

Range	Strength	AP	Type
12"	5	1	Assault 2

For every psyker within 12", add +1 to the Assault value of the animus speculum.

Arbites Shotgun

The shotgun is a projectile weapon firing a large, solid slug, or a dispersed fragment shot. The Adeptus Arbites combat shotgun has more range than the common Imperial shotgun. In addition, they also carry Executioner rounds which pierce most light infantry armour.

Each time an Arbites shotgun fires, the controlling player can choose which type of ammunition is being used.

Normal Round			
Range	Strength	AP	Type
18"	3	-	Assault 2

Executioner Round			
Range	Strength	AP	Type
18"	4	5	Assault 1, Twin-linked

Assault Cannon

The rapidly rotating, multiple barrels of an assault cannon unleashes a storm of shells, each one capable of shredding a man. The sheer volume of fire means that an assault cannon can be turned against infantry or even vehicles, where the overwhelming salvo of shells is capable of shredding even the heaviest armour.

Range	Strength	AP	Type
24"	6	4	Heavy 4, Rending

Autocannon

Autocannons fire large caliber, high-velocity shells at a prodigious rate. They are the heavy weapon of choice for facing large infantry formations and lightly armoured vehicles.

Range	Strength	AP	Type
48"	7	4	Heavy 2

Auxiliary Grenade Launcher

The auxiliary grenade launcher is a tubular device that fires pre-primed and pre-loaded grenades. It is commonly fixed onto another weapon, such as a bolter, combi-weapon, or even a power fist, but more exotic shoulder- and wrist-mounts have been employed in the past. Such devices are rare and normally are utilized by command personnel and veterans.

An auxiliary grenade launcher can be fired in addition to another weapon. Each time an auxiliary grenade launcher fires, the controlling player can choose which type of grenade is being used.

Frag Grenade			
Range	Strength	AP	Type
12"	3	6	Assault 1, Blast

Krag Grenade			
Range	Strength	AP	Type
12"	6	4	Assault 1

Avenger Shuriken Catapult

This exotic, Eldar weapon fires a hail of razor-sharp discs by means of gravitic acceleration, similar to that which powers the Land Speeders. While the gravitic technology has not been replicated, the monomolecular discs that are fired have, to some extent.

Range	Strength	AP	Type
18"	4	5	Assault 2

Battle Cannon

The battle cannon is the most common armament on the Leman Russ battle tank. The explosive rounds can decimate enemy infantry and tanks with equal contempt.

Range	Strength	AP	Type
72"	8	3	Ordnance 1

Big Choppa

Enormous axes with jagged metal teeth, big choppas are chosen more for their sheer weight and size than subtlety.

A big choppa is a two-handed close combat weapon that adds +2 to the user's Strength.

Big Shoota

A big shoota is a loud, heavy, large caliber machine gun that bucks and sparks like crazy, used by some Ork mercenaries.

Range	Strength	AP	Type
36"	6	5	Assault 3

Blessed Weapon

Including such renowned weapons as the Blade of Admonition, the Axe of Retribution, and the Flail of Chastisement, a 'blessed weapon' included the most revered of artifacts carried to war by the Orders Militant. A few have also been seen in the hands of Inquisitors as well.

A blessed-weapon is a Master-Crafted Power Weapon that adds 2 to the bearer's Strength.

Boltgun

The boltgun, or bolter, fires large shells or 'bolts.' Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside.

Range	Strength	AP	Type
24"	4	5	Rapid Fire



Bolt Pistol

Bolt pistols are smaller versions of bolters, and are able to use the same ammunition cartridges, though they have a smaller range and rate of fire.

Single bolt pistol

Range	Strength	AP	Type
12"	4	5	Pistol

Twin bolt pistols

Range	Strength	AP	Type
12"	4	5	Pistol, Twin-linked

A model armed with twin bolt pistols counts as being armed with an additional close combat weapon in assault.

Brazier of Holy Fire

The brazier of holy fire contains a small amount of blessed promethium that is sometimes carried into battle by the Sisters of Battle. It is said that the brazier lights the path of the faithful while leaving the impure shrouded in darkness.

The brazier of holy fire counts as an additional close combat weapon. In addition, once per game it may be used like a Heavy Flamer. All of the normal rules for a Heavy Flamer apply.

Bright Lance

The bright lance is the Eldar equivalent of the Imperium's lascannon. It operates in a similar fashion, firing a concentrated laser-blast for destroying enemy vehicles, but is much more energy efficient and capable of boring through armour more effectively, at the cost of range and overall power.

Range	Strength	AP	Type
36"	8	2	Heavy 1, Lance

Burna

Burnas are large flamethrowers used for slicing up scrap metal and enemy warriors. Orks are also adept at using them at close range.

Range	Strength	AP	Type
Template	4	5	Assault 1

A burna may be used in the shooting phase with the profile above, or as a power weapon in an assault, but not both in the same turn. See the Assault Phase chapter of the Warhammer 40,000 rulebook.

Chainfist

A chainfist is a power fist with a chainblade attachment designed to carve its way through armoured bulkheads or armour plating. Originally designed for boarding actions, the whirring adamantine blades of a chainfist have long since proven their worth when engaging armoured targets of all kinds.

A chainfist is treated as a power fist, but rolls 2D6 for armour penetration.

Chem Cannon

Chem cannons release toxic clouds of acidic, poisonous gas that dissolves organic material in moments. The victims' blood boils in their own veins, and their flesh sloughs from bone as the mixture of toxins do their horrific work.

Range	Strength	AP	Type
Template	1	3	Heavy 1, Poisoned (2+)

Choppa

Orks use a bewildering variety of bladed, spiked, serrated, jagged, barbed, and notched hand weapons from the proverbial blunt instrument to whirring Ork-tooth chainsaws.

A choppa counts as a close combat weapon. See the Assault Phase chapter of the Warhammer 40,000 rulebook.

Close Combat Weapon

The most common close combat weapons in the Imperium include the chainsword and the combat blade. There are also a multitude of other weapons as well, from maces to staves, however they are less common.

See the Assault Phase chapter of the Warhammer 40,000 rulebook.



Combi-Bolter Stake Crossbow

The combi-bolter stake crossbow is a special combi-weapon (see entry below for further information) that fires a blessed silver stake, immolating its target in a burst of holy fire. The stake has been inscribed with hexagrammatic wards that make it anathema to psykers.

Like other combi-weapons, the bearer may choose to fire either the bolter, or the secondary weapon as described below. Unlike other combi-weapons, the secondary weapon may be fired every turn.

Range	Strength	AP	Type
24"	3	5	Assault 2

Any psyker hit is wounded on a 2+ and receives no Armour save, although Invulnerable saves may be taken as normal.

Combi-Flamer, -Melta, and -Plasma

Combi-weapons are bolters that have been specially modified. Each has been expertly converted to house another weapon, either a meltagun, plasma gun, or flamer. This extra weapon carries only a limited charge, allowing the bearer a single shot, perfect for emergencies and shots of opportunity.

An individual armed with a combi-flamer, combi-meltagun, or combi-plasma gun, can fire either the bolter or the secondary, each with the profile listed elsewhere in this section. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle. You cannot fire both weapons in the same turn.

C'tan Phase Sword

A weapon based on a metal blade of unknown composition, through the use of highly advanced Necron physics, capable of slicing through any object irrespective of its physical properties. Energy shields, armour, or even daemonic bodies are no defense against a phase weapon. However, as the C'tan necrodermis is made of the same metal and has the same properties, attacking a C'tan with a phase weapon disarms the attacker, as the metal becomes part of the C'tan necrodermis shell. The precious few of these weapons seen in the Imperium were acquired by a Deathwatch raid on a long-dead Necrontyr world.

No saves are allowed against hits from a C'tan phase sword, not even Invulnerable saves! All attacks made against a C'tan using this weapon automatically fail, and furthermore, the weapon is removed from the profile of the user for the remainder of the game or campaign.

Cyclone Missile Launcher

The Cyclone missile launcher is a variant specifically designed to be fit onto terminator armour. Loaded with frag and krak missiles, the Cyclone consists of two "cube shaped" missile boxes with a targeter and sensor array.

Each time a cyclone missile launcher fires, the controlling player can choose which type of missile is being used.

Frag Range	Strength	AP	Type
48"	4	6	Heavy 2, Blast

Krak Range	Strength	AP	Type
48"	8	3	Heavy 2

Daemonhammer

The legendary Daemonhammer is given only to those of the Ordo Malleus who have excelled themselves in battle by destroying a Greater Daemon. On its head is a burning sigil of the Inquisition, and it strikes with the force of a thunderbolt.

The Daemonhammer counts as a master-crafted thunder hammer that strikes in Initiative order against Daemons.



Daemon Weapon

A Daemon weapon contains the power of a Greater Daemon, gifted to the most powerful Chaos Lords. As they are the vessel of a most unholy being, the malevolence within can also strike against its bearer. Those in the Imperium rarely come across such weapons of power, as the chance of survival against one is slim, which is still better than surviving the wrath of the Inquisition should one be found with such a weapon.

A Daemon weapon counts as a power weapon that adds +1 to the bearer's Strength as well as adding an extra D6 Attacks in close combat. On any roll of a 1, the bearer may not attack in this round and suffers one wound with no armour saves allowed.

Deathwatch Pattern Heavy Bolter

The Deathwatch Space Marines utilize a modified version of the heavy bolter that is equipped with an additional suspensor unit that provides just enough stability to allow it to be fired while on the move. Although the effective range is reduced, the weapon gains the ability to provide suppressive fire while advancing. Deathwatch Space Marines also carry Hellfire shells, but those rounds are unable to be fired while on the move.

Range	Strength	AP	Type
36"	5	4	Heavy 3

Range	Strength	AP	Type
18"	5	4	Assault 3

Heavy bolter hellfire shell

Range	Strength	AP	Type
36"	X	-	Heavy 1, Blast

Hellfire rounds are poisoned and wound on a 2+.

Deathwind Missile Launcher

Some Drop Pods are armed with a deathwind missile system that launches a multitude of short-range small, explosives that allows those on board the advantage when pouring forth to engage the enemy in close quarters.

Range	Strength	AP	Type
12"	5	-	Heavy 1, Large Blast

Deffgun

Deffguns are shoulder-mounted heavy weapons that can sometimes maintain a heavy rate of fire, while at other times fires single shots.

Range	Strength	AP	Type
48"	7	4	Heavy D3

Demolisher Cannon

The demolisher cannon is the weapon of choice amongst the Imperium's armies when faced with dug-in enemy infantry in a dense environment such as a cityfight or siege. The terrific blast unleashed by the detonation of the huge demolisher shell is often sufficient to bring down buildings in which the enemy takes cover, crushing them beneath tons of fallen masonry.

Range	Strength	AP	Type
24"	10	2	Ordnance 1

Demolition Charge

Small, compact, but extremely destructive, demolition charges are used to destroy enemy fortifications and enemy armour emplacements.

Range	Strength	AP	Type
6"	8	2	Assault 1, Large Blast One Shot Only

Digital Weapons

Digital weapons are concealed lasers fitted into finger rings, bionic implants, or the knuckles of a glove. They lack the power to be used at range, but can be triggered in close combat to take advantage of an exposed weakness while the enemy fends off the main attack.

A model armed with digital weapons can re-roll a single failed roll to wound in each Assault phase.

Eldar Missile Launcher

The Eldar missile launcher is the standard missile weapon system for Eldar ground forces, similar to the Imperial missile system. Plasma missiles are a more sophisticated anti-infantry missile, capable of stopping medium-armoured infantry units. Eldar krak missiles, despite being of a higher level of technology, have the same destructive force as an Imperial krak missile.

Each time an Eldar missile launcher fires, the controlling player can choose which type of missile is being used.

Krak Range	Strength	AP	Type
48"	8	3	Heavy 1

Plasma Range	Strength	AP	Type
48"	4	4	Heavy 1, Blast, Pinning

Eviscerator

An eviscerator is an obscenely oversized chainsword that is so abnormally large that it can only be wielded in combat effectively with two hands. It has become a popular weapon amongst certain low-tech forces as a weapon primarily for inducing terror into the enemy.

An eviscerator is treated as a power fist, but rolls 2D6 for armour penetration.

Executioner Pistol

The Executioner pistol is a combination of the bolt pistol and the needle pistol, used exclusively by the Imperial Eversor Assassins.

Each time an Executioner pistol fires, the controlling player can choose which pistol is being used.

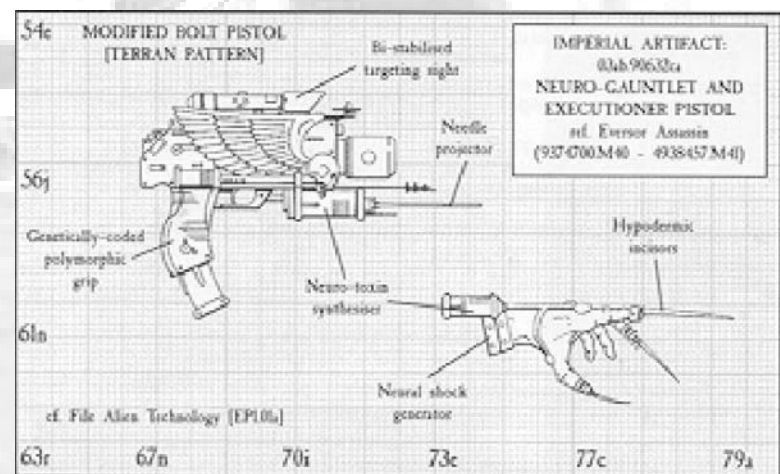
Bolt Pistol

Range	Strength	AP	Type
12"	4	5	Pistol

Needle Pistol

Range	Strength	AP	Type
12"	X	6	Pistol

The needle pistol always wounds on a 4+, regardless of the target's Toughness. A needle pistol has an Armour Penetration of D6 against vehicles.



Exitus Pistol

The Exitus pistol is a masterpiece of craftsmanship, a weapon as elegant as it is deadly. Unlike the larger rifle, the Exitus pistol is mainly considered a backup weapon for the Vindicare temple, primarily used in those rare circumstances where the assassin is discovered, cornered, or in need of rapid fire capability.

Range	Strength	AP	Type
12"	5	2	Pistol

Exitus Rifle

The signature weapon of the Vindicare temple, the Exitus rifle is amongst the finest example of Imperial weaponsmithing. Hand-crafted by a Magos-Artisan of the Adeptus Mechanicus, each Exitus rifle is part of a matched set of pistol and rifle, customized to the specifications of the individual assassin. The Exitus weapons contain sophisticated machine spirits and utilize ammunition constructed from special heavy-gravity alloys to penetrate nearly all forms of known protection.

Range	Strength	AP	Type
36"	X	2	Heavy 1, Sniper

The Exitus rifle comes with three special rounds. Each special round may be used once per game. You must declare you are using a special round before firing.

Shield-Breaker: This shot ignores Invulnerable saves.

Turbo-Penetrator: This shot inflicts two Wounds on any model instead of one. If fired at a vehicle, it has an Armour Penetration of 3D6.

Hellfire: This shot wounds on a 2+ instead of a 4+.

Exorcist Missile Launcher

The Exorcist missile launcher is a large missile artillery piece that consists of multiple missile tubes, primarily used for destroying enemy emplacements and armoured vehicles. It is used exclusively by the Adepta Sororitas.

Range	Strength	AP	Type
48"	8	1	Heavy D6

Flamer

Flamers spew a highly volatile cloud of liquid chemicals that ignite upon contact with the air. They are primarily used to scour the enemy from defended positions, their belches of superheated vapor slaughtering the defenders in a fiery conflagration.

Range	Strength	AP	Type
Template	4	5	Assault 1

Flamestorm Cannon

The flamestorm cannon is a large Imperial flamer, more powerful than even the heavy flamer. Each flamestorm cannon spouts a billowing tide of burning promethium into the thick of the foe.

Range	Strength	AP	Type
Template	6	3	Assault 1

Flamestorm Incinerator Cannon

The flamestorm incinerator cannon is the larger version of the incinerator. This weapon is capable of turning even power armour to a molten pile of slag. It can also melt through storm shields with equal ease, leaving little that can withstand these holy flames.

Range	Strength	AP	Type
Template	6	3	Assault 1

Invulnerable saves and cover saves may not be taken against wounds caused by a flamestorm incinerator cannon.



Frag Grenade

Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding frag grenades drives opponents further into cover for a few precious moments while the attackers close in.

Frag grenades are assault grenades, as described in the Warhammer 40,000 rulebook.

Force Weapon

Force weapons are potent psychic weapons used exclusively by trained psykers. They have the same effects as power weapons, but also confer onto the wielder the ability to instantly extinguish the life force of any opponent.

See the Psyker section in the Warhammer 40,000 rulebook for details on using a force weapon.

Fusion Gun

Fusion guns are the Eldar analog to the Imperial melta technology. They are effective against highly armoured infantry as well as tanks.

Range	Strength	AP	Type
12"	8	1	Assault 1, Melta

Fusion Pistol

Fusion pistols are the hand-held version of the fusion gun.

Range	Strength	AP	Type
6"	8	1	Assault 1, Melta

Grenade Launcher

Perhaps the most commonly employed special weapon utilized by Imperial Guard infantry, the versatile grenade launcher can be used against infantry and light vehicles with success.

Each time a grenade launcher fires, the controlling player can choose which type of grenade is being used.

Frag Grenade

Range	Strength	AP	Type
24"	3	6	Assault 1, Blast

Krag Grenade

Range	Strength	AP	Type
24"	6	4	Assault 1

Hand Flamer

The hand flamer is a smaller version of the flamer that is commonly used with the Sisters of Battle, although the Blood Angel Space Marines also make employ of it. It is compact enough to be wielded in close quarters.

Single hand flamer

Range	Strength	AP	Type
Template	3	6	Pistol

Twin hand flamers

Range	Strength	AP	Type
Template	4	5	Pistol

A model armed with twin hand flamers counts as being armed with an additional close combat weapon in assault.

Hand Incinerator

A hand-incinerator, or more appropriately, a wrist-mounted incinerator, is a smaller version of the incinerator that is used by Grey Knight Marines. Although not as destructive as the incinerator, the hand incinerator allows the Grey Knight to keep his nemesis force weapon.

Range	Strength	AP	Type
Template	4	5	Assault 1

Invulnerable saves and cover saves may not be taken against wounds caused by a hand incinerator.

Heavy Bolter

An enormous version of the bolter; the heavy bolter fires fist-sized bolts at the enemy with a staggering rate of fire.

Range	Strength	AP	Type
36"	5	4	Heavy 3

Heavy Flamer

A much larger and bulkier version of the flamer, the heavy flamer produces a larger flame capable of enveloping most targets. It can be used to sweep fortifications clear and to purge the ranks of the enemy at close quarters.

Range	Strength	AP	Type
Template	5	4	Assault 1

Heavy Stubber

The heavy stubber rattles off a hail of heavy-weight bullets that is highly effective against lightly armoured infantry units. They are fairly reliable weapons; cheap and easy to mass produce, and nearly as effective as a bolter, although far less sophisticated. They are often produced on worlds without the technological base to make las weapons.

Range	Strength	AP	Type
36"	4	6	Heavy 3

Hellfury Missiles

Hellfury missiles are packed with incendiary submunitions that are used to drive enemy troops from cover. They are commonly seen in Vendetta gunships that are used in jungle fighting.

Range	Strength	AP	Type
72"	4	5	Heavy 1, Large Blast One Shot Only

Cover saves may not be taken against hits from a hellfury missile.

Hellgun

A hellgun is an enhanced version of the standard lasgun that utilizes a high-energy laser beam. It is fed by a substantial backpack-mounted power source, allowing a greater amount of energy to be unleashed with each shot. This gives the hellgun improved armour piercing capabilities as well as greater stopping power against unarmoured targets; however, they require a greater degree of maintenance than the lasgun.

Range	Strength	AP	Type
24"	3	5	Rapid Fire

Hell Pistol

The hell pistol is the more compact version of the hellgun. It still required a backpack-fed power source.

Range	Strength	AP	Type
12"	3	5	Pistol

Hellstorm Missiles

Hellstorm missiles are krak missiles modified with an armour piercing warhead as well as a two-stage solid fuel system, allowing them greater range and giving them the capable to destroy heavy infantry units and enemy tanks alike.

Range	Strength	AP	Type
72"	8	1	Heavy 1, One Shot Only

Hellstrike Missile

The powerful hellstrike missile is a common armament of the Valkyrie Assault Carrier. It is usually carried to give tank hunting or heavy infantry fighting capability, having the same impact as the battle cannon, although they come in limited supply.

Range	Strength	AP	Type
72"	8	3	Ordnance 1, One Shot Only

Hot-shot Lasgun

The hot-shot lasgun is a hellgun designed for use with the 'hot-shot' laser pack, which is a much more powerful external energy cell. This in turn allows for a significantly improved armour-piercing capability. The intensity is strong enough that, besides a tank or armoured vehicle, only the toughest armour can withstand a hit from this weapon. The downside is that there is a shortened range when compared to a normal hellgun. Many Storm Trooper units throughout the Imperium are replacing their hellguns with the hot-shot lasguns.

Range	Strength	AP	Type
18"	3	3	Rapid Fire

Hot-shot Las Pistol

The hot-shot las pistol is the compact version of the hot-shot lasgun. The shortened range is compensated by the greater armour-piercing capability.

Range	Strength	AP	Type
6"	3	3	Pistol



Hunter-killer Missile

A hunter-killer missile is a single use weapon that is commonly fitted to vehicles in the Imperium that allow even lightly armoured vehicles such as the Rhino or the Chimera to engage enemy heavy battle tanks.

Range	Strength	AP	Type
Unlimited	8	3	Heavy 1, One Shot Only

Hurricane Bolter

Hurricane bolters are usually seen as a pair, making a set of six co-axial boltguns. They have an enormous rate of fire and are highly effective against lightly armoured infantry.

A hurricane bolter counts as three twin-linked bolters that fire as a single weapon.

Imperial Shotgun

The ubiquitous shotgun is sometimes used amongst the Imperial Guard, although the lasgun is more commonly preferred. It is commonly produced on worlds that do not have the technological base to produce las weapons.

Range	Strength	AP	Type
12"	3	-	Assault 2

Incinerator

Incinerators are blessed weapons, fuelled with the purest consecrated promethium and blessed oils to burn with the white heat of pure faith.

Range	Strength	AP	Type
Template	5	4	Assault 1

Invulnerable saves and cover saves may not be taken against wounds caused by an incinerator.

Incinerator Cannon

The incinerator cannon is the most powerful superheating weapon used by the Demiurg. All armour melts away before it.

Range	Strength	AP	Type
24"	7	1	Heavy 1, Blast, Melta

Incinerator cannons may roll an extra 2D6 and choose the higher of the two when rolling to penetrate a vehicle's Armour Value at half range or less.

Incinerator Gun

Incinerator weapons work by superheating an element until it combusts and burns to ashes. They are commonly employed by the Demiurg against armoured units or well equipped infantry.

Range	Strength	AP	Type
12"	7	1	Assault 1, Melta

Incinerator guns may roll an extra 2D6 and choose the higher of the two when rolling to penetrate a vehicle's Armour Value at half range or less.

Implant Weapon

Ranging from implanted electro-flails, cutting claws, power-scourges, and other equally wicked devices, the implant weapons of the Arco-flagellant are used with devastating effect against the enemy.

An implant weapon counts as a power weapon, but do not count as an additional close combat weapon.

Incinerator Pistol

Incinerator pistols are the hand-held version of the incinerator gun. These are rare amongst the Demiurg, and often seen only with higher ranking members.

Range	Strength	AP	Type
6"	7	1	Pistol, Melta

Incinerator pistols may roll an extra 2D6 and choose the higher of the two when rolling to penetrate a vehicle's Armour Value at half range or less.

Inferno Cannon

The Inferno cannon is a huge, vehicle mounted flame weapon whose damage is multiplied by the explosive force it is fired with. The amount of flame is enough to melt through most armour and even some defensive structures.

Range	Strength	AP	Type
Template	6	4	Assault 1

When firing the inferno cannon, place the narrow end of the template within 12" of the weapon, with the large end no closer to the weapon than the narrow end. The inferno cannon is then treated like any other template weapon.

Inferno Pistol

The Inferno pistol is a powerful relic that dates back to the Dark Age of Technology, sometimes referred to as an infernus pistol or a melta pistol. Each inferno pistol is essentially a pistol-sized meltagun whose fury can pierce even the heaviest armour.

Single inferno pistol

Range	Strength	AP	Type
6"	8	1	Pistol, Melta

Twin inferno pistols

Range	Strength	AP	Type
6"	8	1	Pistol, Melta, Twin-linked

A model armed with twin inferno pistols counts as being armed with an additional close combat weapon in assault.

Krak Grenade

Krak grenades are armour piercing bombs, designed to crack open the armoured hulls of enemy vehicles. Though they lack the explosive force of melta bombs or other specialized demolition charges, they are small and easy to carry, making them ideal weapons of opportunity.

See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using krak grenades.

Kroot Hunting Rifle

The Kroot hunting rifle is an adapted form of the basic Kroot rifle that is more adept for hunting. It is quieter and has a longer range.

Range	Strength	AP	Type
36"	X	6	Heavy 1, Sniper

Kroot Rifle

The Kroot rifle works by firing pulse rounds, making it similar in function to the bolter. It is armed with blades near the muzzle and stock that are similar to ancient Kroot fighting staves.

Range	Strength	AP	Type
24"	4	6	Rapid Fire

Kroot wielding the Kroot rifle count as being armed with two close combat weapons and receive a +1 attack bonus.

Kustom Mega-Blasta

Ork Meks sometimes create a weapon that is greater than the sum of its parts. This weapon fires a focused blast of pure energy at its targets, or explodes in a brilliant fashion.

Range	Strength	AP	Type
24"	8	2	Assault 1, Gets Hot!

Lasblaster

This Eldar weapon uses laser technology similar to that of the Imperium, but more advanced and energy efficient, using physically grown crystals to narrow the laser beam.

Range	Strength	AP	Type
24"	3	5	Assault 2

Lascannon

There are few finer weapons for tank hunting than the lascannon. Within the gun is a laser chamber that charges an energy blast capable of shattering an enemy vehicle. This is a common weapon found throughout the Imperium, carried by infantry units, with heavier versions found on tanks.

Range	Strength	AP	Type
48"	9	2	Heavy 1

Lasgun

The most common weapon found in the Imperium, the lasgun is easily to replicate. There are multiple subtle variations of the lasgun, but all are reliable and simple to maintain. Many experienced fighters prefer these trustworthy weapons to more destructive weapons for these very reasons.

Range	Strength	AP	Type
24"	3	-	Rapid Fire

Las pistol

One of the more ubiquitous weapons found throughout the Imperium, the las pistol is based upon the same technology as the lasgun. The standard power packs for these weapons can be recharged from a standard power source or by exposing the cell to light or heat.

Range	Strength	AP	Type
12"	3	-	Pistol

Lightning Claws

Lightning claws are heavily armoured gauntlets with long, slashing talons sheathed in a rippling power field. Used most effectively in pairs, lightning claws slice through armour, flesh, and bone with terrifying effectiveness.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details on using lightning claws.

Master-Crafted Weapon

Master-crafted weapons are products of users of careful labor by the most accomplished artisans found in the Imperium. A weapon that has been manufactured with such dedication will be superior to any other weapon of its type.

A master-crafted weapon allows the bearer to re-roll one failed to hit per player turn when using the weapon.

Melta Bombs

Meltabombs are subatomic charge-powered demolition munitions, capable of melting through even the most heavily armoured targets. They are much bulkier than Krak grenades, with a more sophisticated detonation mechanism. These weapons can destroy enemy tanks and bunkers.

See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using meltabombs.

Melta Cannon

The melta cannon is a more powerful version of the melta gun, capable of firing a large thermal blast over a short distance, causing massive molecular breakdown and turning the target into a mixture of molten slag and steaming gas.

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta, Blast

Meltagun

Meltaguns are lethal anti-armour weapons and are usually employed when assaulting against heavily fortified defense lines and bunkers. They are most effective at short range and are capable of reducing rock, metal, and any living material to molten slag or ash.

Range	Strength	AP	Type
12"	8	1	Assault 1, Melta

Missile Launcher

One of the most versatile heavy weapons commonly found throughout the Imperium, the missile launcher can fire either a krak missile or a frag missile. Frag missiles are designed to wreak havoc amongst lightly armoured infantry, while krak missiles can challenge the most heavily armoured targets.

Each time a missile launcher fires, the controlling player can choose which type of missile is being used.

Frag Range	Strength	AP	Type
48"	4	6	Heavy 1, Blast

Krak Range	Strength	AP	Type
48"	8	3	Heavy 1

Monomolecular Saber

The monomolecular saber is an ancient weapon from the height of Eldar technology. It is fashioned from a plane of wraithbone particles that is one molecule thick, making a mockery of all armour.

The monomolecular saber counts as a power weapon. In close combat, a roll of 6 causes an automatic wound, regardless of the enemy's toughness. Against vehicles, the wielder rolls 2D6 + Strength versus armour. If a 6 is rolled to-hit against a vehicle, the user adds 2D6 + double Strength versus armour.

Mortar

Mortars are muzzle-loaded, indirect-fire projectile anti-personnel weapons, capable of breaking up and pinning down enemy infantry formations.

Range	Strength	AP	Type
48"	4	6	Heavy 1, Blast, Barrage

Multi-laser

The enhanced phased capacitors and reinforced barrels of a multi-laser mean that a more destructive power level can be combined with a high rate of fire, making this weapon effective against lightly armoured targets and onrushing hordes alike.

Range	Strength	AP	Type
36"	6	6	Heavy 3

Multi-melta

A larger and more destructive version of the meltagun; a multi-melta is perfect for destroying bunkers and tanks.

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta

Multiple Rocket Pod

Multiple rocket pods contain a cluster of short-fused, super-frag missiles that are fired in a single salvo. Unlike the large hellstrike missiles, there is usually enough ammunition in a multiple rocket pod to last throughout a long skirmish. They are highly effective against enemy lightly armoured units.

Range	Strength	AP	Type
24"	4	6	Heavy 1, Large Blast



Nemesis Force Weapon

Nemesis force weapons are the characteristic weapon of the Grey Knights, and take the form of swords, axes, halberds, and hammers. They house a psi-matrix attuned to the unique psyche of its owner. The power of the weapon directly corresponds to the psychic talent of the wielder.

All hits from a Nemesis force weapon are resolved at Strength 6. In addition, Nemesis force weapons wielded by a Grey Knight Justicar, Terminator, or Brother-Captain count as power weapons. A Nemesis force weapon wielded by a Grey Knight Grand Master, or special character, counts as a force weapon.

Neural Shredder

The neural shredder is a rare and exotic weapon rarely seen in the galaxy, but is a common armament of the Officio Assassinorum agents trained by the Callidus temple. It projects a wave of electromagnetic energy that is of the same frequency as the central nervous system, overloading brain and nerve receptors, resulting in catastrophic effects on creatures within the area of effect. Symptoms range from seizures and convulsions, leading to unconsciousness and even death.

Range	Strength	AP	Type
Template	8	1	Assault 1

The neural shredder targets the opponent's Leadership characteristic rather than their toughness. If a vehicle is hit by the neural shredder, roll a D3. On a 1 or 2, the vehicle suffers a 'crew shaken' result. On a 3, the vehicle suffers a 'crew stunned.'

Neural Whip

The flailing, psycho-conductive neural whips carried by the Mistresses of the Sister Repentia squads are as much symbols of their rank as they are vicious weapons that lash out at the enemies of the Emperor before they are able to strike back.

A neural whip counts as a power weapon that adds +1 to the user's Initiative in close combat.



Neuro-Gauntlet

The Neuro-Gauntlet is a glove constructed from a flexible adamantite hyper-alloy, with neuro-toxin injectors fitted into each finger. Each injector is diamond-hard and incredibly sharp, allowing it to slice through armour and into the vulnerable flesh below. The cuts from a neuro-gauntlet are deceptively small, however the poisons they produce are some of the most potent and crippling toxins known to the Officio Assassinorum.

The Neuro-Gauntlet counts as an additional close combat weapon that causes a wound on a 4+ on a D6, regardless of the target's Toughness, with no Armour saves allowed. Invulnerable saves may be taken as normal. Vehicles suffer a Glancing hit on a roll of a 6.

Null Rod

A null rod is an obsidian rod that perpetually crackles with anti-psychic energy, nullifying warp-spawned powers.

