

WARHAMMER
40,000

KILL TEAM™



COMMANDERS

POWERFUL HEROES IN SKIRMISH COMBAT



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INTRODUCTION

In the shadows of the galaxy a vicious struggle plays out between rival kill teams, small bands of elite operatives who strike deep into enemy territory. When the most formidable war leaders of the rival factions join the fray, the conflict reaches new heights of brutality.

MIGHTY WARLORDS

Warhammer 40,000: Kill Team allows players to experience exciting, fast-paced encounters between squads of hard-bitten warriors. In these brutal conflicts every shot fired and every swing of a blade changes the tide of battle. The stakes rise even higher when the commanders of the galaxy descend to the killing fields, for these are heroes spoken of in legend, and each is the equal of a dozen lesser warriors combined.

Axe-wielding champions of the Dark Gods hew their way through the foe, seeking the worthiest of skulls as offerings for their dark masters. Drukhari Archons indulge their every cruel whim. Space Marine lords lead bands of heroic battle-brothers through war-torn wastelands on vital missions of sabotage, the outcome of which might save a world or condemn it to ruin.

In this book, you will find all the background information and tabletop rules required to field heroic characters in your games of Kill Team. The following pages are filled with examples of the sorts of death-defying missions that a commander might join forces with a kill team in order to complete. You will read

of some of the most famous examples of these covert actions, and how a commander's dominating presence upon the battlefield changed the course of fate.

In the next section, you will find a wealth of narrative information providing context for your commander's presence in a kill team, as well as introductions to several heroic characters for the major Warhammer 40,000 factions. Each of these sections includes bespoke skill tables and tactics for individual characters, reflecting the unique abilities they possess. You can opt to add your commanders to your kill team at one of four power levels, ensuring that games will be balanced and fun no matter how you choose to play. Also provided are several missions designed specifically to accommodate commanders, including matched play contests between equally strong bands of special operatives, and asymmetrical encounters between a plucky kill team and a mighty enemy champion. At the end of this book you will find a campaign record which you can use after each mission in a Kill Team campaign to record details of your commander's heroic (or nefarious) deeds, and the changing fortunes of your faction.



A Tech-Priest and his Skitarii retinue attempt to suppress a Genestealer Cult uprising by cutting the head from the serpent, hunting the xenos-worshippers' leaders through the industrial labyrinth of a Munitorium dispatch zone.

A GALAXY OF WAR

‘The Plague God’s vile servants stand between the seven of us and our duty. Strike with purpose, brothers. Let us see how these wretches enjoy the taste of our steel.’

- Primaris Lieutenant Varcus,
Ultramarines 2nd Company





MASTERS OF WAR

Some warriors are destined to bear the mantle of command. Whether hardened veterans, inspirational orators or blood-hungry champions, these leaders are worth many times their number, possessing the might and sheer force of will to change the course of battle in an instant.

THE GALAXY BURNS

The 41st Millennium is an era of endless war, a dystopian nightmare in which all hope is forfeit and Humanity stands upon the brink of utter damnation. The star-spanning Imperium of Mankind is the largest empire in the galaxy, a crumbling power assailed from within and without by hostile aliens and worshippers of diabolical gods. Though the forces arrayed against them are terrible beyond imagining, the armies of the Imperium fight on, driven by faith in the Emperor of Mankind and an all-consuming hatred of the xenos and the heretic. Though its borders may be perpetually threatened and its worlds burned and despoiled, the military might of the Imperium remains formidable. Alongside the trillions-strong regiments of the Astra Militarum stand the mighty Space Marines of the Adeptus Astartes, and the augmented legions of the Adeptus Mechanicus, worshippers of the Machine God.

As ferociously as the armies of Humanity fight to defend their Imperium, the massed hosts of Chaos desire to burn it down. Deranged cults erupt into open rebellion

upon thousands of worlds, sweeping forth from their hidden lairs to spread their blasphemous worship far and wide. More terrifying still are the Heretic Astartes, traitorous foes of the Imperium still fighting their Long War against the servants of the Emperor. These bitter, hateful warriors have sworn themselves to the Chaos Gods in return for untold power and the dark blessings of mutation. Their bodies writhing with warp-spawned corruption, the Heretic Astartes are a dark reflection of the Space Marines, and the single greatest threat to the very empire that birthed them.

The apocalyptic struggle between the Imperium of Mankind and the forces of Chaos escalates ever further, but it is not the only conflict ravaging the galaxy. Alien races seek to claim their own place amongst the stars, expanding the borders of their stellar empires or surging forth to prey upon their hated foes. The voracious Tyranid hive fleets push further towards the galactic core with every passing year, leaving only barren rocks in their wake. Soulless, metal-bodied Necrons rise up from their subterranean tomb complexes, slaughtering the organic beings who have dared trespass upon their ancient domains. Aeldari warhosts strike from the webway – Drukhari, Asuryani and Harlequins all pursuing their own unknowable ends. The savage Orks delight in their crusades of destruction, while the ambitious T'au Empire annexes world after world. Deep-seeded Genestealer Cults infect Humanity's worlds like a hidden cancer, preparing to overthrow the old order when the moment of their final ascension arrives.

The strife that consumes the galaxy has only grown fiercer in the final years of the 41st Millennium with the advent of the Great Rift – a roiling mass of warp storms that bisects the galaxy. The dark side of this cosmic horror is known as the Imperium Nihilus, and it is a place where nightmares are made manifest. Here, Humanity's darkest fears slither free of the immaterium to prey upon mortal souls.

Within this blazing crucible are forged legendary figures, warriors and battlefield commanders who instil dread in their enemies just as they inspire fierce loyalty in their comrades. These masters of war tip the balance of entire war zones, turning impending routs into triumphant victories through strategic genius or sheer force of arms.



A Cadre Fireblade drives his Fire Warriors onwards to victory in the name of the Greater Good.

LEADING FROM THE FRONT

The galaxy's battlefields are near infinite in scope, ranging from shattering tank battles across choking rad-wastes to brutal street-by-street city fighting amidst the ruins of blazing hivesprawns. Commanders are found at the heart of all these conflicts, bellowing orders and driving the foe back with blade and gunshot. Some are military masterminds, scholars of battle who can anticipate and counter their enemy's every tactic. Others are hulking champions of ruin, master swordsmen or uncompromising tyrants who rule through fear and merciless brutality. No matter their chosen expertise, all are exemplars of their kind, the embodiment of their race's martial strengths.



Although battlefield commanders are most commonly seen at the head of vast conquering armies or conducting valiant defensive actions, this is not always the case. Many wars are won not by strength of arms or city-crushing artillery bombardments, but by a single decisive strike carried out by a specialised kill team. However, when the outcome of such a mission can decide the fate of a planet – or indeed an entire sector – it demands unique skills beyond even those of these elite operatives. It is then that the galaxy's greatest heroes take command, leading kill teams into the heart of enemy territory to strike a fatal blow.

The nature of these missions varies greatly. Perhaps an enemy warlord has stepped from the shadows accompanied by their elite retinue, a fighting force far beyond the talents of the rank and file. Alternatively, a key objective might be located amidst contested lands so corrupted or deadly that only the most experienced hand could guide the kill team to victory. In some cases there is no reason beyond the commander's desperate need to satiate their bloodlust by tracking and butchering worthy prey.

Led by these mighty figures, kill teams range deep into enemy lands, battling through shattered war zones and labyrinthine urban jungles, taking on the enemy face to face. On such a close and personal scale, the true power of a kill team commander becomes terrifyingly apparent. Peerless marksmen unleash precise bursts of fire, driving enemy soldiers to ground and dominating the battlefield. Raging berserkers hurl themselves at

Brother Bastian raised his hand sharply, and the squad hunched low in the shadow of an overturned cargo hauler.

'Aeldari,' the Reiver growled. 'I can smell their perfumed reek.'

Lieutenant Reuben leaned out from behind the jagged curve of the hauler's engine casing and saw them. Ten raiders sauntering across the wastes in patrol order. All were clad in barbed and spiked body-form suits, their blades wet with crimson. The blood was fresh. Reuben could smell the coppery tang upon the air. The ground was littered with the desecrated corpses of slain Guardsmen. Loyal souls, butchered and tormented for sport. These were the fortunate few. For them, the agony was over.

Reuben's blood boiled in his veins. The vox-array – their primary objective – was close, but he could not abide the thought of these depraved creatures evading the Emperor's justice.

'On my mark, take them all,' he hissed, and heard vox clicks of acknowledgement in return.

He waited for the Aeldari to draw close. When they were only a few yards away he emerged from behind the hauler, bolt pistol raised. He had time to savour the sudden shock in the closest alien's pinched face before his first shot blasted it apart.

the enemy with frenzied glee, filling the air with scarlet rain as they hew apart foe after foe. Warlords drive their warriors on with their inexhaustible willpower, their unyielding desire to achieve victory at all costs.

For all their might, these heroes are not invulnerable. Ruinous Chaos champions and zealous Space Marine Chaplains alike have been slain at the hands of humble, mortal soldiers, mown down by barrages of las-fire or felled by a single fortunate blade stroke. Often, however, it takes a warrior of equal measure to lay low a rampaging enemy champion. When two such evenly matched figures meet in battle, history is focused sharply on a single, critical moment. Blades clash and guns roar as a desperate and awe-inspiring duel commences. No quarter is given and none asked for, and only one soul can emerge triumphant.

The presence of a commander takes the lethally precise weapon that is a kill team and pushes each individual warrior's capabilities to their absolute limit, driving their comrades to achieve the seemingly impossible. Whether by fear or inspiration, the team finds itself driven to acts of astonishing daring and skill, determined to etch their own names in the annals of legend alongside their leader.

DARING WARLORDS

Just as every kill team is uniquely specialised, so do commanders possess their own unique talents and abilities. Whether they delight in hurling themselves into the thick of battle or prefer to outwit their foes with incisive tactical ploys, these heroes dominate the battlefield.

INTO THE KILLING FIELDS

When the situation is at its most desperate and the fate of millions rests upon a single action, the galaxy's greatest heroes show their true worth. Such times require strength of will beyond the norm, an adamantine nerve and inspiring presence that can snatch victory from the jaws of defeat. Countless disasters have been averted by the heroic deeds of commanders and their retinues. Seemingly invincible Daemons have been banished back to the warp, mighty warlords dethroned and laid low. Doomsday weapons and cyclonic warheads have been sabotaged, and xenos lairs engulfed in cleansing flames.

The reasons why a battlefield commander might join a kill team in the execution of a covert operation are many and varied. They may have received high-level orders from a warmaster, charging them with a task that they alone possess the skill to see completed. This assignment might even be a punishment for past transgressions, or a chance to prove one's worthiness for command. Such ad hoc strike groups are common amongst small, elite detachments such as Space Marine strike forces – the warriors of the Adeptus Astartes are used to adapting on the fly to rapidly changing strategic situations. For example, a Space Marine Librarian is well versed in the vagaries of the warp, and wields fearsome psychic power – such a leader would be an invaluable asset to a kill team tasked with the destruction of corrupted lodestones or daemonflesh incubators.

'As the Clawfather commands, magus. I will bring judgement to this false prophet. He will know no safe haven. Let the enemy surround the wretch with as many guns as they wish, it will make no difference. There is no corner of this hive the Spectres of Khos cannot reach. When at last my blessed knife is at his throat he will die as he lived, screaming his prayers to an uncaring god. By the Star Children, I swear this.'

- Yhagusk the Anointed, Acolyte Iconward

Sometimes, commanders join kill teams not for tactical reasons, but out of simple necessity. Battlefields are unpredictable and ever changing, and a command post can find itself outflanked and surrounded in the blink of an eye. Airdrops can be diverted off course by withering flak-storms, scattering troops far behind enemy lines. In such situations a leader must rally the troops at their disposal to fulfil their mission by any means necessary.

Tales abound of grim-faced Tempestor Primes and indefatigable Commissars who have led bands of warriors through enemy-infested killzones in the aftermath of a disastrous rout, performing their duty despite impossible odds. Likewise, many Chaos champions and Drukhari skin-hunters have performed their worst acts of atrocity in the aftermath of an apparent defeat, striking where they are least expected to inflict agony and terror across the enemy's heartlands.



Of course there are also those war leaders who need no reason to take charge of a kill team and go in search of battle and glory. An Ork Warboss' insatiable need for combat can see him drive into contested territory, rampaging alongside a squad of his toughest Boyz and causing as much destruction and mayhem as possible. Exalted Champions sworn to the Blood God Khorne will often stray from the larger battle in their ceaseless quest for worthy skulls. There is no limit to the damage such a band can inflict if left to slaughter and destroy at will. Whether they came together by accident or design, the combination of a kill team's elite specialists and the sheer, dominating power of a commander makes for a potent battlefield force.

PEERLESS CHAMPIONS

When a commander takes charge of a kill team, they assume absolute control of its warriors, replacing the previous leader as the lynchpin around which the squad functions. In highly regimented forces such as the Astra Militarum or the T'au Empire's military, this is a straightforward and instantly accepted consequence of rank. In an Ork kill team things are even simpler: any discontent regarding a change in leadership is resolved with a swift and intensely violent punch-up – whoever's left alive at the end gets to order the Boyz into battle. The commander's presence lasts for as long as is necessary to complete their goals. Often this is



The air rings to the sounds of clashing steel and thundering gunfire as a Spiritseer of Saim-Hann faces off against his nemesis, a Lieutenant of the Ultramarines. Only one can emerge from this battle triumphant.

a relatively brief period, as a senior officer's calling inevitably draws them back to the furnace of large-scale battle. However, there are occasions when a commander fights with the same kill team throughout an extended campaign. The longer such a partnership lasts, the more deadly and efficient the kill team becomes. Through mission after mission the commander and his warriors forge an unbreakable bond, sharing together the heart-pounding rush of combat, the exultation of victory and the tragic sting of loss. This relationship is by no means always built on comradeship and mutual respect – fear can be as powerful a motivator as inspiration, and not every commander values the lives of those who follow them.

Not all kill team commanders arrive as grizzled veterans, heroes whose deeds are already spoken of with reverence amongst the ranks. Some are neophyte warriors or inexperienced but ambitious strategists, yet to cement their legacy. They must adapt quickly, for the battlefield is an unforgiving teacher, and the furnace of war swiftly claims the unprepared. The greatest tacticians learn to read the ebb and flow of battle, developing their own distinct tactics and mastering the fine art of leadership. Aspiring champions become

one with their weapons, their kill tallies growing with every fresh hunt as they carve their way through scores of outmatched enemy warriors. Shadow-stepping stealth experts haunt their foes, appearing as if from nowhere to open throats and split skulls before fading into darkness – in the process becoming a whispered nightmare whose very name can sap the enemy's will to fight.

On the occasion that two kill teams each led by a commander meet in battle, the resulting conflict is invariably brutal and desperate. Knowing the stakes if their leader is to fall, each member of the kill team is driven to new heights of heroism or savagery. Amidst the carnage, commanders put their hard-earned experience to the ultimate test. Some launch themselves at their opponent, seeking a bloody kill that will leave their enemies panicked and demoralised. Others direct their troops to focus fire on their opposite number, hoping to bring them down before mopping up the shattered remnants of their retinue. The outcome of such an encounter can profoundly alter the course of the wider war, shifting the momentum in the favour of one side in such a decisive manner that their enemy can never truly recover.

GALACTIC BATTLEGROUND

Conflict consumes the galaxy. World after world is swallowed up by the flames of war, overrun by legions of marching troops and ravaged by the relentless pounding of artillery shells. While the devastation escalates, shadow wars are fought between bands of elite killers far behind enemy lines.

The galaxy of the 41st Millennium is a place of constant warfare, of battlefields near infinite in variety and scope. Kill teams and their commanders are perpetually locked in combat in theatres of war across the stars, fighting bloody shadow wars amidst the ruins of shattered planets, across teeming death worlds or within the clustered depths of city-spanning Departmento Munitorum districts.

For commanders, these bloody running battles are usually part of a far larger tapestry, a minor cog in a machine running on the blood of millions across an entire war zone. To wage battle on such a scale they must somehow oversee the cohesive function of dozens of massed tank regiments, wings of heavy bombers, and detachments of city-crushing artillery. They must be both spearhead and tactician, inspirational leader and indomitable champion.

Yet there are times when the decisive act in a raging conflict does not take place upon the grandest stage, but in the shadows between larger battlegrounds. Assassinations, search-and-destroy missions and bold raids can impact the enemy's ability to wage war just as greatly as any massed land assault. Indeed, on this personal scale, the skill and experience of a seasoned commander can often make a far greater impact than amidst the heat and thunder of the battlefield. There are countless examples of military campaigns that have been decided by a single brutally effective covert action carried out by a daring commander.

The war-torn world of Vigilus has suffered greatly from Ork invasions, with the greenskins launching frequent raids and sorties into the planet's besieged hivespawls. Tempestor Prime Leith Rhudiger of the 46th Zetic Tygers has earned great renown for his relentless persecution of the greenskin menace. The Tempestor Prime has personally led over fifty combat missions against Ork raiding parties, with his most famous act occurring during the Battle of Catos Decima. He and his elite retinue breached the hull of a gigantic Ork scrap-titan, gunning down the Ork Mek piloting the behemoth with a flurry of pinpoint las-rounds. Rhudiger's kill team then laced the scrap-titan's promethium wells with timed explosives and exfiltrated by grav-chute from its iron maw. The resulting detonation wiped out several hundred Orks, and won Imperial High Command time to reinforce the beleaguered Catos spires.

Other commanders inspire such utter devotion in their warriors that they will risk life and limb in order to safeguard their lives. When the Aeldari Farseer Yhunai of Craftworld Saim-Hann was captured by an Inquisitorial task force of the Ordo Xenos, her blood-bonded kin refused to abandon her to the humans' cruelty. A small band of warriors breached the laboratory vault in which Yhunai was being kept, cutting apart Inquisitorial storm troopers with rapid volleys of shuriken rounds. They found the surgical chamber in which the Farseer was scheduled for dissection and analysis, and freed her from her null-field shackles. Yhunai herself slew the Inquisitor responsible for her kidnapping, boiling his mind with a lance of psychic force before escaping alongside her kin.



There are many accounts of legendary battlefield leaders rallying their troops in the wake of a severe rout, somehow turning the tables on their opponents despite being terribly outnumbered. During Vior'la Sept's pacification of the former Imperial hive world of Kholborn VII, the Fire caste contingents found themselves assaulted by mutated Genestealer Cultists. Pale-skinned figures boiled up from underground warrens, singing praises to their alien Patriarch – the so-called Reaverlord Crucius. T'au losses were horrendous. Surrounded on all sides, Vior'la Fire Warriors were picked apart team by team before they could organise an effective retreat. In the midst of this disorder, the Cadre Fireblade Tay'ama rallied a ragtag band of survivors. Guided by geothermal scans from recon droneports lurking in low orbit, Tay'ama's kill team slipped through the alien cordon, and sought out the Reaverlord's subterranean lair. In the heart of the Patriarch's court the Cadre Fireblade and his makeshift band of heroes hunted their prey. Though the team suffered near-total casualties, Tay'ama's warriors finally slew the Reaverlord,

unleashing an unrelenting barrage of pulse fire that hurled the alien overlord into an industrial furnace. With the Reaverlord slain, the cultists' brutal guerrilla war lost all cohesion and the T'au were finally able to drive their foes back underground, clearing them out by detonating a series of magmatic pulse-bombs.

'We are but few souls, the last of our kin left alive on this miserable world. Take heart, my warriors, for that is our greatest strength. Like the Cosmic Serpent shall we strike, swift and mercilessly from the shadows. Again and again our blades will sink into the soft belly of the mon-keigh's armies, bleeding them pale. They shall know us only by the terror we leave in our wake. I swear now upon the souls of my fallen kin that I shall not rest until the stain of Humanity has been scoured from Ayante for evermore.'

- Autarch Rhyoc of Biel-Tan, speaking to his warriors in the aftermath of the Purge of Ayante

Some of the most feared killers in the galaxy prefer to fight at the head of a kill team, freeing them to raid behind enemy lines in search of glory. The Aeldari Shadowseer known only as the Lord of Thorns is

responsible for dozens of assassinations across War Zone Stygius, slaying both Imperial and Chaos warlords in a seemingly random pattern. The Lord of Thorns and his retinue of silent killers have appeared as if from nowhere in the heart of viridian-level safe houses, heretic war camps and even the command bridges of starborne vessels. Their sole calling card is the bands of choking lashthorn left around the throats of their victims.

On occasion there are battlefields that are simply too lethal for rank-and-file warriors to navigate without the guiding presence of a veteran champion. During a month-long naval engagement within the depths of the Spyral Nebula, several Space Marine boarding parties from the Rift Stalkers Chapter were lost trying to navigate the madness of the immense Thousand Sons flagship *Vision of Torment*, in an attempt to disable its enormous crystal warp-lance. It was only when a kill team led by Captain Therrin of the 2nd Company breached the vessel's void shields and fought their way through the maze of illusions that guarded its weapons decks that the planet-immolating weapon was finally shattered, allowing the Rift Stalkers' Battle Barges to close in and destroy the *Vision of Torment* in a series of devastating broadsides.



A hero of the Space Wolves has used his preternatural senses to track down an infestation of Genestealer Cultists, though in these twisted mutants the Battle Leader and his kill team may have found their match...

RULES

'In a battle such as this, there is no help to be had, no support incoming or reinforcements to be called upon. Lay your plans carefully and consider every move, lest it prove your last.'

*- Blood Angels Scout Sergeant
Rafaen, during the battle for
Hades Hive*





COMMANDERS

Sometimes kill teams will be led into battle by a great hero, a high-ranking officer or even the warlord of a whole army. Such individuals are only committed to action in this way when their unique skills and experience are absolutely critical for mission success.

INCLUDING COMMANDERS

You can only include a Commander in your kill team if you are playing a mission that says, in the Kill Teams section, that your kill team can include a Commander. Unless stated otherwise, a kill team can never include more than one Commander.

When you add a Commander to your kill team or command roster, you must choose their wargear in the same way as you would for any other model. A Commander's wargear options are all described on their datasheet and, for the purposes of Battle-forged kill teams, the points values for these options are found below each datasheet. This book includes forty-one datasheets for Commanders for (pg 32-95), from the Death Guard's noxious Foul Blightspawn to the monstrous Tyranid Prime.

Each Commander must have a specialism – this does not count towards the maximum number of specialists you can include in a kill team. The specialisms they can choose from are listed on their datasheet – note that some of these are specific to Commanders, and the ten specialisms found on the datasheets in this book are detailed in this section (pg 20-29). A kill team can still only include one of each kind of specialist.



A sadistic band of Drukhari Wyches bursts from the shadows of a burned-out refinery to fall upon a kill team of Skitarii Rangers, who respond with a desperate fusillade from their galvanic rifles.

COMMANDER TACTICS

Commanders have access to specific Tactics. Each is identified either as a Commander Tactic or a <name> Tactic, where <name> is the name of a datasheet. The second kind of Commander Tactic is restricted to Commanders chosen from the named datasheet. Your Commander must be on the battlefield and not shaken in order to use them.



COMMANDER UPGRADES

Not all Commanders are created equal. When you include a Commander in your kill team, in addition to their weaponry, you can choose Commander upgrades for them, in the form of Commander Levels and Commander Traits. List the upgrades a Commander has on their datacard.

Commander Levels

When you first include a Commander in your kill team, you must choose whether that Commander is a Level 1, Level 2, Level 3 or Level 4 Commander. The different levels of each Commander have individual points costs for the purposes of Battle-forged kill teams, as detailed below that Commander's datasheet. The level of a Commander determines the Tactics they can use and the abilities they have (see pages 66-67 of the *Kill Team Core Manual*). Some Kill Team expansions provide rules for Commander specialisms that vary from this system. Where this is the case, they will explain how to determine the abilities of your Commander.

Commander Traits

Different Commanders employ different tactics or have preferred styles of waging war. When you first include a Commander in your kill team, you can purchase up to three different Commander Traits for them from those listed on the following page. Each has a different points cost for the purposes of Battle-forged kill teams, as shown on the following page.

COMMANDERS AND CAMPAIGNS

If you are playing a Kill Team campaign, and you are incorporating Commanders, then use the following additional rules:

- Your command roster cannot include more than 1 of any particular Commander model.
- Commanders do not gain experience points like the other members of your kill team. Instead, when you first include a Commander in your kill team, you can purchase Commander upgrades for them (Commander Levels and Commander Traits, see above). You cannot purchase additional upgrades for your Commander during the course of the campaign.
- If a Commander takes an enemy specialist out of action, treat any rolls of 8 made for that model's subsequent Casualty roll as a Hard Knocks result instead. That model has faced one of the deadliest foes in their enemy's army and lived to tell the tale.
- A specialist gains one experience point after a mission if one of its attacks or psychic powers took an enemy Commander out of action. Similarly, a fire team gains one experience point after a mission if one of its models' attacks or psychic powers took an enemy Commander out of action.
- If a player's Commander was taken out of action during a mission, the player loses one Morale at the end of that mission, regardless of the outcome of the battle itself.
- If a player's Commander was taken out of action during a battle, roll on the table below for them at the end of the mission, instead of the normal Casualty Roll table:

COMMANDER CASUALTY ROLL

D10 RESULT

1	Serious Injury: This Commander starts your next mission with one flesh wound, and you must reduce its Move, Attacks, Leadership, Wounds and Strength characteristics by 1 for the duration of that mission.
2-3	Minor Injury: This Commander starts your next mission with one flesh wound and you must reduce its Move, Attacks and Leadership characteristics by 1 for the duration of that mission.
4-5	Contusion: This Commander starts your next mission with one flesh wound.
6-10	Full Recovery: Your Commander makes a full recovery and can be used in your next mission without penalty.

COMMANDER TACTICS

It is no easy task to command in battle. Such an individual must inspire devotion amongst the troops, be able to make split-second decisions and be counted upon to hold their own in deadly combat against the most dangerous foes the enemy can muster. While leaders in the 41st Millennium are often amongst the most skilled of warriors, it is not enough to simply outfight a foe. Being able to out-think and outmanoeuvre the enemy is equally important, and can often spell the difference between glorious triumph and ignoble death.

HEROIC INTERVENTION

Commander Tactic

Use this Tactic at the end of the Movement phase if there are any enemy models within 3" of your Commander and your Commander did not Advance, Fall Back, Retreat or make a charge attempt this phase. Your Commander can immediately make a pile-in move as described in the Fight phase.

1 COMMAND POINT

DUEL OF HONOUR

Commander Tactic

Use this Tactic at the start of the Fight phase. Your Commander can only target enemy Commanders this phase, but you can re-roll failed hit and wound rolls for your Commander's attacks until the end of the phase.

1 COMMAND POINT

LOOK OUT, SIR!