A null rod counts as a power weapon. In addition, psychic powers are ineffective within 24" of the null rod. The bearer of the null rod and allies within 24" may not use psychic powers.

Orbital Strike

An Inquisitor sometimes travels in the accompaniment of a small Imperial warship, such as a Strike Cruiser. These warships carry heavy armament in cases where they need additional fire support is needed, or in the worst case scenario, there is need to declare Exterminatus.

Barrage Bomb			
Range	Strength	AP	Type
Unlimited	6	4	Ordnance 1, Barrage

Lance Strike			
Range	Strength	AP	Type
Unlimited	10	1	Ordnance 1, Barrage

Melta Torpedo			
Range	Strength	AP	Type
Unlimited	8	3	Ordnance 1, Barrage Melta

A melta torpedo always rolls an additional D6 when determining armour penetration (there is no half-range for Unlimited).

Psy-Warhead			
Range	Strength	AP	Type
Unlimited	9	3	Ordnance 1, Barrage

A psy-warhead ignored invulnerable saves.

Plasma Cannon

Plasma cannons fire a plasma 'bolt' that explodes on impact, generative the destructive heat of a small sun. Plasma cannons are prone to overheating, and can prove as deadly to the wielder as the target.

Range	Strength	AP	Type
36"	7	2	Heavy 1, Blast, Gets Hot!

Plasma Grenade

Plasma grenades use a small amount of exploding plasma to blind the enemy and prevent them from properly using their terrain to defend their position against advancing enemy forces.

Plasma grenades are assault grenades, as described in the Warhammer 40,000 rulebook.

Plasma Gun

Smaller than the plasma cannon, the plasma gun fires several compact 'pulses' of plasma energy.

Range	Strength	AP	Type
24"	7	2	Rapid Fire, Gets Hot!

Plasma Pistol

Plasma pistols are the smallest variant in the plasma weapon family. The destructive fury is undiminished, although the range and rate of fire are less.

Range	Strength	AP	Type
12"	7	2	Pistol, Gets Hot!

Pneumatic Carbine

The pneumatic carbine has a shorter range than the pneumatic rifle, but it can be fired more rapidly and also while on the move.

Range	Strength	AP	Type
12"	4	4	Assault 3

Pneumatic Gatling

The pneumatic gatling is the most powerful adaptation of the compression technology used by the Demiurg. It can blast holes through all but the toughest armour.

Range	Strength	AP	Type
24"	6	3	Heavy 3

Pneumatic Pistol

The pneumatic pistol is a smaller version of the pneumatic rifle, although it packs the same punch.

Range	Strength	AP	Type
10"	4	4	Pistol

Pneumatic Rifle

The pneumatic rifle is an adaptation of Demiurg mining tools which utilize high-powered compressors to fire 'projectiles' of air. Although they have more limited range, they are quite powerful.

Range	Strength	AP	Type
18"	4	4	Rapid Fire

Poison Blades

Callidus temple operatives are usually deployed with a small set of poisoned knives or needles that assist in their assassination missions.

At the end of the Assault phase, if the bearer is still in base contact with an enemy model, after all other combats has been resolved, she may make a single extra attack that always wounds on a 4+. Normal armour saves may be taken.

Power Fist

A power fist is an armoured gauntlet surrounded by a disruptive energy field. It is used to deliver crushing blows, capable of smashing the thickest armour asunder.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power fists.

Power Claw

A power claw is a powered, armoured gauntlet used by Ork Nobs as a sign of their status.

A power claw counts as a power fist. See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power fists.

Power Maul

The power maul is effectively a baton surrounded by a power field. The power field setting can be extensively adjusted so that its disruption effect can vary from bashing a hole through the wall to delivering a sudden knock-out blow to an individual.

The power maul counts as a power weapon that automatically wounds the opponent on a 4+. In addition, any model that suffers an unsaved wound will have their Initiative reduced to a value of 1 until the end of the next player's turn.

Power Stake

The power stake is another item in the Inquisitor's arsenal that is designed to be as much a symbol as a weapon. It takes the form of a solid meter-long shaft of cold-forged iron, tapering to a wicked point on one end. The other end is fashioned into a handle, containing a power field generator. All along the shaft are thousands of etched runes, each a prayer against the psyker and an invocation against the warp.

The power stake counts as a power weapon. Against psykers, a power stake always wounds on a 2+.

Power Weapon

A power weapon, typically a sword or axe, but sometimes a glaive, halberd, or mace, is sheathed in the lethal haze of disruptive energy, capable of tearing through all manner of materials with ease.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power weapons.

Psybane Missile Launcher

For the most severe of daemonic infestations, the Grey Knight Purgation squads may bring forth the psybane missile launcher, which is utterly capable of annihilating even greater daemons with but a single missile. The warheads of these missiles are loaded with a similar psychically charged isotope explosive as the psycannon shells, but they are far more potent as the concentration is equally greater.

Range	Strength	AP	Type
48"	9	3	Heavy 1, Blast

Invulnerable saves may not be taken against wounds caused by a psybane missile launcher.

Psycannon

Psycannons are based on bolt weapons, replacing the bolt warhead with ritually inscribed silver tips, psychically charged and backed by an isotope explosive. The psycannon's weight is offset by suspensors to permit it to be fired on the move, although the effective range is reduced compared to firing when properly braced.

Range	Strength	AP	Type
36"	6	4	Heavy 3

Range	Strength	AP	Type
18"	6	4	Assault 3

Invulnerable saves may not be taken against wounds caused by a psycannon.

Psyk-Out Grenades

Psyk-Out grenades are said to be created from a by-product of the constant workings of the Golden Throne. It is harmless to any organism, save the psychic, to which it can cause great harm. Thus, it is safely used by the Culexus temple assassins.

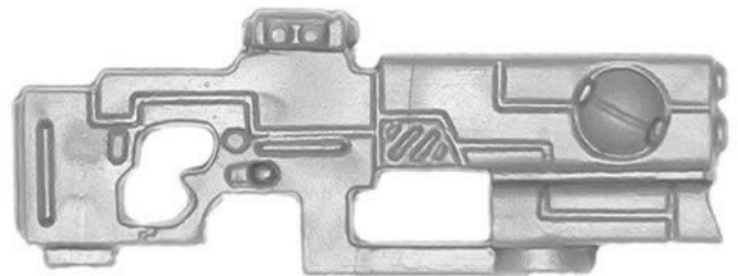
Range	Strength	AP	Type
6"	X	X	Assault 1

Roll to-hit as normal. If a psyker is hit, he must pass a Leadership test on 2D6. For each point the psyker fails the test, he loses 1 Wound. Armour saves may be taken as normal. For example, a psyker (with Ld 7 due to the Soulless rule) rolls 9 and loses 2 Wounds.

Pulse Carbine

The pulse carbine is a weapon used by the Tau that sacrifices the range of the more common pulse rifle for portability. This weapon is more commonly seen amongst Tau units that are more forward, as its design allows it to be used while moving.

Range	Strength	AP	Type
18"	5	5	Assault 1, Pinning



Pulse Pistol

The pulse pistol is a smaller version of the Tau pulse rifle, and is not as commonly seen given the Tau preference for ranged combat. These weapons have been more commonly seen in the fringe worlds of the Imperium.

Range	Strength	AP	Type
12"	5	5	Pistol

Pulse Rifle

The Tau pulse rifle uses an induction field to propel a particle, which reacts by breaking down to create a plasma pulse at it leaves the barrel. This technology has yet to be replicated by the Adeptus Mechanicus.

Range	Strength	AP	Type
30"	5	5	Rapid Fire

Ranger Long Rifle

The Ranger long rifle is the Eldar equivalent of the Imperial sniper rifle. They are complimented with a number of highly effective scopes and sights that allow the attacker to find any weakness in armour and exploit it to the full. They make use of gravitic accelerators, removing all recoil from the weapon and rendering it completely silent.

Range	Strength	AP	Type
36"	X	6	Heavy 1, Sniper

This weapon causes *Rending* on to-wound rolls of 5+ and on armour penetration rolls of 5+ (rather than just 6).

Relic Blade

Relic blades are two-handed weapons, typically a sword or an axe, sheathed in an armour-sundering power field. Most have their origins in the dark days of the Horus Heresy, although some have been crafted in the long centuries since, in commemoration of other momentous events. Only a Space Marine of long and faultless service can earn the right to wield a relic blade.

A relic blade counts as a power weapon whose hits are resolved at Strength 6. Due to its size and weight, a model wielding a relic blade cannot get an extra attack for an additional close combat weapon.

Rokkit Launcha

A rokket launcha is a stout stick with a simple trigger mechanism that allows an Ork at the 'safe' end to fire a dodgy-looking rokket in the general vicinity of the enemy.

Range	Strength	AP	Type
24"	8	3	Assault 1

Scatter Laser

The scatter laser is the Eldar equivalent of the multi-laser found in the Imperium, capable of unleashing a hail of laser bolts that are powered by a crystalline energy cell.

Range	Strength	AP	Type
36"	6	6	Heavy 4

Seismic Grenade

Upon impact, seismic grenades release a series of intensive gravitic pulses that temporarily stun and hinder anyone from entering the immediate area.

A seismic grenade counts as a defensive grenade, as described in the Warhammer 40,000 rulebook.

Seismic Cannon

The seismic cannon is a weapon used by the Demiurg that creates a miniature earthquake, causing multiple sink holes to appear suddenly. It is quite effective in slowing down enemy movement.

Range	Strength	AP	Type
36"	6	5	Heavy 1, Large Blast

The terrain underneath the large blast marker is treated as difficult terrain for the remainder of the game. If the terrain underneath was already difficult terrain, it counts as dangerous terrain for the following turn only. If the terrain was already dangerous terrain, any unit in that terrain immediately takes a dangerous terrain test.

Seismic Hammer

The seismic hammer releases a short-ranged gravitic pulse upon impact that can bludgeon the innards of any living being and smashes through any vehicle's armour.

The seismic hammer is a thunder hammer that counts as being Strength 10.

Servo-arm

The Servo-arm is used by those from the Adeptus Mechanicus, from the Techmarine to the Magos to the common Servitor. They are used for battlefield repairs, but they can even be put to use as weapons.

A servo-arm grants the bearer a single extra close-combat attack made at Initiative 1 and Strength 8, ignoring Armour saves.

Shard of the Monolith

The Necron monolith is constructed of a living metal of unknown composition. Fragments of it have been recovered from various skirmishes with the Necron, but the greatest discovery was made at the heart of the Equatorial Jungle on Armageddon, where a twisted, debased monolith was discovered. The metal has been tested by the Adeptus Mechanicus, and found to exhibit strange properties on those nearby. Some of these shards of obsidian have been reforged into the forms of weapons.

A shard of the monolith is a power weapon that adds +1 Strength and +1 Initiative to its bearer. The bearer (and any unit he is with) must always move towards and assault the nearest enemy, if possible, and must always perform a sweeping advance, if possible.

Shotgun

Space Marine Scouts boast a larger shotgun than what is more commonly found in the Imperium. Although they lack the penetrating power of the boltgun, they are versatile enough to be fired while constantly on the move.

Range	Strength	AP	Type
12"	4	-	Assault 2

Shock Maul

The shock maul is one of the signature weapons used by the Adeptus Arbites. It fires an electric discharge upon impact that incapacitates the enemy.

The shock maul is a close combat weapon that automatically wounds the opponent on a 4+, regardless of toughness.

Shoota

An Ork chooses a shoota based on the amount of noise it can make and the amount of damage it can do. Although quite simple in design, Imperial scientists cannot decipher how the weapon is actually able to fire.

Range	Strength	AP	Type
18"	4	6	Assault 2

Shuriken Cannon

A larger version of the shuriken catapult, the shuriken cannon is commonly found on Eldar vehicles and boasts a faster firing rate, as well as utilizing larger razor-sharp discs.

Range	Strength	AP	Type
24"	6	5	Assault 3

Shuriken Catapult

This shuriken catapult is a weapon that fires a hail of razor-sharp discs by means of gravitic acceleration. They are the most common weapon found amongst the Eldar.

Range	Strength	AP	Type
12"	4	5	Assault 2

Shuriken Pistol

The shuriken pistol is an Eldar construct that fires multiple blades using gravity acceleration. In practicality, it is similar to the bolt pistol, but much more exceedingly rare in the Imperium.

Range	Strength	AP	Type
12"	4	5	Pistol

Slugga

A slugga is an ugly, brutish gun, perfectly designed for Ork use, that allows its owner to kill his foes either by shooting them at close range, or beating them to death with it.

Range	Strength	AP	Type
12"	4	6	Pistol

Snazzgun

Snazzgun is a catch-all term for a high caliber, full-auto weapon constructed by an Ork Mekboy, when they are given a large sum of teef by an Ork, usually a Flash Git, looking for the best weapon around. These guns intrinsically vary widely in design, but are always big, loud, rapid-firing, and assuredly deal bloody death.

Range	Strength	AP	Type
24"	5	D6	Assault 1

More Dakka: The snazzgun is treated as Assault 2.

Shootier: The snazzgun is treated as Strength 6.

Blasta: Subtract 1 from the AP value (to a minimum of 1), but gains the *Gets Hot!* special rule.

Sniper Rifle

Sniper rifles boast powerful telescopic sights that enable the firer to target weak points and distant foes with unerring accuracy.

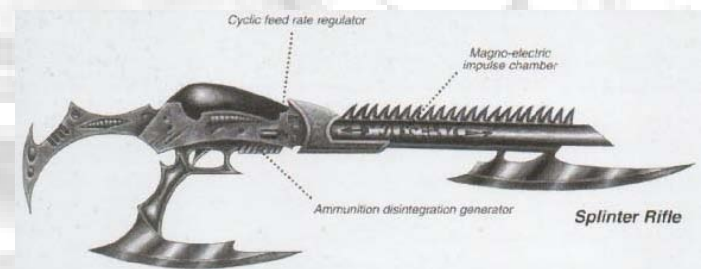
Range	Strength	AP	Type
36"	X	6	Heavy 1, Sniper

Splinter Rifle

The splinter rifle is one of the more common weapons used by Eldar Raiders, although some have been put to use by Kroot mercenaries. They sport monomolecular blades that provide additional functionality in close combat to those that are trained. The rifle itself fires shards of crystals that can pierce light armour with ease.

Range	Strength	AP	Type
24"	3	5	Rapid Fire

Kroot wielding the splinter rifle count as being armed with two close combat weapons and receive a +1 attack bonus.



Stikkbomb

A stikkbomb is a hand-held grenade that can be detonated by pulling out its pin and hurling it at the foe, or if that fails, by battering the enemy over the head with it until the blasted thing goes off.

Stikkbombs are assault grenades, as described in the Warhammer 40,000 rulebook.

Starcannon

The starcannon is a plasma technology weapon designed by the Eldar. It has a higher rate of fire and a narrower focus than the Imperial plasma cannon. It is also designed with a sufficient cooling mechanism such that it does not suffer from overheating.

Range	Strength	AP	Type
36"	6	2	Heavy 2

Storm Bolter

A storm bolter resembles two boltguns attached side by side. The storm bolter is capable of withering fire without hindering maneuverability, enabling the bearer to charge headlong into combat, firing on his enemy all the while.

Range	Strength	AP	Type
24"	5	5	Assault 2

Thunder Hammer

Thunder hammers release a terrific blast of energy when they strike an opponent. Thunder hammers are often paired with storm shields, combining superb protection and lethal offensive capabilities.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using thunder hammers.

Twin-linked Bolter

With the advent of the storm bolter, most of the 'old' dual-chambered bolters were replaced throughout the Imperium. Although superior at a distance, the dual-chambered bolters outperform the storm bolters at close range. In addition, special ammunition types that can be used with a bolter are also usable with the dual-chambered bolter, and not on the storm bolter. For this reason, most of the dual-chambered bolters in the Imperium are seen in the hands of the Deathwatch Space Marines.

See the profile of the bolter for more information.

Typhoon Missile Launcher

The Typhoon pattern Land Speeder is equipped with a missile launcher system with an increased rate of fire compared to the standard missile launcher.

Each time a typhoon missile launcher fires, the controlling player can choose which type of missile is being used.

Frag Range	Strength	AP	Type
48"	4	6	Heavy 2, Blast
Krak Range	Strength	AP	Type
48"	8	3	Heavy 2

Whirlwind Multiple Missile Launcher

Space Marine Whirlwind tanks are equipped with the Whirlwind multiple missile launcher system. They are equipped with the powerful vengeance missiles as well as the incendiary castellan missiles which are more suitable for combating foes in cover.

Each time a whirlwind multiple missile launcher fires, the controlling player can choose which type of missile is being used.

Vengeance Missiles			
Range	Strength	AP	Type
12-48"	5	4	Ordnance 1, Barrage
Incendiary Castellan Missiles			
Range	Strength	AP	Type
12-48"	4	5	Ordnance 1, Barrage

Cover saves cannot be taken against wounds caused by incendiary missiles.

Witchblade

These psychically attuned weapons are often carried by Eldar psykers. The Imperium has obtained a few through skirmishes with the dying race, though each has come at a high cost, for no Eldar warlock or farseer is so willing to give it up.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using witchblades.

OTHER EQUIPMENT

Book of Law

The book of law, also called the book of judgement, contains the legal code of the Imperium. It is the guide which gives the Adeptus Arbitres authority.

While the bearer is alive, the Arbitres group may regroup, even if below half strength.

Bosspole

Ork Nobz often have a trophy pole, a metal jaw, or some other sign of their status that shows they are not be messed with. He also finds it comes in handy when restoring 'dissaplin' to his Warband.

Each time a unit with a Bosspole fails a Morale test, you may choose to inflict a wound on that unit (not on the model with the Bosspole) in order to re-roll that Morale test. Armour saves may be taken.

Blood of the Stalker

Some Kroot mercenaries daub themselves with the blood of local predators before battle. This has the effect of augmenting their already prodigious ambush skills.

In missions where the Kroot can infiltrate, the character and his mercenary squad may deploy D6" closer to the enemy than indicated in the scenario set-up instructions.

Book of St. Lucius

This tome contains the many inspirational writings and sermons of Saint Lucius of Agatha.

Any friendly unit within 6" may use the bearer's unmodified Leadership value for any Morale checks or Pinning tests it is required to make.

Camo Cloak

Space Marine Scouts often wear camo cloaks – lose garments woven from light absorbing materials that imitates the nearby terrain. So garbed, Scouts are almost impossible to see at long distances, and make for difficult targets when in cover.

A model wearing a camo cloak has the stealth universal special rule.

Combat Drugs

Combat drugs come from a variety of sources and have a wide range of effects, usually temporarily altering the user's mental state or increasing physical or mental performance in some way.

They have been used by the Eversor temple to produce extremely violent and uncontrollable killers, although this impressive cocktail of chemicals can possibly produce explosive results.

The model may charge 12" in the Assault phase, or double the distance of the dice roll if moving through difficult terrain. When charging into combat, gain D6 Attacks rather than just +1 Attack.

Combat Shield

A combat shield is a lighter version of a storm shield that is fitted to the arm of the wearer. This leaves the user's hand free to wield a pistol or other weapon, substituting a measure of defense for increased versatility.

A model with a combat shield gains a 6+ invulnerable save.

'Eavy Armour

Ork 'eavy armour is made from scrap taken from defeated enemies and battered into a shape that fits its wearer.

Orks armed with 'eavy armour have a 4+ armour save.

Emperor's Tarot

The Inquisitor is adept at consulting the Emperor's Tarot to reveal the course of the future, and can gain valuable insights into the outcome of a coming battle.

Before deployment, both players roll a dice. If the dice rolls are different, the Inquisitor gets +1 on the dice roll to ascertain who goes first. If the dice rolls are the same, he suffers -1 to his roll.

Etherium

The etherium is a device that induces enormous distortion and confusion in all nearby enemies. It is quite effective when combined with the Culexus assassin's innate ability to cause disconcertion amongst their foes.

Any unit wishing to shoot at or assault the Culexus Assassin, as well as any psyker trying to target him with a psychic power, must first pass a Leadership. If the test is failed, they may not target the Assassin, but may select another target.

Gitfinda

Nob Warband leaders have expensive and overly elaborate targeters hardwired into their eye sockets.

Before shooting, the Nob may measure to see if they are in range before declaring their target.

Grimoire of True Names

In rare cases, a Grey Knight will bring an ancient and hallowed grimoire to the battle inscribed with the true names of all the Daemons encountered by his order. Because knowledge of a Daemon's name gives power over that entity, Daemons in base contact with the model equipped with this item halve their Weapon Skill.

Improvised Armour

Put together from scraps of metal or leather, improvised armour is the least protective of all, but still provides more protection than nothing.

Models with improvised armour have a 6+ armour save.

Inquisitorial Mandate

Listing the many penalties of failure, this dreaded document outlines the punishments that will be meted out to those who falter in their duty to the Emperor. A model bearing the Inquisitorial Mandate may reveal it once per battle at the beginning of the Assault phase. On the turn the Mandate is revealed, all friendly models within 2D6" receive a +1 Attack bonus for the rest of that turn. The Mandate may also be revealed at the beginning of the opponent's Assault phase.

Iron Halo

An iron halo, sometimes called an icon of the just, incorporates a powerful energy field that can turn aside even the most deadly attacks. It confers a 4+ invulnerable save to the model bearing it.

Jump Pack

A jump pack is a back-mounted device that contains turbines or jets powerful enough to lift even a user of power armour. They greatly enhance a warrior's mobility by allowing them to travel quickly across the battlefield, making great bounding leaps over obstructions and launching themselves into the melee of close combat.

Models equipped with jump packs are treated as jump infantry, as described in the Warhammer 40,000 rulebook. In addition, they may be kept in reserve and arrive using the deep strike rules.

Litanies of Faith

The Litanies of Faith contain the entire teachings of the Ecclesiarchy. Their hymnals and charts fill the Emperor's servants with burning zeal.

Once per game, a character equipped with Litanies of Faith may use an Act of Faith without the need for a Test of Faith and without expending a Faith Point.

Mantle of Ophelia

The mantle of Ophelia is a badge of office for high-ranking members of the Adepta Sororitas. It is believed to have sacred powers of protection.

A model quipped with the Mantle of Ophelia gains the Eternal Warrior universal special rule.

Master-vox

Communications between Imperial Guard units on the battlefield are dealt with by troopers trained to use special comm-links. It allows the conveying of orders over long distances.

A command squad with a master-vox may give orders to units with a vox-caster, even if they are outside the command radius of the junior officer. Orders may not be given if the command squad is held in Reserve, locked in close combat, or falling back.

Medicus Ministorum

Using the relics, oils, and herbs contained within these ornate scentwood boxes, the Sisters of the Orders Hospitaler can cure all manners of injuries and ailments.

While the Sister Hospitaler is alive, all models in her squad have the Feel No Pain universal special rule.

Medi-pack

Medi-packs contains all the necessary drugs, dressings, and surgical tools a field medic requires to treat battle wounds and injuries.

While the medic is alive, all models in his squad have the Feel No Pain universal special rule.

Narthecium

The Narthecium is the Space Marine Apothecary's version of the medi-pack, consisting of a field medical kit including anti-venoms, stim-packs, and healing agents to get a wounded Marine back into the battle quickly. The associated Reductor is a tool for retrieving the Progenoid organs (gene-seed) from the body of a fallen Marine.

While the Apothecary is alive, all models in his squad have the Feel No Pain universal special rule.

Platoon Standard

The platoon standard is a symbol of honor and courage for the Imperial Guardsman.

While the standard bearer is alive, his squad counts as scoring an additional wound for the purposes of calculating close combat results.

Polymorphine

Polymorphine is a shape-changing drug that, when coupled with special training, allows Callidus agents to change their very shape and appearance, allowing them to impersonate other persons, members of the opposite sex, and even humanoid aliens such as the Orks and the Eldar. The drug seems to work better with women, and thus, most agents of the Callidus temple operatives are female.

The model is always held in reserve, even in missions which do not normally use the Reserves rule. When she becomes available, she may be placed anywhere on the battlefield, and may move, shoot, and assault normally in the turn she arrives.

Psychic Hood

Psychic hoods are embedded with arcane constructions of psychically-attuned crystals that allow a psyker to nullify an opposing psyker's power.

Declare that you'll use a psychic hood after an enemy model within 24" of the model with the psychic hood passes a Psychic test. Only one character with a psychic hood can attempt to nullify the psychic power – you must choose which character in cases of multiple psychic hoods.

Each player then rolls a D6 and adds their character's Leadership value to the score. If the character with the psychic hood beats the opposing character's score, then the psychic power is nullified and does not take effect that turn. If the opposing character's score is equal or higher, it can use the psychic power as normal. The psychic hood may be used once each time an enemy model uses a psychic power within its range.

Rosarius

A rosarius is an amulet worn by officials of the Ecclesiarchy for both protection and as sign of office. The rosaries often takes the form of the Imperial Eagle or an ornate cross. It contains a tiny conversion field generator that projects a protective field of energy around the wearer.

A rosaries confers a 4+ invulnerable save to the model that bears it.

Sacred Incense

Some members of the Ordo Malleus carry a brazier with burning incense taken from censers that surround the Golden Throne. The smoke it releases carry a tiny portion of the Emperor's holy grace. All enemies in base contact with the bearer of the sacred incense strike at -1 Initiative.

Sacred Banner of the Order Militant

As a member of the Adepta Sororitas, there are few greater honors a Sister can be granted than to bear one of the Sacred Banners of the Orders Militant into battle. Each banner is a sacred relic in its own right and forms a tangible link to the history and honor of each of the Orders Militant.

Any Adepta Sororitas unit within 12" of the Sacred Banner gains the Fearless universal special rule. In addition, all models in the same unit as the Sacred Banner have +1 attack while the bearer is alive.

Sacred Standard

More numerous than the Sacred Banners of the Orders Militant, though no less revered, the various Sacred Standards each commemorate some great deed or glorious victory of the Sisterhood throughout the millennia.

Any Adepta Sororitas unit within 12" of the Sacred Standard may re-roll failed Morale and Pinning tests. In addition, the Celestian Honor Guard counts as scoring one extra wound in close combat for the purposes of calculating the assault result.

Sarissa

These vicious, spiked combat attachments are used by the Adepta Sororitas to add lethal close combat utility to their standard issue bolter.

The sarissa may only be used with a boltgun. On the turn that a model equipped with a sarissa assaults, her close combat hits to wound may be re-rolled. The sarissa may not be combined with other close combat weapons, although it may be used in conjunction with Acts of Faith. It does not count as an additional close combat weapon.

Shimmershield

The shimmershield is an exotic Eldar personal force-field generator that also is able to extend protection to nearby allies.

A model with a shimmershield, and all models in his unit, have a 5+ invulnerable save in close combat. A model equipped with a shimmershield counts as being armed with an additional close combat weapon.

Signum

The Signum is a special form of communication device that can access a myriad of useful targeting data, allowing a more accurate concentration of fire.

A model can use a signum in lieu of making a shooting attack of his own. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls to-hit are made.

Simulacrum Imperialis

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones.

Once per turn, a Faithful unit including a Simulacrum Imperialis may roll one extra dice when making a Test of Faith and choose which two dice to use.

Space Marine Bike

Space Marine bikes are fitted with powerful engines and bulletproof tires. Each bike is a versatile fighting platform capable of firing its armament on the move and launching devastating charges into combat.

Models equipped with Space Marine Bikes follow all of the rules for bikes as described in the Warhammer 40,000 rulebook. Space Marine Bikes are fitted with a twin-linked bolter.

Special Ammunition

The Tech-Priests of the Adeptus Mechanicus have developed many types of bolter ammunition over the millennia. Apart from the standard pattern, these ammunitions are only available for high ranking officers and officials, elite forces such as the Deathwatch Space Marines, or on special missions. Psycannon bolts are exclusive to the Ordo Malleus while the Blessed bolts are exclusive to the Ordo Hereticus. Their limited availability is due to a number of factors, including their huge costs of production (such as the Inferno bolt which needs an airtight vacuum production line) or their nearly lost technology.

Blessed Bolts

Although similar in design to the Dragonfire bolts, the casing of each blessed bolt is inscribed with liturgies. These specialized bolts are even more rare in the Imperium, only used by the Ordo Hereticus and the Adeptus Sororitas.

Boltgun with blessed bolts

Range	Strength	AP	Type
24"	4	4	Rapid Fire

Storm bolter with blessed bolts

Range	Strength	AP	Type
24"	4	4	Assault 2

Heavy bolter with blessed bolts

Range	Strength	AP	Type
36"	5	4	Heavy 3

Cover saves may not be taken against wounds caused by blessed bolts.

Dragonfire Bolts

Unleashing a gout of superheated gas, dragonfire bolts make a mockery out of cover.

Bolt pistol with dragonfire bolts

Range	Strength	AP	Type
12"	4	5	Pistol

Boltgun with dragonfire bolts

Range	Strength	AP	Type
24"	4	5	Rapid Fire

Cover saves may not be taken against wounds caused by dragonfire bolts.

Hellfire Rounds

Hellfire bolts, also called hellfire rounds, have a devastating effect on organic matter, and were specifically developed to combat the Tyranids. The core and tip of the standard bolt are replaced with a vial of mutagenic acid with thousands of needles that fire into the target upon the shattering of the vial, pumping the acid into the target.

Boltgun with hellfire rounds

Range	Strength	AP	Type
24"	X	5	Rapid Fire

Heavy bolter hellfire shell

Range	Strength	AP	Type
36"	X	-	Heavy 1, Blast

Hellfire rounds are poisoned and wound on a 2+.

Inferno Bolts

Inferno Bolts are designed to immolate their targets and destroy them with superheated chemical fire. The uranium core is replaced with an oxy-phosphorus gel, known as Promethium.

Bolt pistol with inferno bolts

Range	Strength	AP	Type
12"	4	5	Pistol

Boltgun with inferno bolts

Range	Strength	AP	Type
24"	4	5	Rapid Fire

You may re-roll any failed rolls to wound from inferno bolts.

Kraken Penetrator Rounds

Kraken pattern penetrator rounds, or kraken rounds for short, are powerful armour-piercing rounds. The uranium core is replaced by a solid adamantine core and uses a heavier main charge. Upon impact, the outer casing peels away and the high velocity adamantium needle accelerates into the victim, where the larger detonator propels shards of super hardened metal further into the wound. These are effective against heavily-armoured infantry.

Bolt pistol with kraken bolts

Range	Strength	AP	Type
12"	4	4	Pistol

Boltgun with kraken bolts

Range	Strength	AP	Type
30"	4	4	Rapid Fire

Metal Storm Shells

Metal storm frag shells, or metal storm bolts, are best against multiple lightly-armoured targets. They detonate before impact and spray shrapnel, shredding their victims. A proximity detonator replaces the mass-reactive cap, and the diamantine tip and uranium core are replaced with an increased charge and fragmentation casing. They are similar to flak rounds and are used against clusters of enemies.

Bolt pistol with metal storm bolts

Range	Strength	AP	Type
12"	3	-	Assault 2

Boltgun with metal storm bolts

Range	Strength	AP	Type
18"	3	-	Assault 3

Bolt pistols armed with metal storm bolts are still considered pistols for the purposes of close combat.

Psycannon Bolts

Psycannon Bolts are used by the Inquisition, primarily the Ordo Malleus and Grey Knights. They are very similar in nature to the rounds fired by their namesake, the Psycannon, and are similarly used against psychic and daemonic targets. Of all the rounds these are the most expensive, as each and every bolt is inscribed with runes on a microscopic level. Other sources say that they contain an anti-psychic substance that still others claim is a byproduct of the Emperor's Golden Throne. The psychic nature of these rounds are not only effective at destroying daemonic targets but also highly efficient at piercing the powerful barriers created by force field generators (such as the Tau Shield Generator and the Imperium's own Iron Halo and Storm Shield).

Boltgun with psycannon bolts

Range	Strength	AP	Type
24"	4	4	Rapid Fire

Storm bolter with psycannon bolts

Range	Strength	AP	Type
24"	4	4	Assault 2

Heavy bolter with psycannon bolts

Range	Strength	AP	Type
36"	5	4	Heavy 3

Invulnerable saves may not be taken against wounds caused by psycannon bolts.

Stalker Silenced Shells

Stalker silenced shells are rounds with low sound signatures, meant for covert fighting and used in conjunction with an M40 targeting system and an extended barrel and stock on a bolter to produce a sniping weapon system. A solidified mercury slug replaces the mass-reactive warhead for lethality at sub-sonic projectile speed. A gas cartridge also replaces both the propellant base and main charge for silent firing.