Commander Tactic

Use this Tactic when you fail a saving throw for your Commander if there is another model from your kill team within 2" of them (excluding shaken models). Roll a D6; on a 2+ the damage is inflicted on that model instead of your Commander.

1 COMMAND POINT

COMMANDER TRAITS

When you first include a Commander in your kill team, you can upgrade them to have up to three different Commander Traits. Write any traits a Commander has on their datacard. Note that the Generalist and Master Specialist traits are only available to Level 4 Commanders.

5 PTS

IRON WILL

Commander Trait

This model automatically passes Nerve tests.

10 pts

STOIC HERO

Commander Trait

Ignore the penalty to this model's hit rolls from flesh wounds it has suffered.

10 PTS

DESTINED BY FATE

Commander Trait

Roll a D6 each time this model suffers a mortal wound. On a 6, that wound is not lost.

15 pts

TACTICAL PLANNER

Commander Trait

At the start of the first battle round you gain D3 Command Points.

15 PTS

GENERALIST

Level 4 Commander Trait

Instead of choosing the Level 4 ability from their specialism's ability tree, you can choose a Level 1 ability for this model from a different specialism listed on their datasheet. Their specialism does not change.

30 pts

MASTER SPECIALIST

Level 4 Commander Trait

Instead of choosing an ability for this model not already chosen from their specialism's ability tree (for being Level 4), you can choose two abilities not already chosen from their specialism's ability tree.

PSYCHIC POWERS

The battle psykers of the 41st Millennium are amongst the deadliest adversaries to fight, for each is capable of unleashing a myriad of warp-born powers that can dominate any military engagement.

Any **COMMANDER PSYKER** can choose to exchange *Psybolt* and/or any other powers they know for one of the psychic powers listed here. To do so, you can either roll a D6 to generate the powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.



D6 RESULT

1 IRON ARM

By transmuting their flesh into living metal, the psyker can wade through enemy fire unscathed and pulp skulls with their bare fists.

Iron Arm has a warp charge value of 7. If manifested, then until the start of the next Psychic phase, add 2 to the psyker's Strength and Toughness characteristics.

2 FOREWARNING

The psyker's prophetic powers render them all but immune to bullet and bolt, blade and bombardment.

Forewarning has a warp charge value of 6. If manifested, then until the start of the next Psychic phase, the psyker has a 4+ invulnerable save.

3 FIRE SHIELD

With a sweep of their arms, the psyker throws up a towering wall of flame to protect their ally.

Fire Shield has a warp charge value of 6. If manifested, pick a friendly model within 8" of the psyker. Until the start of the next Psychic phase, that model counts as obscured, even if they are completely visible to the firing model.

4 PSYCHIC SHRIEK

The psyker breathes in deeply the power of the warp before emitting a banshee howl of psychic energy that harrows their enemy.

Psychic Shriek has a warp charge value of 5. If manifested, select an enemy model within 12" of and visible to the psyker. That model must immediately take a Nerve test as if it were the Morale phase.

5 ENFEEBLE

As the psyker channels their powers, tendrils of warp energy lash over their victim, every caress sapping strength and vitality from their body.

Enfeeble has a warp charge value of 7. If manifested, select an enemy model within 12" of and visible to the psyker. Until the start of the next Psychic phase, your opponent must subtract 1 from hit and wound rolls for the target model's close combat attacks.

6 MISFORTUNE

The psyker twists fate so that the bullets and blows of their allies punch through the weakest points in the armour of the hapless victim.

Misfortune has a warp charge value of 7. If manifested, select an enemy model within 12" of and visible to the psyker. Until the start of the next Psychic phase, improve the AP characteristic of any weapon that targets that model by 1 (for example, an AP0 weapon becomes AP-1).



ADDITIONAL RULES

Commanders bring a new level of tactics and strategy to your missions, and the rules on this page explain the effect this has on your games of Kill Team.

AURA TACTICS

Kill Team: Commanders includes a new type of Tactic, called Aura Tactics. Aura Tactics are 'passive' abilities (i.e. they have a constant effect once they are used), that affect certain models within a given distance for a specific duration of time – most commonly until the end of the phase in which the Aura Tactic was used, or the end of the battle round.

Unless the Aura Tactic in question says otherwise, the model that used the Aura Tactic is always within range of its effects. For example, an Adeptus Astartes or Deathwatch Primaris Captain can use the Rites of Battle Aura Tactic (see right), which affects all friendly models within 6" of him. As the Primaris Captain is a friendly model, he benefits from the Aura Tactic as well, effectively leading by example.

rites of battle

Adeptus Astartes/Deathwatch Tactic Primaris Captain Aura Tactic

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

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

1 COMMAND POINT

KILL TEAM: COMMANDERS TOKENS

The Kill Team: Commanders box and Kill Team: Commander Set expansion boxes each come with tokens for use in your games of Kill Team. Some of these are similar to the tokens found in the Kill Team Starter Set and the Kill Team Faction Starter Set boxes, but are suitably more impressive versions worthy of the mighty Commander leading your kill team to battle. The new counters are designed to help you keep track of the powerful new skills and abilities your Commander brings to the battlefield.

You do not need these tokens to play Kill Team, but if you have a set, you'll find the tokens shown here to be a very useful way of keeping track of what actions your Commander has taken in each battle round. The core rules explain when many of these tokens are used, and what significance they have, whilst the new tokens are introduced here.

1

Wound Markers: Wound markers range from 1-5 wounds. As soon as your Commander suffers one or more wounds in battle, place the appropriate wound marker next to their model to show how many wounds they have suffered.



Aura Tactic Tokens: If you spend Command Points to use any of your Commander's Aura Tactics, place an Aura Tactic token next to their model as a reminder that it is in effect.



Psychic Power Tokens: If you use any psychic powers that have an ongoing effect, place a Psychic Power token next to the affected model as a reminder.



STANDARD DEPLOYMENT

Some Kill Team missions say that they use the Standard Deployment rules. Where a mission states this, use the following rules when deploying your kill teams.

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn, in the order of least to greatest advantage, to deploy one model from their kill team. Models must be set up wholly in their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all of their models, deployment ends and the first battle round begins.

VARIABLE BATTLE LENGTH

Some Kill Team missions last for a variable number of turns (in some cases, they may last for a variable number of turns unless some other condition is met, e.g. there is only one unbroken kill team on the battlefield). Where a mission states that it uses the Variable Battle Length rules, use the following rules to determine when the battle ends. Each mission that uses these rules tells you which player makes the roll.

If the battle does not end otherwise, at the end of battle round 4, roll a D6. The battle continues on a 3+, otherwise the battle ends. If the battle does not end otherwise, at the end of battle round 5, roll a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.



In the midst of a vicious firefight with fleet-footed Aeldari warriors, an Ork Painboy seeks to test out some of his more unpleasant surgical techniques upon the unwilling flesh of his nemesis, a Saim-Hann Farseer.

FEROCITY SPECIALISTS

Sheer, unchecked fury can be a powerful weapon for any warrior. A mad-eyed berserker charging into battle slathered in the blood of their foes is a fearsome sight to behold, striking terror into the hearts of even veteran soldiers as they bellow their terrible war cries. These ferocious killers live only for the sensation of gore splattering across their skin, and the feel of their weapons biting deep into flesh. Driven by an uncontrollable rage, they shrug off all but the most grievous wounds, striking back at their foes with frenzied blows that cleave heads and crush spines. Even when mortally wounded some berserkers are capable of entering a murderous frenzy, butchering their foes in one last surge of violence before death takes them.

MURDERLUST

Level 1 Ferocity Tactic

Use this Tactic when it is your turn to move in the Movement phase. A Ferocity specialist from your kill team that is not shaken can make a charge attempt against an enemy model within 15" of them, and you can add D3 to their charge roll.

1 COMMAND POINT

BELLOW OF WRATH

Level 2 Ferocity Tactic

Use this Tactic at the start of the Morale phase. In this phase, your opponent(s) must re-roll successful Nerve tests taken for enemy models within 6" of a Ferocity specialist of Level 2 or higher from your kill team that is not shaken.

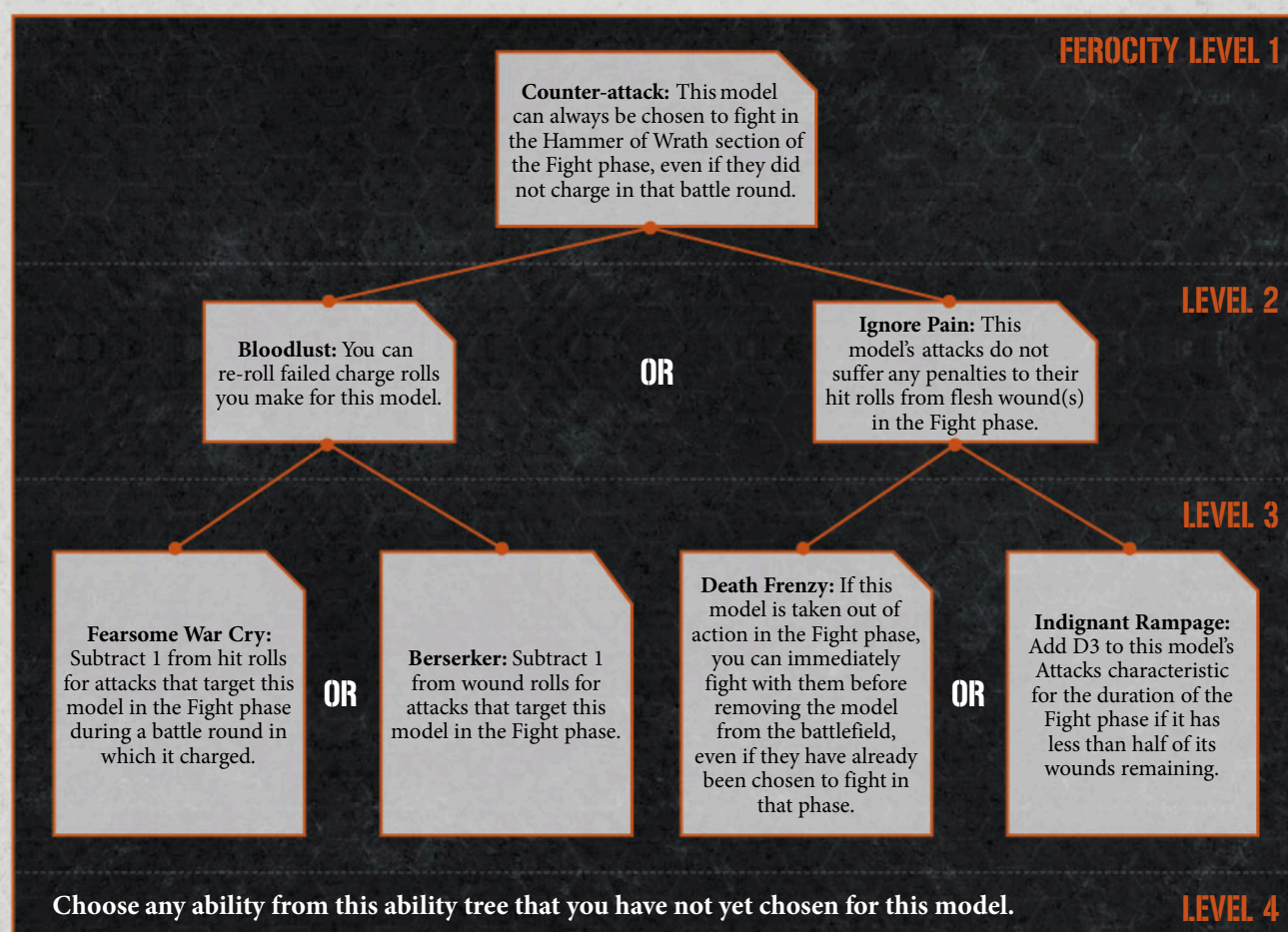
2 COMMAND POINTS

FURY UNLEASHED

Level 3 Ferocity Tactic

Use this Tactic in the Fight phase, before attacking with a Ferocity specialist of Level 3 or higher from your kill team. Add 1 to Injury rolls you make when resolving attacks for this model in this phase.

2 COMMAND POINTS



FORTITUDE SPECIALISTS

Some commanders are legendary not only for their combat skill, but for their ability to dismiss pain and fight resolutely on through the most horrendous injuries. These iron-tough, utterly unyielding warriors refuse to give in even when all seems lost. Impossible odds are nothing to these heroes. They deny the enemy's every attack with sheer stubbornness and strength of will, spitting defiance in the face of their foes. Such utter contempt for danger inspires those the commander fights alongside, lending them a portion of their leader's implacable resolve.

IT'S JUST A SCRATCH

Level 2 Fortitude Tactic

Use this Tactic at the start of the Morale phase. Roll a D6 for each flesh wound that a Fortitude specialist of Level 2 or higher from your kill team has suffered. On a 5+, that flesh wound is removed.

1 COMMAND POINT

PAIN IS FOR THE WEAK!

Level 1 Fortitude Tactic

Use this Tactic when an opponent makes an Injury roll for a model from your kill team that is within 3" of a friendly Fortitude specialist (use this Tactic before the Injury roll is made). Subtract 1 from all dice rolled as part of that Injury roll.

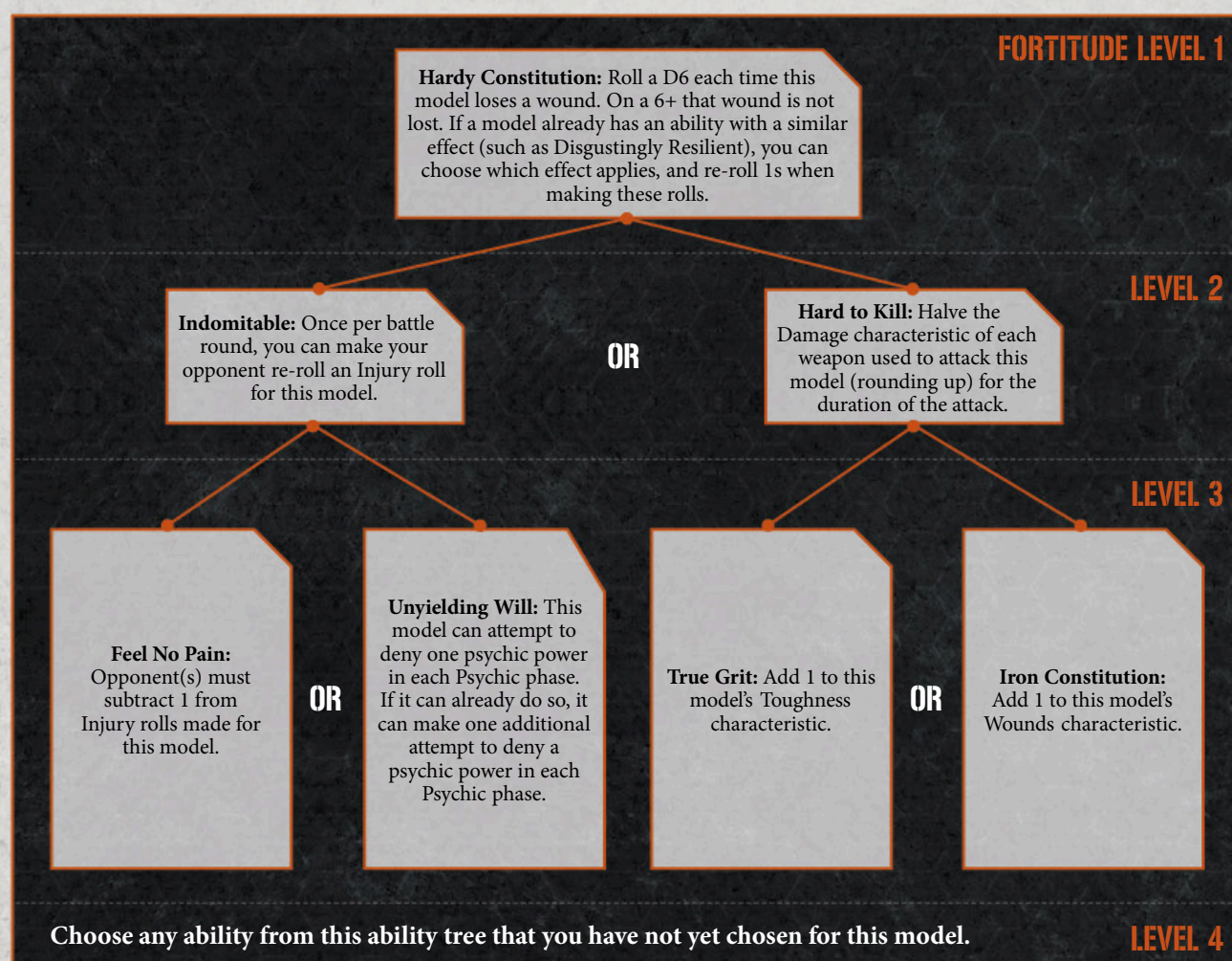
1 COMMAND POINT

REFUSAL TO FALL

Level 3 Fortitude Tactic

Use this Tactic when your opponent makes an Injury roll for a Fortitude specialist of Level 3 or higher from your kill team (use the Tactic before the Injury roll is made). Apply a -2 modifier to that Injury roll.

2 COMMAND POINTS



LEADERSHIP SPECIALISTS

It is a rare and invaluable gift to inspire true loyalty in those under your command. Those leaders who develop an unbreakable bond with their charges can motivate them to accomplish truly heroic deeds. With their force of personality and charismatic drive they can forge a ragtag squad of specialists into a band of heroes whose actions can change the course of a battle. Words are as much a weapon for these commanders as blades or bolters. With an exhortation of zealous fury or a passionate speech amidst the carnage of battle, they fill the hearts of their warriors with resolve, driving them to stand defiant in the face of impossible odds, fulfilling their mission even when horrendously outgunned.

BRING THEM DOWN!

Level 2 Leadership Tactic

Use this Tactic at the start of the Shooting phase. Pick an enemy model that is visible to a Leadership specialist of Level 2 or higher from your kill team. You can re-roll hit rolls of 1 for friendly models' attacks made in this phase that target the model you picked.

1 COMMAND POINT

SECOND IN COMMAND

Level 1 Leadership Tactic

Use this Tactic at the start of the battle round. Until the end of the battle round, your kill team's Leader can use any of your Commander's Aura Tactics. When they do so, they are the model that gains the aura ability, rather than your Commander.

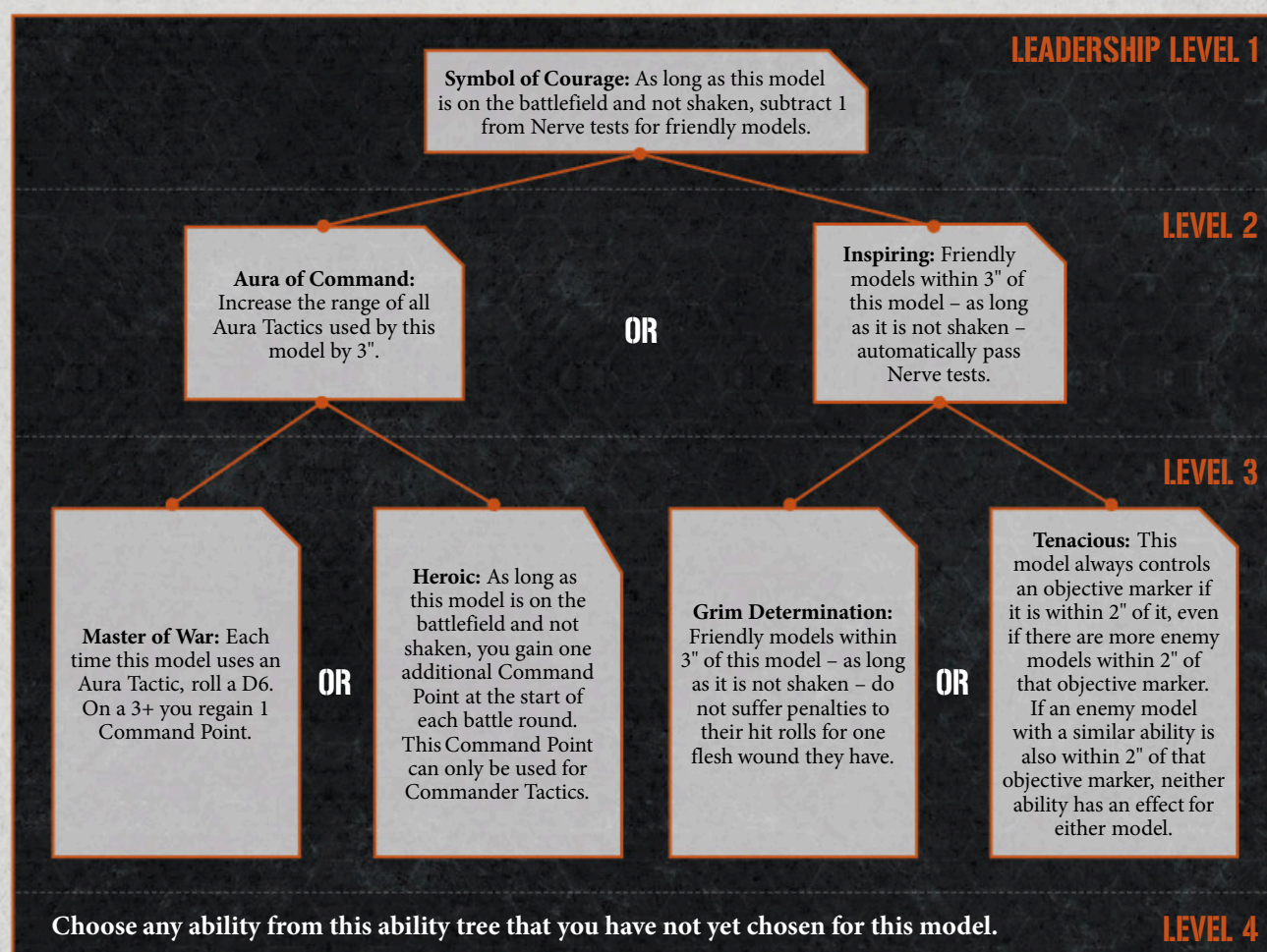
1 COMMAND POINT

INSPIRATIONAL ORATORY

Level 3 Leadership Tactic

Use this Tactic at the start of the Morale phase. As long as a Leadership specialist of Level 3 or higher from your kill team is on the battlefield and not shaken, all friendly models on the battlefield automatically pass Nerve tests made in this phase.

2 COMMAND POINTS



LOGISTICS SPECIALISTS

It is a universal truth that the more prepared warrior has the advantage – the ability to produce the right equipment for any strategic situation can turn the tide of a battle in a moment. Logistics specialists know this well, and ensure that their warriors enter battle equipped for any possible eventuality, whether that means they carry armour-piercing slugs for bringing down towering foes or rangefinder scopes for precision, long-range kills. Of course, one cannot always rely on having a steady supply of munitions at hand, and so many logistical experts master the art of scavenging and improvisation.

GRAV-CHUTE

Level 1 Logistics Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase. Pick a model from your kill team. For the duration of the battle, that model never suffers falling damage, and never falls on another model. If it would, instead place that model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.

1 COMMAND POINT

ARMOUR-PIERCING AMMUNITION

Level 2 Logistics Tactic

Use this Tactic in the Shooting phase when a Logistics specialist of Level 2 or higher from your kill team makes a shooting attack with an Assault, Rapid Fire, Heavy or Pistol weapon. When resolving the attacks, increase the weapon's Strength characteristic by 1, and improve its AP by 1 (e.g. AP0 becomes AP-1).

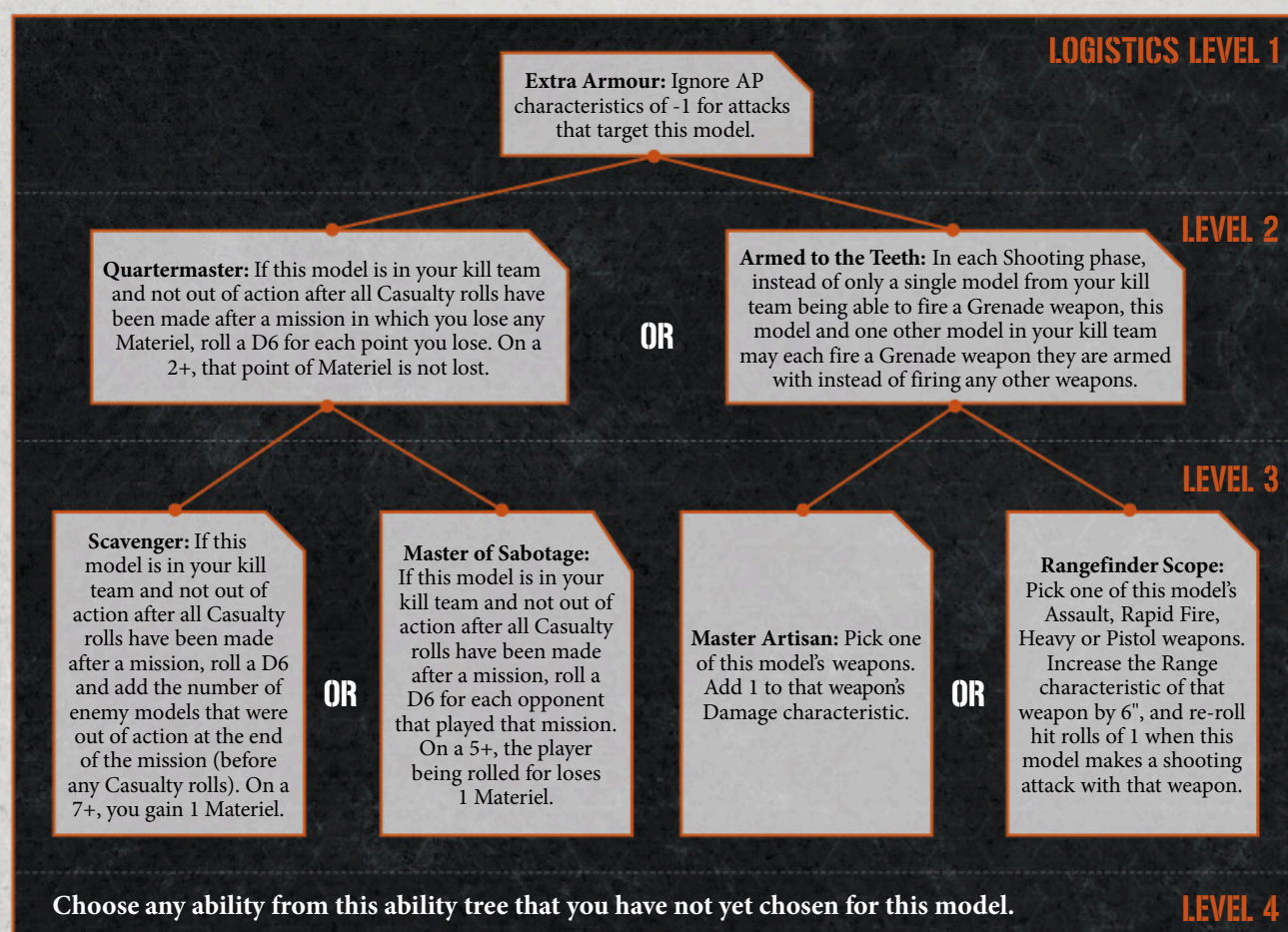
1 COMMAND POINT

REFRACTOR FIELD

Level 3 Logistics Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase. Pick a model from your kill team; for the duration of the battle, that model has a 5+ invulnerable save.