Boltgun with M.40 targeter and stalker silenced shells

Range	Strength	AP	Type
24"	4	5	Heavy 2, Pinning

Spy Mask

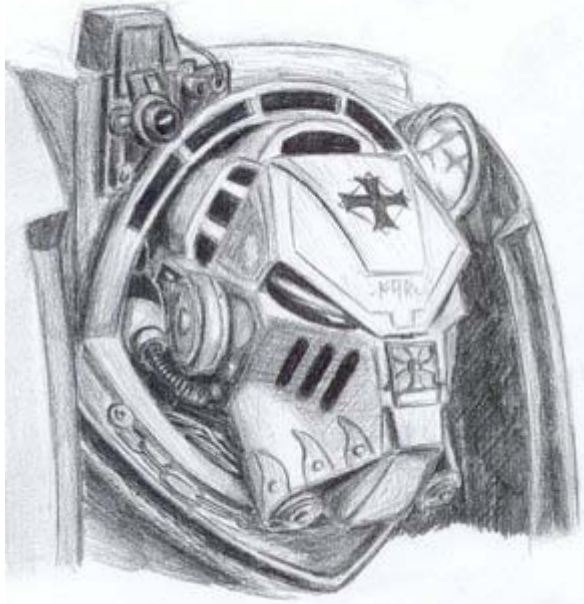
The spy mask highlights targets of the Vindicare Assassin, allowing him to fire his weapons with pinpoint precision. It uses a head's up display and also has infrared mode.

Reduce the Cover save of the target by 1 (i.e. a 6+ cover save is negated, and a 5+ cover save becomes 4+, etc.). In addition, under the Night Fighting conditions, you roll 2D6x5 to determine how far you can see.

Stealth Suit

The stealth suit is individually hand-crafted to conform to the body contours of the assassins trained in the Vindicare temple, allowing them to move unseen.

When attempting to target the user, use the Night Fighting rules. If the Night Fighting rules are already being used, then the user can only be seen if he is within half the normal range of the unit's vision.



Suppression Shield

A suppression shield is an intermediate between the light combat shield and the powerful storm shield. It creates an energy field that can deflect blows from a multitude of weapons, but its bulk is prohibitory for moving quickly. They are commonly used amongst the Adeptus Arbites.

A model with a suppression shield has a 4+ invulnerable save. A model equipped with a suppression shield counts as being armed with an additional close combat weapon. However, the bulk prevents the user from performing a Sweeping Advance.

Storm Shield

A suppression shield is a solid shield that has an energy field generator built into it. The energy field is capable of deflecting almost any attack, even blows from lascannons and power weapons.

A model with a storm shield has a 3+ invulnerable save. A model equipped with a storm shield can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault.

Teleport Homer

Teleport homers emit a powerful signal, enabling Space Marine Strike Cruisers to lock on to them with their teleportation equipment. By utilizing this signal, the risk of missing the intended mark is greatly reduced, as are the dangers of more serious accidents.

If Terminators (or Grey Knights using Teleport Assault) wish to teleport onto the battlefield via Deep Strike and choose to do so within 6" of a model carrying the homer, then they won't scatter. Note that the teleport homer only works for units entering play that are teleporting, not for units entering play using jump packs, drop pods, or other means of transport. Also note that the homer must already be on the table at the start of the turn for it to be used.

Vox-caster

Communications between Imperial Guard units on the battlefield are dealt with by troopers trained to use special comm-links. It allows the conveying of orders over long distances.

A unit with a vox-caster may receive orders from a unit with a master-vox, even if it is further away than the command radius of the junior officer. The unit may not receive orders from a junior officer in Reserves.



ARMOUR

Artificer Armour:

Though the two are similar in appearance, artificer armour is far beyond power armour as power armour is beyond the carapace used by Space Marine Scouts and elite Imperial Guard Formations. Indeed, cunningly wrought damage control mechanisms and super dense construction materials ensure that most suits of artificer armour confer a degree of protection that rivals that of Tactical Dreadnought armour.

A model with artificer armour has a 2+ armour save.

Carapace Armour and Scout Armour:

This armour is formed of thick plates of armaplas or ceramite that is molded to fit the bearer and easily capable of stopping a bullet. Carapace armour is issued to elite units of the Imperium. Scout armour is less cumbersome and noisy than power armour, ideal for subtle infiltrative work that its wearers embark upon and allow a greater freedom of motion.

A model with carapace armour or scout armour has a 4+ armour save.

Flak Armour:

Cheap and easy to produce, flak armour comprises several layers of ablative thermoplast materials and impact absorbent carbifibres. Most Imperial Guard regiments are outfitted with this armour, as it offers decent protection against a variety of light munitions. It is not resilient enough to withstand the blast of a boltgun, however.

A model with flak armour has an armour save of 5+.

Power Armour and Aegis Power Armour:

Made of thick ceramite plates and electronically motivated fiber bundles, power armour is amongst the best protective armour available to the servants of the Imperium. The power armour worn by the Battle Sisters of the Orders Militant is based on the same archaic systems as worn by the brethren of the Adeptus Astartes. It provides the same degree of armoured protection, yet foregoes the advanced life support systems and strength-enhancing abilities used by the Space Marines, as the Sisters of Battle are not implanted with the Black Carapace that allows the Astartes to fully interface with their own armour. The Aegis Power Armour is worn exclusively by the Grey Knights, having been forged with heavy rituals, etching prayers and hexagrammatic wards onto the armour.

A model with power armour has an armour save of 3+.

Aegis Power Armour also confers 'The Aegis' special rule on the model wearing it.

Terminator Armour and Aegis Terminator Armour:

Terminator Armour is the best protection a Space Marine can be equipped with. It is even said that the Terminator armour can withstand the titanic energies at a plasma generator's core and that this was in fact the armour's original purpose. The armour worn by Grey Knight terminators are archaic and baroque, anointed and inscribed with prayers and hexagrammatic wards, ritually constructed and physically charged to do battle with the unholy.

Due to the powerful exoskeleton and power source built into the armour, models in Terminator armour have the *Relentless* universal special rule. However, this armour is somewhat cumbersome, so Terminators cannot perform a Sweeping Advance.

A model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in reserve and arrive using the *Deep Strike* rules, even if it is not part of the mission being played. Terminators count as two models for the purposes of transport capacity, and cannot embark Rhinos, Razorbacks, Immolators, Repressors, Land Speeder Storms, Erelim Landers, Valkyries, or Vendettas.

A model with terminator armour has an armour save of 2+ and an invulnerable save of 5+.

Aegis Terminator Armour also confers 'The Aegis' special rule on the model wearing it.



VEHICLE ARMOURY

All weapons found on vehicles are included under the 'Weapons' section, to avoid duplication.

Camo Netting

Some vehicles carry rolls of camouflage netting that can be unrolled by the crew to help hide the vehicle from the enemy. The netting varies from relatively rare cameoline materials to crude, but effective webbing interwoven with the local flora.

A vehicle equipped with camo netting has the Stealth universal special rule at the beginning of the game and on any subsequent turn if it remained stationary in the user's previous friendly Movement phase.

Ceramite Plating

Thick ceramite plates are used on Imperial vehicles that are frequently used for atmospheric re-entry from space. These materials are quite effective in dissipating heat that would otherwise destroy the vehicle.

Melta weapons do not gain an extra D6 armour penetration when shooting at a vehicle upgraded with ceramite plating.

Cerberus Launcher

The Cerberus launcher is a tri-barrelled weapon that fires a disorienting volley of frag, stun, and blind rockets into enemy positions.

If a unit charges into close combat on the same turn that it disembarks from a vehicle armed with Cerberus launchers, that enemy unit has their Leadership reduced by 2 for the duration of the Assault phase.

Dreadnought close combat weapon

Dreadnought close combat weapons are powerful weaponry that can only be wielded by massive walkers. These can easily crush most infantry and are able to rip apart the armour of tanks.

See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using Dreadnought close combat weapons.

Dozer Blade

Dozer blades are heavy ploughs, blades, rams, or scoops used to clear obstacles from the vehicle's path.

Vehicles equipped with dozer blades may re-roll a failed Difficult Terrain test.

Extra Armour

Some vehicles in the Imperium have additional armour ablating to provide extra protection.

Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as Crew Shaken results instead.



Frag Assault Launchers

These explosive charges hurl shrapnel at the enemy as the troops inside charge out, allowing the assaulting force to gain the initiative.

Any unit that charges into close combat on the same turn that it disembarks from a vehicle armed with frag assault launchers count as being equipped with frag grenades for that turn.

Holy Icon

The vehicle has a suitably large and impressive symbol of the Ecclesiarchy mounted upon it, a potent sign of the Emperor's blessing and protection.

Any Adepta Sororitas unit within 6" of the vehicle adds 1 to its Leadership for the purposes of taking any Morale checks and Pinning tests, to a maximum of 10. Multiple holy icons are not cumulative.

Holy Promethium

The vehicle's flame-based weapons are fitted with tanks of sanctified promethium, ritually blessed to consume the enemies of the Emperor in fiery conflagration and drive them screaming before its divine wrath.

A vehicle with a heavy flamer or flamestorm cannon equipped with holy promethium will force any unit upon which they inflict at least one casualty to take a Morale check as if it had just suffered 25% or more casualties with an additional -1 modifier, in addition to other modifiers. This has no effect against Fearless units.

Jamming Beacon

Land Speeder Storms carry transmitters that broadcast powerful electromagnetic and etheric interference. The resultant disruption denies enemy reserves crucial navigational information as well as geopositioning, causing them to enter the fray a considerable distance from their intended entry point.

Teleport homers, Chaos Icons, and similar wargear items that prevent deep strike scattering do not function within 6" of the Land Speeder Storm do not function. In addition, enemies wishing to deep strike within 6" of a Land Speeder Storm will scatter 4D6" rather than 2D6".

Laud Hailers

Laud hailers emit a heavenly voice that proclaims the righteousness of the Emperor and strikes fear into the hearts of his enemies.

Any unit tank shocked by a vehicle with laud hailers suffers an additional modifier of -1 to its Leadership for the subsequent Morale check.

Locator Beacon

If a unit wishes to deploy within 6" of a model carrying a locator beacon, then it won't scatter. The locator beacon must already be on the table at the start of the turn for it to be used.

Psyk-Out Assault Launchers

These psychically-charged grenades serve to disorient the enemy while the Grey Knights charge out of their Land Raider.

Any unit that charges into close combat on the same turn that it disembarks from a vehicle armed with psyk-out assault launchers count as having Initiative 10 for the first turn of the assault.

Sacred Hull

The vehicle is covered in potent scriptures, purity seals, icons of faith, and inscriptions of abjuration. It is extremely difficult for a Daemon or its kin to approach such a potent symbol of faith. Any Daemons or units with a Daemon character attached that are attempting to assault the vehicle must pass a Leadership test with a -2 modifier. If the test is failed, they may not assault the vehicle, nor choose another target to assault. If they are tank shocked by the vehicle, they must take a Leadership test with a -2 modifier.

Siege Shield

Siege shields are commonly seen on Space Marine Vindicator tanks that allow them to shoulder aside rubble and other battlefield detritus without risk.

Vehicles equipped with siege shields automatically pass dangerous terrain tests.

Smoke Launchers

Smoke launchers are used to temporarily obscure the vehicle behind concealing clouds of smoke, allowing it to cross open areas in greater safety. See the Vehicle section of the Warhammer 40,000 rulebook for details.

Sacred Hull

Many vehicles of the Ordo Malleus are covered in scriptures, purity seals, icons of faith, and inscriptions of abjuration. This makes it difficult for enemies to approach such potent symbols of faith, especially Daemons.

Any enemy unit that wishes to assault the vehicle must pass a Difficult Terrain test. Daemons may only roll 1D6 to determine distance moved (instead of 2D6 and choosing the highest).

Any Daemons that are in base contact or are tank shocked by a vehicle with a sacred hull suffer -2 to their Leadership, in addition to other modifiers.

Searchlight

Searchlights are used when the night fighting rule is in effect. If a vehicle has a searchlight, it must still use the night fighting rules to pick a target, but having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the night fighting special rule. However, a vehicle that uses a searchlight can be targeted during the following enemy turn, as if the night fighting rules were not in effect, as the enemy can see the searchlight.

Star Engines

Star engines are simply a number of backup and extra engines used on Eldar grav-vehicles to provide extra thrust when necessary. This allows them to move great distances at high speeds, although passengers would be killed if they tried to disembark at such high speeds.

The vehicle may move an additional 12" in lieu of shooting, but troops may not embark or disembark on that turn.

Vectored Engine

The vectored engine is an Eldar designed device that allows their grav-vehicles to make sharp turns, providing them a maneuverability that other races can only dream about.

If the vehicle would crash due to being immobilized, it instead makes a forced landing as if it had not moved that turn.





INQUISITION ARMY LIST

The following pages contain army lists that enable you to field an Inquisitorial, Grey Knight, Deathwatch, or Sisters of Battle army and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with the basic information you'll need in order to field the above armies in scenarios you've devised for yourself, used from the Battle Missions or Cities of Death supplements, or a campaign.

The army lists are split into six sections: HQ, Elite, Troops, Fast Attack, Heavy Support, and Dedicated Transports. Each character, squad, or vehicle in the army is placed into one of the above categories depending on their role in the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon a scenario and the total number of points you will spend. Then you can proceed to pick your army.

USING A FORCE ORGANIZATION CHART

The army lists are used in conjunction with the force organization chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory section. We've included the chart used for Standard Missions below.

MISSIONS & POINTS

These army lists are primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook. They may also be used with any other missions that use Force Organizations charts, but please note that play balance may be affected if they are used for anything other than a Standard Mission.

USING THE ARMY LIST

Before putting your army together for a game, agree with your opponent on the size of each force. Many players like to play games of 1,500 points per side, which provides around two hours of play, or the best part of an afternoon or evening. Look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Any upgrades that are taken must be shown on the model. Once this is done, subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you are ready to do battle!

STANDARD MISSIONS



COMPULSORY

1 HQ
2 Troops

OPTIONAL

1 HQ
4 Troops
3 Elites

OPTIONAL

3 Fast Attack
3 Heavy Support

THE INQUISITION



INQUISITION SPECIAL RULES

The models in the Inquisition army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Details of those shared rules are given here. If a special rule is not explained on this page or in the relevant entry, it can be found within the main Warhammer 40,000 rulebook.

And They Shall Know No Fear

See comparable entry under the Deathwatch.

Combat Squads

See comparable entry under the Deathwatch.

Allied Space Marines and Inducted Imperial Guard

Allied Space Marines and Inducted Imperial Guard units do not count as scoring units. Allied Space Marine units may not be selected if the army contains units from the Grey Knights Force Organization.

Daemons

Within the Inquisition Codex are references made to Daemons. In addition to all units from the Chaos Daemons codex, this includes the following units from the Chaos Space Marines Codex: Daemon Princes, Chaos Lords and Sorcerers with a Daemon Weapon or a Daemonic Steed, Possessed Chaos Space Marines, Chaos Spawn, Obliterators, any vehicles with the 'Daemonic Possession' upgrade (including Defilers), and Summoned Daemons. Also included are Avatars of Khaine from the Eldar Codex and Warp Beast Packs from the Dark Eldar Codex. Finally, any Inquisitor found wielding a Daemon Weapon is considered a Daemon!

Ordo Hereticus

The Inquisitorial Army has access to the Sisters of Battle Force Organization.

Ordo Malleus

The Inquisitorial Army has access to the Grey Knights Force Organization. Units from the Grey Knights Force Organization may not be selected if the Inquisitorial Army contains a radical Inquisitor or Inquisitor Lord. An Inquisitor Lord with this special rule may replace one psychic power with that from the Grey Knight psychic powers list.

Ordo Xenos

The Inquisitorial Army has access to the Deathwatch Force Organization. The Inquisitor and his retinue gain the 'Special Munitions' special rule found in the Deathwatch Special Rules section. Units from the Deathwatch Force Organization may not be selected if the Inquisitorial Army contains any Xenos Mercenary units. An Inquisitor Lord with this special rule may replace one psychic power with that from the Deathwatch psychic powers list.

Puritan or Radical?

Each Inquisitor or Inquisitor Lord must be designated as a Puritan or a Radical. Some psychic powers, wargear, and units are restricted for one or the other.

Xenos Mercenary

Xenos mercenaries do not count as scoring units. They may only be taken by Radical Ordo Hereticus Inquisitors. Up to two Xenos units of the same type may be taken per Army (i.e. may only take two Kroot Mercenary Squads, not one Ork Warband and a Kroot Mercenary Squad). Xenos mercenary transports only carry their respective Xenos race.

INQUISITION PSYCHIC POWERS

An Inquisitor has two psychic power (chosen when the army is picked) while an Inquisitor Lord has two psychic powers. He can only use one power each turn. An Inquisitor or Inquisitor Lord upgraded to a Master Psyker may use two psychic powers per turn. Inquisition psychic powers are used following the rules given in the main Warhammer 40,000 rulebook.

DIVINE PRONOUNCEMENT

To the Inquisitor, all who stand against him are branded heretic, and the only fate deserved by such is an eternity of damnation. Invoking the Emperor's power, the Inquisitor pronounces His judgment, before which few can stand defiant.

This power is used as a psychic shooting attack. If successful, the Inquisitor may choose any enemy unit within 18" and not in close combat. This unit must take a Morale check as if it suffered 25% casualties from shooting. If the Inquisitor's Leadership is greater, the test is modified by the difference. If the test is failed, the target unit will fall back according to the normal rules. Fearless units, or units that otherwise ignore Morale tests are unaffected.

HAMMER OF THE WITCHES

For a man to wield the powers of the Warp, he must first have been tested and tried, and branded worthy to do so by the agents of the Emperor. Any man who has not been so approved is an unclean witch, and will be purged by the Inquisitor's own Emperor-bestowed powers.

This power is used as a psychic shooting attack or during any player's Assault phase, even if the Inquisitor is in close combat. If successful, roll a D6; this is the number of enemy psykers that must pass a Perils of the Warp attack, starting with the psyker nearest the Inquisitor, and working outwards from him. If two models are equidistant, the owner of the models may choose which is affected. If you roll a number greater than the number of enemy psykers, each psyker is attacked once and the excess attacks are lost.

FORCE SHIELD

The Inquisitor creates a wall out of his sheer will to protect him and those around him from harm.

This power is used at the start of the Inquisitor's turn. Invulnerable saves for the Inquisitor and his unit are improved by +1 until the end of the enemy player's turn. If a model does not have an invulnerable save, it receives a 6+ invulnerable save.

HIS WILL BE DONE

The Inquisitor becomes a furious manifestation of the Emperor's divine will, dispensing His justice with every blow and cowing all His enemies with his holy wrath.

This power is used at the beginning of any player's Assault Phase. If successful, every unsaved wound caused by the Inquisitor is considered as two for the purposes of calculating the assault result.

INVIGORATE

The Inquisitor channels a portion of the Emperor's power into those nearby.

This power is used at the beginning the Inquisitor's Movement phase. If successful, select a unit within 12" of the Inquisitor (including his own). That unit gains Fleet and Furious charge until the end of this turn.

PURGATUS

*Puritan Only

The Inquisitor uses his sinister gaze to decimate the will of his enemy, filling his mind with the unbearable truth of his sins, until nothing more than a drooling, broken form remains.

This power is used as a psychic shooting attack. If successful, the Inquisitor may choose any enemy model within 24" of the Inquisitor and within his line of sight. Both players roll D6 and add the Leadership of their respective models. If the Inquisitor scores higher than the target model, the target's Leadership is reduced by 3 for the remainder of the game. This power may only be used successfully once per target. This power may not be used against an enemy model engaged in an assault.

SCOURGING

The Inquisitor channels his wrath into crackling energy with the air itself splitting apart as bright arcs of soul-lightning ravage those in his path.

This power is a psychic shooting attack and has the following profile:

Range	Strength	AP	Type
18"	5	4	Assault D6

Invulnerable saves may not be taken against wounds caused by this psychic power.

May select 0-1 Inquisitor Lord. All Inquisitors selected must belong the same Ordos. Wargear marked with an asterisk (*) may only be chosen by a Radical Inquisitor.

INQUISITOR.....50 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	6	5	3	3	3	5	3	10	4+
Inquisitor	5	4	3	3	2	4	2	9	4+

Unit Composition:

- 1 Inquisitor or Inquisitor Lord

Unit Type:

- Infantry

Wargear:

- Carapace armour
- Bolt pistol
- Close combat weapon

Special Rules:

- Independent Character
- Iron Will (Inquisitor Lord only)
- Psyker
- Choose:
 - Puritan
 - Radical
- Choose:
 - Ordo Hereticus
 - Ordo Malleus
 - Ordo Xenos

Psychic Powers:

An Inquisitor has any two of the following powers and an Inquisitor Lord has any three of the following powers:

- Divine Pronouncement
- Force Shield
- Hammer of the Witches
- His Will be Done
- Invigorate
- Purgatus
- Scourging

Dedicated Transport:

May choose an Inquisitorial Rhino, Inquisitorial Chimera, or Inquisitorial Land Raider

Options:

- May upgrade Inquisitor to an Inquisitor Lord.....+50 pts
 - May upgrade to a master psyker.....+50 pts
 - May add a familiar.....+25 pts
 - May exchange close combat weapon with:
 - a power weapon or lightning claw.....+10 pts
 - a power fist or null rod.....+20 pts
 - a thunder hammer.....+25 pts
 - a force weapon.....+40 pts
 - May exchange bolt pistol with:
 - a bolter.....free
 - a twin-linked bolter or storm bolter.....+5 pts
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a suppression shield or lightning claw.....+10 pts
 - a storm shield, plasma pistol, or inferno pistol.....+15 pts
 - May replace carapace armour with power armour.....+10 pts
 - May replace carapace armour with artificer armour.....+15 pts
 - May replace carapace armour with terminator armour.....+20 pts
 - May take:
 - melta bombs.....+5 pts
 - digital weapons.....+10 pts
 - hellfire, blessed, or psycannon bolts.....+10 pts
 - a psychic hood.....+10 pts
 - an inquisitorial mandate.....+15 pts
 - an iron halo or a rosarius.....+15 pts
 - the emperor's tarot.....+15 pts
- If Ordo Hereticus, may exchange close combat weapon with:
- a power stake or blessed weapon.....+20 pts
- If Ordo Hereticus, may exchange bolt pistol with:
- a combi-bolter stake crossbow.....+10 pts
- If Ordo Malleus, may exchange close combat weapon with:
- a daemonhammer.....+30 pts
- If Ordo Malleus, may exchange close combat weapon and bolt pistol with:
- an incinerator.....+20 pts
 - a psycannon.....+30 pts
 - a daemon weapon*.....+30 pts
- If Ordo Malleus, and in terminator armour, may exchange bolt pistol only (without exchanging the close combat weapon) with:
- an incinerator.....+20 pts
 - a psycannon.....+30 pts
- If Ordo Malleus, and in terminator armour, may exchange close combat weapon with a daemon weapon*.....+30 pts
- If Ordo Xenos, may exchange close combat weapon with:
- a shard of the monolith*.....+25 pts
 - a witchblade*.....+30 pts
 - a c'tan phase sword*.....+40 pts

Iron Will: The Inquisitor Lord may choose to pass or fail any Morale Test or Pinning Test he is called upon to make. This ability is conveyed to any unit he joins. Even if failing is normally automatic, the Inquisitor Lord may still choose to pass or fail the test.

Master Psyker: May use two psychic powers per turn.

Familiar: Increases base initiative by +1 and allows selection of an additional psychic power. A model that represents a familiar (if any) is not considered in play and does not block line of sight.

HQ

INQUISITORIAL RETINUE.....Variable points per model

You may take one Inquisitorial Retinue for each Inquisitor or Inquisitor Lord. This unit does not count against your HQ allowance. An Inquisitor may take up to 6 Henchmen and an Inquisitor Lord may take up to 12 Henchmen. Unless otherwise specified, no more than three Henchmen per type are allowed.

	WS	BS	S	T	W	I	A	Ld	Sv
Acolyte	3	3	3	3	1	3	1	8	5+
Chirurgion	3	3	3	3	1	3	1	8	5+
Crusader	4	3	3	3	1	3	1	8	4+
Hierophant	3	3	3	3	1	3	1	8	5+
Magos	3	3	3	3	1	3	1	8	3+
Mystic	3	3	3	3	1	3	1	8	5+
Penitent	3	3	3	3	1	3	1	8	5+
Sage	3	3	3	3	1	3	1	8	5+
Servitor	3	3	3	3	1	3	1	8	4+
Warrior	3	4	3	3	1	3	1	8	4+
Untouchable	3	3	3	3	1	3	1	8	5+

Unit Composition:

- Variable

Unit Type:

- Infantry

Wargear:

- Unless otherwise noted, all Inquisitorial Henchmen are armed with flak armour, a las pistol, and a close combat weapon.

THE ACOLYTE.....5 Points

The Acolyte is an individual on the long path to becoming an Inquisitor. They are apprenticed to a more senior Inquisitor, beginning at the lowest rank of Explicator. Those who endure (and survive) are promoted to Interrogators. Their primary function is to assist the Inquisitor, even if it requires sacrificing their own lives.

Special Rules:

- Bodyguard: Any wound suffered by the Inquisitor or Inquisitor Lord may be allocated to the Acolyte before saving throws are made. Only one wound may be allocated per Acolyte in a given phase.
- Limited Resources: An Acolyte may only select up to 30 points from the following options.

Options:

- May replace flak armour with:
 - carapace armour.....+5 pts
 - power armour.....+10 pts
- May replace close combat weapon with:
 - a power weapon.....+10 pts
 - a power fist.....+20 pts
 - a thunder hammer.....+25 pts
- May replace las pistol with:
 - a bolt pistol or boltgun.....+5 pts
 - a combi-flamer, -melta, or -plasma gun.....+10 pts
 - suppression shield.....+10 pts
 - a plasma pistol or inferno pistol.....+15 pts
 - a storm shield.....+15 pts



THE CHIRURGEON.....15 Points

A Torturer is one who knows anatomy better than all others, knowing how the maximum punishment that can be inflicted on flesh before it expires. Then, they nurse their subject's body back to perfect health before punishing it again. Although different from a Sister Hospitaller on the outskirts, these two are fundamentally the same, both having a knowledge of the human body and having a skill in healing arts that is unmatched.

Special Rules:

- Medic: The Inquisitor and his retinue have the Feel No Pain special rule. If there is more than one Chirurgeon, the first failed wound suffered by the unit each turn may be ignored, even if caused by a weapon that can cause instant death or ignore armour saves.

THE CRUSADER.....20 Points

Crusaders are warriors of the utmost dedication and potency, sworn to serve agents of the Inquisition with no regard for their own desires whatsoever. These puissant warriors are inducted into one of the Crusader Houses, where they combine martial and religious ideals, becoming warrior-monks.

Wargear:

- Carapace Armour
- Power Weapon
- Suppression Shield

Options:

- May replace power weapon with a thunder hammer.....+10 pts

THE HIEROPHANT.....10 Points

Hierophants are members of the Adeptus Ministrorum who have risen above the multitudinous ranks of the common clergy, having transcended the confines of the Ecclesiarchy's hierarchy and taking a new duty to the Emperor: to exemplify, in every word and deed, the irrefutable truth of the Imperial Creed.

Special Rules:

- Castigate: Daemons wishing to assault a unit including a Hierophant must roll dice for their Assault range as if they were moving in difficult ground. If there is more than one Hierophant, this rule applies to any enemy unit wishing to assault a unit including Hierophants.



THE MAGOS.....45 Points

A Magos is an adherent of the Cult Mechanicus, sometimes called a Techpriest Engineer. They are a servant of the Omnissiah, and at times are taken up by his Quest for Knowledge, and rarely join an Inquisitor to learn all manner of alien technology and esoteric doctrines. They are often accompanied by a group of Servitors.

May include up to one magos per Inquisitorial retinue.

Wargear:

- Power armour
- Las pistol
- Power weapon
- Servo-arm

Special Rules:

- Blessings of the Omnissiah: A Magos in base contact with a damaged vehicle in the Shooting phase may choose to attempt a repair instead of firing. Roll a D6 and add a +1 modifier for each Servitor with a servo arm in the unit. If the result is 5 or more, then either a Weapon Destroyed or Immobilized result (owning player's choice) will be repaired. If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Magos cannot repair if gone to ground or falling back.

THE SERVITOR.....10 Points

A servitor is a construct between man and machine, with an array of mechanical modifications ranging from huge metal claws and infra-red sensors, to bionic exoskeletons and flux-torsion drills. They exist to assist in repairs, and some are even bonded to heavy weapons so that they may act as battlefield bodyguards.

If a Magos is part of the Inquisitorial Retinue, may select up to five servitors.

Wargear:

- Servo-arm
- Carapace armour

Options:

- Up to two servitors may replace their servo arm with:
 - a heavy bolter.....+20 pts
 - a multi-melta or plasma cannon.....+30 pts

Special Rules:

- Mind Lock: Unless a Magos is part of the Servitor unit at the start of the turn, roll D6. On a 4+, the unit can function normally. Otherwise, the unit may not move, shoot, or assault that turn, although they will fight normally in close combat.

THE MYSTIC.....10 Points

A Mystic is a sanctioned psyker that is specialized in precognition, and especially predicting the presence of daemons. They have yet to fully develop their own powers, but are often picked out to assist an Inquisitor, usually of the Ordo Malleus, in their mission.

Special Rules:

- Psyker
- Precognition: If a unit of Daemons or a unit using the Deep Strike rule enters play within 4D6" of a Mystic (roll when each enters play), both he and the rest of the retinue may make a "free" shooting attack at them. These shots are taken before the enemy moves and as an exception to the normal turn sequence. If there are two or more Mystics, any friendly unit within 12" of a mystic may make a "free" shooting attack. The unit counts as stationary. This special rule may not be used if the Inquisitorial retinue has gone to ground or is falling back.



THE PENITENT.....5 Points

The Penitent Witch, sometimes called a 'Bound Psyker,' is one whose soul has been saved by the Inquisitor and is now living in repentance of their sins, beginning their task of atonement. They are bound by powerful wards, sanctified by holy oils, and act as psychic lightning rods where they 'earth' blasphemous magicks of the Inquisitor's foes.

Special Rules:

- Psyker
- Psychic rod: If the Inquisitor or Inquisitor Lord is targeted by a psychic attack, or affected by a psychic power's area of effect, the energy may be dissipated through the Penitent. On a 4+, the psychic attack is nullified. If failed, remove a Penitent model from play and the psychic attack is nullified. This save improves by 1 for every Penitent in the Retinue (i.e. with two Penitents you need a 3+ and with three you need 2+).

THE SAGE.....10 Points

Sages, also known as Savants, Calculus Logi, or Lexmechanics, are scholars who process extraordinary amounts of data and knowledge. They are keepers of the arcane in addition to being able to calculate battle information faster than the most advanced cogitators.

Special Rules:

- Calculate: For each sage, the Inquisitor or a member of his retinue may re-roll a failed to-hit roll during the shooting phase. If a blast weapon is used, the scatter dice may be re-rolled. You must accept the results of the second roll.

THE WARRIOR.....10 Points

Taken from the ranks of the Imperial Guard, the Warrior serves as the personal guard of the Inquisitor. These experienced, battle-hardened Guardsmen are often better equipped than their former compatriots, although they often have to make use of them.

May select up to six warriors.

Wargear:

- Carapace armour
- Hellgun
- Hell Pistol
- Close combat weapon
- Frag and Krak grenades

Options:

- Up to four warriors may replace their hellguns with:
 - a bolter or flamer.....+5 pts
 - a grenade launcher or meltagun.....+10 pts
 - a suppression shield.....+10 pts
 - a plasma gun.....+ 15 pts
- Up to four warriors may replace their close-combat weapons with:
 - a power weapon.....+ 10 pts
 - a power fist.....+15 pts
 - a thunder hammer.....+25 pts



THE UNTOUCHABLE.....25 Points

The 'Untouchable' is an extremely rare human being who has no soul, sometimes referred to as a void-born. That is to say, they have no presence in the Warp. They are quite disturbing to other people, although they also prove quite potent in mitigating the abilities of opposing psykers.

May select only one untouchable for an Inquisitorial Retinue.