1 COMMAND POINT



MELEE SPECIALISTS

True mastery of the blade takes a lifetime, but for those commanders who devote themselves to the arts martial the rewards are great indeed. Peerless duellists, these champions wield their weapons as if they were extensions of their own flesh. To even land a blow upon them seems all but impossible. They fight with almost preternatural grace, carving their foes apart with precise ripostes and counter-strikes, their bladework so swift it is little more than a blur. Though these champions favour precision over blunt savagery, they are not above using less subtle tactics in order to achieve victory. A swift haymaker or pommel strike can leave an enemy dazed and reeling, perfect prey for a killing strike.

HAYMAKER

Level 2 Melee Tactic

Use this Tactic when a Melee specialist of Level 2 or higher from your kill team makes an attack that targets an enemy model in the Fight phase (use the Tactic before the hit roll is made). If that attack is successful, any damage inflicted is doubled.

1 COMMAND POINT

STUNNING BLOW

Level 1 Melee Tactic

Use this Tactic when a Melee specialist from your kill team makes an attack that targets an enemy model in the Fight phase (use the Tactic before the hit roll is made). If that attack hits (whether or not the wound roll is successful), your opponent must subtract 1 from that model's hit rolls for the rest of the battle round.

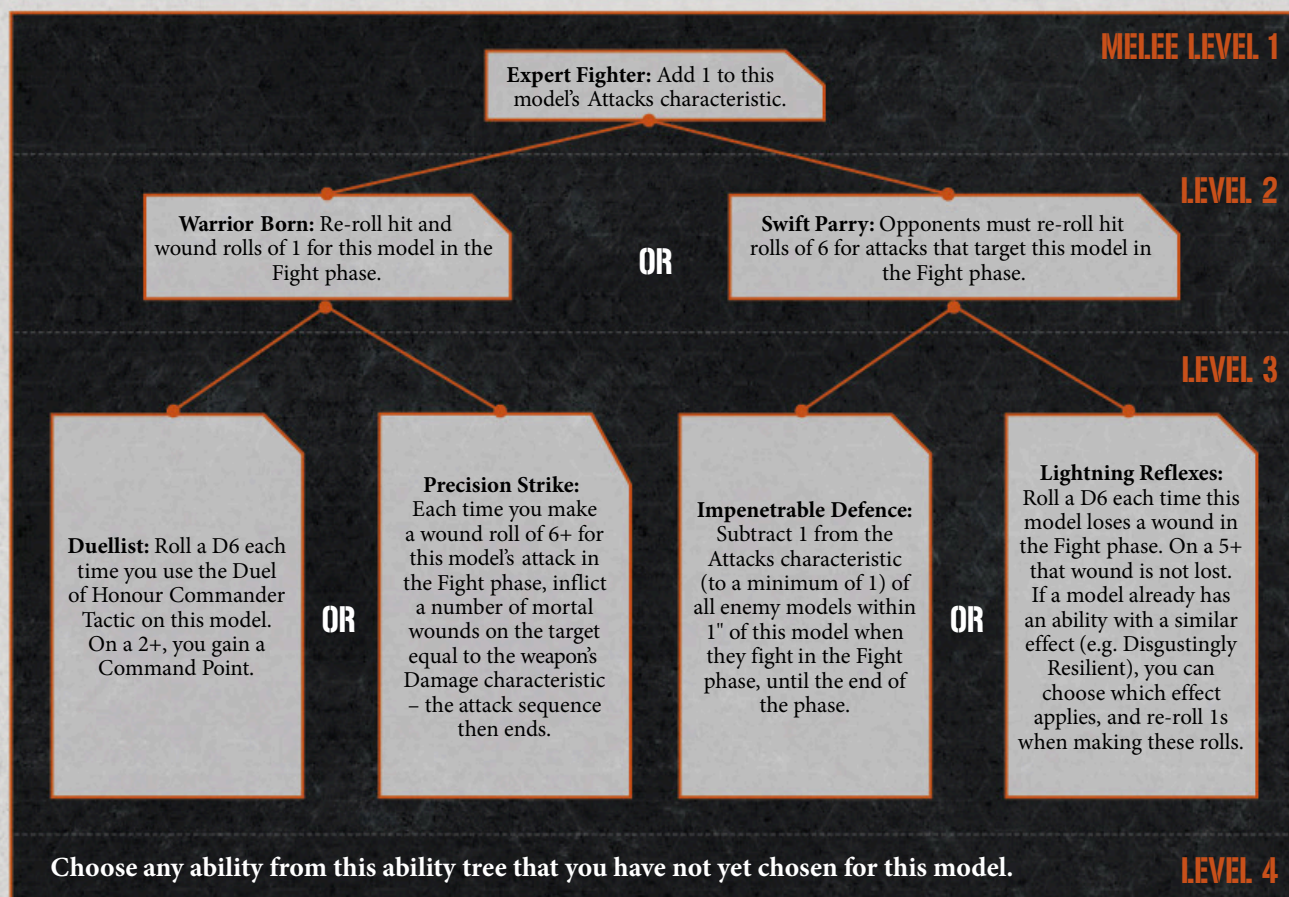
1 COMMAND POINT

FIGHT DIRTY

Level 3 Melee Tactic

Use this Tactic when an enemy model makes any attacks that target a Melee specialist of Level 3 or higher from your kill team in the Fight phase (use the Tactic before any hit rolls are made). For the rest of the battle round, the enemy model's controlling player must subtract 2 from hit rolls for that model's attacks.

2 COMMAND POINTS



PSYKER SPECIALISTS

Psyker commanders wield the devastating power of the warp, channelling psychic energies in order to bolster their allies and obliterate their foes. These imposing figures dominate the battlefield, summoning aetheric storms that melt armour and sear flesh even as they weave complex protective wards to deflect incoming fire. In order to fend off the corrupting influence of the immaterium these figures have developed formidable mental focus, and are capable of manifesting multiple psychic powers at once. To meet such a fearsome opponent upon the battlefield is to risk not just death, but complete annihilation of the soul.

MENTAL FOCUS

Level 1 Psyker Tactic

Use this Tactic after a manifesting the *Psybolt* psychic power with a Psyker specialist from your kill team. You can attempt to manifest *Psybolt* a second time this phase. This Tactic costs 1 Command Point unless the specialist can normally attempt to manifest only one psychic power in each Psychic phase, in which case it costs 2 Command Points instead.

1-2 COMMAND POINTS

LOREMASTER

Level 2 Psyker Tactic

Use this Tactic at the start of the Psychic phase. You can exchange one psychic power that a Psyker specialist of Level 2 or higher from your kill team knows (other than *Psybolt*) for a new power generated from the Psychic Powers list (pg 17).

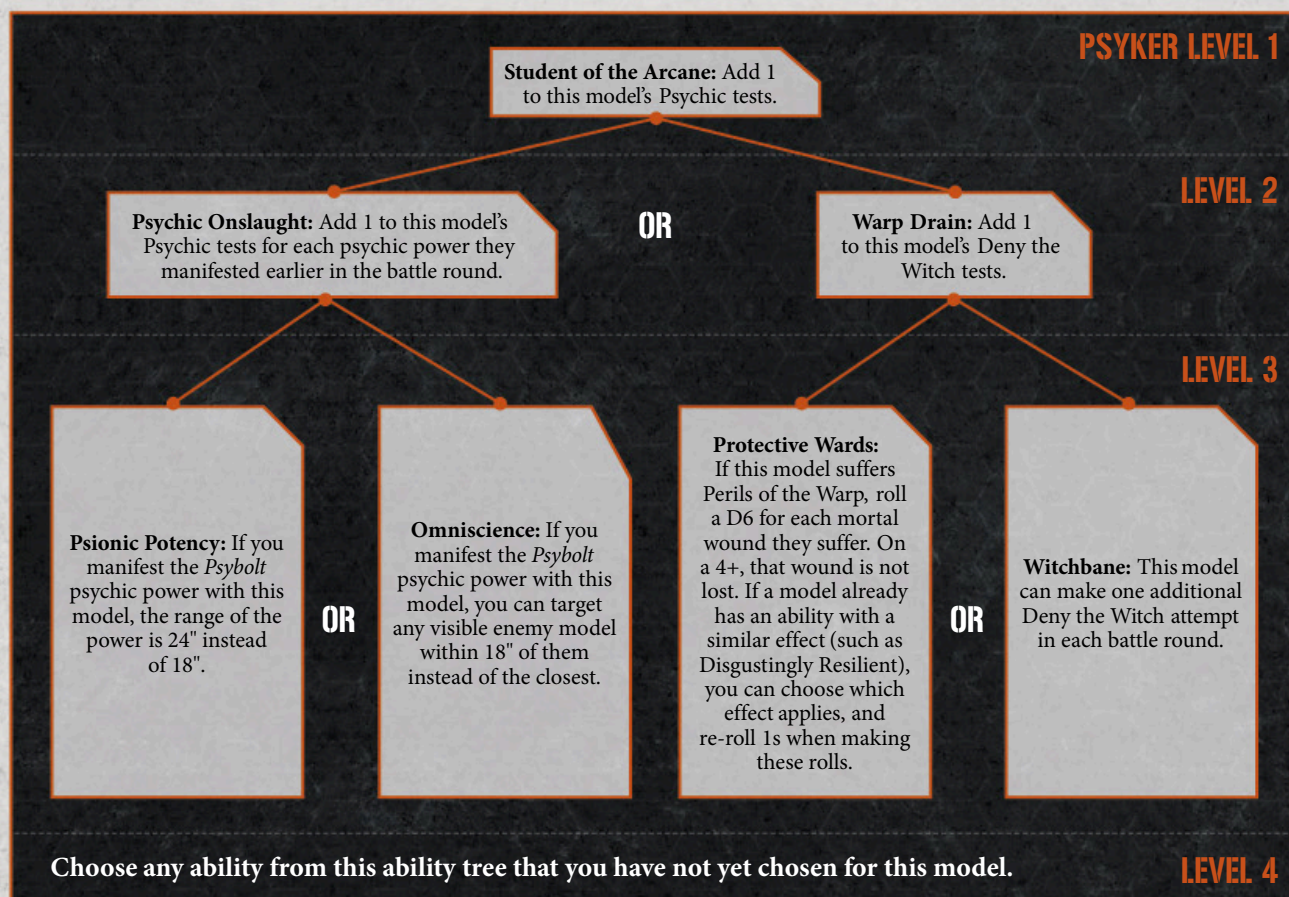
2 COMMAND POINTS

PSYCHIC BARRAGE

Level 3 Psyker Tactic

Use this Tactic when you choose a Psyker specialist of Level 3 or higher from your kill team to manifest a psychic power in the Psychic phase. That model can attempt to manifest one additional psychic power in this phase that it has not already attempted to manifest in this phase.

2 COMMAND POINTS



SHOOTING SPECIALISTS

The greatest sharpshooters and gunslingers in the galaxy can end a war with a single perfect shot. To these expert marksmen, the impossible is ordinary. Whether they opt to wield heavy rifles or pistols, they mow down their foes with uncanny accuracy. To the enemy it seems as if they are under fire from many opponents at once, so overwhelming is the intensity of the assault. Heavily armoured foes are slain by pinpoint shots that breach minuscule weaknesses in their defences. Even those who hunker down behind seemingly impenetrable cover are not safe – the sharpshooter's bolts or las-blasts find them still, bursting heads and burning vital organs to ash. Some of these ranged-combat specialists have dedicated time to mastering the use of grenades, hurling these weapons seemingly impossible distances with the same unerring accuracy displayed in their shooting.

ITCHY TRIGGER FINGER

Level 1 Shooting Tactic

Use this Tactic at the start of the Shooting phase to immediately Ready a Shooting specialist from your kill team that is neither shaken nor within 1" of an enemy model.

1 COMMAND POINT

LUCKY HIT

Level 2 Shooting Tactic

Use this Tactic when a Shooting specialist of Level 2 or higher from your kill team makes an attack that hits an enemy model in the Shooting phase (use the Tactic before the wound roll is made). Do not make a wound roll – it is automatically successful.

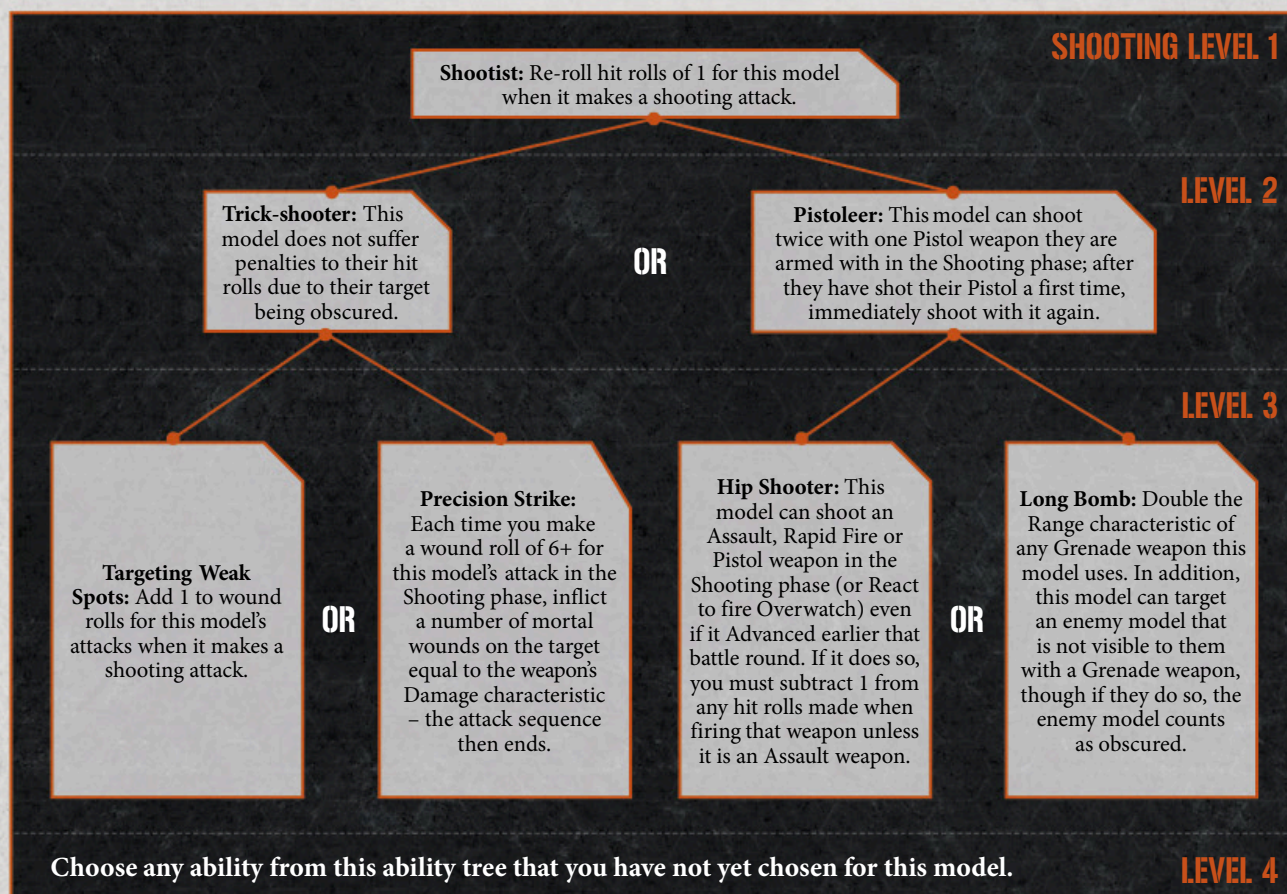
1 COMMAND POINT

IMPOSSIBLE SHOT

Level 3 Shooting Tactic

Use this Tactic when a Shooting specialist of Level 3 or higher from your kill team makes an attack that targets an enemy model in the Shooting phase (use the Tactic before the hit roll is made). Do not make a hit roll – it is automatically successful. You cannot use this Tactic in the same battle round as the Lucky Hit Tactic.

1 COMMAND POINT



STEALTH SPECIALISTS

For some commanders, the best method for winning a war is not to meet the enemy head-on, but to strike from the shadows, crippling the foe before they even realise they are under attack. To these stealth specialists, concepts of honour and fair play are entirely irrelevant – only the success of the mission matters. They are the finest hunters in the galaxy, capable of stalking through densely populated war zones without alerting their prey before striking with a single, devastatingly precise assault. Should the enemy manage to return fire, they will find their assailants all but impossible to pin down, darting from cover to cover with lightning speed to outmanoeuvre their foes and deliver another unexpected strike.

HIDDEN DEPLOYMENT

Level 1 Stealth Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase. A Stealth specialist from your kill team can immediately make a normal move as if it were the Movement phase. You can only use this Tactic once per battle.

1 COMMAND POINT

DIVE FOR COVER

Level 2 Stealth Tactic

Use this Tactic at the start of the Shooting phase if a Stealth specialist of Level 2 or higher from your kill team is within 2" of any terrain feature. The specialist is considered to be obscured from all enemy models until the end of the phase.

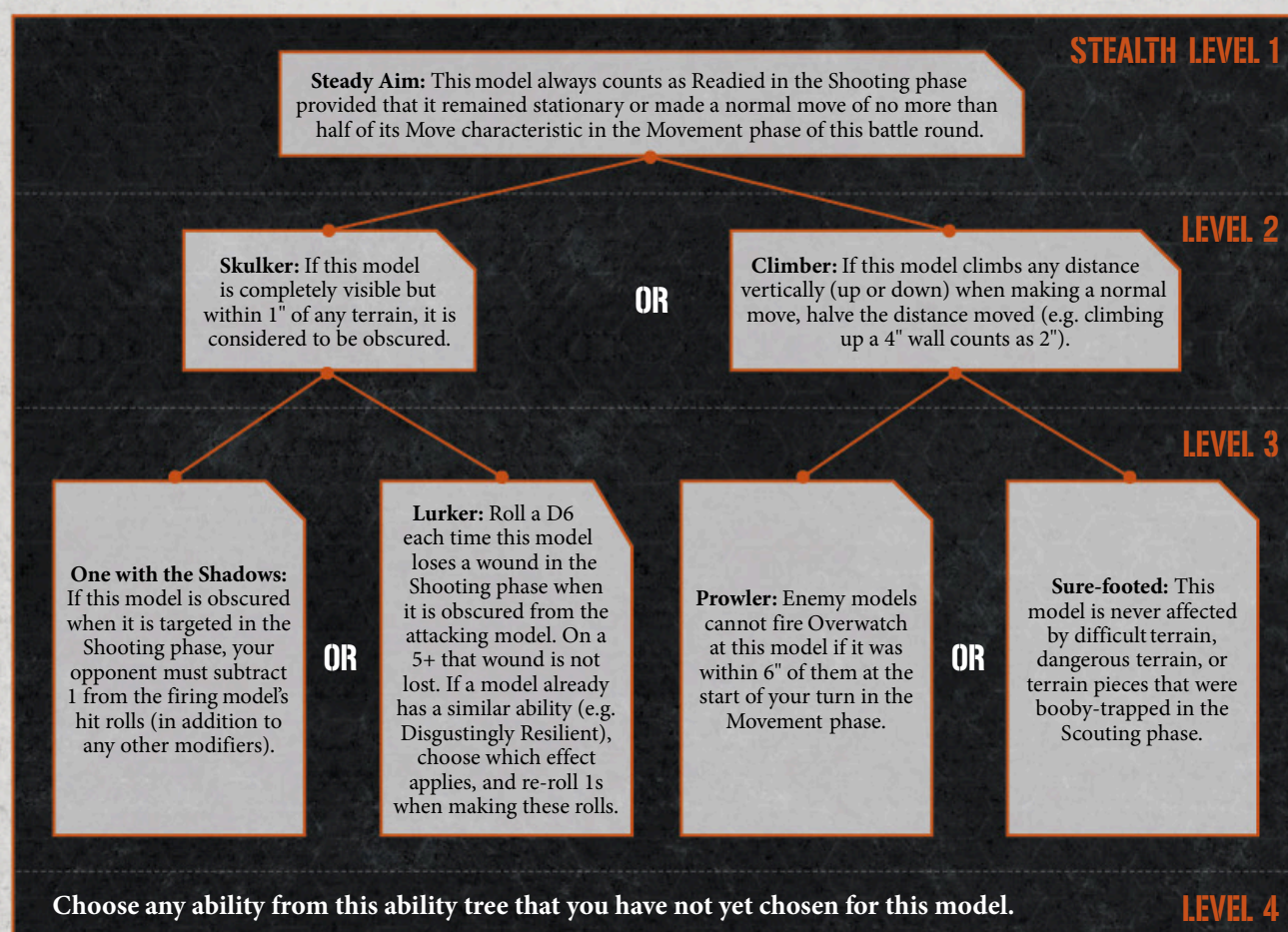
1 COMMAND POINT

BACKSTAB

Level 3 Stealth Tactic

Use this Tactic in the Fight phase when a Stealth specialist of Level 3 or higher from your kill team makes an attack against a target that is within 1" of any other friendly model (before the hit roll). If the attack hits, the specialist inflicts a number of mortal wounds on the target equal to the weapon's Damage characteristic – the attack sequence then ends.

2 COMMAND POINTS



STRATEGIST SPECIALISTS

At their best, a mastermind of battle strategy is a force multiplier, their perfectly timed commands enabling a few troops to have the impact of many times their number. To be able to think clearly and stay focused on tactical goals in the maelstrom of combat is a skill worth much more than mere brawn. The best strategic leaders can not only maximise their followers' strengths, but capitalise on their foes' weaknesses. They know when and how to drive their warriors onwards, and also when to employ a cunning ruse, such as a feigned retreat or a tactical counter that foils their enemy's most carefully laid plans.

DECOYS

Level 1 Strategist Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase. Roll a D3; you can remove up to that number of models from your kill team from the battlefield and set them up again, following any restrictions described in the mission (e.g. that they must be set up in your deployment zone). You can only use this Tactic once per battle.

2 COMMAND POINTS

INSPIRED TACTICS

Level 2 Strategist Tactic

Use this Tactic after you have used a Tactic from the Command Points and Tactics section of the Kill Team Core Manual. You can use that Tactic again this phase.

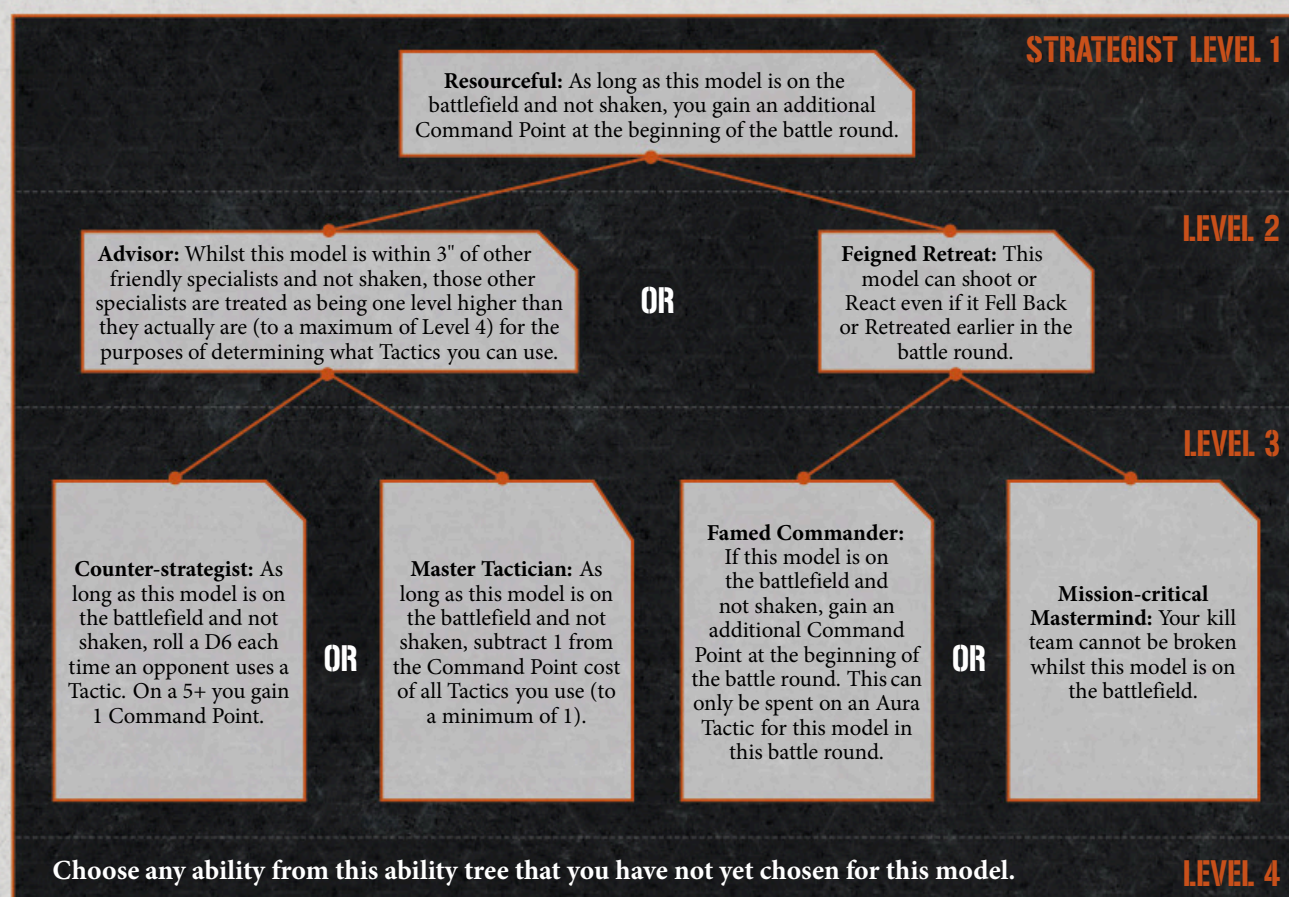
1 COMMAND POINT

COUNTER-TACTICS

Level 3 Strategist Tactic

Use this Tactic after your opponent has spent Command Points to use a Tactic. Your opponent must spend 1 additional Command Point to use that Tactic. If they choose not to (or they cannot) their Command Points are refunded but the Tactic they attempted to use is not resolved and cannot be attempted again this phase.