Special Rules:

- **Soulless:** All enemy models within 12" of the Untouchable are treated as Leadership 7, unless it is normally less than that.
- **Psychic Abomination:** All enemy psykers within 6" of the Untouchable at the start of their turn must take a Morale check or fall back along with the unit they are leading. If in close combat at the start of the turn and fails the Morale check, instead will hit on a 6 in the Assault phase.

Options:

- May replace flak armour with:
 - carapace armour.....+5 pts
 - power armour.....+10 pts
- May replace close combat weapon with:
 - a power weapon.....+10 pts
 - a power fist.....+20 pts
 - a thunder hammer.....+25 pts
- May replace las pistol with:
 - a bolt pistol or boltgun.....+5 pts
 - a combi-flamer, -melta, or -plasma gun.....+10 pts
 - suppression shield.....+10 pts
 - a plasma pistol or inferno pistol.....+15 pts
 - a storm shield.....+15 pts



DEATH CULT ASSASSIN.....40 Points

You can take 1-3 Death Cult Assassins as a single Elites choice.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Cult Assassin	5	4	4	3	2	5	2	8	4+

Unit Composition:

- 1 Death Cult Assassin

Special Rules:

- Fearless
- Fleet
- Infiltrate
- Stealth
- Dodge
- Independent

Unit Type:

- Infantry

Wargear:

- Carapace armour
- Power weapon
- Close combat weapon

Dodge: The model has a 4+ invulnerable save

Independent: May not joint other units and may not ride in vehicles. Does not count as a scoring unit and may not claim objectives.

IMPERIAL ASSASSIN.....Variable

You may only select up to 1 Imperial Assassin in an Inquisitorial Army.

	WS	BS	S	T	W	I	A	Ld	Sv
Imperial Assassin	5	5	4	4	2	5	3	10	4+

Unit Composition:

- 1 Imperial Assassin

Special Rules:

- Fearless
- Fleet
- Infiltrate
- Stealth
- Dodge
- Independent

Unit Type:

- Infantry

Wargear:

- Variable



CALLIDUS TEMPLE ASSASSIN.....120 Points

Wargear:

- Carapace Armour
- C'tan phase sword
- Neural shredder
- Polymorphine
- Poison blades

Special Rules:

- Jump Back
- A Word in Your Ear

Jump Back: At the start of the Assault Phase, may choose to disengage from combat. Roll a D6: on a 1, she fails to disengage. On a 2+, move her that many inches away from the enemy. This move cannot be used to move into contact with a different enemy model. If the enemy is unengaged, they may consolidate at the end of the Assault phase.

A Word in Your Ear: You may move one enemy unit 6" after both sides have deployed, before the start of the first turn. The unit's new positioning must be within normal deployment zones. The owning player may choose the facing.



CULEXUS TEMPLE ASSASSIN.....105 Points

Wargear:

- Carapace Armour
- Etherium
- Animus Speculum
- Psyk-Out Grenades

Special Rules:

- Psychic Abomination
- Soulless
- Psyker Assassin
- Life Drain

Psyker Assassin: May always target a psyker with a shooting attack, if the target is in range and within line of sight. When charging into an assault, may ignore other enemy models in order to get in base contact with an enemy psyker.

Life Drain: When in close combat with an enemy psyker, after all models have moved but before attacks are made, both players roll 2D6 and add their Leadership value (remember the Soulless ability). If the Culexus Assassin scores higher, the enemy psyker loses one wound without saving throw allowed, not even an invulnerable save. This ability is used at the start of every round of close combat. Wounds inflicted in this manner count towards the combat resolution.



EVERSOR TEMPLE ASSASSIN.....95 Points

Wargear:

- Carapace Armour
- Executioner Pistol
- Power weapon
- Neuro-Gauntlet
- Combat Drugs
- Melta bomb

Special Rules:

- Fast Shot
- Bio-Meltdown!

Fast Shot: May treat Pistols as Assault 2.

Bio-Meltdown!: If the Eversor is killed, place a small Blast marker centered over the model. Any model touched by the template takes an automatic Strength 5, AP - hit. Armour saves may be taken as normal. The Eversor is then removed from play.



VINDICARE TEMPLE ASSASSIN.....115 Points

Wargear:

- Carapace Armour
- Exitus Rifle
- Exitus Pistol
- Spy Mask
- Stealth Suit

Special Rules:

- Marksman

Marksman: You may nominate any enemy model targeted by the Vindicare assassin when he is shooting, so long as there is line of sight, regardless of any targeting restrictions. This includes models locked in close combat.



DAEMONHOSTS.....85 Points per Model

Daemonhosts may only be taken by a Radical Ordo Malleus Inquisitor. May not take more than 1 unit of Daemonhosts. Up to three Daemonhosts may be chosen as a single Elites choice. They are deployed as a single unit, but do not need to be placed together and operate independently during the game.

	WS	BS	S	T	W	I	A	Ld	Sv
Daemonhost	6	4	5	5	4	4	4	10	4+

Unit Composition:

- 1 – 3 Daemonhosts

Unit Type:

- Infantry

Wargear:

- None

Special Rules:

- Daemon
- Monstrous
- Summoned
- Fleet
- Fearless
- Invulnerable
- Independent
- Psychic Instability



Psychic Powers: at the beginning of each of your Movement phases, roll a D6 for each of your Daemonhosts to see what power it has for that turn.

D6 Result

- 1 Terrify:** All units not embarked in a vehicle, friend and foe, within 12" of the Daemonhost must immediately take a Pinning test.
- 2 Re-knit Host Form:** The Daemonhost immediately recovers all wounds suffered.
- 3 Teleport:** The Daemonhost may immediately move to anywhere on the table, provided it is not within 1" of an enemy unit or in impassable terrain, and scatters as with Deep Strike. It may assault that turn.
- 4 Bloodboil:** During the Shooting Phase this turn, place a large blast template with the hole centered over the Daemonhost. All models underneath the template suffer a S3 hit at AP2.
- 5 Timeshift:** The Daemonhost may move 12" and assault 12", and doubles the number of attacks it can make, before modifiers are applied.
- 6 Warp Strength:** Add +D3 to the Daemonhost's Strength and Toughness characteristics until the beginning of the following turn.

Daemon: This unit counts as a Daemon for purposes of game effects.

Monstrous: Close combat attacks made by the Daemonhost ignore armour saves and roll an additional D6 for armour penetration.

Summoned: Daemonhosts may be held in Reserve and enter play by Deep Strike, even in missions that do not normally allow Deep Strike or Reserves. The Daemonhost may not roll on the psychic power table, but may assault the turn it enters play.

Invulnerable: The model counts as having the Eternal Warrior universal special rule, and its saving throw is an invulnerable one.

Psychic Instability: The unit counts as a Psyker for purposes of game effects. Daemonhosts automatically pass all psychic tests, but their powers may still be countered by other effects, such as a Space Marine Librarian's psychic hood.

ALLIED SPACE MARINE DREADNOUGHT...105 Points

May select 1 Allied Space Marine Dreadnought if at least 2 Space Marine Tactical squads are chosen.

	-Armour-							
	WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6	12	12	12	4	2

Unit Composition:

- 1 Dreadnought

Unit Type:

- Vehicle (Walker)

Special Rules:

- Allied Space Marines

Dedicated Transport:

- May select a Drop Pod

Wargear:

- Multi-melta
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Options:

- Replace storm bolter with:
 - a heavy flamer.....+10 pts
- Replace multi-melta with:
 - a twin-linked heavy flamer.....free
 - a twin-linked heavy bolter.....+5 pts
 - a twin-linked autocannon.....+10 pts
 - a plasma cannon or assault cannon.....+10 pts
 - a twin-linked lascannon.....+30 pts
- Replace Dreadnought close combat weapon with:
 - a twin-linked autocannon or missile launcher.....+10 pts
- May take:
 - extra armour.....+15 pts



TROOPS

INQUISITORIAL STORMTROOPERS.....60 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Stormtrooper	3	4	3	3	1	3	2	8	4+
Sergeant									
Stormtrooper	3	4	3	3	1	3	1	8	4+

Unit Composition:

- 4 Inquisitorial Stormtroopers
- 1 Inquisitorial Stormtrooper Sergeant

Unit Type:

- Infantry

Wargear:

- Carapace armour
- Hellgun (Troopers only)
- Hell Pistol (Sergeant only)
- Close combat weapon
- Frag and Krak grenades

Special Rules:

- Deep Strike
- Special Operations

Dedicated Transport:

- May select an Inquisitorial Rhino, Inquisitorial Chimera, Inquisitorial Valkyrie, or an Inquisitorial Vendetta.

Options:

- May include up to five additional Stormtroopers:.....+10 pts per model
- The entire squad replaces their hellguns and hell pistol with:
 - bolters and bolt pistol.....+2 pts per model
 - hot-shot lasguns and hot-shot las pistol.....+6 pts per model
- If the Army is led by an Ordo Xenos Inquisitor Lord, the entire squad may replace their hellguns and hell pistol with:
 - avenger shuriken catapults and shuriken pistols...+2 pts per model
 - pulse rifle / pulse carbine and pulse pistol.....+4 pts per model
- Up to two Stormtroopers may replace their hellgun with:
 - a flamer or grenade launcher.....+5 pts
 - a melta gun or plasma gun.....+10 pts
- The Stormtrooper Sergeant may replace his close combat weapon or hell pistol with:
 - a plasma pistol, power weapon, or lightning claw.....+10 pts
 - a power fist.....+15 pts
 - a thunder hammer.....+20 pts
- The Stormtrooper Sergeant may take:
 - melta bombs.....+5 pts
 - teleport homer.....+10 pts
- If the Army is led by an Ordo Xenos Inquisitor Lord, the Stormtrooper Sergeant may take a markerlight.....+10 pts



Special Operations: Before deployment, choose one of the following three special rules for each Inquisitorial Storm Trooper squad in your army.

Reconnaissance: The Inquisitorial Storm Trooper squad gains the *Scouts* and *Move Through Cover* special rules.

Airborne Assault: The Inquisitorial Storm Trooper squad may re-roll the scatter dice when they Deep Strike.

Behind Enemy Lines: The Inquisitorial Storm Trooper squad is granted the *Infiltrate* special rule, and their weapons count as Pinning the first time the squad fires.

TROOPS

ALLIED SPACE MARINE TACTICAL SQUAD...90 Points

May include up to two Allied Space Marine Tactical Squads.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	2	9	3+
Sergeant									
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Space Marines
- 1 Space Marine Sergeant

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt Pistol
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Allied Space Marines

Dedicated Transport:

- May select a Rhino or a Razorback. If the squad numbers ten models, may take a Drop Pod.

Options:

- May include up to five additional Space Marines:..+16 pts per model
- If the squad numbers ten models, one Space Marine may replace his boltgun with:
 - a flamer.....free
 - a meltagun.....+5 pts
 - a plasma gun.....+10 pts
- If the squad numbers ten models, one Space Marine may replace his boltgun with:
 - a heavy bolter, multi-melta, or missile launcher.....free
 - a plasma cannon.....+5 pts
 - a lascannon.....+10 pts
- The Space Marine Sergeant may replace his boltgun and/or bolt pistol with:
 - a close combat weapon.....free
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a storm bolter.....+10 pts
 - a plasma pistol.....+15 pts
 - a power weapon.....+15 pts
 - a power fist.....+25 pts
- The Space Marine Sergeant may take:
 - melta bombs.....+5 pts
 - teleport homer.....+15 pts



TROOPS

ALLIED SPACE MARINE SCOUT SQUAD...75 Points

May include 1 Allied Space Marine Scout Squad for every Allied Space Marine Tactical Squad chosen.

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	4	4	4	4	1	4	2	9	4+
Scout	3	3	4	4	1	4	1	8	4+

Unit Composition:

- 4 Space Marine Scouts
- 1 Space Marine Scout Sergeant

Unit Type:

- Infantry

Wargear:

- Scout armour
- Boltgun
- Bolt Pistol
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Infiltrate
- Move Through Cover
- Scouts
- Allied Space Marines

Options:

- May include up to five additional Scouts:+13 pts per model
- Any Scout may replace his boltgun with:
 - a shotgun, close combat weapon, or a sniper rifle.....free
- One Scout may replace his boltgun or bolt pistol with:
 - a missile launcher.....+10 pts
 - a heavy bolter (with hellfire shells).....+10 pts
- The Scout Sergeant may replace his boltgun and/or bolt pistol with:
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a plasma pistol.....+15 pts
 - a power weapon.....+15 pts
 - a power fist.....+25 pts
- The Scout Sergeant may take:
 - melta bombs.....+5 pts
 - teleport homer.....+15 pts
- The squad may have camo cloaks.....+3 pts per model

INDUCTED IMPERIAL GUARD INFANTRY PLATOON...Variable Points

Composition: 1 Platoon Command Squad, 2-5 Infantry Squads, 0-5 Heavy Weapons Squads, and 0-2 Special Weapons Squads. Each Infantry Platoon counts as a single Troops choice on the Force Organization chart when deploying, and is rolled for collectively when rolling for reserves.



TROOPS

PLATOON COMMAND SQUAD.....30 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Heavy Weapon Team	3	3	3	3	2	3	2	7	5+

Unit Composition:

- 4 Guardsmen
- 1 Platoon Commander

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun (Guardsmen)
- Las pistol (Commander)
- Close combat weapon
- Frag grenades

Special Rules:

- Junior Officer (Commander)
- Inducted Guard

Dedicated Transport:

- May select a Chimera

Imperial Guard Orders: Orders are issued at the start of the Shooting phase. A Junior Officer may issue orders, provided that he is not locked in an assault, falling back, embarked in a transport vehicle, or gone to ground. Orders must be issued before a Junior Officer and his Command Squad shoot or run. Issuing orders does not prevent him or his squad from shooting or running.

To issue an order, declare which order the Junior Officer will use and select a single friendly non-vehicle Inducted Guard unit within his command radius. This can be the officer's squad, if you wish. The chosen unit must then take a Leadership test to see if the order has been understood and acted upon.

Orders cannot be issued to squads that are embarked in a transport vehicle, have already run, made a shooting attack, or have already received an order that turn (whether or not the prior order was successful). Unless otherwise stated, orders cannot be issued to units that are falling back or have gone to ground.

If the test is passed, the squad immediately carries out the order. Once the order is completed, the officer may issue another order (if he is eligible to do so). If the test is failed, the order does not take effect, although the ordered squad and the officer's squad may otherwise act normally.

Inspired Tactics: If a double 1 is rolled, after the order is completed, the officer may issue a further order.

Incompetence! If a double 6 is rolled, no further orders may be issued by any officer this Shooting phase.

Options:

- The Platoon Commander may exchange his las pistol and/or close combat weapon with:
 - a bolt pistol or boltgun.....+2 pts
 - a power weapon or plasma pistol.....+10 pts
 - a power fist.....+15 pts
- The Platoon Commander may take melta bombs.....+5 pts
- Any Guardsman may replace his lasgun with a laspistol.....free
- One Guardsman may take a medi-pack:.....+30 pts
- One other Guardsman may take a platoon standard.....+15 pts
- One other Guardsman may take a master-vox.....+10 pts
- One other Guardsman may replace his lasgun with:
 - a heavy flamer.....+5 pts
- Replace two other Guardsmen with a Heavy Weapons Team armed with one of the following:
 - a mortar.....+5 pts
 - an autocannon or heavy bolter.....+10 pts
 - a missile launcher.....+15 pts
 - a lascannon.....+20 pts
- Any remaining Guardsmen not upgraded with one of the above options may replace his lasgun with:
 - a flamer, grenade launcher, or sniper rifle.....+5 pts
 - a meltagun.....+10 pts
 - a plasma gun.....+15 pts
- The entire squad may have Krak grenades:.....+5 pts

Heavy Weapons Team: Counts as two models for the purposes of transport capacity.

Junior Officer: May issue one order each turn. Has a command radius of 6". Can use the following Orders:

First Rank, FIRE! Second Rank, FIRE! If successful, the ordered unit may fire three shots from their lasguns at an enemy up to 12" away instead of two. If the ordered unit did not move, it may fire two shots with their lasguns up to 24" away, instead of one.

Incoming! If successful, the ordered unit goes to ground and receives a +2 to its cover save. Note that the squad will not be able to act normally until the end of the player's following turn.

Move! Move! Move! If successful, the ordered unit immediately runs, rolling three dice and using the highest result when determining how far they move.

TROOPS

INFANTRY SQUAD.....50 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	3	3	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Heavy Weapon Team	3	3	3	3	2	3	2	7	5+

Unit Composition:

- 9 Guardsmen
- 1 Sergeant

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun (Guardsmen)
- Las pistol (Sergeant)
- Close combat weapon
- Frag grenades

Dedicated Transport:

- May select a Chimera

Special Rules:

- Combined Squad
- Inducted Guard

Options:

- The Sergeant may exchange his las pistol and/or close combat weapon with:
 - a bolt pistol or boltgun.....+2 pts
 - a power weapon or plasma pistol.....+10 pts
 - a power fist.....+15 pts
- Any Guardsman may replace his lasgun with a laspistol.....free
- One Guardsman may replace his lasgun with:
 - a flamer, grenade launcher, or sniper rifle.....+5 pts
 - a meltagun.....+10 pts
 - a plasma gun.....+15 pts
- One other Guardsman may take a medi-pack.....+30 pts
- One other Guardsman may take a vox-caster.....+5 pts
- Replace two other Guardsmen with a Heavy Weapons Team armed with one of the following:
 - a mortar.....+5 pts
 - an autocannon or heavy bolter.....+10 pts
 - a missile launcher.....+15 pts
 - a lascannon.....+20 pts
- The entire squad may have krak grenades.....+10 pts

HEAVY WEAPONS SQUAD.....60 Points

Unit Composition:

- 3 Heavy Weapons Teams

Unit Type:

- Infantry

Dedicated Transport:

May select a Chimera

Wargear:

- Flak armour
- Lasgun
- Mortar
- Close combat weapon
- Frag grenades

Special Rules:

- Inducted Guard

Options:

- Any heavy weapons team may exchange its mortar with:
 - an autocannon or heavy bolter.....+5 pts
 - a missile launcher.....+10 pts
 - a lascannon.....+15 pts
- The entire squad may have krak grenades.....+10 pts

SPECIAL WEAPONS SQUAD.....35 Points

Unit Composition:

- 6 Guardsmen

Unit Type:

- Infantry

Dedicated Transport:

May select a Chimera

Wargear:

- Flak armour
- Lasgun
- Close combat weapon
- Frag grenades

Options:

- Up to three Guardsmen may replace their lasgun with:
 - a flamer, grenade launcher, or sniper rifle.....+5 pts
 - a meltagun.....+10 pts
 - a plasma gun.....+15 pts
- If only two Guardsmen have replaced their lasguns with one of the following above, one guardsmen may take a demolition charge:
 -+20 pts

Special Rules:

- Inducted Guard

TROOPS

ADEPTUS ARBITES PATROL SQUAD 55 Points

May only be taken by if led by an Ordo Hereticus Inquisitor.

	WS	BS	S	T	W	I	A	Ld	Sv
Proctor	3	3	3	3	1	3	2	8	4+
Arbitrator	3	3	3	3	1	3	1	8	4+
Kaynine	4	-	4	3	1	4	2	5	-

Unit Composition:

- 4 Arbitrators
- 1 Proctor

Unit Type:

- Infantry

Wargear:

- Carapace armour
- Arbitres shotgun
- Frag and riot grenades

Wargear (Kaynine):

- Claws and teeth! (single close combat weapon)

Dedicated Transport:

- May take a Rhino or a Chimera

Special Rules:

- Cyber hound (Kaynine only)

Options:

- May include up to five additional Arbitrators:+10 pts per model
- May include up to two Kaynines.....+5 pts per model
- Any model may replace his arbitres shotgun with:
 - a boltgun.....free
 - a suppression shield and shock maul.....+10 pts
- Up to two Arbitrators may replace their arbitres shotgun with:
 - a flamer.....+5 pts
 - a grenade launcher or heavy stubber.....+10 pts
 - a plasma gun.....+15 pts
- The Proctor may replace his arbitres shotgun with:
 - a bolt pistol and power maul.....+10 pts
 - a bolt pistol and power fist.....+15 pts
- The Proctor may take:
 - a book of law.....+10 pts

Cyberhound: Enemy units may not outflank within 12" of the Kaynine. Kaynines also make their attached unit count as Initiative 4 for Sweeping Advances. Kaynines count as a single model for the purposes of transport.



TROOPS

KROOT MERCENARY SQUAD.....100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Shaper	4	3	4	3	3	3	3	8	6+
Kroot Mercenary	4	3	4	3	1	3	1	8	6+

Unit Composition:

- 9 Kroot mercenaries
- 1 Kroot shaper

Unit Type:

- Infantry

Wargear:

- Kroot Rifle
- Frag and Krak grenades

Eaters of the Dead: May not perform a *Sweeping Advance* after close combat, may only *Consolidate*.

Fieldcraft: Kroot gain +1 to their cover save in woods or jungle. Kroot in woods or jungle do not have to roll a Difficult Terrain test; they may always move up to 6".

Special Rules:

- Xenos Mercenary
- Eaters of the Dead
- Fieldcraft
- Infiltrate

Options:

- May include up to ten additional Kroot Mercenaries:+8 pts per model
- For every five models in the squad, one model may replace his kroot rifle with:
 - a splinter rifle, bolter, or avenger shuriken catapult.....free
 - a kroot hunting rifle or storm bolter.....+5 pts
 - a flamer or meltagun.....+10 pts
 - a plasma gun.....+15 pts
- The Kroot Shaper may replace his kroot rifle with:
 - a pulse rifle or pulse carbine.....+5 pts
 - a bolt pistol and power weapon.....+10 pts
 - an eviscerator.....+20 pts
- The Kroot Shaper may take:
 - melta bombs.....+5 pts
 - blood of the stalker.....+10 pts



TROOPS

ORK WARBAND.....80 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Nob	4	2	4	4	2	3	3	7	6+
Ork Merks	4	2	3	4	1	2	2	7	6+

Nob	4	2	4	4	2	3	3	7	6+
Ork Merks	4	2	3	4	1	2	2	7	6+

Unit Composition:

- 9 Ork Merks
- 1 Nob

Unit Type:

- Infantry

Wargear:

- Slugga (Ork Merks)
- Snazzgun (Nob)
- Choppa
- Stikkbombs
- Gitfinda (Nob)
- Bosspole (Nob)

Mob Rule! The Ork Warband may always choose to substitute the number of Orks in their mob for their normal Leadership value. If an Ork mob numbers 11 or more models, it has the Fearless special rule.

Special Rules:

- Xenos Mercenary
- Mob Rule!
- Furious Charge

Options:

- May include up to twenty additional Ork Merks:+6 pts per model
- Any model may replace their sluggas and choppas with shootas:free
- For every six models, one may exchange his slugga with:
 - a big shoota.....+5 pts
 - a rokkita launcha, burna, deffgun, or kustom mega blasta...+10 pts
- The entire squad may take 'eavy armour.....+4 pts per model
- The Nob may replace his choppa with:
 - a big choppa.....+5 pts
 - a power claw.....+25 pts
- The Nob may upgrade his snazzgun with:
 - more dakka.....+5 pts
 - shootier.....+5 pts
 - blasta.....+5 pts



TROOPS

ELDAR CORSAIRS.....150 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Craftsinger	5	5	3	3	1	6	2	9	4+
Eldar Corsair	4	4	3	3	1	5	1	8	4+

Unit Composition:

- 9 Eldar Corsairs
- 1 Craftsinger

Unit Type:

- Infantry

Wargear:

- Avenger shuriken catapult
- Close combat weapon
- Plasma Grenades

Special Rules:

- Xenos Mercenary
- Fleet
- Scouts

Dedicated Transport:

- May take a Wave Serpent

Options:

- Any Eldar Corsair may replace his avenger shuriken catapult with a shuriken pistol.....*free*
- Up to three Eldar Corsairs may replace their avenger shuriken catapult with:
 - a lasblaster.....+5 pts
 - a fusion gun.....+10 pts
 - a ranger long rifle and shuriken pistol.....+10 pts
 - a plasma gun.....+15 pts
- The Craftsinger may replace his avenger shuriken catapult with:
 - a shimmer shield.....+5 pts
 - a fusion pistol.....+10 pts
 - a sunrifle.....+15 pts
- The Craftsinger may replace his close combat weapon with:
 - a power weapon.....+10 pts
 - a monomolecular saber.....+20 pts



TROOPS

DEMIURG MERCENARIES.....120 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Igemonos	3	3	4	4	2	3	2	9	4+
Demiurg	3	3	4	4	1	2	1	8	4+

Unit Composition:

- 9 Demiurgs
- 1 Igemonos

Unit Type:

- Infantry

Wargear:

- Pneumatic rifle (Demiurg)
- Pneumatic pistol (Igemonos)
- Close combat weapon (Igemonos)
- Seismic Grenades

Special Rules:

- Xenos Mercenary
- Stubborn
- Move through Cover
- Stunty

Options:

- One Demiurg may replace his pneumatic rifle with:
 - a pneumatic carbine.....+5 pts
 - an incinerator gun.....+10 pts
- One Demiurg may replace his pneumatic rifle with:
 - a pneumatic gatling.....+10 pts
 - an incinerator cannon.....+20 pts
 - a seismic cannon.....+25 pts
- The Igemonos may replace his pneumatic pistol with:
 - an incinerator pistol.....+15 pts
- The Igemonos may replace his close combat weapon with:
 - a power weapon.....+10 pts
 - a seismic hammer.....+25 pts

Stunty: Allied units behind Demiurgs do not benefit from the 'Intervening Models' 4+ cover save (see Warhammer 40,000 rulebook in the Shooting Phase).



FAST ATTACK

ALLIED SPACE MARINE ASSAULT SQUAD...100 Points

May include 1 Allied Space Marine Assault Squad or Bike Squad if 2 Allied Space Marine Tactical Squads are chosen.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	2	9	3+
Sergeant									
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Space Marines
- 1 Space Marine Sergeant

Unit Type:

- Jump Infantry

Wargear:

- Power armour
- Bolt Pistol
- Close combat weapon
- Frag and Krak grenades
- Jump Pack

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Allied Space Marines

Dedicated Transport:

- The Squad may remove its jump packs to count as Infantry. It may then have a Drop Pod or Rhino for free. Upgrades must be bought as normal.

Options:

- May include up to five additional Space Marines: *+18 pts per model*
- For every five models in the squad, one Space Marine may replace his bolt pistol with one of the following:
 - a flamer.....*+10 pts*
 - a plasma pistol.....*+15 pts*
- The Space Marine Sergeant may replace his bolt pistol and/or close combat weapon with:
 - a storm shield.....*+15 pts*
 - a plasma pistol, power weapon, or lightning claw.....*+15 pts*
 - a power fist.....*+25 pts*
 - a thunder hammer.....*+30 pts*
- The Space Marine Sergeant may take:
 - melta bombs.....*+5 pts*
 - a combat shield.....*+5 pts*

ALLIED SPACE MARINE BIKE SQUAD....90 Points

May include 1 Allied Space Marine Assault Squad or Bike Squad if 2 Allied Space Marine Tactical Squads are chosen.

	WS	BS	S	T	W	I	A	Ld	Sv
Biker Sergeant	4	4	4	4(5)	1	4	2	9	3+
Biker	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

Unit Composition:

- 2 Bikers
- 1 Biker Sergeant

Unit Type:

- Bikes

Wargear:

- Power armour
- Bolt Pistol
- Frag and Krak grenades
- Space Marine Bike

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Allied Space Marines

Options:

- May include up to five additional Space Marine Bikers: *+25 pts per model*
- May add one Attack Bike armed with a heavy bolter.....*+40 pts*
 - may upgrade the heavy bolter to a multi-melta.....*+10 pts*
- Up to two Bikers may replace their bolt pistols with:
 - a flamer.....*+5 pts*
 - a melta gun.....*+10 pts*
 - a plasma gun.....*+15 pts*
- The Biker Sergeant may replace his bolt pistol with:
 - a combi-flamer, -melta, or -plasma.....*+10 pts*
 - a plasma pistol or power weapon.....*+15 pts*
 - a power fist.....*+25 pts*
- The Biker Sergeant may take:
 - melta bombs.....*+5 pts*

FAST ATTACK

ALLIED SPACE MARINE LAND SPEEDER SQUADRON.....50 Points per model

May include 1 Allied Space Marine Land Speeder Squadron if 2 Allied Space Marine Tactical Squads are chosen.

	[-Armour-]			
	BS	F	S	R
Land Speeder	4	10	10	10

Unit Composition:

- 1 – 3 Land Speeders

Special Rules:

- Deep Strike

Unit Type:

- Vehicle (Fast, Skimmer)

Wargear:

- Heavy Bolter

Options:

- Any Land Speeder may replace its heavy bolter with:
 - a heavy flamer.....*free*
 - a multi-melta.....+10 pts
- Any Land Speeder may be upgraded with one of the following:
 - a Typhoon missile launcher.....+40 pts
 - a Tornado pattern;
 - heavy flamer.....+10 pts
 - heavy bolter.....+10 pts
 - multi-melta.....+20 pts
 - assault cannon.....+40 pts

INDUCTED SCOUT SENTINEL SQUADRON...35 Points Per Model

May select 1 Inducted Scout Sentinel Squadron if at least 1 Inducted Imperial Guard Platoon is chosen.

	[-Armour-]							
	WS	BS	S	F	S	R	I	A
Scout Sentinel	3	3	5	10	10	10	3	1

Unit Composition:

- 1 – 3 Scout Sentinels

Wargear:

- Multi-laser
- Searchlight

Unit Type:

- Vehicle (Walker, Open topped)

Special Rules:

- Scouts
- Move Through Cover
- Inducted Guard

Options:

- Replace multi-laser with:
 - a heavy flamer or autocannon.....+5 pts
 - a missile launcher.....+10 pts
 - a lascannon.....+15 pts
 - a plasma cannon.....+20 pts
- May take:
 - a hunter-killer missile.....+10 pts
- The entire squadron may take:
 - smoke launchers.....+ 5 pts per model
 - camo netting.....+10 pts per model

INDUCTED ARMoured SENTINEL SQUADRON...55 Points Per Model

May select 1 Inducted Armoured Sentinel Squadron if at least 1 Inducted Imperial Guard Platoon is chosen.

	[-Armour-]							
	WS	BS	S	F	S	R	I	A
Armoured Sentinel	3	3	5	12	10	10	3	1

Unit Composition:

- 1 – 3 Armoured Sentinels

Wargear:

- Multi-laser
- Extra armour
- Searchlight

Unit Type:

- Vehicle (Walker)

Special Rules:

- Inducted Guard

Options:

- Replace multi-laser with:
 - a heavy flamer or autocannon.....+5 pts
 - a missile launcher.....+10 pts
 - a lascannon.....+15 pts
 - a plasma cannon.....+20 pts
- May take:
 - a hunter-killer missile.....+10 pts
- The entire squadron may take:
 - smoke launchers.....+ 5 pts per model
 - camo netting.....+10 pts per model

FAST ATTACK

INDUCTED HELLHOUND SQUADRON.....125 Points Per Model

May include 1 Inducted Hellhound Squadron if there are at least 2 Inducted Imperial Guard Infantry Platoons chosen.

	-Armour-			
	BS	F	S	R
Hellhound	3	12	12	10
Devil Dog	3	12	12	10
Bane Wolf	3	12	12	10

Unit Composition:

- 1 – 3 total of the above tanks

Unit Type:

- Vehicle (Tank, Fast)

Special Rules:

- Inducted Guard

Wargear:

- Heavy Bolter
- Searchlight
- Inferno Cannon (Hellhound Only)
- Melta Cannon (Devil Dog Only)
- Chem Cannon (Bane Wolf Only)

Options:

- Replace heavy bolter with a:
 - heavy flamer.....*free*
 - multi-melta.....+15 pts
- May take:
 - a dozer blade.....+10 pts
 - a storm bolter or heavy stubber.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts
- The entire squadron may take:
 - smoke launchers.....+ 5 pts per model
 - camo netting.....+20 pts per model



HEAVY SUPPORT

ALLIED SPACE MARINE DEVASTATOR SQUAD....90 Points

May include 1 Allied Space Marine Devastator Squad if there are at least 2 Space Marine Tactical Squads chosen.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	2	9	3+
Sergeant									
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Space Marines
- 1 Space Marine Sergeant

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt Pistol
- Frag and Krak grenades
- Signum (Sergeant only)

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Allied Space Marines

Dedicated Transport:

- May select a Rhino, Razorback, or a Drop Pod.