2 COMMAND POINTS



STRENGTH SPECIALISTS

Those possessed of not just great but superlative strength can single-handedly wreck entire enemy warbands. Such power can be used to deliver piledriver blows or brutish body slams, and with fists alone the mightiest beings can shatter ferrocrete walls. Charging forwards with unstoppable momentum, these living wrecking balls throw themselves into the enemy ranks, not offering even a moment's respite as they take the fight up close and personal. Against such raw force even the foes' finest armour can be battered and rent. Combat tactics for these specialists range from barging attacks that hit multiple enemies like an avalanche, to physically picking up and hurling individual foes or pulverising them with bone-crunching impact.

BODY SLAM

Level 1 Strength Tactic

Use this Tactic when a Strength specialist from your kill team ends a charge move within 1" of any enemy models. Roll a D6 for each enemy model within 1" of that Strength specialist; on a 6, that enemy model suffers 1 mortal wound.

1 COMMAND POINT

MIGHTY BLOW

Level 2 Strength Tactic

Use this Tactic when a Strength specialist of Level 2 or higher from your kill team makes an attack that targets an enemy model in the Fight phase (use the Tactic before the hit roll is made). If the attack hits, this specialist inflicts 1 mortal wound on the target – the attack sequence then ends.

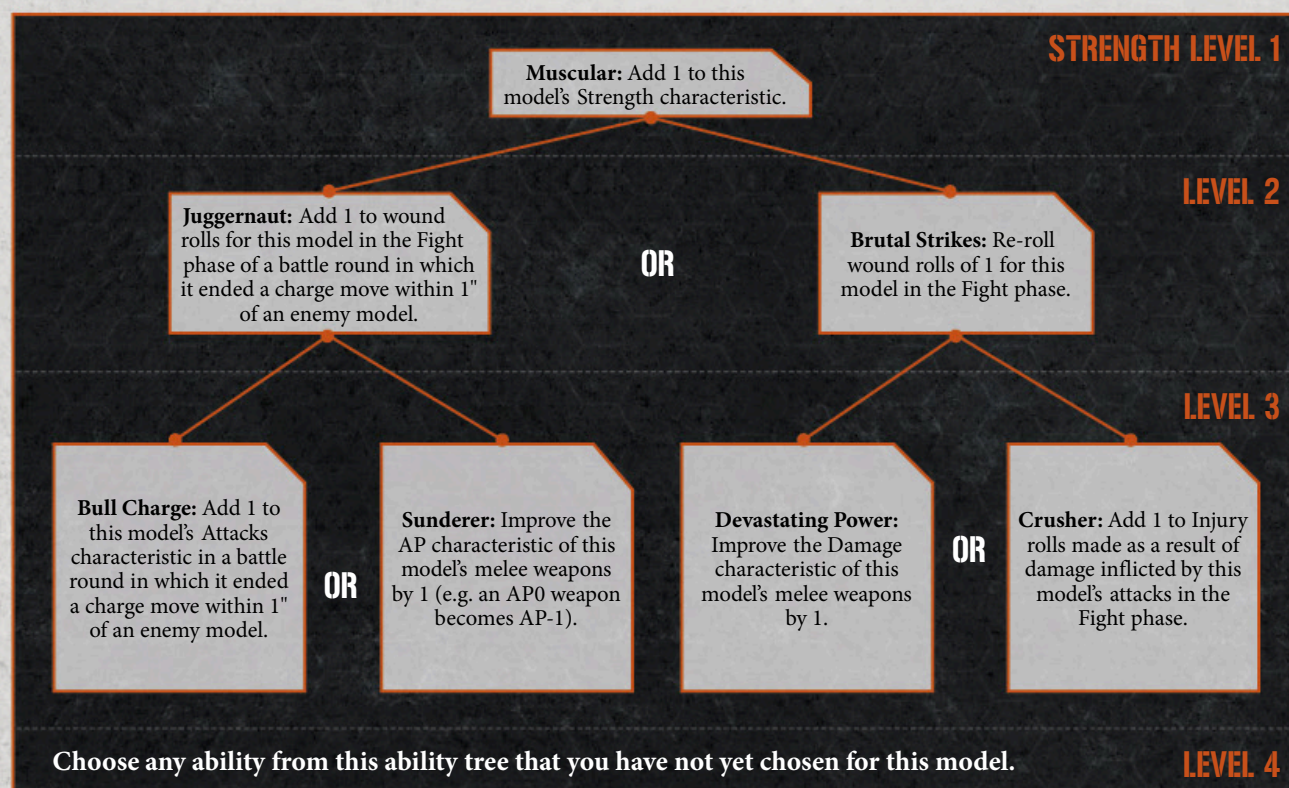
1 COMMAND POINT

GRAB AND THROW

Level 3 Strength Tactic

Use this Tactic when a model in an opposing kill team has to take a Falling test whilst within 1" of a Strength specialist of Level 3 or higher from your kill team that is not shaken and does not have to take a Falling test. Instead of taking the Falling test in the normal fashion, the controlling player for each model rolls a D6 and adds their model's Strength characteristic to the result. If your score equals or beats your opponent's, the Falling test is failed, otherwise it is passed.

1 COMMAND POINT



ADEPTUS ASTARTES

The Adeptus Astartes are Humanity's greatest warriors, transhuman champions who have defended the borders of the Imperium against hostile threats for thousands of years. Their commanders are true masters of war, as devastating on the battlefield as they are when directing a sector-wide campaign.

More commonly known as Space Marines, the Chapters of the Adeptus Astartes are amongst the most powerful fighting forces in the galaxy. Each operates as a self-sufficient and autonomous army, free to prosecute Humanity's endless wars in whatever manner its Chapter Master sees fit. The majority of Chapters comply with the doctrines of the Primarch Roboute Guilliman's legendary treatise, the Codex Astartes, maintaining no more than a thousand warriors and organising themselves into several companies to better wage their crusades across the stars. Others eschew these restrictions, embracing their own fighting styles and strange customs.

What every Space Marine Chapter has in common is a desire to see the enemies of Humanity utterly destroyed. Though they are few in number, a single Space Marine is the equal of many lesser warriors. Armed in thick ceramite power armour and equipped with the finest weapons available to the Imperium, they are warriors of peerless skill and unbreakable resolve.

Space Marine commanders are exemplars even amongst their fabled brotherhood, hardened veterans who have mastered every facet of warfare over centuries of unrelenting conflict. Their ability to analyse the ebb and flow of a battle and immediately divine a course of action that will lead to victory borders on the supernatural. They are warriors of legend, their names sung in praise across the length and breadth of the Imperium, their very presence enough to inspire servants of the Emperor to acts of phenomenal defiance and heroism.

IRON HALO

An iron halo is awarded for exceptional duty, and those who bear one are held in high honour.



Each company in a Space Marine Chapter is led to battle by a Captain. These warriors are the elite of the Adeptus Astartes, and each has worked their way up the ranks from novitiate battle-brother to the apex of command, earning accolades and honours beyond counting in the process. A Captain's strategic expertise and magnetic charisma coordinates the already fearsome fighting ability of a Space Marine battle line into an all but unstoppable force. Master duellists, Captains fight at the forefront of the battle, carving their way through the enemy and driving their battle-brothers ever onwards in the name of the Emperor. A Captain's true place is at the heart of the battlefield, but on occasion necessity demands that they lend their formidable talents to covert actions, fighting alongside a small team of elite operatives.

Lieutenants are a relatively recent addition to the Space Marine rank structure, having been implemented in alterations to the Codex Astartes made by the resurrected Primarch Guilliman. They act as a Captain's trusted right hand, often assuming command of a Battle Demi-company when strategic demands force a Space Marine Captain to split his forces. Adaptable and dynamic leaders, Lieutenants are commonly seen leading combat missions deep into enemy territory, linking vanguard operations to the greater battle.

Space Marine Librarians are masters of the psychic disciplines. These learned warrior-mystics can summon the searing power of aetheric lightning to blast their foes to ash, or fashion warp-force shields to protect their battle-brothers from incoming fire. They are also charged with recording and maintaining their Chapter's history – each Librarian is a scholar as well as a battle psyker, and their wise counsel is greatly respected by all. Such is their breadth of expertise that Librarians are often seconded to those kill teams who find themselves in extended campaigns against xenos witches or heretical psykers.

To a Chaplain falls the responsibility of maintaining the morale and spiritual equilibrium of his battle-brothers. Stern, zealous figures clad in the panoply of death, Chaplains maintain the rituals and ceremonies that the Space Marine Chapters have practised for thousands of years. In battle, these warrior-priests exterminate Humanity's enemies with furious zeal, chanting liturgies of battle as they crush the skulls of those foolish enough to engage them at close range.

A THOUSAND CHAPTERS

Not all of the scattered Space Marine Chapters accept the strictures of the Codex Astartes, Primarch Guilliman's great treatise. Chapters such as the Space Wolves and Black Templars have developed their own idiosyncratic traditions and command structures in the long years since the Horus Heresy. Even with the miraculous return of Guilliman to the Imperium of Mankind, they refuse to abandon practices that have served them well for thousands of years.

The most famous of these non-compliant Chapters are the Space Wolves. The Sons of Russ have never cared to take orders from anyone but their lost Primarch and they have no intention of abandoning their ancient ways. The Space Wolves' Great Companies were never disassembled in the manner of their Codex-compliant equivalents, and so their numbers are far greater than most other Chapters. Each Great Company is led not by a Captain, but by a Wolf Lord, a great hero who earned his place through countless mighty deeds. Likewise, the Space Wolves have no Chaplains, but instead are guided by Wolf Priests, grizzled sages who are learned in the ways of biomechanics and chirurgy, and perform the rites of a Space Marine Apothecary alongside their spiritual duties. Rune Priests are the Space Wolves' equivalents of Librarians. These shamanic wielders of storm magic carry weapons covered in runes that glow when power is channelled through them. It is with these sigils that the psykers of the Space Wolves control and direct the fury of the elements.

There are many other examples of deviating traditions across the Adeptus Astartes. Alone amongst their kind, the zealous Black Templars worship the Emperor as a god, and are organised into sector-roaming crusades led by Marshals. High Marshal Helbrecht monitors the progress of these expeditions from the flagship of his roving battle fleet. Many other successor Chapters exhibit their own diversions from the Codex, though typically they are somewhat less drastic.

Designer's Note: *If you are using a non-compliant Chapter, such as the Space Wolves, simply use the closest available datasheet to represent your models. For example, your Primaris Wolf Lord would use the Primaris Captain datasheet, and your Primaris Rune Priest would use the Primaris Librarian datasheet.*

'As our bodies are armoured with adamant, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with wisdom. As our ranks advance, so does our devotion, for are we not the Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?'

- Chaplain Fergas Nils



PRIMARIS CAPTAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primaris Captain	6"	2+	2+	4	4	6	5	9	3+	1
This model is armed with a master-crafted auto bolt rifle, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted auto bolt rifle	24"	Assault 2			4	0	2	-		
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	2	-		
Power sword	Melee	Melee			User	-3	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its master-crafted auto bolt rifle with a master-crafted stalker bolt rifle.• This model may take a power sword.									
ABILITIES	<p>And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.</p> <p>Iron Halo: This model has a 4+ invulnerable save.</p> <p>Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.</p>									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, PRIMARIS, CAPTAIN									

rites of battle

Adeptus Astartes/Deathwatch Tactic Primaris Captain Aura Tactic

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

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

1 COMMAND POINT

ADEPTUS ASTARTES

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

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

- Commander Argentius, Silver Skulls

PRIMARIS LIEUTENANT

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

TACTICAL PRECISION

Adeptus Astartes Tactic Primaris Lieutenant Aura Tactic

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

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

1 COMMAND POINT

ADEPTUS ASTARTES

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

PRIMARIS CHAPLAIN

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

LITANIES OF HATE

Adeptus Astartes/Deathwatch Tactic Primaris Chaplain Aura Tactic

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

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

1 COMMAND POINT

SPIRITUAL LEADER

Adeptus Astartes/Deathwatch Tactic Primaris Chaplain Aura Tactic

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

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

1 COMMAND POINT

ADEPTUS ASTARTES

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

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

- Chaplain Kobel of the Subjugators Chapter



PRIMARIS LIBRARIAN

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

LIBRARIUS DISCIPLINE

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

D3 RESULT

1 VEIL OF TIME

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

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

2 MIGHT OF HEROES

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

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

3 NULL ZONE

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

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

ADEPTUS ASTARTES

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

DEATHWATCH

The Deathwatch is Humanity's shield against the inexorable advance of the alien hordes. Recruited from among the many and varied Chapters of the Adeptus Astartes, these xenos hunters employ cutting-edge weaponry and unorthodox tactics to combat the galaxy's predatory races.

The sheer scale of the alien threat defies comprehension. The Imperium is beset on all sides by ravenous Tyranid hive fleets, expansionist T'au armies and rampaging Orks. Without the heroism of the Deathwatch – the Shield that Slays – this alien apocalypse would already have spilled across Humanity's empire, drowning entire sectors in blood. The Deathwatch is a unique Chapter of the Adeptus Astartes. Rather than raising generations of battle-brothers, the Deathwatch instead recruit their warriors from across the Space Marine Chapters. Those Chapters who have pledged themselves tithe a number of their battle-brothers – those who have displayed a particular affinity for slaughtering aliens – to the endless war against the xenos, dispatching them to the Watch Fortresses of the Deathwatch where they are hypno-indoctrinated in unique alien-killing techniques. It is considered a great honour to be chosen to bear the silver pauldron of the xenos hunters.