Options:

- May include up to five additional Space Marines:..+16 pts per model
- Up to four Space Marines may replace their boltguns with one of the following:
 - a heavy bolter, multi-melta, or a missile launcher.....+10 pts
 - a plasma cannon.....+15 pts
 - a lascannon.....+25 pts
- The Space Marine Sergeant may replace his boltgun and/or bolt pistol with:
 - a close combat weapon.....free
 - a storm bolter.....+5 pts
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a plasma pistol or power weapon.....+15 pts
 - a power fist.....+25 pts
- The Space Marine Sergeant may take:
 - melta bombs.....+5 pts

ALLIED SPACE MARINE PREDATOR.....60 Points

May include 1 Allied Space Marine Predator, Vindicator, or Whirlwind if there are at least 2 Space Marine Tactical Squads chosen.

	[-Armour-]			
	BS	F	S	R
Predator	4	13	11	10

Unit Composition:

- 1 Predator

Unit Type:

- Vehicle (Tank)

Wargear:

- Autocannon
- Smoke launchers
- Searchlight

Special Rules:

- Allied Space Marines

Options:

- Replace autocannon with a twin-linked lascannon:.....+45 pts
- May take side sponsons with:
 - heavy bolters.....+25 pts
 - lascannons.....+60 pts
- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts

ALLIED SPACE MARINE VINDICATOR....115 Points

May include 1 Allied Space Marine Predator, Vindicator, or Whirlwind if there are at least 2 Space Marine Tactical Squads chosen.

	[-Armour-]			
	BS	F	S	R
Vindicator	4	13	11	10

Unit Composition:

- 1 Vindicator

Unit Type:

- Vehicle (Tank)

Wargear:

- Demolisher cannon
- Smoke launchers
- Searchlight

Special Rules:

- Allied Space Marines

Options:

- May take:
 - a dozer blade.....+5 pts
 - a siege shield.....+10 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts

HEAVY SUPPORT

ALLIED SPACE MARINE WHIRLWIND.....85 Points

May include 1 Allied Space Marine Predator, Vindicator, or Whirlwind if there are at least 2 Space Marine Tactical Squads chosen.

	[-Armour-]			
	BS	F	S	R
Whirlwind	4	11	11	10

- Allied Space Marines

Options:

- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts

Unit Composition:

- 1 Whirlwind

- Whirlwind multiple missile launcher
- Smoke launchers
- Searchlight

Unit Type:

- Vehicle (Tank)

Special Rules:

Wargear:

INDUCTED LEMAN RUSS BATTLE TANK.....150 Points

May include 1 Inducted Leman Russ Battle Tank if there are at least 2 Inducted Imperial Guard Infantry Platoons chosen.

	[-Armour-]			
	BS	F	S	R
Leman Russ Battle Tank	3	14	13	10

Options:

- Replace heavy bolter with a:
 - heavy flamer.....free
 - lascannon.....+15 pts
- May take side sponsons with:
 - heavy bolters or heavy flamers.....+20 pts
 - multi-meltas.....+30 pts
 - plasma cannons.....+40 pts
- May take:
 - a dozer blade.....+10 pts
 - a storm bolter or heavy stubber.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts
 - camo netting.....+20 pts

Unit Composition:

- 1 Leman Russ Battle Tank

Wargear:

- Battle Cannon
- Heavy Bolter
- Smoke launchers
- Searchlight

Unit Type:

- Vehicle (Tank)

Special Rules:

- Inducted Guard



HEAVY SUPPORT

ORBITAL STRIKE.....Variable Points

May select 0 to 1 Orbital Strikes. The Orbital Strike is not worth any kill points.

Special Rules:

- Plotting
- Timing
- (In)accuracy

Options:

- Barrage bomb.....25 pts
- Lance strike.....75 pts
- Melta torpedo.....75 pts
- Psy warhead.....90 pts

Plotting: The Orbital Strike must be keyed to a specific piece of terrain at the start of the battle. Make a note of the plotted position before forces are deployed, but after deployment zones have been determined. The blast marker for the strike may be placed anywhere within the specified terrain piece.

Timing: An orbital strike will always use the Reserves special rule, even in missions where reserves are not allowed. Once the orbital strike is available, it lands in each Shooting phase of the Inquisitorial player's turn. The Inquisitorial Forces player may opt not to roll for the onset of the orbital strikes, but once the roll has been passed, the orbital strike will continue each turn until the end of the game.

(In)accuracy: If a hit is rolled, the template scatters 2D6" in the direction shown on the arrow on the 'Hit' symbol. If an arrow is rolled, the template scatters 3D6".



DEDICATED TRANSPORTS

Certain Inquisitorial units as well as Inducted Guard and Allied Space Marines have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organization chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

CHIMERA ARMoured TRANSPORT55 Points

	[-Armour-]			
	BS	F	S	R
Chimera	3	12	10	10

Unit Composition:

- 1 Chimera

Unit Type:

- Vehicle (Tank)

Wargear:

- Multi-laser
- Heavy Bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Twelve models

Special Rules:

- Amphibious

Fire Points: 5 models from top hatch.

Access Points: rear

Options:

- Replace multi-laser with:
 - a heavy flamer or heavy bolter.....*free*
- Replace heavy bolter with heavy flamer.....*free*
- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter killer missile.....+15 pts
 - extra armour.....+15 pts
 - camo netting.....+20 pts

Amphibious: Treat all water terrain as clear.

RHINO35 Points

	[-Armour-]			
	BS	F	S	R
Rhino	4	11	11	10

Unit Composition:

- 1 Rhino

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Ten models

Special Rules:

- Repair

Options:

- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts

Repair: If immobilized, then in a subsequent turn, may attempt a repair instead of shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is no longer immobilized.



DEDICATED TRANSPORTS

RAZORBACK.....40 Points

	[-Armour-]			
	BS	F	S	R
Razorback	4	11	11	10

Unit Composition:

- 1 Razorback

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Six models

Options:

- Replace twin-linked heavy bolters with:
 - a twin-linked heavy flamer.....*free*
 - a twin-linked assault cannon.....+30 pts
 - a twin-linked lascannon.....+30 pts
 - a lascannon and twin-linked plasma gun.....+35 pts
- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts

DROP POD.....35 Points

	[-Armour-]			
	BS	F	S	R
Drop Pod	4	12	12	12

Unit Composition:

- 1 Drop Pod

Unit Type:

- Vehicle (Open-topped)

Wargear:

- Storm bolter

Transport Capacity:

- Ten models or one Dreadnought

Special Rules:

- Inertial Guidance System
- Immobile
- Drop Pod Assault

Options:

- Replace storm bolter with deathwind missile launcher.....+20 pts
- Take a locator beacon.....+10 pts

Drop Pod Assault: Drop Pods enter play using the deep strike special rule. At the beginning of your first turn, you *must* choose half of your Drop Pods, rounded up, to make a Drop Pod Assault. Units using a Drop Pod Assault arrive on the player's first turn. A unit that Deep Strikes in this manner may not assault that turn.

Inertial Guidance System: If a Drop Pod scatters onto impassable terrain or another model, reduce the distance by the minimum required to avoid the obstacle.

Immobile: A Drop Pod counts as immobilized after entering play.

INQUISITORIAL RHINO.....35 Points

	[-Armour-]			
	BS	F	S	R
Inquisitorial Rhino	4	11	11	10

Unit Composition:

- 1 Inquisitorial Rhino

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Ten models

Special Rules:

- Repair

Options:

- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts
- If Army is led by an Ordo Hereticus Inquisitor Lord, may take:
 - blessed bolts.....+10 pts
- If Army is led by an Ordo Malleus Inquisitor Lord, may take:
 - psycannon bolts.....+10 pts
 - sacred hull.....+15 pts

DEDICATED TRANSPORTS

INQUISITORIAL CHIMERA.....65 Points

	[-Armour-]			
	BS	F	S	R
Inquisitorial Chimera	4	12	10	10

Unit Composition:

- 1 Inquisitorial Chimera

Transport Capacity:

- Twelve models

Unit Type:

- Vehicle (Tank)

Special Rules:

- Amphibious

Wargear:

- Multi-laser
- Heavy Bolter
- Smoke launchers
- Searchlight

Options:

- Replace multi-laser with:
 - a heavy flamer or heavy bolter.....*free*
- Replace heavy bolter with heavy flamer.....*free*
- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter killer missile.....+15 pts
 - extra armour.....+15 pts
 - camo netting.....+20 pts
- If Army is led by an Ordo Hereticus Inquisitor Lord, may take:
 - blessed bolts.....+10 pts
- If Army is led by an Ordo Malleus Inquisitor Lord, may take:
 - psycannon bolts.....+10 pts
 - sacred hull.....+15 pts



DEDICATED TRANSPORTS

INQUISITORIAL LAND RAIDER250 Points

	[-Armour-]			
	BS	F	S	R
Inquisitorial Land Raider	4	14	14	14

Unit Composition:

- 1 Inquisitorial Land Raider

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers
- Searchlight

Transport Capacity:

- Ten models

Options:

- May take:
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts
- If Army is led by an Ordo Hereticus Inquisitor Lord, may take:
 - blessed bolts.....+10 pts
- If Army is led by an Ordo Malleus Inquisitor Lord, may take:
 - psycannon bolts.....+10 pts
 - sacred hull.....+15 pts

Power of the Machine Spirit: May fire one more weapon than normally permitted. This weapon may be fired at a different target unit than other weapons, subject to the normal rules for Shooting. This weapon may be fired even if the vehicle has suffered 'Crew Shaken' or 'Crew Stunned.'

INQUISITORIAL LAND RAIDER CRUSADER.....250 Points

	[-Armour-]			
	BS	F	S	R
Inquisitorial Land Raider Crusader	4	14	14	14

Unit Composition:

- 1 Inquisitorial Land Raider Crusader

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Wargear:

- Twin-linked assault cannon
- Two hurricane bolters
- Frag assault launcher
- Smoke launchers
- Searchlight

Transport Capacity:

- Sixteen models

Options:

- May take:
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts
- If Army is led by an Ordo Hereticus Inquisitor Lord, may take:
 - blessed bolts.....+10 pts
- If Army is led by an Ordo Malleus Inquisitor Lord, may take:
 - psycannon bolts.....+10 pts
 - sacred hull.....+15 pts

Assault Vehicle: Models disembarking from any access point can launch an assault on the turn they do so.

INQUISITORIAL LAND RAIDER REDEEMER.....240 Points

	[-Armour-]			
	BS	F	S	R
Inquisitorial Land Raider Redeemer	4	14	14	14

Unit Composition:

- 1 Inquisitorial Land Raider Redeemer

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Wargear:

- Twin-linked assault cannon
- Two flamestorm cannons
- Frag assault launcher
- Smoke launchers
- Searchlight

Transport Capacity:

- Twelve models

Options:

- May take:
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts
- If Army is led by an Ordo Hereticus Inquisitor Lord, may take:
 - blessed bolts.....+10 pts
- If Army is led by an Ordo Malleus Inquisitor Lord, may take:
 - psycannon bolts.....+10 pts
 - sacred hull.....+15 pts

DEDICATED TRANSPORTS

INQUISITORIAL VALKYRIE ASSAULT CARRIER.....125 Points

[-Armour-]

BS F S R

Inquisitorial Valkyrie

4 12 12 10

Unit Composition:

- 1 Inquisitorial Valkyrie

Unit Type:

- Vehicle (Fast, Skimmer)

Special Rules:

- Deep Strike
- Scout
- Grav Chute Insertion

Wargear:

- Multi-laser
- Two Hellstrike Missiles
- Searchlight
- Extra Armour

Transport Capacity:

- Twelve models

Options:

- May exchange multi-laser with:
 - a heavy bolter.....*free*
 - a lascannon.....+15 pts
- May exchange both hellstrike missiles with:
 - two multiple rocket pods.....+30 pts
- May take a pair of side-sponsons heavy bolters.....+10 pts
- If Army is led by an Ordo Hereticus Inquisitor Lord, may take:
 - blessed bolts.....+10 pts
- If Army is led by an Ordo Malleus Inquisitor Lord, may take:
 - psycannon bolts.....+10 pts
 - sacred hull.....+15 pts

Grav Chute Insertion: If the Inquisitorial Valkyrie or Vendetta has moved flat out, passengers may disembark as follows: Nominate any point over which the Valkyrie or Vendetta moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a Dangerous Test. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table.



DEDICATED TRANSPORTS

INQUISITORIAL VENDETTA ASSAULT CARRIER.....125 Points

	[-Armour-]			
	BS	F	S	R
Inquisitorial Vendetta	4	12	12	10

Unit Composition:

- 1 Inquisitorial Vendetta

Unit Type:

- Vehicle (Fast, Skimmer)

Special Rules:

- Deep Strike
- Scout
- Grav Chute Insertion

Wargear:

- Three twin-linked lascannons
- Searchlight
- Extra Armour

Transport Capacity:

- Twelve models

Options:

- May exchange two twin-linked lascannons with:
 - two hellfury missiles.....*free*
- May take a pair of side-sponsons heavy bolters.....+10 pts
- If Army is led by an Ordo Hereticus Inquisitor Lord, may take:
 - blessed bolts.....+10 pts
- If Army is led by an Ordo Malleus Inquisitor Lord, may take:
 - psycannon bolts.....+10 pts
 - sacred hull.....+15 pts

WAVE SERPENT.....100 Points

Unit Composition:

	[-Armour-]			
	BS	F	S	R
Wave Serpent	4	12	12	10

- 1 Wave Serpent

Unit Type:

- Vehicle (Tank, Skimmer, Fast)

Wargear:

- Two Twin-linked shuriken catapults

Special Rules:

- Xenos Mercenary
- Energy Field

Options:

- May replace one of the twin-linked shuriken catapult with:
 - a shuriken cannon.....+10 pts
- May replace the other twin-linked shuriken catapult with:
 - a shuriken cannon.....+10 pts
 - a twin-linked scatter lasers.....+15 pts
 - a twin-linked Eldar missile launcher.....+20 pts
 - a twin-linked starcannon.....+25 pts
 - a twin-linked bright lance.....+35 pts
- May take:
 - star engines.....+10 pts
 - vectored engines.....+20 pts

Energy Field: Shooting attacks against the front or side armour with a Strength greater than 8 count as S8. All ranged attacks never roll more than +1D6 for Armour penetration. Attacks by close combat or against the rear armour are unaffected by the Energy Field rule.

Grey Knight



GREY KNIGHT SPACE MARINES



GREY KNIGHT SPECIAL RULES

The models in the Grey Knight army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Details of those shared rules are given here. If a special rule is not explained on this page or in the relevant entry, it can be found within the main Warhammer 40,000 rulebook.



The Aegis

Every time an enemy psyker uses a power that targets a Grey Knight squad or character and requires a Psychic test, that unit can resist it by rolling a D6 and adding the highest Leadership value in the Grey Knight squad. The enemy psyker must roll equal to or higher on a D6 plus their Leadership characteristic to penetrate the Grey Knights' defenses. If the psyker rolls under the Grey Knights' total, the power fails. Dreadnoughts with The Aegis count as having Leadership 10. This power may be used in addition to that of a psychic hood.

The Shrouding

Any unit attempting to fire at a squad of Grey Knights must check for range using the Night Fighting rules. If the enemy squad targeting the unit of Grey Knights has a psyker, they may re-roll their results but must accept the results of the second roll. This special rule does not apply to squads containing only attached characters that are Grey Knights. Special rules that interact with Night Fighting conditions (such as searchlights, acute senses, etc.) have no effect against The Shrouding.

Teleport Assault

Units with this special rule may be held in Reserve and enter play by Deep Strike using the Deep Strike rule in the Warhammer 40,000 rulebook, even in missions which do not normally allow Deep Strike or Reserves. Models that enter play using this rule may Assault on the turn they arrive. Models entering play using Teleport Assault may also make use of teleport homers.

Rites of Exorcism

Units with this special rule count as being equipped with frag and defensive grenades.

GREY KNIGHT PSYCHIC POWERS

A Grey Knight Justicar has one psychic power (chosen when the army is picked) while a Brother-Captain and a Grand Master have two psychic powers. He can only use one power each turn. A Grand Master may use two powers each turn if he has been upgraded to a Master Psyker. Units of Grey Knight Terminators (or Terminator Retinue) have the Holocaust power, used as described below. All other Grey Knight psychic powers are used following the rules given in the main Warhammer 40,000 rulebook.

DESTROY DAEMON

The Grey Knight chants litanies of purity and abjuration in time with his blows, and every strike is preceded by a crescendo of righteous hatred that weakens the substance of his warp-spawned foes.

This power is used at the beginning of any player's Assault Phase. If successful, the Grey Knight and the unit he is with may re-roll to-hit and to-wound against Daemons. The results of the second roll must be accepted.

DIVINE WIND

The Grey Knight calls upon the Emperor to send a wind to his back, pushing him forwards towards the enemy with righteous vigor.

This power is used at the beginning of the Grey Knight's Movement Phase. If successful, the Grey Knight and the unit he is with counts as having the Fleet universal rule for the remainder of the turn.

EMPEROR'S FURY

Channeling the hatred of the Emperor against the foes of humanity, the Grey Knight's nemesis force weapon glows with arcs of lightning, splitting the very air itself with psychic energy.

This power is used at the beginning of any player's Assault Phase. If successful, all attacks by the Grey Knight and his unit count as Rending for the remainder of the phase.

HAMMERHAND

Some Grey Knights can wield their mental powers as a physical force such that anything they touch suffers catastrophic damage, being able to rip apart adamantium plates with just the bare hands.

This power is used at the beginning of any player's Assault Phase. If successful, all close combat attacks by the Grey Knight are resolved at Strength 10 until the end of the phase.

HOLOCAUST

A group of Grey Knight Terminators use their collective psychic energy, focused through a Brother-Captain or a Grand Master, unleashing white-hot flames of destruction through the air, incinerating those that are too close.

This power is used at the beginning of any player's Assault Phase. This power does not count towards the psychic power per turn limit of the Battle-Brother or Grand Master. If successful, place a large blast template anywhere in contact with the Battle-Brother or Grand Master. All enemy models suffer a Strength 6 hit, at Initiative 1, and armour saves may be taken. If a Perils of the Warp attack is suffered, it will affect every member of the squad at the same Strength value.

SANCTUARY

The Grey Knight summons a powerful psychic shield that protects them from the darkest of malign influences, creating a temporary ward through which the Daemon cannot pass.

This power is used at the beginning of the Grey Knight's turn. If successful, Daemons may not move within 3" of the Grey Knight and cannot draw line of sight through it. Daemons already within 3" when this power is used are moved until they are 3" distance, and must retain unit coherency if possible. This power can end close combat. Any Daemon that enters play within 3" of the Grey Knight while this power is active are destroyed. The effects of this power last until the Grey Knight moves, shoots, or uses another psychic power, although he can fight as normal in close combat.

SHIELD OF THE EMPEROR

By entreating for the Emperor's protection, the Grey Knight summons forth a gleaming silver wall around him and his companions, shielding them from harm.

This power is used at the beginning of the opponent's shooting phase. If successful, the Grey Knight and any unit within 6" receives a 5+ cover save until the end of the phase.

WORD OF THE EMPEROR

The faith in the Emperor is so strong, that the canticles and liturgies spoken by the Grey Knight can cause the unbelievers and the Daemons to shrink back in fear.

This power is used at the beginning of the opponent's Assault phase, even if the Grey Knight is engaged in close combat. If successful, all enemy units attempting to charge the Grey Knight and his unit must take a Leadership test with a -2 modifier. If they fail, they may not assault that turn, nor may they select another target to assault with that unit.

You may choose to have a Grey Knight Terminator squad function as an HQ unit at +15 points, with the Brother-Captain having 2 Wounds instead of 1 and gaining the universal special rule 'Independent Character'.

GREY KNIGHT GRAND MASTER.....175 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	6	5	4	4	3	5	4	10	2+
Grand Master									

Unit Composition:

- 1 Grey Knight Grand Master

Unit Type:

- Infantry

Wargear:

- Aegis terminator armour
- Storm Bolter
- Nemesis Force Weapon
- Iron Halo

Special Rules:

- Fearless
- The Aegis
- The Shrouding
- Rites of Exorcism
- Psyker
- Independent Character

Psychic Powers:

A Grand Master has any two of the following powers:

- Destroy Daemon
- Divine Wind
- Emperor's Fury
- Hammerhand
- Sanctuary
- Shield of the Emperor
- Word of the Emperor

Options:

- May upgrade to a master psyker.....+50 pts
- May exchange nemesis force weapon with:
 - a thunderhammer.....free
 - a daemonhammer:.....+10 pts
- May exchange storm bolter with:
 - a combi-flamer, -melta, or -plasma.....+5 pts
 - an incinerator.....+15 pts
 - a storm shield.....+15 pts
 - a psycannon.....+25 pts
- The Grand Master may take:
 - psycannon bolts.....+5 pts
 - melta bombs.....+5 pts
 - a psychic hood.....+10 pts
 - grimoire of true names.....+10 pts
 - sacred incense.....+10 pts

GREY KNIGHT TERMINATOR RETINUE...90 Points

You may take one Grey Knight Terminator Retinue for each Grey Knight Grand Master or Grey Knight special character. This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight Terminator	5	4	4	4	1	4	2	10	2+

Unit Composition:

- 2 Grey Knight Terminators

Unit Type:

- Infantry

Wargear:

- Aegis terminator armour
- Storm Bolter
- Nemesis Force Weapon

Special Rules:

- Fearless
- The Aegis
- The Shrouding
- Rites of Exorcism

Psychic Powers:

- Holocaust (see rules)

Dedicated Transport:

- May select a Grey Knight Landraider (including variants), or a Grey Knight Stormraven

Options:

- May include up to eight additional Grey Knight Terminators:+45 pts per model
- Any model may replace their storm bolter and nemesis force weapon with a thunder hammer and storm shield.....free
- For every five models in the squad (including the Grey Knight Grand Master or special character), one Terminators may replace his storm bolter with:
 - an incinerator.....+10 pts
 - a psycannon.....+15 pts

GREY KNIGHT TERMINATOR SQUAD.....150 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight Terminator Brother-Captain	5	4	4	4	1	4	3	10	2+
Grey Knight Terminator	5	4	4	4	1	4	2	10	2+

Unit Composition:

- 2 Grey Knight Terminators
- 1 Grey Knight Terminator Brother-Captain

Unit Type:

- Infantry

Wargear:

- Aegis terminator armour
- Storm Bolter
- Nemesis Force Weapon

Special Rules:

- Fearless
- The Aegis
- The Shrouding
- Rites of Exorcism
- Psyker (Brother-Captain)

Psychic Powers:

- Holocaust (see rules)

A Brother-Captain has any two of the following powers:

- Destroy Daemon
- Divine Wind
- Emperor's Fury
- Hammerhand
- Sanctuary
- Shield of the Emperor
- Word of the Emperor

Dedicated Transport:

- May select a Grey Knight Landraider (including variants), or a Grey Knight Stormraven

Options:

- May include up to seven additional Grey Knight Terminators:
.....+45 pts per model
- Any model (including the Brother-Captain) may replace their storm bolter and nemesis force weapon with:
 - a thunder hammer and storm shield.....free
- For every five models in the squad, one Terminators may replace his storm bolter with:
 - an incinerator.....+10 pts
 - a psycannon.....+15 pts
- The Brother-Captain may take:
 - psycannon bolts.....+5 pts
 - melta bombs.....+5 pts
 - sacred incense.....+10 pts



GREY KNIGHT VENERABLE DREADNOUGHT170 Points

	-Armour-							
	WS	BS	S	F	S	R	I	A
Grey Knight Dreadnought	6	5	6	12	12	12	4	2

Unit Composition:

- 1 Grey Knight Dreadnought

Unit Type:

- Vehicle (Walker)

Special Rules:

- The Aegis
- Venerable

Wargear:

- Assault cannon
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Options:

- Replace storm bolter with:
 - a heavy flamer.....+10 pts
 - an incinerator.....+15 pts
- Replace assault cannon with:
 - a twin-linked heavy flamer or multi-melta.....free
 - an incinerator.....free
 - a twin-linked heavy bolter.....+5 pts
 - a twin-linked autocannon.....+10 pts
 - a twin-linked psycannon.....+10 pts
 - a plasma cannon.....+10 pts
 - a twin-linked lascannon.....+30 pts
- Replace Dreadnought close combat weapon with:
 - a twin-linked autocannon or missile launcher.....+10 pts
- May take:
 - psycannon bolts.....+5 pts
 - extra armour.....+10 pts
 - sacred hull.....+15 pts

Venerable: If a Venerable Dreadnought suffers a glancing or penetrating hit, you can ask your opponent to re-roll the result rolled on the Vehicle Damage chart. You must accept the result of the second roll, even if it is worse than the first.



TROOPS

GREY KNIGHT TACTICAL SQUAD.....150 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	5	4	4	4	1	4	2	9	3+
Justicar									
Grey Knight	5	4	4	4	1	4	2	8	3+

Unit Composition:

- 4 Grey Knights
- 1 Grey Knight Justicar

Unit Type:

- Infantry

Wargear:

- Aegis power armour
- Storm Bolter
- Nemesis Force Weapon
- Frag grenades

Special Rules:

- Fearless
- The Aegis
- The Shrouding
- Psyker (Justicar)

Psychic Powers:

A Justicar has any one of the following powers:

- Destroy Daemon
- Divine Wind
- Emperor's Fury
- Hammerhand
- Sanctuary
- Shield of the Emperor
- Word of the Emperor

Dedicated Transport:

- May select a Grey Knight Rhino, Grey Knight Razorback, Grey Knight Landraider (including variants), or a Grey Knight Stormraven

Options:

- May include up to five additional Grey Knight Space Marines: ...
.....+25 pts per model
- Up to two Grey Knights may replace their storm bolter and nemesis force weapon for:
 - an incinerator.....+10 pts
 - a psycannon.....+15 pts
 - or replace only the storm bolter with a hand-incinerator.....+10 pts
- The Justicar may replace his nemesis force weapon with:
 - a thunder hammer.....+15 pts
- The Justicar may take:
 - psycannon bolts.....+5 pts
 - melta bombs.....+5 pts
 - sacred incense.....+10 pts
 - teleport homer.....+15 pts



FAST ATTACK

GREY KNIGHT TELEPORTATION SQUAD.....150 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	5	4	4	4	1	4	2	9	3+
Justicar									
Grey Knight	5	4	4	4	1	4	2	8	3+

Unit Composition:

- 4 Grey Knights
- 1 Grey Knight Justicar

Unit Type:

- Infantry

Wargear:

- Aegis power armour
- Storm Bolter
- Nemesis Force Weapon
- Frag grenades

Special Rules:

- Fearless
- The Aegis
- The Shrouding
- Teleport Assault
- Psyker (Justicar)

Psychic Powers:

A Justicar has any one of the following powers:

- Destroy Daemon
- Divine Wind
- Emperor's Fury
- Hammerhand
- Sanctuary
- Shield of the Emperor
- Word of the Emperor

Dedicated

Transport:

- May select a Grey Knight Stormraven

Options:

- May include up to five additional Grey Knight Space Marines: ...
.....+25 pts per model
- Up to two Grey Knights may replace their storm bolter and nemesis force weapon for:
 - an incinerator.....+10 pts
 - a psycannon.....+15 pts
 - or replace only the storm bolter with a hand-incinerator.....+10 pts
- The Justicar may replace his nemesis force weapon with:
 - a thunder hammer.....+15 pts
- The Justicar may take:
 - psycannon bolts.....+5 pts
 - melta bombs.....+5 pts
 - sacred incense.....+10 pts



HEAVY SUPPORT

GREY KNIGHT PURGATION SQUAD 150 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	5	4	4	4	1	4	2	9	3+
Justicar									
Grey Knight	5	4	4	4	1	4	2	8	3+

Unit Composition:

- 4 Grey Knights
- 1 Grey Knight Justicar

Unit Type:

- Infantry

Wargear:

- Aegis power armour
- Storm Bolter
- Nemesis Force Weapon
- Frag grenades

Special Rules:

- Fearless
- The Aegis
- The Shrouding
- Psyker (Justicar)

Psychic Powers:

A Justicar has any one of the following powers:

- Destroy Daemon
- Divine Wind
- Emperor's Fury
- Hammerhand
- Sanctuary
- Shield of the Emperor
- Word of the Emperor

Dedicated Transport:

- May select a Grey Knight Rhino, Grey Knight Razorback, Grey Knight Landraider (including variants), or a Grey Knight Stormraven

Options:

- May include up to five additional Grey Knight Space Marines: ...
.....+25 pts per model
- Up to four Grey Knights may replace their storm bolter and nemesis force weapon for:
 - an incinerator.....+10 pts
 - a psycannon.....+15 pts
 - a psybane missile launcher.....+30 pts
- The Justicar may replace his nemesis force weapon with:
 - a thunder hammer.....+15 pts
- The Justicar may take:
 - psycannon bolts.....+5 pts
 - melta bombs.....+5 pts
 - sacred incense.....+10 pts
 - teleport homer.....+15 pts

GREY KNIGHT DREADNOUGHT 110 Points

If a Grey Knight Storm Raven is selected as a Dedicated Transport by another unit, the Grey Knight Dreadnought may start the game in that transport.

	WS	BS	S	-Armour-			I	A
			F	S	R			
Grey Knight	5	4	6	12	12	12	4	2
Dreadnought								

Unit Composition:

- 1 Grey Knight Dreadnought

Unit Type:

- Vehicle (Walker)

Special Rules:

- The Aegis

Wargear:

- Assault cannon
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Options:

- Replace storm bolter with:
 - a heavy flamer.....+10 pts
 - an incinerator.....+15 pts
- Replace assault cannon with:
 - a twin-linked heavy flamer or multi-melta.....free
 - an incinerator.....free
 - a twin-linked heavy bolter.....+5 pts
 - a twin-linked autocannon.....+10 pts
 - a twin-linked psycannon.....+10 pts
 - a plasma cannon.....+10 pts
 - a twin-linked lascannon.....+30 pts
- Replace Dreadnought close combat weapon with:
 - a twin-linked autocannon or missile launcher.....+10 pts
- May take:
 - psycannon bolts.....+5 pts
 - extra armour.....+10 pts
 - sacred hull.....+15 pts

DEDICATED TRANSPORTS

Certain Grey Knight units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organization chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

GREY KNIGHT RHINO.....35 Points

	[-Armour-]			
	BS	F	S	R
Grey Knight Rhino	4	11	11	10

Unit Composition:

- 1 Grey Knight Rhino

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Ten models

Special Rules:

- Repair

Options:

- May take:
 - psycannon bolts.....+5 pts
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts
 - sacred hull.....+15 pts

GREY KNIGHT RAZORBACK.....40 Points

	[-Armour-]			
	BS	F	S	R
Grey Knight Razorback	4	11	11	10

Unit Composition:

- 1 Grey Knight Razorback

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Six models

Options:

- Replace twin-linked heavy bolters with:
 - a twin-linked heavy flamer.....free
 - a twin-linked incinerator.....+5 pts
 - a psycannon.....+10 pts
 - a twin-linked assault cannon.....+30 pts
 - a twin-linked lascannon.....+30 pts
- May take:
 - psycannon bolts.....+5 pts
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts
 - sacred hull.....+15 pts



DEDICATED TRANSPORTS

GREY KNIGHT LAND RAIDER250 Points

	[-Armour-]			
	BS	F	S	R
Grey Knight Land Raider	4	14	14	14

Transport Capacity:

- Ten models

Unit Composition:

- 1 Grey Knight Land Raider

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers
- Searchlight

Options:

- May take:
 - psycannon bolts.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts
 - sacred hull.....+15 pts

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

GREY KNIGHT LAND RAIDER CRUSADER.....250 Points

	[-Armour-]			
	BS	F	S	R
Grey Knight Land Raider Crusader	4	14	14	14

Transport Capacity:

- Sixteen models

Unit Composition:

- 1 Grey Knight Land Raider Crusader

Wargear:

- Twin-linked assault cannon
- Two hurricane bolters
- Psyk-out assault launcher
- Smoke launchers
- Searchlight

Options:

- May exchange the twin-linked assault cannon for a twin-linked psycannon.....*free*
- May take:
 - psycannon bolts.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts
 - sacred hull.....+15 pts

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

GREY KNIGHT LAND RAIDER REDEEMER.....250 Points

	[-Armour-]			
	BS	F	S	R
Grey Knight Land Raider Redeemer	4	14	14	14

Transport Capacity:

- Twelve models

Unit Composition:

- 1 Grey Knight Land Raider Redeemer

Wargear:

- Twin-linked assault cannon
- Two flamestorm incinerator cannons
- Psyk-out assault launcher
- Smoke launchers
- Searchlight

Options:

- May exchange the twin-linked assault cannon for a twin-linked psycannon.....*free*
- May take:
 - psycannon bolts.....+5 pts
 - a storm bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts
 - sacred hull.....+15 pts

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

DEDICATED TRANSPORTS

GREY KNIGHT STORM RAVEN GUNSHIP.....200 Points

	[-Armour-]			
	BS	F	S	R
Grey Knight Storm Raven	4	12	12	12

Transport Capacity:

- Twelve models and/or one Dreadnought

Unit Composition:

- 1 Grey Knight Storm Raven Gunship

Wargear:

- Twin-linked heavy bolter
- Twin-linked assault cannon
- Four hellstorm missiles
- Searchlight
- Ceramite plating

Options:

- May exchange twin-linked heavy bolter with:
 - a twin-linked multi-melta.....*free*
 - a typhoon missile launcher.....+25 pts
- May exchange twin-linked assault cannon with:
 - a twin-linked psycannon.....*free*
 - a twin-linked plasma cannon.....*free*
 - a twin-linked lascannon.....*free*
- May take side-sponsons hurricane bolters.....+30 pts
- May take:
 - psycannon bolts.....+5 pts
 - a locator beacon.....+15 pts
 - extra armour.....+15 pts
 - sacred hull.....+15 pts

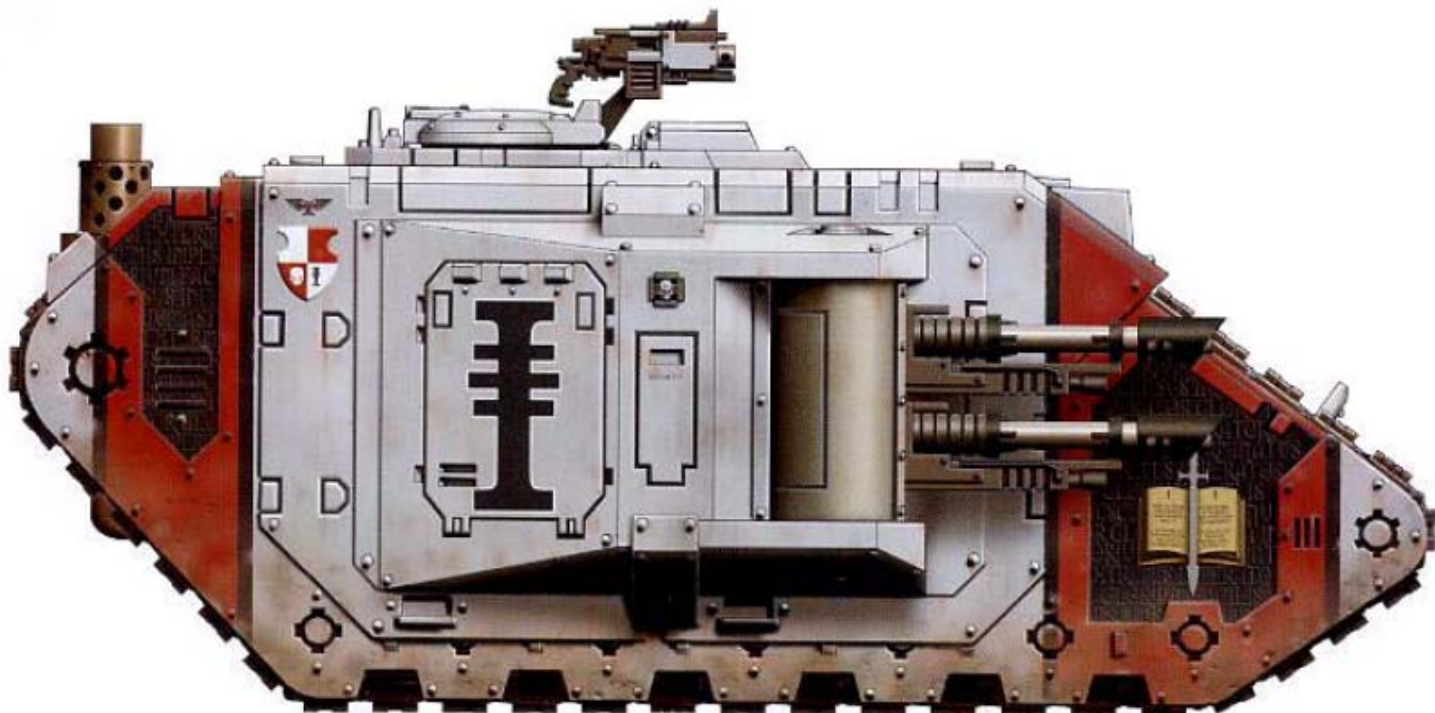
Unit Type:

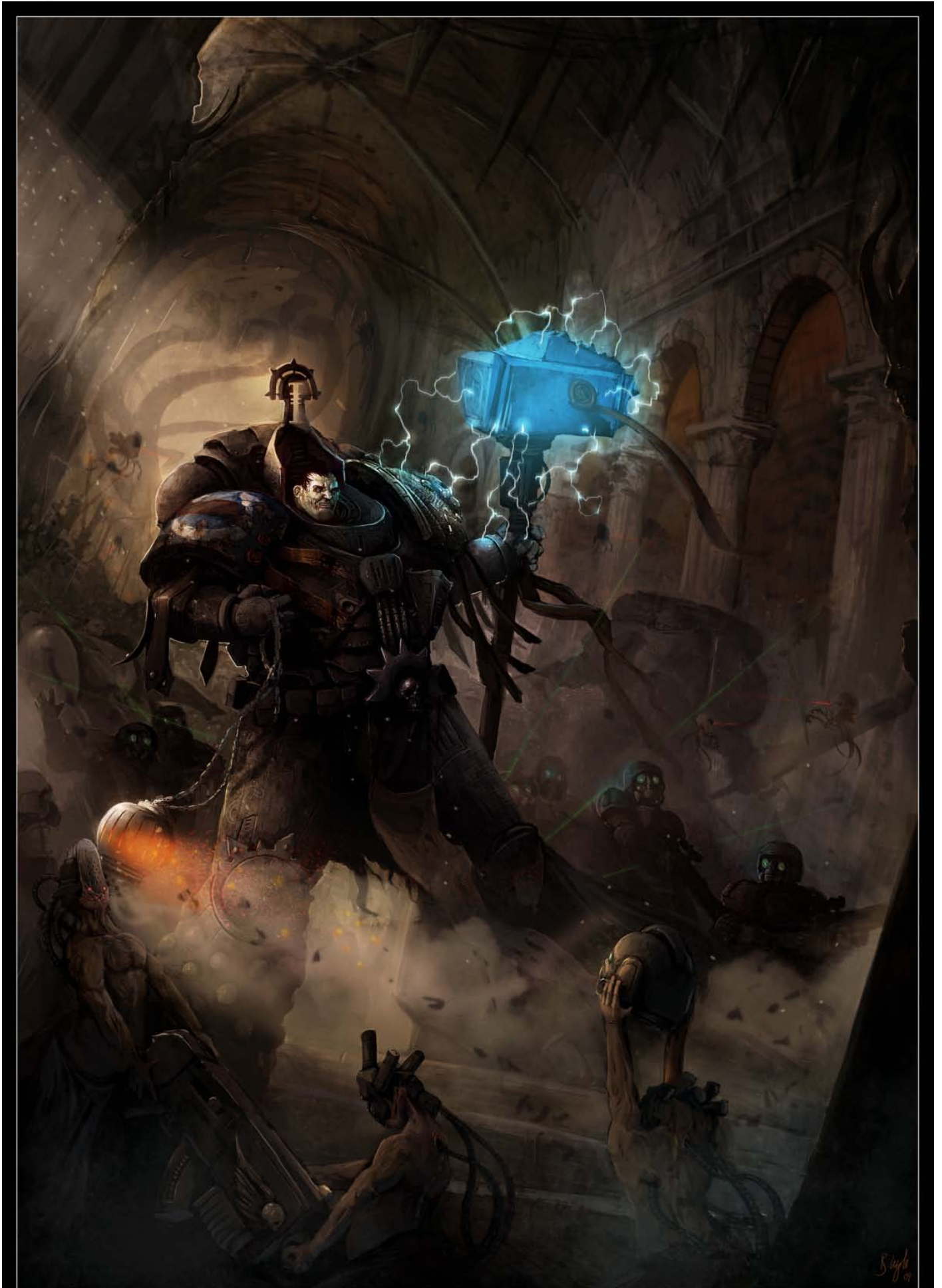
- Vehicle (Fast, Skimmer)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle
- Deep Strike
- Teleport Insertion

Teleport Insertion: If the Stormraven has moved flat out, passengers may disembark as follows: Nominate any point over which the Stormraven moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a Dangerous Test. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table. Models with the 'Teleport Assault' Special Rule and Grey Knights in Terminator Armour do not take a Dangerous Terrain test and furthermore, may Assault out of the Grey Knight Storm Raven. Other models may disembark after the Stormraven has moved flat out, but may not Assault.





-WOE BE TO THY HERETIC-

DEATHWATCH SPACE MARINES



DEATHWATCH SPECIAL RULES

The models in the Deathwatch army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Details of those shared rules are given here. If a special rule is not explained on this page or in the relevant entry, it can be found within the main Warhammer 40,000 rulebook.

And They Shall Know No Fear

Deathwatch Space Marines automatically pass tests to regroup, and can take such tests even if the squad has been reduced to less than half strength by casualties, though all other criteria apply. Usually troops that regroup cannot move normally and always count as moving whether they do or not, but these restrictions do not apply to models subject to this special rule.

If Deathwatch Space Marines are caught by a sweeping advance, they are not destroyed and instead will continue to fight normally. If this happens the unit is subject to the No Retreat! Rule in this round of close combat and might therefore suffer additional casualties.

Deathwatch

At the start of the game, after deployment, choose one Xenos race (Eldar, Dark Eldar, Tau, Tyranids, Orks, or Necron). Units with this special rule treat that race as their "Preferred Enemy," as per the Warhammer 40,000 rulebook. Note that this selection is for the entire Army, not for each Unit.

Combat Squads

Units with this special rule that include ten squad members have the option of breaking down into two five-man units, called combat squads. For example, a ten-man Tactical Squad can fight as a ten-man unit or break down into two five-man combat squads.

The decision to split the unit into combat squads, as well as which models go into each combat squad, must be made when the unit is deployed. Both combat squads can be deployed in separate locations. The one exception to this is a unit that arrives by Drop Pod – the player can choose to split such a unit into combat squad when it disembarks.

If you decide to split a unit into combat squads, then each combat squad is treated as a separate unit for all game purposes from that point.

Special Munitions

At the start of game, after deployment, choose Dragonfire, Inferno, Kraken, or Metal Storm Bolts. All units with this special rule equipped with Bolt pistols and Boltguns (including combi-boltguns and hurricane bolters) may replace their profile with that of the munition. Each unit must make a selection for the type of munition.

Improvised Grenades

Units with this special rule may choose to use Krak grenades in close combat as follows: regardless of the number of attacks on a model's profile and modifiers for charging or having two weapons, each model may make one attack at Initiative 1 with a krak grenade, hitting on a 6+, 4+ against a Preferred Enemy. Hits are resolved at Strength 6, ignoring Armour Saves.

DEATHWATCH PSYCHIC POWERS

A Deathwatch Librarian has two psychic powers (chosen when the Army is picked). He can only use one power each turn. A Deathwatch Librarian upgraded to an Epistolary may use two psychic powers per turn. Deathwatch psychic powers are used following the rules given in the main Warhammer 40,000 rulebook.

CIRCLE OF FLAME

A wall of fire surrounds the Deathwatch Librarian and the unit he is with, creating a deterrent for any enemies wishing to bring the battle any closer.

This power is used at the beginning of the Deathwatch Librarian's turn. If successful, any enemy model that finish their move within 18" of the Deathwatch Librarian immediately takes a Strength 3 hit with AP 6. Vehicles are unaffected. This power lasts until the beginning of the next turn.

COVER OF DARKNESS

Summoning a dark cloud of psychic energy, the Deathwatch Librarian obscures his allies from detection by the enemy.

This power is used at the beginning of the opponent's shooting phase. If successful, the Deathwatch Librarian and any unit within 6" receive a 5+ cover save until the end of the phase.

GRAVITY FIELD

By condensing the very air around them, the Deathwatch Librarian creates a large, black sphere that momentarily distorts space-time, similar to a black hole.

This power is used at the beginning of the Deathwatch Librarian's turn. If successful, place a large blast template within 24" of the Deathwatch Librarian. Until the beginning of the Deathwatch Librarian's next turn, models may not draw line of sight through the template. Models that move through the template or arrive via Deep Strike into the template are treated as having moved into difficult and dangerous terrain.

HELLFIRE

The Deathwatch Librarian releases a torrent of psychic flames that engulfs his target.

This power is a psychic shooting attack and has the following profile:

Range	Strength	AP	Type
Template	5	3	Assault 1

PILLAR OF FIRE

The temperature in the air slowly rises, and then in an instant, a tornado of fire erupts from the ground, ascending into the air, scorching any who are caught underneath.

This power is a psychic shooting attack and has the following profile:

Range	Strength	AP	Type
12"	10	1	Heavy 1, Blast

TENDRILS OF SMOKE

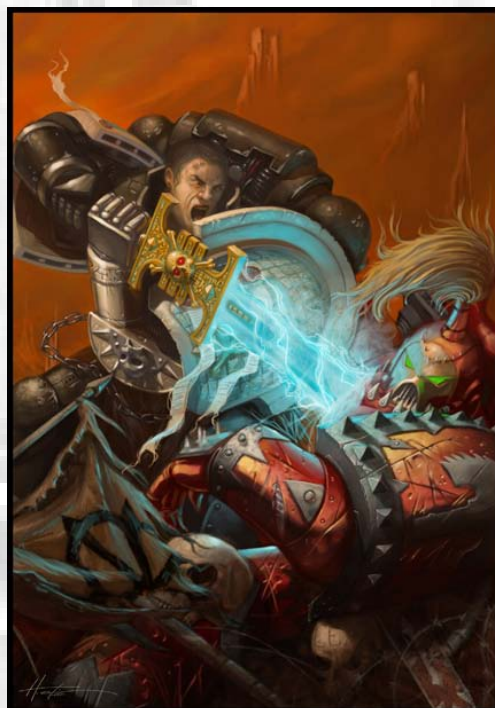
Multiple tendrils of thick cords of smoke arise from the ground, grasping onto the limbs of the enemy, hindering their movement, and allowing the Deathwatch Librarian to strike them down.

This power is used at the beginning of any player's Assault phase, even if the Deathwatch Librarian is engaged in close combat. If successful, all enemy models in base contact with the Deathwatch Librarian are treated as having two less WS, Initiative, and Attacks, to a minimum of 1.

THE VOID

The Deathwatch Librarian concentrates his psychic energies, creating a sphere around him which strips away any mystical protection from his enemies, leaving them vulnerable.

This power is used as a psychic shooting attack or at the beginning of any player's Assault phase, even if the Deathwatch Librarian is engaged in close combat. If successful, all enemy units in 24" of the Librarian must re-roll successful invulnerable saves for the remainder of the player's turn. This effect lasts until the end of the phase.



DEATHWATCH LIBRARIAN.....120 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Librarian	5	4	4	4	2	4	2	10	3+

Unit Composition:

- 1 Deathwatch Librarian

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun or bolt pistol
- Frag and Krak grenades
- Force Weapon
- Psychic hood

Special Rules:

- And They Shall Know No Fear
- Deathwatch
- Special Munitions
- Improvised Grenades
- Independent Character
- Psyker

Psychic Powers:

- A Deathwatch Librarian has any two of the following powers:*
- Circle of Flame
 - Cover of Darkness
 - Gravity Field
 - Hellfire
 - Pillar of Fire
 - Tendrils of Smoke
 - The Void

Options:

- Upgrade to an Epistolary.....+50 pts
- May exchange boltgun with:
 - a combi-flamer, -melta, or -plasma.....+15 pts
 - a plasma pistol.....+15 pts
- May replace power armour with artificer armour.....+15 pts
- May replace power armour, boltgun, frag and krak grenades for Terminator armour and one of the following:
 - no additional weapon.....+25 pts
 - a twin-linked bolter.....+30 pts
 - a combi-flamer, -melta, or-plasma.....+35 pts
 - a storm shield.....+40 pts
- If Terminator armour is not chosen, may have one of the following:
 - a Jump pack.....+25 pts
 - a Space Marine bike.....+35 pts



DEATHWATCH BROTHER-CAPTAIN.....120 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch	6	5	4	4	3	5	3	10	3+
Brother-Captain									

Unit Composition:

- 1 Deathwatch Brother-Captain

Special Rules:

- And They Shall Know No Fear
- Deathwatch
- Special Munitions
- Improvised Grenades
- Independent Character

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Frag and Krak grenades
- Close combat weapon
- Iron Halo

Options:

- May exchange boltgun and/or close combat weapon with:
 - a bolt pistol.....*free*
 - a twin-linked boltgun.....+5 pts
 - combi-flamer, -melta, or -plasma.....+10 pts
 - a storm shield, power sword, lightning claw, or plasma pistol.....+15 pts
 - a power fist.....+25 pts
 - a relic blade or thunder hammer.....+30 pts
- May replace power armour with artificer armour.....+15 pts
- May take:
 - melta bombs.....+5 pts
 - hellfire rounds.....+10 pts
 - digital weapons.....+10 pts
 - auxiliary grenade launcher.....+15 pts
- May replace power armour, boltgun, close combat weapon, frag and krak grenades for Terminator armour with twin-linked bolter and power sword.....+40 pts
- Replace Terminator armour's twin-linked bolter with:
 - a combi-flamer, -melta, or-plasma.....+5 pts
 - a lightning claw.....+10 pts
 - a thunder hammer.....+20 pts
- Replace Terminator armour's power sword with:
 - a lightning claw.....+5 pts
 - a power fist or storm shield.....+10 pts
 - a thunder hammer or chainfist.....+15 pts
- If Terminator armour is not chosen, may have one of the following:
 - a Jump pack.....+25 pts
 - a Space Marine bike.....+35 pts



DEATHWATCH COMMAND SQUAD135 Points

You may take one Deathwatch Command Squad for every Deathwatch Librarian or Deathwatch Brother-Captain (including Special Characters) in your army. This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Veteran	4	4	4	4	1	4	2	9	3+
Deathwatch Apothecary	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 4 Deathwatch Veterans
- 1 Deathwatch Apothecary

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt Pistol
- Close combat weapon
- Frag and krak grenades
- Narthecium (Apothecary only)

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Deathwatch
- Special Munitions
- Improvised Grenades

Dedicated Transport:

- May select any Dedicated Transport, except the Deathwatch Land Speeder Storm

Options:

- The entire squad may ride Space Marine bikes.....+90 pts
- Any model may replace their boltgun with one of the following:
 - a boltgun with an M.40 targeter with silencer shells..... free
 - a flamer.....+5 pts
 - a meltagun or plasma gun.....+10 pts
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a storm shield.....+15 pts
- Any model may replace their close combat weapon with:
 - a power sword or lightning claw.....+15 pts
 - a power fist.....+25 pts
 - a thunder hammer.....+30 pts
- Any model may take:
 - melta bombs.....+5 pts



DEATHWATCH TERMINATOR SQUAD220 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Terminator	4	4	4	4	1	4	2	9	2+
Sergeant									
Deathwatch Terminator	4	4	4	4	1	4	2	9	2+

Unit Composition:

- 4 Deathwatch Terminators
- 1 Deathwatch Terminator Sergeant

Unit Type:

- Infantry

Wargear:

- Terminator armour
- Twin-linked bolter
- Power sword (Terminator Sergeant)
- Power fist (Terminators)

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Deathwatch
- Special Munitions

Dedicated Transport:

- May select a Land Raider or a Stormraven

Options:

- May include up to five additional Deathwatch Space Marines:+44 pts per model
- For every five models in the squad, one Deathwatch Terminator may replace his twin-linked bolter with:
 - a heavy flamer.....+5 pts
 - an assault cannon or cyclone missile launcher.....+30 pts
- Any Deathwatch Terminator may replace his power fist with a chainfist.....+5 pts per model
- The Deathwatch Terminator Sergeant may replace his twin-linked bolter with a combi-flamer, -melta, or -plasma.....+10 pts



DEATHWATCH TECHMARINE50 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Techmarine	4	4	4	4	1	4	1	8	2+
Servitor	3	3	3	3	1	3	1	8	4+

Unit Composition:

- 1 Techmarine
- 0-5 Servitors

Unit Type:

- Infantry

Wargear (Techmarine):

- Artificer armour
- Servo-arm
- Boltgun
- Frag and Krak grenades

Wargear (Servitors):

- Close combat weapon
- Servo-arm

Special Rules

(Techmarine):

- And They Shall Know No Fear
- Blessings of the Omnissiah
- Deathwatch
- Special Munitions
- Improvised Grenades

(Servitor):

- Mindlock

Options:

- May upgrade servo-arm to a servo-harness.....+25 pts
- May exchange close combat weapon with:
 - a power weapon.....+15 pts
 - a thunder hammer.....+25 pts
- May exchange boltgun with:
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a plasma pistol.....+15 pts
- May have a Space Marine bike.....+35 pts
- May be accompanied by up to five Servitors.....+15 pts per model
- Up to two Servitors can replace their servo-arm with:
 - a Deathwatch heavy bolter.....+20 pts
 - a multi-melta or plasma cannon.....+30 pts

TROOPS

DEATHWATCH TACTICAL SQUAD.....120 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Marine	4	4	4	4	1	4	2	9	3+
Sergeant									
Deathwatch Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Deathwatch Space Marines
- 1 Deathwatch Space Marine Sergeant

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt Pistol
- Close combat weapon
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Deathwatch
- Special Munitions
- Improvised Grenades

Dedicated Transport:

- May select any Dedicated Transport, except the Deathwatch Land Speeder Storm

Options:

- May include up to five additional Deathwatch Space Marines: ... +20 pts per model
- One Deathwatch Space Marine may replace his boltgun with:
 - a heavy flamer.....+15 pts
 - a Deathwatch heavy bolter.....+15 pts
- Up to two Deathwatch Space Marines may replace their boltguns with:
 - a boltgun with an M.40 targeter with silencer shells..... free
 - a flamer.....+5 pts
 - a plasma gun.....+10 pts
 - a melta gun.....+10 pts
- The Deathwatch Space Marine Sergeant may replace his boltgun and/or bolt pistol with:
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a plasma pistol.....+15 pts
- The Deathwatch Space Marine Sergeant may replace his close combat weapon with:
 - a power weapon.....+15 pts
 - a power fist.....+25 pts
- The Deathwatch Space Marine Sergeant may take:
 - melta bombs.....+5 pts
 - teleport homer.....+15 pts



Space Wolves Deathwatch Veteran



Ultramarines Deathwatch Marine

TROOPS

DEATHWATCH SCOUT SQUAD.....100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Scout	4	4	4	4	1	4	2	9	4+
Sergeant									
Deathwatch Scout	4	4	4	4	1	4	1	8	4+

Unit Composition:

- 4 Deathwatch Scouts
- 1 Deathwatch Scout Sergeant

Unit Type:

- Infantry

Wargear:

- Scout armour
- Boltgun or Bolt Pistol
- Close combat weapon
- Frag and Krak grenades

Dedicated Transport:

- May select a Deathwatch Land Speeder Storm

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Infiltrate
- Move Through Cover
- Scouts
- Deathwatch
- Special Munitions
- Improvised Grenades

Options:

- May include up to five additional Deathwatch Scouts:
.....+16 pts per model
- Any Deathwatch Scout may replace his boltgun or bolt pistol with:
- a shotgun or a sniper rifle.....free
- One Deathwatch Scout may replace his boltgun or bolt pistol with:
- a Missile Launcher.....+10 pts
- a Deathwatch Heavy Bolter.....+10 pts
- The Deathwatch Scout Sergeant may replace his boltgun or bolt pistol with:
- a combi-flamer, -melta, or -plasma.....+10 pts
- a plasma pistol.....+15 pts
- The Deathwatch Scout Sergeant may replace his close combat weapon with:
- a power weapon.....+15 pts
- a power fist.....+25 pts
- The Deathwatch Space Marine Sergeant may take:
- melta bombs.....+5 pts
- teleport homer.....+15 pts
- The squad may have camo cloaks.....+3 pts per model



FAST ATTACK

DEATHWATCH ASSAULT SQUAD.....130 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Marine	4	4	4	4	1	4	2	9	3+
Sergeant									
Deathwatch Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Deathwatch Space Marines
- 1 Deathwatch Space Marine Sergeant

Unit Type:

- Jump Infantry

Wargear:

- Power armour
- Boltgun
- Bolt Pistol
- Close combat weapon
- Frag and krak grenades
- Jump Pack

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Deathwatch
- Special Munitions
- Improvised Grenades

Dedicated Transport:

- May select a Deathwatch Storm Raven

Options:

- May include up to five additional Deathwatch Space Marines:
.....+22 pts per model
- Up to two Deathwatch Space Marines may replace their boltgun with:
 - a boltgun with an M.40 targeter with silencer shells..... free
 - a flamer or a hand flamer.....+5 pts
 - a melta gun.....+10 pts
 - a plasma pistol or plasma gun.....+15 pts
- The Deathwatch Space Marine Sergeant may replace his boltgun and/or close combat weapon with:
 - a hand flamer.....+10 pts
 - a plasma pistol, power weapon, or lightning claw.....+15 pts
 - a power fist.....+20 pts
 - a thunder hammer.....+25 pts
- The Deathwatch Space Marine Sergeant may take:
 - melta bombs.....+5 pts
 - teleport homer.....+15 pts



FAST ATTACK

DEATHWATCH BIKE SQUAD.....120 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Biker	4	4	4	4(5)	1	4	2	9	3+
Sergeant									
Deathwatch Biker	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

Unit Composition:

- 2 Deathwatch Bikers
- 1 Deathwatch Biker Sergeant

Unit Type:

- Bikes

Wargear:

- Power armour
- Bolt Pistol
- Close combat weapon
- Frag and Krak grenades
- Space Marine Bike

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Deathwatch
- Special Munitions
- Improvised Grenades

Options:

- May include up to five additional Deathwatch Bikers:+30 pts per model
- May add one Attack Bike armed with a Deathwatch heavy bolter.....+50 pts
 - may upgrade the Deathwatch heavy bolter to a multi-melta..+5 pts
- Up to two Deathwatch Bikers may replace their bolt pistols with:
 - a flamer.....+5 pts
 - a melta gun.....+10 pts
 - a plasma gun.....+15 pts
- The Deathwatch Space Marine Sergeant may replace his bolt pistol and/or close combat weapon with:
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a plasma pistol or power weapon.....+15 pts
 - a power fist.....+25 pts
- The Deathwatch Space Marine Sergeant may take:
 - melta bombs.....+5 pts
 - teleport homer.....+15 pts

DEATHWATCH LAND SPEEDER SQUADRON.....60 Points per model

	[-Armour-]			
	BS	F	S	R
Deathwatch Land Speeder	4	10	10	10

Unit Composition:

- 1 – 3 Deathwatch Land Speeders

Unit Type:

- Vehicle (Fast, Skimmer)

Wargear:

- Deathwatch Heavy Bolter
- Searchlight

Special Rules:

- Deep Strike

Options:

- Any Land Speeder may replace its Deathwatch heavy bolter with:
 - a heavy flamer.....free
 - a multi-melta.....+5 pts
- Any Land Speeder may be upgraded with one of the following:
 - a Typhoon missile launcher.....+40 pts
 - a Tornado pattern;
 - heavy flamer.....+10 pts
 - Deathwatch heavy bolter.....+15 pts
 - multi-melta.....+20 pts
 - assault cannon.....+40 pts

FAST ATTACK

DEATHWATCH LAND SPEEDER TEMPEST SQUADRON.....120 Points per model

	[-Armour-]			
	BS	F	S	R
Deathwatch Land Speeder	4	11	10	10
Tempest				

Wargear:

- Assault cannon
- Twin-linked Typhoon missile launcher
- Searchlight

Unit Composition:

- 1 – 3 Deathwatch Land Speeder Tempests

Special Rules:

- Deep Strike

Unit Type:

- Vehicle (Fast, Skimmer)



HEAVY SUPPORT

DEATHWATCH DEVASTATOR SQUAD....120 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathwatch Marine	4	4	4	4	1	4	2	9	3+
Sergeant									
Deathwatch Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Deathwatch Space Marines
- 1 Deathwatch Space Marine Sergeant

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt Pistol
- Close combat weapon
- Frag and Krak grenades
- Signum (Sergeant only)

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Deathwatch
- Special Munitions
- Improvised Grenades

Dedicated Transport:

- May select any Dedicated Transport, except the Deathwatch Land Speeder Storm

Options:

- May include up to five additional Deathwatch Space Marines: ...
.....+20 pts per model
- Up to four Deathwatch Space Marines may replace their boltguns with one of the following:
 - a boltgun with an M.40 targeter with silencer shells..... free
 - a missile launcher.....+10 pts
 - a heavy flamer or Deathwatch heavy bolter.....+15 pts
 - a plasma cannon or lascannon.....+20 pts
- The Deathwatch Space Marine Sergeant may replace his boltgun and/or bolt pistol with:
 - a combi-flamer, -melta, or -plasma.....+10 pts
 - a plasma pistol.....+15 pts
- The Deathwatch Space Marine Sergeant may replace his close combat weapon with:
 - a power weapon.....+15 pts
 - a power fist.....+25 pts
- The Deathwatch Space Marine Sergeant may take:
 - melta bombs.....+5 pts
 - teleport homer.....+15 pts



HEAVY SUPPORT

DEATHWATCH DREADNOUGHT.....105 Points

If a Deathwatch Storm Raven is selected as a Dedicated Transport by another unit, the Deathwatch Dreadnought may start the game in that transport. Otherwise, a Deathwatch Dreadnought may select a Drop Pod.

	-Armour-							
	WS	BS	S	F	S	R	I	A
Deathwatch Dreadnought	4	4	6	12	12	12	4	2

Unit Composition:

- 1 Deathwatch Dreadnought

Unit Type:

- Vehicle (Walker)

Special Rules:

- Deathwatch
- Special Munitions

Dedicated Transport:

- May select a Drop Pod

Wargear:

- Assault cannon
- Dreadnought close combat weapon (with built in twin-linked bolter)
- Smoke launchers
- Searchlight

Options:

- Replace twin-linked bolter with:
 - a heavy flamer.....+10 pts
- Replace assault cannon with:
 - a twin-linked heavy flamer or a multi-melta.....free
 - a twin-linked Deathwatch heavy bolter.....+10 pts
 - a twin-linked autocannon.....+10 pts
 - a plasma cannon.....+10 pts
 - a twin-linked lascannon.....+30 pts
- Replace Dreadnought close combat weapon with:
 - a twin-linked autocannon or missile launcher.....+10 pts
- May take:
 - extra armour.....+15 pts



DEDICATED TRANSPORTS

Certain Deathwatch units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organization chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

DEATHWATCH RHINO.....40 Points

	[-Armour-]			
	BS	F	S	R
Deathwatch Rhino	4	11	11	10

Unit Composition:

- 1 Deathwatch Rhino

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Ten models

Special Rules:

- Repair
- Special Munitions

Options:

- May take:
 - a dozer blade.....+5 pts
 - a twin-linked bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts

DEATHWATCH RAZORBACK.....50 Points

	[-Armour-]			
	BS	F	S	R
Deathwatch Razorback	4	11	11	10

Unit Composition:

- 1 Deathwatch Razorback

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked Deathwatch heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Six models

Special Rules:

- Special munitions

Options:

- Replace twin-linked Deathwatch heavy bolters with:
 - a twin-linked heavy flamer.....free
 - a twin-linked assault cannon.....+20 pts
 - a twin-linked lascannon.....+20 pts
 - a lascannon and twin-linked plasma gun.....+25 pts
- May take:
 - a dozer blade.....+5 pts
 - a twin-linked bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts

DROP POD.....35 Points

	[-Armour-]			
	BS	F	S	R
Drop Pod	4	12	12	12

Unit Composition:

- 1 Drop Pod

Unit Type:

- Vehicle (Open-topped)

Wargear:

- Storm bolter

Transport Capacity:

- Ten models or one Dreadnought

Special Rules:

- Inertial Guidance System
- Immobile
- Drop Pod Assault

Options:

- Replace storm bolter with deathwind missile launcher.....+20 pts
- Take a locator beacon.....+10 pts

DEDICATED TRANSPORTS

DEATHWATCH LAND RAIDER255 Points

	[-Armour-]			
	BS	F	S	R
Deathwatch Land Raider	4	14	14	14

Transport Capacity:

- Ten models

Unit Composition:

- 1 Land Raider

Wargear:

- Twin-linked Deathwatch heavy bolter
- Two twin-linked lascannons
- Smoke launchers
- Searchlight

Options:

- May take:
 - a twin-linked bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle
- Special Munitions

DEATHWATCH LAND RAIDER CRUSADER.....255 Points

	[-Armour-]			
	BS	F	S	R
Land Raider Crusader	4	14	14	14

Transport Capacity:

- Sixteen models

Unit Composition:

- 1 Land Raider Crusader

Wargear:

- Twin-linked assault cannon
- Two hurricane bolters
- Frag assault launcher
- Smoke launchers
- Searchlight

Options:

- May take:
 - a twin-linked bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle
- Special Munitions

DEATHWATCH LAND RAIDER REDEEMER.....240 Points

	[-Armour-]			
	BS	F	S	R
Land Raider Redeemer	4	14	14	14

Transport Capacity:

- Twelve models

Unit Composition:

- 1 Land Raider Redeemer

Wargear:

- Twin-linked assault cannon
- Two flamestorm cannons
- Frag assault launcher
- Smoke launchers
- Searchlight

Options:

- May take:
 - a twin-linked bolter.....+10 pts
 - a hunter-killer missile.....+10 pts
 - a multi melta.....+10 pts
 - extra armour.....+15 pts

Unit Type:

- Vehicle (Tank)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle
- Special Munitions

DEDICATED TRANSPORTS

DEATHWATCH LAND SPEEDER STORM.....55 Points

	[-Armour-]			
	BS	F	S	R
Deathwatch Land Speeder Storm	4	10	10	10

Unit Composition:

- 1 Deathwatch Land Speeder Storm

Special Rules:

- Deep Strike
- Scouts

Unit Type:

- Vehicle (Fast, Skimmer, Open-topped)

Wargear:

- Deathwatch Heavy bolter
- Jamming Beacon
- Cerberus Launcher

Transport Capacity:

- Five models wearing Flak, Carapace, or Scout armour only.

Options:

- May replace Deathwatch heavy bolter with:
 - a heavy flamer.....+5 pts
 - a typhoon missile launcher.....+20 pts
 - an assault cannon.....+25 pts

DEATHWATCH STORM RAVEN GUNSHIP.....210 Points

	[-Armour-]			
	BS	F	S	R
Deathwatch Storm Raven	4	12	12	12

Unit Composition:

- 1 Deathwatch Storm Raven Gunship

Wargear:

- Twin-linked Deathwatch heavy bolter
- Twin-linked assault cannon
- Four hellstorm missiles
- Searchlight
- Ceramite plating

Unit Type:

- Vehicle (Fast, Skimmer)

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle
- Deep Strike
- Drop Insertion
- Special Munitions

Transport Capacity:

- Twelve models and/or one Dreadnought. May transport models in Jump Packs, but each takes up two points of transport capacity.

Options:

- May exchange twin-linked Deathwatch heavy bolter with:
 - a twin-linked multi-melta.....free
 - a typhoon missile launcher.....+20 pts
- May exchange twin-linked assault cannon with:
 - a twin-linked plasma cannon.....free
 - a twin-linked lascannon.....free
- May take side-sponsons hurricane bolters.....+40 pts
- May take:
 - extra armour.....+15 pts
 - a locator beacon.....+15 pts

Drop Insertion: If the Stormraven has moved flat out, passengers may disembark as follows: Nominate any point over which the Stormraven moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a Dangerous Test. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table. Models with a Jump Pack do not take a Dangerous Terrain. Models that disembark in this manner may not Assault on the turn that they do so.



SISTERS OF BATTLE



SISTERS OF BATTLE SPECIAL RULES

The models in the Sisters of Battle army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Details of those shared rules are given here. If a special rule is not explained on this page or in the relevant entry, it can be found within the main Warhammer 40,000 rulebook.

Adepta Sororitas

This special rule applies to all Sisters of Battle and includes the following rules: Shield of Faith, 'Faithful', Acts of Faith, and Martyrdom.

Shield of Faith

Psychic powers targeted against a unit or character with this special rule, or including them in its area of effect, are nullified and will not work on a roll of 5+, rolling once for each power, even if it affects several Adepta Sororitas units.

Faithful

The following characters and units are considered Faithful. They may use Acts of Faith (see below), and each contributes Faith Points to the army's total, as noted below:

- Canoness	+2 Faith Points
- Palatine	+1 Faith Point
- Sister Superior	+1 Faith Point each
- Celestians	+1 Faith Point per squad
- Seraphim Squad	+1 Faith Point per squad
- Missionary	+1 Faith Point
- Confessor	+1 Faith Point
- Priest	No additional Faith Points
- Sisters Repentia	No additional Faith Points

Acts of Faith

Acts of Faith are a manifestation of the Emperor's divine purpose, small miracles that can turn the tide of battle.

Who can and cannot use Acts of Faith?

- Units with the Adepta Sororitas or Faithful rule may attempt Acts of Faith.
- They may not use an Act of Faith if joined by a character *without* the Adepta Sororitas or Faithful rule.
- An Independent Character may use an Act of Faith while operating alone or if joined with a unit with the Adepta Sororitas or Faithful rule.
- The character may *not* use an Act of Faith if joined to a unit without the Adepta Sororitas or Faithful rule.

Test of Faith

- Each attempt costs 1 Faith Point.
- Roll 2D6 and compare the result to the current size of the unit. Success depends on the specific Act of Faith being attempted. If the test is failed, the Act of Faith does not occur, although the Faith Point is still expended.
- A Faithful Independent Character may use an Act of Faith while operating alone by passing an unmodified Leadership test instead of the above.
- A character or unit may not attempt to use the same Act of Faith more than once per phase, but may use multiple Acts so long as there are remaining Faith points.
- Acts of Faith are unaffected by special rules that work on or against psychic powers. Models using Acts of Faith do not count as psykers.

Martyrdom

- If a Faithful character is removed as a casualty, or a Faithful unit loses its last model, the number of Faith Points originally contributed by that character or unit is added back to the Faith Points total. These acts of martyrdom thus increase the total number of Faith Points available to the army as the game goes on. This total may exceed the original Faith Point pool. Faithful characters or units that leave the table as a result of falling back do not contribute Faith Points.

ACTS OF FAITH

DIVINE GUIDANCE

Guided by the will of the Emperor Himself, the shots and blows of the faithful shatter their enemies' armour with contemptuous ease.

Phase: Either player's Assault Phase, before rolling to-wound, or at the beginning of own Shooting Phase.

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

Effect: The unit's attacks (either close combat or shooting) count as 'Rending' for the remainder of the phase.

HAND OF THE EMPEROR

Praying to the Emperor to channel His wrath through their bodies, the Sisters strike down their foes with preternatural strength.

Phase: Either player's Assault Phase, before rolling to-hit.

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

Effect: Each model in the unit adds +2 to Strength, but strikes at Initiative 1.

LIGHT OF THE EMPEROR

The Sisters are filled with the knowledge that the only thing they need fear is failing the Emperor of Mankind. Armed with such a faith, the enemy holds no terror for them.

Phase: At the beginning of own Movement phase

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

Effect: The unit becomes Fearless until the beginning of the next Movement phase. A unit that is falling back and using this Act will regroup without needing to make a Morale check.

ONLY IN DEATH

The Sisters know that only death will keep them from accomplishing the will of the Emperor. If they have the will to move, then they have the will to succeed.

Phase: At the beginning of own Movement phase

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

Effect: The unit counts as a scoring unit, even if below 50% strength, until the beginning of its next Movement phase. This may only be used by a unit that was considered a scoring unit at the beginning of the game.

RIGHTEOUS FERVER

Faith in the Emperor can create a spiritual climax, causing one to temporarily ignore fatal wounds and strike back with fury before giving in to the Emperor's embrace in death.

Phase: At the beginning of either player's Assault Phase.

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

Effect: Until the end of the Assault Phase, any model which is reduced to 0 wounds is not removed from play. They may strike back with their full accompaniment of attacks.

SPIRIT OF THE MARTYR

The Sisters' prayers steel their bodies against the weapons of the enemy. They will die when the Emperor is ready to accept their souls, and not a moment before.

Phase: At the beginning of either player's Assault Phase or at the beginning of the enemy Shooting Phase.

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

Effect: The unit gains an invulnerable save equal to its normal Armour save for the remainder of the phase.

THE PASSION

The faithful leap and weave through the chaos of melee, striking at their foes with a speed born of their holy fervor.

Phase: At the beginning of either player's Assault Phase.

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

Effect: Every model in the unit adds 2 to its Initiative value. This does not override weapons or effects that strike at Initiative 1, nor does it change the effect of any type of grenades.



CANONESS60 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	5	5	3	3	3	4	3	10	3+

Unit Composition:

- 1 Canoness

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag and Krak grenades
- Iron Halo

Special Rules:

- Adepta Sororitas
- Blessed
- Holy Hatred
- Independent Character

Blessed: The character or unit may always use its unmodified Leadership for any Morale checks or Pinning tests.

Holy Hatred: A character or unit with this rule have the Preferred Enemy universal special rule against *all* enemies.

Options:

- May exchange bolt pistol and/or close combat weapon with:
 - a boltgun.....*free*
 - a storm bolter.....+5 pts
 - a brazier of holy fire.....+10 pts
 - a combi-flamer, melta, or plasma gun or a hand flamer.....+10 pts
 - a hand flamer or a power weapon.....+10 pts
 - a plasma pistol or inferno pistol.....+15 pts
 - a blessed weapon.....+25 pts
- May replace bolt pistol and close combat weapon with:
 - twin bolt pistols.....+5 pts
 - twin hand flamers.....+15 pts
 - twin inferno pistols.....+20 pts
 - an eviscerator.....+20 pts
- May replace power armour with artificer armour.....+15 pts
- May take:
 - a sarissa for a boltgun.....+5 pts
 - melta bombs.....+5 pts
 - book of Saint Lucius.....+5 pts
 - blessed bolts.....+10 pts
 - litanies of faith.....+15 pts
 - mantle of Ophelia.....+15 pts
 - a jump pack.....+20 pts



PALATINE.....35 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Palatine	4	5	3	3	2	4	2	9	3+

Unit Composition:

- 1 Canoness

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag and Krak grenades

Special Rules:

- Adepta Sororitas
- Blessed
- Holy Hatred
- Independent Character

Options:

- May exchange bolt pistol and/or close combat weapon with:
 - a boltgun.....*free*
 - a storm bolter.....+5 pts
 - a brazier of holy fire.....+10 pts
 - a combi-flamer, melta, or plasma gun.....+10 pts
 - a hand flamer or power weapon.....+10 pts
 - a plasma pistol or inferno pistol.....+15 pts
 - a blessed weapon.....+25 pts
- May replace bolt pistol and close combat weapon with:
 - twin bolt pistols.....+5 pts
 - twin hand flamers.....+15 pts
 - twin inferno pistols.....+20 pts
 - an eviscerator.....+20 pts
- May replace power armour with artificer armour.....+15 pts
- May take:
 - a sarissa for a boltgun.....+5 pts
 - melta bombs.....+5 pts
 - book of Saint Lucius.....+5 pts
 - blessed bolts.....+10 pts
 - litanies of faith.....+15 pts
 - a jump pack.....+20 pts



CELESTIAN HONOR GUARD.....75 Points

You may take one Celestian Honor Guard for every Canoness or Palatine (including Special Characters) in your army. This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	4	2	9	3+

Unit Composition:

- 5 Celestians

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special Rules:

- Adepta Sororitas
- Blessed
- Holy Hatred

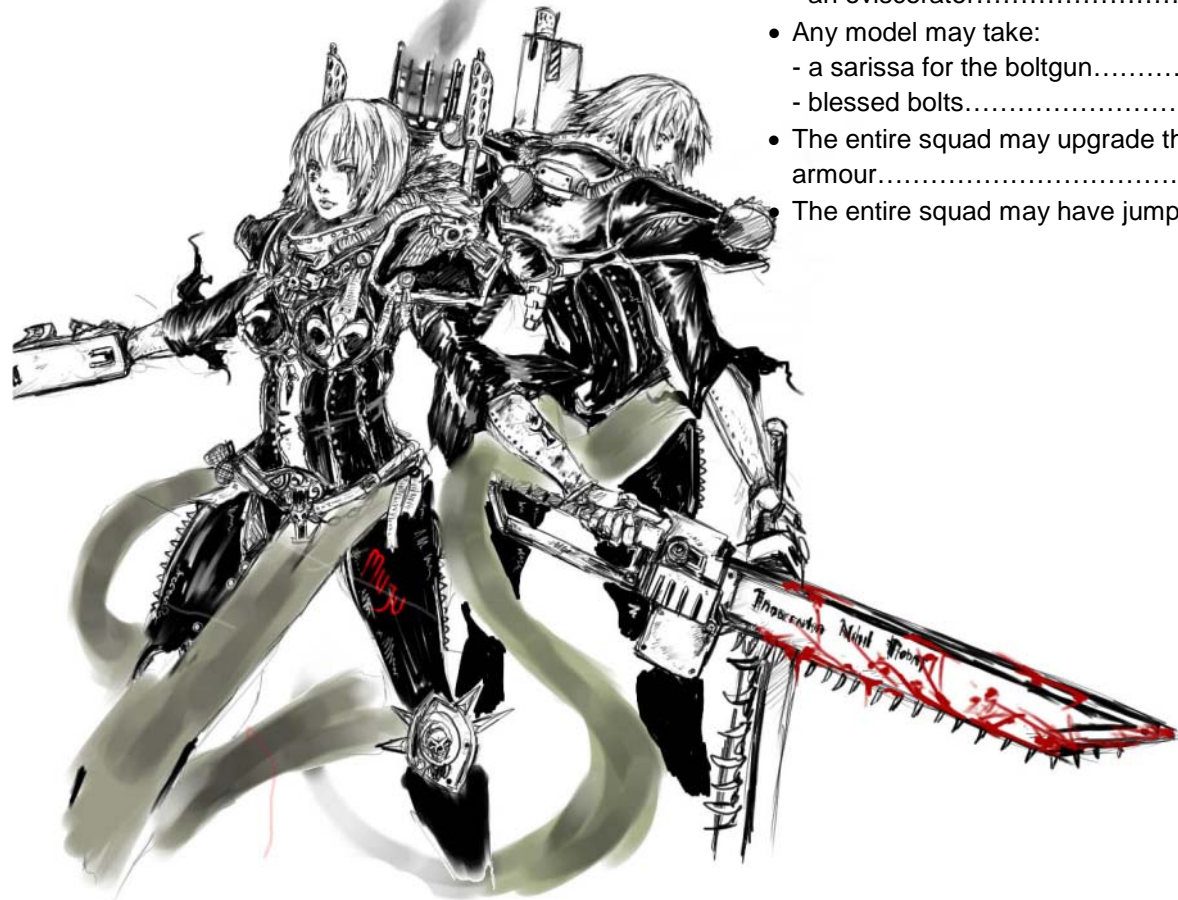
Dedicated Transport:

- May select any Dedicated Transport

Sister Dialogus: Adds +D3 Faith Points to the army's total. These additional faith points are a one time bonus, and are not gained again by the Martyrdom special rule.

Options:

- May add up to five Celestians.....+15 pts per model
- Any model may exchange their bolt pistol and/or close combat weapon with:
 - a boltgun.....free
 - a storm bolter.....+5 pts
 - a power weapon.....+10 pts
- Any model may replace both their bolt pistol and close combat weapon with:
 - twin bolt pistols.....+5 pts
- One model may be upgraded to a Hospitaller and given the Medicus Ministorum.....+15 pts
- One other model may be upgraded to a Sister Dialogus.....+20 ps
- One other model may be given:
 - a sacred standard.....+15 pts
 - a sacred banner of the Order Militant (one per army).....+25 pts
- Two other models may replace their bolt pistol with:
 - a flamer or hand flamer.....+10 pts
 - a plasma pistol or inferno pistol.....+15 pts
- If two other models have not replaced their bolt pistol with the above, they may exchange both bolt pistol and close combat weapon with:
 - twin hand flamers.....+15 pts
 - twin inferno pistols.....+20 pts
 - an eviscerator.....+20 pts
- Any model may take:
 - a sarissa for the boltgun.....+5 pts
 - blessed bolts.....+5 pts
- The entire squad may upgrade their power armour to artificer armour.....+10 pts per model
- The entire squad may have jump packs.....+50 pts



MISSIONARY55 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Missionary	4	4	3	3	2	3	2	9	5+

Unit Composition:

- 1 Missionary

- Faithful
- Inspirational
- Righteous Fury
- Independent Character

Unit Type:

- Infantry

Wargear:

- Flak armour
- Las pistol
- Close combat weapon
- Rosarius
- Frag grenades

- May exchange las pistol and/or close combat weapon with:
 - an imperial shotgun.....*free*
 - a bolt pistol.....+2 pts
 - a boltgun.....+2 pts
 - a brazier of holy fire.....+10 pts
 - a combi-flamer, melta, or plasma gun.....+10 pts
 - a power weapon.....+10 pts
 - a plasma pistol.....+15 pts
 - a blessed weapon.....+25 pts
- May replace bolt pistol and close combat weapon with:
 - an eviscerator.....+20 pts
- May replace flak armour with carapace armour.....+5 pts
- May take:
 - book of Saint Lucius.....+5 pts
 - blessed bolts.....+10 pts
 - litanies of faith.....+15 pts

Inspirational: A Missionary and any unit he joins may re-roll failed Morale tests. In addition, a squad with a Missionary may re-roll a single failed Test of Faith each turn.

Righteous Fury: The character and his unit may re-roll any failed To Hit rolls in close combat on the turn in which they assault.

CONFESSOR55 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Confessor	4	4	3	3	2	3	2	9	5+

Unit Composition:

- 1 Confessor

Special Rules:

- Faithful
- Fanatical
- Righteous Fury
- Independent Character

Unit Type:

- Infantry

Wargear:

- Flak armour
- Las pistol
- Close combat weapon
- Rosarius
- Frag grenades

Options:

- May exchange las pistol and/or close combat weapon with:
 - an imperial shotgun.....*free*
 - a bolt pistol.....+2 pts
 - a boltgun.....+2 pts
 - a brazier of holy fire.....+10 pts
 - a combi-flamer, melta, or plasma gun.....+10 pts
 - a power weapon.....+10 pts
 - a plasma pistol.....+15 pts
 - a blessed weapon.....+25 pts
- May replace bolt pistol and close combat weapon with:
 - an eviscerator.....+20 pts
- May replace flak armour with carapace armour.....+5 pts
- May take:
 - book of Saint Lucius.....+5 pts
 - blessed bolts.....+10 pts
 - litanies of faith.....+15 pts

Fanatical: A confessor and his unit have the Rage and Counter-attack universal special rules. However, they will always count as moving, even if they have remained stationary.

MINISTORUM PRIEST 35 Points

May include 0-5 Ministorum Priests. Ministorum Priests do not use up any Force Organization chart selections.

	WS	BS	S	T	W	I	A	Ld	Sv
Ministorum Priest	3	3	3	3	1	3	2	7	5+

Unit Composition:

- 1 Ministorum Priest

Unit Type:

- Infantry

Wargear:

- Flak armour
- Las pistol
- Close combat weapon
- Rosarius
- Frag grenades

Special Rules:

- Faithful
- Righteous Fury
- Independent Character

Options:

- May exchange las pistol and/or close combat weapon with:
 - an imperial shotgun.....*free*
 - a power weapon.....*+10 pts*
 - a plasma pistol.....*+15 pts*
- May replace bolt pistol and close combat weapon with:
 - an eviscerator.....*+20 pts*



ELITES

CELESTIAN SQUAD75 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	4	2	9	3+

Unit Composition:

- 5 Celestians

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special Rules:

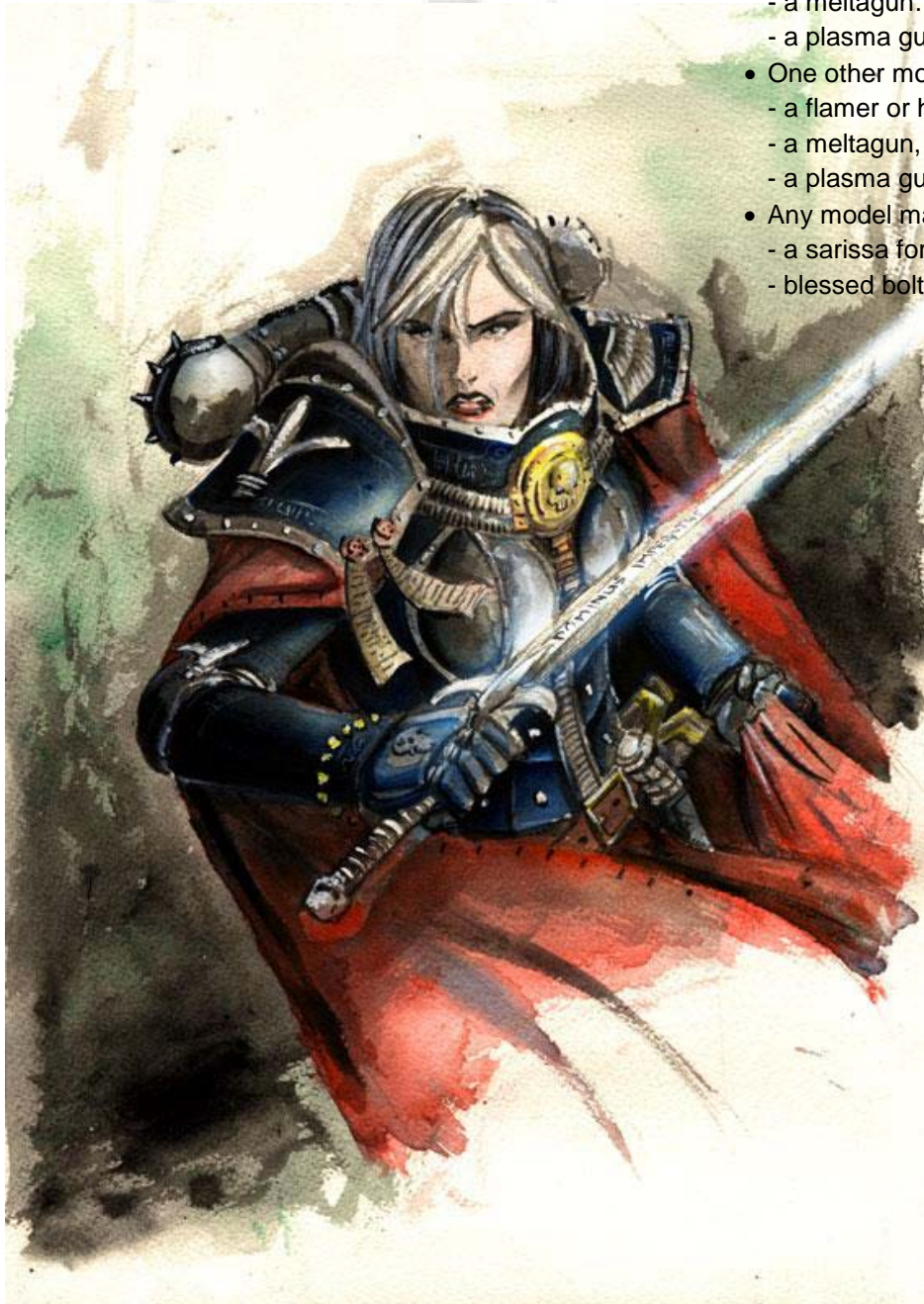
- Adepta Sororitas
- Holy Hatred

Dedicated Transport:

- May select any Dedicated Transport

Options:

- May add up to five Celestians.....+15 pts per model
- Any model may replace their bolt pistol and/or close combat weapon with:
 - a boltgun.....free
 - a storm bolter.....+5 pts
- Any model may replace their close combat weapons with a power weapon.....+10 pts
- One model may be upgraded to a Hospitaller and given the Medicus Ministerium.....+15 pts
- One other model may exchange their bolt pistol and close combat weapon with an eviscerator.....+20 pts
- One other model may be given a Simulacrum Imperialis.....+20 pts
- One other model may replace their bolt pistol with:
 - a flamer.....+5 pts
 - a meltagun.....+10 pts
 - a plasma gun, plasma pistol, or inferno pistol.....+15 pts
- One other model may replace their bolt pistol with:
 - a flamer or heavy bolter.....+5 pts
 - a meltagun, heavy flamer or multi-melta.....+10 pts
 - a plasma gun, plasma pistol, or inferno pistol.....+15 pts
- Any model may take:
 - a sarissa for the boltgun.....+5 pts
 - blessed bolts.....+5 pts



SISTERS REPENTIA.....100 Points

May take no more than one Sisters Repentia unit in the Army.

	WS	BS	S	T	W	I	A	Ld	Sv
Mistress	4	4	3	3	1	4	2	9	4+
Sister Repentia	4	4	3	3	1	3	1	6	4+

Options:

- May add up to fifteen Sisters Repentia.....+20 pts per model

Unit Composition:

- 4 Sisters Repentia
- 1 Mistress

Special Rules:

- Faithful
- Feel No Pain
- Outcasts
- Righteous Zeal
- 'Only in Death Does Duty End'

Unit Type:

- Infantry

Wargear:

- Carapace armour
- Eviscerator (Sisters Repentia)
- Pair of neural whips (Mistress)

Outcasts: May never be transported in a vehicle or be joined by Independent Characters, except for a Missionary, Confessor, or Ministorum Priest

Righteous Zeal: In the opponent's Shooting Phase, if the Sisters Repentia fail a Morale Test, they move 2D6" towards the closest enemy instead of falling back. If this brings them into contact with the enemy unit, they will count as charging in the next Assault Phase. In close combat, the Sisters Repentia are treated as Fearless.

'Only in Death Does Duty End': Roll a D6 at the beginning of the Movement Phase. On a 1 or 2, they are subject the Holy Rage rule (see below). While the Mistress is alive, you may roll 2D6. If either dice is a 1 or 2, the unit is subject to the Holy Rage rule.

Holy Rage: The unit gains the Rage and Fleet universal special rule. In addition, the unit must charge an enemy unit if they are within range and able to do so.



ELITES

ARCO-FLAGELLANTS.....105 Points

May only be taken if the Army includes a Missionary, Confessor, or Ministorum Priest.

WS BS S T W I A Ld Sv

Arco-flagellant 4 0 4 5 1 4 1* 8 4+

Unit Composition:

- 3 Arco-Flagellants

Unit Type:

- Infantry

Wargear:

- Implant Weapons

Special Rules:

- Fearless
- Independent
- Dodge
- Feel No Pain
- Implant Injectors

Options:

- May add up to three Arco-flagellants.....+35 pts per model

Implant Injectors: Once activated, Arco-flagellants gain the Holy Rage rule and the Furious Charge universal special rule until the end of the game. However, if the unit rolls a 6 to determine their run distance, remove an Arco-flagellant as a casualty.

In close combat, roll a D6 at the beginning of the Assault phase for each Arco-flagellant to determine the number of attacks. Until activated, an Arco-flagellant has only 1 attack. On a roll of 6, the Arco-flagellant is removed as a casualty at the end of the Assault Phase, after resolving its attacks. Casualties removed in this manner are in addition to those caused by the enemy during the Assault phase, and count towards determining which side has won the Assault.



TROOPS

BATTLE SISTER SQUAD.....115 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Sister Superior	3	4	3	3	1	3	2	9	3+
Battle Sister	3	4	3	3	1	3	1	8	3+

Unit Composition:

- 9 Battle Sisters
- 1 Sister Superior

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolter
- Bolt pistol
- Frag and Krak grenades

Special Rules:

- Adepta Sororitas

Dedicated Transport:

- May select a Rhino, Immolator, or Repressor

Options:

- May add up to ten additional Battle Sisters.....+11 pts per model
- One Battle Sister may be given a Simulacrum Imperialis.....+20 pts
- One other Battle Sister may replace her bolter with:
 - a storm bolter or flamer.....+5 pts
 - a meltagun.....+10 pts
- One other Battle Sister may replace her bolter with:
 - a storm bolter or flamer.....+5 pts
 - a meltagun or heavy flamer.....+10 pts
- The Sister Superior may replace her bolt pistol with:
 - a plasma pistol or inferno pistol.....+15 pts
- The Sister Superior may replace her bolter with:
 - a close combat weapon.....free
 - a combi-flamer, -melta, or -plasma gun.....+10 pts
 - a power weapon.....+10 pts
- The Sister Superior may replace her bolter and bolt pistol with an eviscerator.....+20 pts
- The Sister Superior may take:
 - melta bombs.....+5 pts
 - a sarissa for her bolter.....+5 pts
 - a book of St. Lucius.....+5 pts

MILITIA BAND.....30 Points

A militia band does not count as a scoring unit.

	WS	BS	S	T	W	I	A	Ld	Sv
Zealot	3	3	3	3	1	3	1	7	6+
Militiamen	2	2	3	3	1	3	1	5	6+

Unit Composition:

- 9 Militiamen
- 1 Zealot

Unit Type:

- Infantry

Wargear:

- Improvised armour
- Las pistol
- Close combat weapon

Special Rules:

- Righteous Zeal (Zealot)

Options:

- May add up to forty additional militiamen.....+3 pts per model
- Any model may replace their laspistol and close combat weapon with a lasgun or imperial shotgun.....free
- For every ten models in the band, one militiaman may replace his las pistol with:
 - a flamer.....+5 pts
 - a heavy stubber.....+10 pts
- The Zealot may replace his las pistol with a flamer.....+5 pts
- The Zealot may replace his bolt pistol and close combat weapon with an eviscerator.....+20 pts

Righteous Zeal: While the Zealot is alive, all negative Morale modifiers are instead treated as positive modifiers when having to take a Morale test.

FAST ATTACK

DOMINION SQUAD.....65 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Sister Superior	3	4	3	3	1	3	2	9	3+
Battle Sister	3	4	3	3	1	3	1	8	3+

Unit Composition:

- 4 Battle Sisters
- 1 Sister Superior

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolter
- Bolt pistol
- Frag and Krak grenades

Special Rules:

- Adepta Sororitas

Dedicated Transport:

- May select a Rhino, Immolator, or Repressor

Options:

- May add up to five additional Battle Sisters.....+11 pts per model
- One Battle Sister may be given a Simulacrum Imperialis.....+20 pts
- Up to four other Battle Sister may replace their bolters with:
 - a storm bolter or flamer.....+10 pts
 - a meltagun or heavy flamer.....+15 pts
- The Sister Superior may replace her bolt pistol with:
 - a plasma pistol or inferno pistol.....+15 pts
- The Sister Superior may replace her bolter with:
 - a close combat weapon.....free
 - a combi-flamer, -melta, or -plasma gun.....+10 pts
 - a power weapon.....+10 pts
- The Sister Superior may replace her bolter and bolt pistol with an eviscerator.....+20 pts
- The Sister Superior may take:
 - a sarissa for her bolter.....+5 pts
 - a book of St. Lucius.....+5 pts
- Any model may take melta bombs.....+5 pts



FAST ATTACK

SERAPHIM SQUAD.....90 Points

WS BS S T W I A Ld Sv

Seraphim Superior	4	4	3	3	1	4	2	9	3+
Seraphim	4	4	3	3	1	4	1	9	3+

Unit Composition:

- 4 Seraphim
- 1 Seraphim Superior

Unit Type:

- Jump Infantry

Wargear:

- Power armour
- Twin bolt pistols
- Frag and Krak grenades
- Jump Packs

Special Rules:

- Adepta Sororitas
- Hit and Run
- Angelic Visage

Dedicated Transport:

- May select an Erelim Lander

Options:

- May add up to five additional Seraphim.....+16 pts per model
- Up to two Seraphim may replace their twin bolt pistols with:
 - twin hand flammers.....+10 pts
 - twin inferno pistols.....+15 pts
- The Sister Superior may replace either of her twin bolt pistols with:
 - a plasma pistol or inferno pistol.....+15 pts
- The Sister Superior may replace her twin bolt pistols with an eviscerator.....+20 pts
- The Sister Superior may take:
 - a sarissa for her bolter.....+5 pts
 - a book of St. Lucius.....+5 pts
- Any model may take melta bombs.....+5 pts

Angelic Visage: Any Adepta Sororitas unit within 6" of the Seraphim add +1 to their Leadership, to a maximum of 10. Other Seraphim units do not benefit from this, and this effect is not cumulative.

A Seraphim Sister Superior counts as being equipped with the Simulacrum Imperialis.



HEAVY SUPPORT

RETRIBUTOR SQUAD.....65 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Sister Superior	3	4	3	3	1	3	2	9	3+
Battle Sister	3	4	3	3	1	3	1	8	3+

Unit Composition:

- 4 Battle Sisters
- 1 Sister Superior

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolter
- Bolt pistol
- Frag and Krak grenades

Special Rules:

- Adepta Sororitas

Dedicated Transport:

- May select a Rhino, Immolator, or Repressor

Options:

- May add up to five additional Battle Sisters.....+11 pts per model
- One Battle Sister may be given a Simulacrum Imperialis.....+20 pts
- Up to four other Battle Sister may replace their bolters with:
 - a heavy bolter, heavy flamer, or multi-melta.....+15 pts
- The Sister Superior may replace her bolt pistol with:
 - a plasma pistol or inferno pistol.....+15 pts
- The Sister Superior may replace her bolter with:
 - a close combat weapon.....free
 - a combi-flamer, -melta, or -plasma gun.....+10 pts
 - a power weapon.....+10 pts
- The Sister Superior may replace her bolter and bolt pistol with an eviscerator.....+20 pts
- The Sister Superior may take:
 - melta bombs.....+5 pts
 - a sarissa for her bolter.....+5 pts
 - a book of St. Lucius.....+5 pts



HEAVY SUPPORT

EXORCIST 130 Points

	[-Armour-]			
	BS	F	S	R
Exorcist	4	13	11	10

Unit Composition:

- 1 Exorcist

Unit Type:

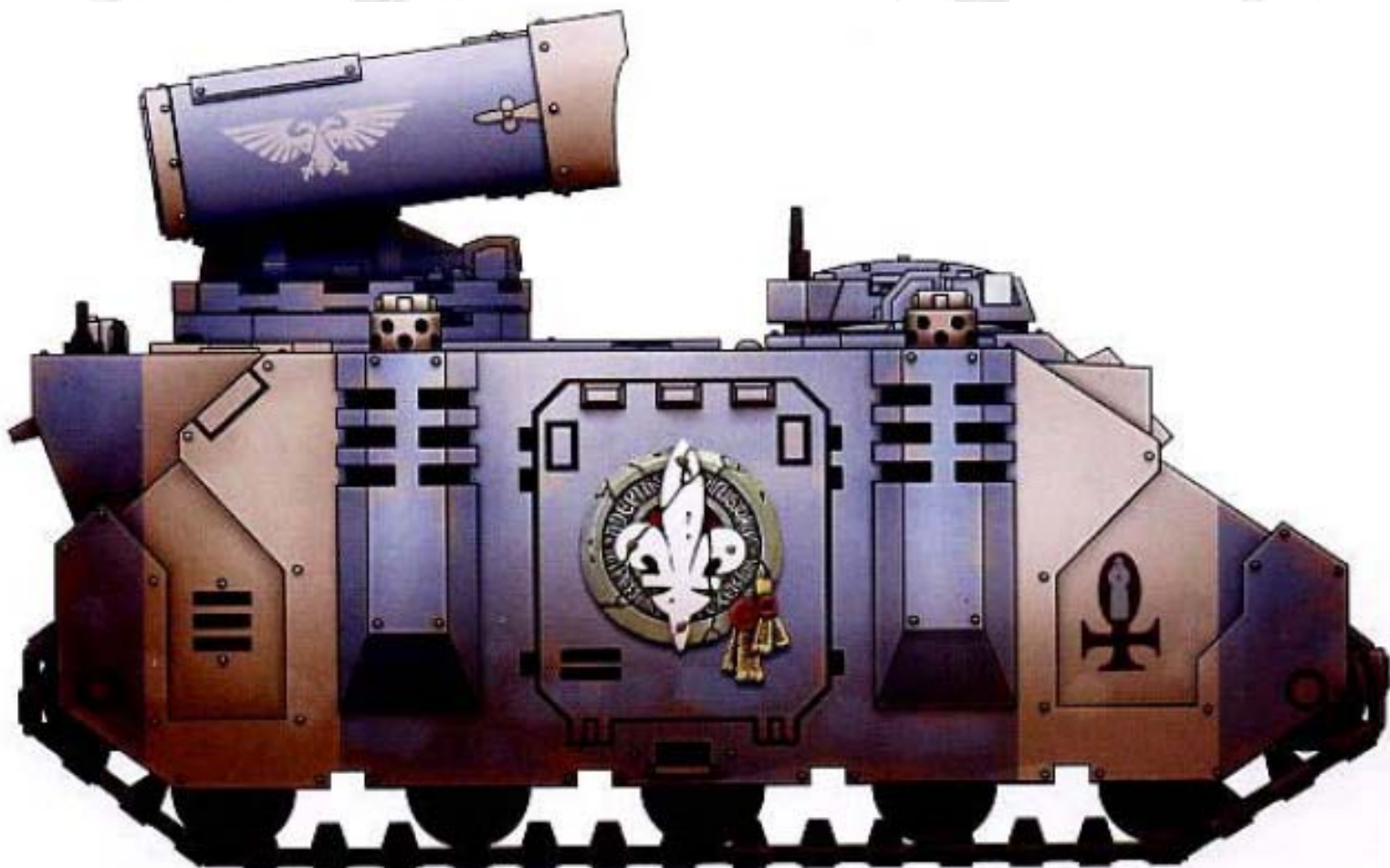
- Vehicle (Tank)

Wargear:

- Exorcist missile launcher
- Smoke launchers
- Searchlight

Options:

- The Exorcist may take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - a holy icon.....+10 pts
 - laud hailers.....+10 pts
 - blessed bolts.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts



HEAVY SUPPORT

PENITENT ENGINE.....80 Points

May only be taken if the Army includes a Missionary, Confessor, or Ministorum Priest.

	-Armour-							
	WS	BS	S	F	S	R	I	A
Penitent Engine	4	2	5	11	11	10	3	D6

Wargear:

- Two dreadnought close combat weapon (with built in flammers)

Unit Composition:

- 1 Penitent Engine

Special Rules:

- Holy Rage
- Rampage
- Battle Frenzy

Unit Type:

- Vehicle (Walker, Open-Topped)

Rampage: Ignore crew shaken and crew stunned results on the Vehicle Damage table.

Battle Frenzy: In the Shooting Phase, the Penitent Engine must always fire its weapons if able to do so. Both flammers fire together as a heavy flamer. The first Weapon Destroyed result reduces the heavy flamer to a flamer.

In close combat, roll a D6 to determine the number of base attacks for the Penitent Engine.



DEDICATED TRANSPORTS

Certain Sisters of Battle units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organization chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

ADEPTUS SORORITAS RHINO.....35 Points

	[-Armour-]			
	BS	F	S	R
Adeptus Sororitas Rhino	4	11	11	10

Unit Composition:

- 1 Rhino

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:

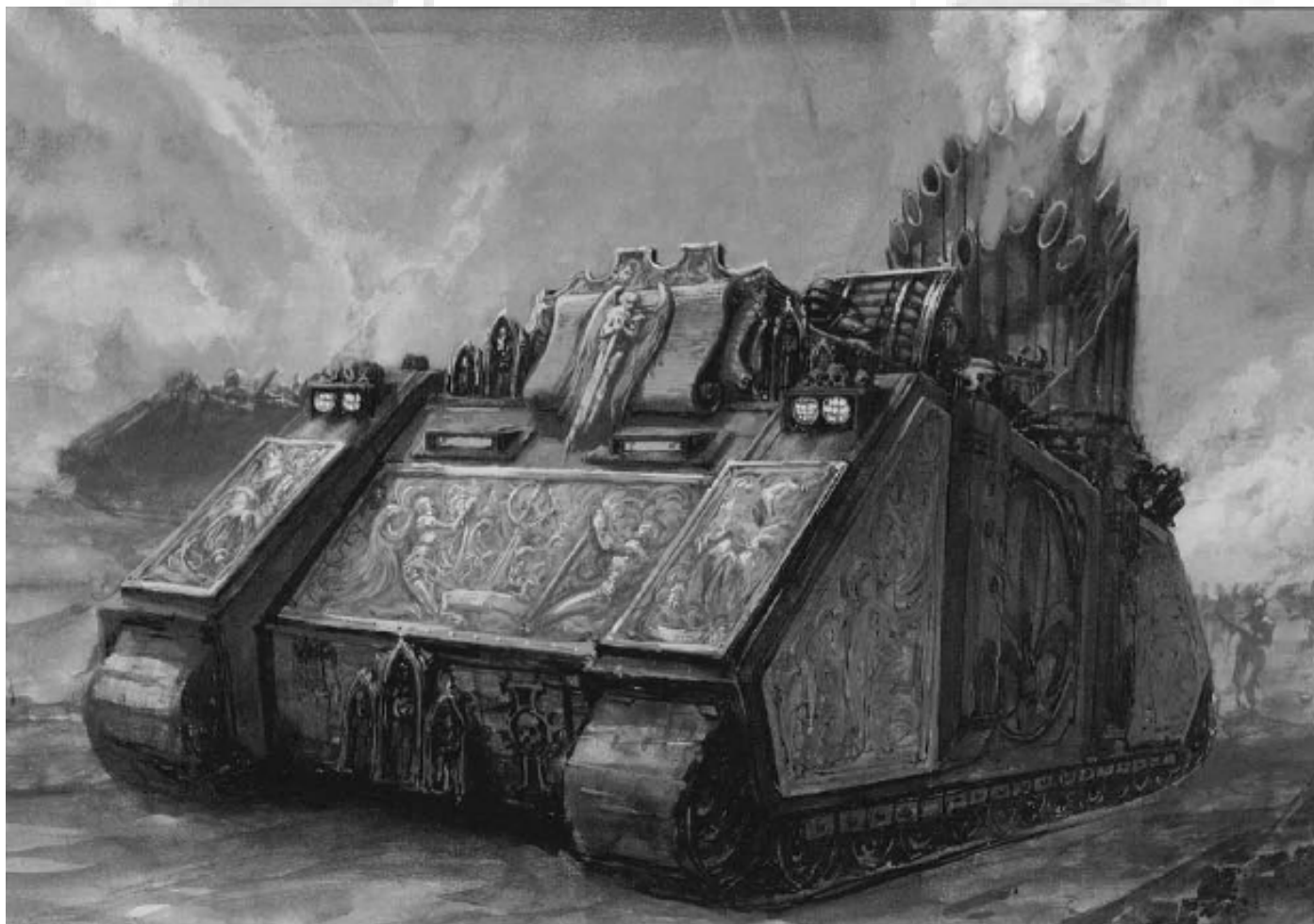
- Ten models

Special Rules:

- Repair

Options:

- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - blessed bolts.....+10 pts
 - a holy icon.....+10 pts
 - laud hailer.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts



DEDICATED TRANSPORTS

IMMOLATOR.....40 Points

	[-Armour-]			
	BS	F	S	R
Immolator	4	11	11	10

Unit Composition:

- 1 Immolator

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy-flamer
- Smoke launchers
- Searchlight

Transport Capacity:

- Six models

Options:

- Replace twin-linked heavy flamers with:
 - a twin-linked heavy bolter.....*free*
 - a twin-linked multi melta.....+20 pts
 - a twin-linked flamestorm cannon.....+20 pts
 - a lascannon and twin-linked plasma gun.....+35 pts
- May take:
 - a dozer blade.....+5 pts
 - a storm bolter.....+10 pts
 - blessed bolts.....+10 pts
 - a holy icon.....+10 pts
 - holy promethium.....+10 pts
 - laud hailers.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts



DEDICATED TRANSPORTS

REPRESSOR.....50 Points

	[-Armour-]			
	BS	F	S	R
Repressor	4	11	11	10

Options:

- May take:
 - blessed bolts.....+10 pts
 - a holy icon.....+10 pts
 - holy promethium.....+10 pts
 - laud hailers.....+10 pts
 - a hunter-killer missile.....+10 pts
 - extra armour.....+15 pts

Unit Composition:

- 1 Repressor

Transport Capacity:

- Ten models

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Heavy flamer
- Dozer blade
- Smoke launchers
- Searchlight



DEDICATED TRANSPORTS

ERELIM LANDER.....100 Points

	[-Armour-]			
	BS	F	S	R
Erelim Lander	4	12	11	11

Unit Composition:

- 1 Erelim Lander

Unit Type:

- Vehicle (Fast, Skimmer)

Special Rules:

- Deep Strike
- Drop Insertion

Wargear:

- Three twin-linked heavy bolters
- Searchlight
- Ceramite plating

- Twelve models. May transport models in Jump Packs, but each takes up two points of transport capacity.

Options:

- May exchange the nose-mounted twin-linked heavy bolter with:
 - a twin-linked autocannon.....*free*
 - a multi-melta.....+10 pts
 - a twin-linked lascannon.....+15 pts
- May exchange the pair of wing-mounted twin-linked heavy bolters with:
 - two twin-linked autocannons.....*free*
 - two multi-meltas.....+20 pts
 - two twin-linked lascannons.....+30 pts
- May take:
 - blessed bolts.....+10 pts
 - a holy icon.....+10 pts
 - extra armour.....+15 pts
 - a pair of hellstorm missiles.....+20 pts





SPECIAL CHARACTERS







SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv		WS	BS	S	T	W	I	A	Ld	Sv
Arco-flagellant	4	-	4	5	1	4	1*	8	4+	Ork Merks	4	2	3	4	1	2	2	7	6+
Arbitrator	3	3	3	3	1	3	1	8	4+	Proctor	3	3	3	3	1	3	2	8	4+
Battle Sister Repentia	4	4	3	3	1	3	1	6	4+	Servitor	3	3	3	3	1	3	1	8	4+
Battle Sister Mistress	4	4	3	3	1	4	2	10	4+	Space Marine	4	4	4	4	1	4	1	8	3+
Battle Sister	3	4	3	3	1	3	1	8	3+	Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Battle Sister Superior	3	4	3	3	1	3	2	9	3+	Space Marine Bike	4	4	4	4(5)	1	4	1	8	3+
Battle Sister Celestian	4	4	3	3	1	4	2	9	3+	Space Marine Attack Bike	4	4	4	4(5)	2	4	2	8	3+
Battle Sister Seraphim	4	4	3	3	1	4	1	9	3+	Space Marine Bike Sergeant	4	4	4	4(5)	1	4	2	9	3+
Battle Sister Seraphim Superior	4	4	3	3	1	4	2	9	3+	Space Marine Scout	3	3	4	4	1	4	1	8	4+
Battle Sister Palatine	4	5	3	3	2	4	2	9	3+	Space Marine Scout Sergeant	4	4	4	4	1	4	2	9	4+
Battle Sister Canoness	5	5	3	3	3	4	3	10	3+	Zealot	3	3	3	3	1	3	1	7	6+
Confessor	4	4	3	3	2	3	2	9	5+										
Daemonhost	6	4	5	5	4	4	D6	10	4+										
Death Cult Assassin	5	4	4	3	2	5	2	8	4+										
Deathwatch Scout	4	4	4	4	1	4	1	8	4+										
Deathwatch Scout Sergeant	4	4	4	4	1	4	2	9	4+										
Deathwatch Space Marine	4	4	4	4	1	4	1	8	3+										
Deathwatch Space Marine Sergeant	4	4	4	4	1	4	2	9	3+										
Deathwatch Biker	4	4	4	4(5)	1	4	1	8	3+										
Deathwatch Attack Bike	4	4	4	4(5)	2	4	2	8	3+										
Deathwatch Bike Sergeant	4	4	4	4(5)	1	4	2	9	3+										
Deathwatch Veteran	4	4	4	4	1	4	2	9	3+										
Deathwatch Apothecary	4	4	4	4	1	4	2	9	3+										
Deathwatch Techmarine	4	4	4	4	1	4	2	8	3+										
Deathwatch Terminator	4	4	4	4	1	4	2	9	2+										
Deathwatch Librarian	5	4	4	4	2	4	2	9	3+										
Deathwatch Captain	6	5	4	4	3	4	2	10	3+										
Demiurg	3	3	4	4	1	2	1	8	4+										
Demiurg Igemonos	3	3	4	4	2	3	2	9	4+										
Eldar Corsair	4	4	3	3	1	5	1	8	4+										
Eldar Craftsinger	5	5	3	3	1	6	2	9	4+										
Grey Knight	5	4	4	4	1	4	2	8	3+										
Grey Knight Justicar	5	4	4	4	1	4	2	9	3+										
Grey Knight Terminator	5	4	4	4	1	4	2	10	2+										
Grey Knight Brother-Captain	5	4	4	4	1	4	3	10	2+										
Grey Knight Grand Master	6	5	4	4	3	5	4	10	2+										
Imperial Assassin	5	5	4	4	2	5	3	10	4+										
Inducted Conscript	2	2	3	3	1	3	1	5	5+										
Inducted Guardsman	3	3	3	3	1	3	1	7	5+										
Inducted Heavy Weap Team	3	3	3	3	2	3	1	7	5+										
Inducted Platoon Commander	4	4	3	3	1	3	2	8	5+										
Inquisitorial Henchmen*	3	3	3	3	1	3	1	8	5+										
Inquisitorial Crusader	4	3	3	3	1	3	1	8	4+										
Inquisitorial Magos	3	3	3	3	1	3	1	8	3+										
Inquisitorial Stormtrooper	3	4	3	3	1	3	1	8	4+										
Inquisitorial Stormtrooper Sgt	3	4	3	3	1	3	2	8	4+										
Inquisitorial Warrior	3	4	3	3	1	3	1	8	4+										
Inquisitor	5	4	3	3	2	4	2	9	4+										
Inquisitor Lord	6	5	3	3	3	5	3	10	4+										
Kaynine	4	-	4	3	1	4	2	5	-										
Kroot Mercenary	4	3	4	3	1	3	1	7	6+										
Kroot Shaper	4	3	4	3	3	3	3	8	6+										
Militiaman	2	2	3	3	1	3	1	5	6+										
Ministorum Priest	3	3	3	3	1	3	2	7	5+										
Missionary	4	4	3	3	2	3	2	9	5+										
Nob	4	2	4	4	2	3	3	7	6+										

SUMMARY

VEHICLES

	BS	-----Armour-----				WS	BS	S	-----Armour-----			I	A
		Front	Side	Rear					Front	Side	Rear		
Adeptus Sororitas Rhino	4	11	11	10	Armoured Sentinel	3	3	5	12	10	10	3	1
Bane Wolf	3	12	12	10	Scout Sentinel	3	3	5	10	10	10	3	1
Chimera	3	12	10	10	Dreadnought	4	4	6	12	12	10	4	2
Deathwatch Land Raider	4	14	14	14	Deathwatch								
Deathwatch Land Speeder	4	10	10	10	Dreadnought	4	4	6	12	12	10	4	2
Deathwatch Land Speeder	4	10	10	10	Grey Knight								
Storm					Dreadnought	5	4	6	12	12	10	4	2
Deathwatch Land Speeder	4	11	10	10	Penitent Engine	4	2	5	11	11	10	3	D6
Tempest													
Deathwatch Razorback	4	11	11	10									
Deathwatch Rhino	4	11	11	10									
Deathwatch Storm Raven	4	12	12	12									
Devil Dog	3	12	12	10									
Drop Pod	4	12	12	12									
Erelim Lander	4	12	11	11									
Exorcist	4	13	11	10									
Grey Knight Landraider	4	14	14	14									
Grey Knight Razorback	4	11	11	10									
Grey Knight Rhino	4	11	11	10									
Grey Knight Storm Raven	4	12	12	12									
Hellhound	3	12	12	10									
Immolator	4	11	11	10									
Inquisitorial Chimera	4	12	10	10									
Inquisitorial Land Raider	4	14	14	14									
Inquisitorial Rhino	4	11	11	10									
Inquisitorial Valkyrie	4	12	12	10									
Inquisitorial Vendetta	4	12	12	10									
Land Speeder	4	10	10	10									
Leman Russ Battle Tank	3	14	13	10									
Predator	4	13	11	10									
Razorback	4	11	11	10									
Repressor	4	11	11	10									
Rhino	4	11	11	10									
Vindicator	4	13	11	10									
Wave Serpent	4	12	12	10									
Whirlwind	4	11	11	10									

WEAPONS

Weapon	Range	Str	AP	Type	Weapon	Range	Str	AP	Type
Animus Speculum	12"	5	1	Assault 2, See Rules	Hellfury Missile	72"	4	5	Heavy 1, Large Blast One Shot Only
Arbites Shotgun	18"	3	-	Assault 2	Hellgun	24"	3	5	Rapid Fire
Executioner	18"	4	5	Assault 1, Twin-linked	Hell Pistol	12"	3	5	Pistol
Assault Cannon	24"	6	4	Heavy 4, Rending	Hellstorm Missile	72"	8	1	Heavy 1, One Shot Only
Autocannon	48"	7	4	Heavy 2	Hot-shot lasgun	18"	3	3	Rapid Fire
Auxiliary Grenade Launcher					Hot-shot laspistol	6"	3	3	Pistol
(Frag)	12"	3	6	Assault 1, Blast	Hunter-Killer Missile	Unl.	8	3	Heavy 1, One Shot Only
(Krak)	12"	6	4	Assault 1	Imperial shotgun	12"	3	-	Assault 2
Bolt Pistol	12"	4	5	Pistol	Incinerator	Temp	5	4	Assault 1, Ignore Inv
Dragonfire Bolts	12"	4	5	Pistol, Ignore Cover	Inferno Cannon	Temp*	6	4	Heavy 1, See Rules
Inferno Bolts	12"	4	5	Pistol, Re-roll to-wound	Inferno Pistol	6"	8	1	Pistol, Melta
Kraken Bolts	12"	4	4	Pistol	Inferno Pistol (twin)	6"	8	1	Pistol, Melta, Twin-linked
Metal Storm Bolts	12"	3	-	Assault 2	Lascannon	48"	9	2	Heavy 1
Bolt Pistol (twin)	12"	4	5	Pistol, Twin-linked	Lasgun	24"	3	-	Rapid Fire
Boltgun	24"	4	5	Rapid Fire	Las Pistol	12"	3	-	Pistol
Blessed Bolts	24"	4	4	Rapid Fire, Ignore Cover	Meltagun	12"	8	1	Assault 1, Melta
Dragonfire Bolts	24"	4	5	Rapid Fire, Ignore Cover	Melta Cannon	24"	8	1	Heavy 1, Melta, Blast
Hellfire Bolts	24"	X	5	Rapid Fire	Missile Launcher				
				Poisoned (2+)	(Frag)	48"	4	6	Heavy 1, Blast
Inferno Bolts	24"	4	5	Rapid Fire, Re-roll to-wound	(Krak)	48"	8	3	Heavy 1
Kraken Bolts	30"	4	4	Rapid Fire	Mortar	48"	4	6	Heavy 1, Blast, Barrage
M.40 Targeter	24"	4	5	Heavy 2, Pinning	Multi-Laser	48"	6	6	Heavy 3
with silencer shells					Multi-Melta	24"	8	1	Heavy 1, Melta
Metal Storm Bolts	18"	3	-	Assault 3	Multiple Rocket Pod	24"	4	6	Heavy 1, Large Blast
Psycannon Bolts	24"	4	4	Rapid Fire, Ignore Inv	Neural Shredder	Temp	X	1	Assault 1, See Rules
Chem Cannon	Temp	1	3	Heavy 1, Poisoned (2+)	Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Combi-Stake X-bow	24"	3	5	Assault 2, Special	Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Cyclone Missile Launcher					Plasma Pistol	12"	7	2	Pistol, Gets Hot!
(Frag)	48"	4	6	Heavy 2, Blast	Psybane Missile	48"	9	3	Heavy 1, Blast
(Krak)	48"	8	3	Heavy 2	Launcher				Ignore Inv
Deathwind	12"	5	-	Heavy 1, Large Blast	Psycannon	18"	6	4	Assault 3, Ignore Inv
Demolition Charge	6"	8	2	Assault 1, Large Blast One Shot Only	Psyk-Out Grenades	6"	X	X	Assault 1, See Rules
Executioner Pistol	12"	4	5	Pistol	Shotgun	12"	4	-	Assault 2
	12"	X	6	Pistol, See Rules	Sniper Rifle	36"	X	6	Heavy 1, Sniper
Exitus Pistol	12"	5	2	Pistol	Storm Bolter	24"	4	5	Assault 2
Exitus Rifle	36"	X	2	Heavy 1, Sniper	Blessed Bolts	24"	4	4	Assault 2, Ignore Cover
Exorcist Missile	48"	8	1	Heavy D6	Psycannon Bolts	24"	4	4	Assault 2, Ignore Inv
Launcher					Typhoon Missile Launcher				
Flamer	Temp	4	5	Assault 1	(Frag)	48"	4	6	Heavy 2, Blast
Flamestorm Cannon	Temp	6	3	Heavy 1	(Krak)	48"	8	3	Heavy 2
Flamestorm	Temp	6	3	Heavy 1, Ignore Inv					
Incinerator									
Grenade Launcher									
(Frag)	24"	3	6	Assault 1, Blast					
(Krak)	24"	6	4	Assault 1					
Hand Flamer (single)	Temp	3	6	Pistol					
Hand Flamer (twin)	Temp	4	5	Pistol					
Hand Incinerator	Temp	4	5	Assault 1, Ignore Inv					
Heavy Bolter	36"	5	4	Heavy 3					
Blessed	36"	5	4	Heavy 3, Ignore Cover					
Deathwatch	18"	5	4	Assault 3					
Hellfire Shell	36"	X	-	Heavy 1, Blast, Poisoned (2+)					
Psycannon Bolts	36"	5	4	Heavy 3, Ignore Inv					
Heavy Flamer	Temp	5	4	Assault 1					
Heavy Stubber	36"	4	6	Heavy 3					

WEAPONS

XENOS WEAPONS

Weapon	Range	Str	AP	Type
<i>Dark Eldar</i>				
Splinter Rifle	24"	3	5	Rapid Fire
<i>Demiurg</i>				
Incinerator Cannon	24"	7	1	Heavy 1, Blast, Melta See Rules
Incinerator Gun	12"	7	1	Assault 1, Melta See Rules
Incinerator Pistol	6"	7	1	Pistol, Melta, See Rules
Pneumatic Gatling	24"	6	3	Heavy 3
Pneumatic Carbine	12"	4	4	Assault 3
Pneumatic Rifle	18"	4	4	Rapid Fire
Pneumatic Pistol	10"	4	4	Pistol
Seismic Cannon	36"	6	5	Heavy 1, Large Blast See Rules
<i>Eldar</i>				
Avenger Shuriken Catapult	18"	4	5	Assault 2
Bright Lance	36"	8	2	Heavy 1, Lance
Eldar Missile Launcher (Krak)	48"	8	3	Heavy 1
(Plasma)	48"	4	4	Heavy 1, Blast, Pinning
Fusion Gun	12"	8	1	Assault 1, Melta
Fusion Pistol	6"	8	1	Pistol, Melta
Lasblaster	24"	3	5	Assault 2
Ranger Long Rifle	36"	X	6	Heavy 1, Sniper, See Rules
Scatter Laser	36"	6	6	Heavy 4
Shuriken Catapult	12"	4	5	Assault 2
Shuriken Pistol	12"	4	5	Pistol
Starcannon	36"	6	2	Heavy 2
Sunrifle	24"	3	5	Assault 6, Pinning
<i>Orks</i>				
Big Shoota	36"	5	5	Assault 3
Burna	Temp	4	5	Assault 1
Deffgun	48"	7	4	Heavy D3
Kustom Mega Blasta	24"	8	2	Assault 1, Gets Hot!
Shoota	18"	4	6	Assault 2
Rokkit Launcha	24"	8	3	Assault 1
Slugga	12"	4	6	Pistol
Snazzgun	24"	5	D6	Assault 1
<i>Tau</i>				
Kroot Hunting Rifle	36"	X	6	Heavy 1, Sniper
Kroot Rifle	24"	4	6	Rapid Fire
Pulse Carbine	18"	5	5	Assault 1, Pinning
Pulse Rifle	30"	5	5	Rapid Fire
Pulse Pistol	12"	5	5	Pistol

ORDNANCE

Weapon	Range	Str	AP	Type
Battle Cannon	72"	8	3	Ord. 1
Demolisher	24"	10	2	Ord. 1
Hellstrike Missile	72"	8	3	Ord. 1, One Shot Only
<i>Orbital Strike</i>				
Barrage Bomb	Unl.	6	4	Ord. 1, Barrage
Lance Strike	Unl.	10	1	Ord. 1, Barrage
Melta Torpedo	Unl.	8	3	Ord. 1, Barrage, Melta
Psy-warhead	Unl.	9	3	Ord. 1, Barrage Ignore Inv
<i>Whirlwind Multiple Missile Launcher</i>				
Incendiary	12-48"	4	5	Ord. 1, Barrage Ignores Cover
Vengeance	12-48"	5	4	Ord. 1, Barrage

DEDICATED TRANSPORTS SUMMARY

Transport	Transport Capacity	Access Points	Fire Points
Adeptus Sororitas Rhino	10	One on each side of the hull, and the rear	2 models from the top hatch
Chimera	12	One at the rear	5 models from the top hatch
Deathwatch Land Raider	10	One on each side of the hull, and the front	None
Deathwatch Land Raider Crusader	16	One on each side of the hull, and the front	None
Deathwatch Land Raider Redeemer	12	One on each side of the hull, and the front	None
Deathwatch Land Speeder Storm	5	Open-topped	Open-topped
Deathwatch Razorback	6	One on each side of the hull, and the rear	None
Deathwatch Rhino	10	One on each side of the hull, and the rear	2 models from the top hatch
Deathwatch Storm Raven	12 + 1 Dreadnought	One on each side, the front, and the rear	None
Drop Pod	10	Open-topped	Open-topped
Erelim Lander	12	One on each side, the front, and the rear	None
Grey Knight Razorback	6	One on each side of the hull, and the rear	None
Grey Knight Rhino	10	One on each side of the hull, and the rear	2 models from the top hatch
Grey Knight Land Raider	10	One on each side of the hull, and the front	None
Grey Knight Land Raider Crusader	16	One on each side of the hull, and the front	None
Grey Knight Land Raider Redeemer	12	One on each side of the hull, and the front	None
Grey Knight Storm Raven	12 + 1 Dreadnought	One on each side, the front, and the rear	None
Immolator	6	One on each side of the hull, and the rear	None
Inquisitorial Chimera	12	One at the rear	5 models from the top hatch
Inquisitorial Land Raider	10	One on each side of the hull, and the front	None
Inquisitorial Land Raider Crusader	16	One on each side of the hull, and the front	None
Inquisitorial Land Raider Redeemer	12	One on each side of the hull, and the front	None
Inquisitorial Rhino	10	One on each side of the hull, and the rear	2 models from the top hatch
Inquisitorial Valkyrie	12	One on each side of the hull, and the rear	None
Inquisitorial Vendetta	12	One on each side of the hull, and the rear	None
Razorback	6	One on each side of the hull, and the rear	None
Repressor	10	One on each side of the hull, and the rear	6 models from the side slits
Rhino	10	One on each side of the hull, and the rear	2 models from the top hatch
Wave Serpent	12	One at the rear	None

The Deathwatch Land Speeder Storm may only carry models wearing Flak Armour, Carapace Armour, or Scout Armour.

Models with jump packs count as 2 for carrying capacity and may only board a Storm Raven or Erelim Lander.

Models wearing terminator armour count as 2 for carrying capacity. They may not board a Rhino, Razorback, Repressor, Immolator, Land Speeder Storm, or Erelim Lander.

The Wave Serpent will only carry Eldar Corsairs.



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