Though their origins and demeanours may differ wildly, Space Marines that serve together in a Deathwatch kill team form an adamantine bond, learning to anticipate and react to one another's movement and actions with a swiftness that borders on prescience. Philosophical schisms that seemed unresolvable are cast aside in the name of the mission, and each warrior's experience and unique skills make the squad stronger than the sum of its parts. Codex-preaching Ultramarines learn to appreciate the bravery and honour of individualistic Space Wolves, while the pairing of shadow-stalking Raven Guard alongside marauding Flesh Tearers and Carcharodons is a terrifying encounter for any foe.

Deathwatch kill teams are the archetypal example of a small, well-equipped and specialised force given licence to operate far behind enemy lines. Though there are times when Watch Companies deploy as a single overwhelming force, the Chapter's numbers are too few for this to be a central pillar of their combat doctrine. Instead, onyx-hulled cruisers range into the blackness of space, delivering Deathwatch kill teams far and wide. In a swift, deadly strike these elite operatives achieve results that would take conventional forces a protracted, bloody campaign to achieve – butchering xenos monstrosities, sabotaging mysterious alien contraptions and obliterating target after target. This is how the Deathwatch have safeguarded the Imperium for so many years against the endless xenos foes.

Despite its unique composition and purpose, the Deathwatch retains many of the ranks common to the Adeptus Astartes. Deathwatch Chaplains operate as spiritual leaders, inspiring their black-clad brothers with sermons of fiery rhetoric, steeling their souls against the untold horrors of the xenos races. For Deathwatch kill teams venturing into the very heart of an alien-held world, it is a blessing to have a Chaplain by their side, bellowing praise to the Emperor and smiting the foe with sweeping blows from their crozius arcanum.

The xenos races boast all manner of eldritch abominations and twisted witches, and so the psychic mastery of a Librarian is a great asset to any Deathwatch kill team. The formidable presence of a Watch Captain, meanwhile, binds together those battle-brothers under his command, focusing their disparate personalities into a lethal whole. It is a Watch Captain's responsibility not only to direct the assets under his command to where they can make the greatest difference, but also to lead the resulting pinpoint strikes in person.

If Watch Captains are the sword that strikes the killing blow, Watch Masters are the generals that decree where and when that blade should fall. They are the foremost xenos hunters in the galaxy, strategic masterminds whose grim resolve and unshakeable temperament inspires devotion amongst their warriors. The Watch Masters' never-ending duties are so essential to the Imperium's survival that they rarely take the field, but when they do so they are all but unstoppable, carving through the enemy with the fabled guardian spear – signature weapon of the Emperor's most trusted sentinels.



DEATHWATCH COMMANDERS

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

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

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

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

MASTER OF BATTLE

Deathwatch Tactic

Watch Master Aura Tactic

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

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

2 COMMAND POINTS

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

GREY KNIGHTS

An ancient order of champions shrouded in mystery and legend, the Grey Knights are Humanity's greatest defence against the threat of daemonkind. Though the common folk of the Imperium will never know of their sacrifice and courage, it is by their hand that the untold perils of the warp are kept at bay.

Within the warp – that roiling, ever-mutable dimension in which the accumulated sins and fears of the mortal races take terrible form – lurk the greatest threats to Humanity's survival. Creatures of unnatural horror and awful might, the Daemons of Chaos hunger eternally for mortal souls, and strain constantly against the fabric of reality in their desperation to break through into realspace and commit their manifold atrocities upon Mankind. The Emperor, in his infinite wisdom, recognised this grave peril, and created a unique order of Space Marines whose entire purpose was to combat the daemonic threat. Thus were the Grey Knights founded, the ultimate weapon against the Dark Powers.

If only a fraction of Humanity possess the strength and will to become a Space Marine, that number is even lower for those chosen to take up the ceaseless vigil of a Grey Knight. Of the millions of recruits who are brought to the Knights' secret citadel upon Titan for testing, only a handful survive the vicious physical and mental torment inflicted upon them by their pitiless handlers. The brutality of this training is necessary. The Grey Knights fight on the forefront of a war that will decide the fate of the Imperium, and the hideous threats they face would shatter the minds of the unworthy. It is for this very reason that every Grey Knight is psychically active – there is no greater weapon against the creatures of the immaterium than to turn the power of the warp against them. Even amongst the Librarians of the Adeptus Astartes, this constant exposure to the horrors of daemonkind would risk the insidious threat of possession, but every brother of the Grey Knights is incorruptible and utterly pure of soul. When they gaze into the warp, the shapeless malice within recoils to witness such strength of will.

Due to their unique mission, the Grey Knights do not adhere to the Codex Astartes. The Chapter is instead organised into brotherhoods – roughly comparable to the companies of the Space Marines – and armed with a variety of unique and esoteric weaponry and equipment focused towards the slaying of Daemons. When a daemonic threat emerges against the Imperium, the Grey Knights strike with the fury of the Emperor, teleporting into the thick of the enemy force in a terrifying eruption of psychic might and blistering firepower. They know they must banish or slaughter their daemonic foes quickly, lest the incursion spread further and further, and more wretched abominations crawl forth from the immaterium.

Few as they are, the warriors of Titan cannot address every daemonic incursion, and so the Prognosticators – incredibly powerful psychic seers who can read the roiling tides of the warp – seek the gravest, most terrible gatherings of daemonkind, those manifestations that threaten entire sectors of the Imperium. When possible, the Prognosticators divine these apocalyptic events before they come to pass, allowing the Grey Knights to dispatch kill teams to alter the course of fate. This might involve the execution of a cadre of heretic witches before they can enact their summoning ritual, or the closing of an active warp breach through rituals of sanctification and exorcism before it grows too vast to contain.

Brotherhood Champions are often assigned to lead these kill teams in their prosecution of the Emperor's will. These heroes are exemplars of the divine martial prowess to which all Grey Knights aspire. Wielding the Nemesis force sword, a psychically attuned weapon forged to hew through the diamond-hard skin of warp-spawned monstrosities, a Brotherhood Champion fights at the forefront of the battle. Enemies are cut down and torn apart in a whirlwind of screaming steel, helpless against the Champion's peerless mastery of the blade.



BROTHERHOOD CHAMPION

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

HAMMERHAND

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

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

GREY KNIGHTS

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

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

- Excerpted from the First Book of Indoctrinations

ASTRA MILITARUM

The Astra Militarum is the sledgehammer of the Emperor, and its countless armies form the vast majority of the Imperium's military might. Its generals and battlefield leaders are firm adherents of massed firepower, overwhelming their foes with weight of numbers and endless fusillades of lasgun bolts.

The Astra Militarum is not a precise, swift tool of war like an Adeptus Astartes strike force. Instead it is a heavy assemblage of destruction, used to bludgeon a foe into oblivion over the course of a bloody campaign. Although an individual Imperial Guardsman can never be the equal of a Space Marine, there are often tens of thousands of men in each regiment. With billions of new recruits tithed to the Astra Militarum each year, their commanders have a functionally limitless amount of manpower to draw upon. Quantity is a vital asset in itself; in essence, the limit of the Imperial Guard's power is not the number of troops it can call upon, but the complex logistics in gathering them for battle, especially when the Imperium is riven by warp tempests.

Despite this, only the most belligerent officers of Humanity's armies would discount the potential advantages of covert operations. Indeed, many of the Astra Militarum's greatest victories have been achieved or at least enabled thanks to the heroic actions of compact kill teams.

Platoon and Company Commanders are sometimes tasked with leading their soldiers upon the most critical of these do-or-die missions, ranging into the most dangerous areas of a war zone to disrupt the enemy's battle line by sabotaging communications relays, eliminating enemy officers or performing countless other covert actions. Lacking the superhuman strength or speed of the galaxy's most ferocious warriors, a Platoon Commander's greatest weapon is his ability to instil a fighting spirit and grim defiance in the warriors under his or her command. An inspirational leader can turn raw recruits into hardened killers, and transform a potential retreat into a hard-fought victory. Taking command of a kill team and performing beyond expectation is one way for an ambitious tactician to begin climbing the ranks – if they can survive long enough to do so, of course.

Where junior officers lead through inspiring words and tactical savvy, the Commissariat has a far different approach to maintaining morale. These feared political officers are dispatched to the front lines to ensure that each fighting man or woman performs the Emperor's will without complaint or hesitation, even if their orders appear impossible to carry out. Commissars – and their superiors, the Lords Commissar – are imposing figures, clad in long black greatcoats and wielding bolt pistols and gleaming power swords. They are granted full



authority to dispense justice as they see fit, performing summary executions in the field upon those they deem cowards or malcontents. The most cold-hearted amongst their number make use of this executive power on a shockingly regular basis, knowing that there are always more Guardsmen to replace weak or mutinous souls. Kill teams charged with particularly grim or suicidal missions will often be assigned a Commissar to ensure they fulfil their duty – a bolt pistol pressed to the back of the skull is a powerful incentive.

The Tempestus Scions of the Militarum Tempestus are elite commandos typically called upon to carry out the most desperate missions, those beyond the skills of rank-and-file troops. Ruthlessly zealous and expertly trained, Scions rappel into battle from low-flying dropships, their hot-shot lasguns blasting through ceramite and xenos chitin with ease. They are commonly led by Tempestor Primes, grizzled officers who have survived hundreds of combat drops and slain all manner of aliens, mutants and twisted heretics.

COMMISSAR/LORD COMMISSAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Commissar	6"	3+	3+	3	3	3	3	8	5+	1
Lord Commissar	6"	2+	2+	3	3	4	3	9	4+	1
This model is armed with a bolt pistol.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Power fist	Melee	Melee		x2	-3	D3	When attacking this weapon, you must subtract 1 from the hit roll.			
Power sword	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its bolt pistol with a plasma pistol.• This model may take a power fist and/or a power sword.									
ABILITIES	Refractor Field: A Lord Commissar has a 5+ invulnerable save.									
SPECIALISTS	Fortitude, Leadership, Logistics, Melee, Shooting, Strategist									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, OFFICIO PREFECTUS, COMMANDER, INFANTRY, COMMISSAR/LORD COMMISSAR									

AURA OF DISCIPLINE

Astra Militarum Tactic Commissar/Lord Commissar Aura Tactic

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

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

1 COMMAND POINT

ASTRA MILITARUM

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

PLATOON COMMANDER/COMPANY COMMANDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Platoon Commander	6"	3+	3+	3	3	3	3	7	5+	1
Company Commander	6"	3+	3+	3	3	4	3	8	5+	1
This model is armed with a laspistol and frag grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Laspistol	12"	Pistol 1			3	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1			7	-3	1	-		
- Supercharge	12"	Pistol 1			8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power fist	Melee	Melee			x2	-3	D3	When attacking this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee			User	-3	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may take a chainsword, power sword or power fist.• This model may replace its laspistol with a boltgun, bolt pistol or plasma pistol.									
ABILITIES	<p>Voice of Command (see the <i>Kill Team Core Manual</i>)</p> <p>Refractor Field: This model has a 5+ invulnerable save.</p> <p>Senior Officer: A Company Commander may use the Voice of Command ability twice each battle round. Resolve the effects of the first order before issuing the second order.</p>									
SPECIALISTS	Leadership, Logistics, Shooting, Stealth, Strategist									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, OFFICER, PLATOON COMMANDER/COMPANY COMMANDER									

INSPIRATIONAL COMMAND

Astra Militarum Tactic Platoon Commander/Company Commander Tactic

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

2 COMMAND POINTS

ASTRA MILITARUM

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

TEMPESTOR PRIME

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+	1
This model is armed with a hot-shot laspistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Hot-shot laspistol	6"	Pistol 1		3	-2	1	-			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Power fist	Melee	Melee		x2	-3	D3	When attacking this weapon, you must subtract 1 from the hit roll.			
Power sword	Melee	Melee		User	-3	1	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may take a chainsword, power sword or power fist.• This model may replace its hot-shot laspistol with a Tempestus command rod, bolt pistol or plasma pistol.									
ABILITIES	Voice of Command (see the <i>Kill Team Core Manual</i>) Tempestus Command Rod: A model with a Tempestus command rod may use the Voice of Command ability twice in each battle round. Resolve the effects of the first order before issuing the second order.									
SPECIALISTS	Leadership, Logistics, Shooting, Stealth, Strategist									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, MILITARUM TEMPESTUS, COMMANDER, INFANTRY, OFFICER, TEMPESTOR PRIME									

COVERING FIRE!

Astra Militarum Tactic Tempestor Prime Aura Tactic

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

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

1 COMMAND POINT

ASTRA MILITARUM

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



ADEPTUS MECHANICUS

The Adeptus Mechanicus is an ancient and powerful institution that traces its roots to the very founding of the Imperium. Acquisitive and ambitious, the Tech-Priests of Mars are obsessed with the idea that knowledge is power – though whether they put that knowledge to good use is another matter.

The priesthood of the Adeptus Mechanicus acknowledges the Emperor as Master of Mankind, but does not recognise the authority of the Imperial Cult or the Ecclesiarchy. Instead, the Adeptus Mechanicus follows its own dark and mysterious strictures. According to the Cult Mechanicus, knowledge is the supreme expression of divinity, and all creatures and artefacts that embody knowledge are holy because of it. The Emperor is the ultimate object of worship because he comprehends so much; he is the Omnissiah, the earthly manifestation of the Machine God and harbinger of the Motive Force that drives the physical realm. Machines which preserve knowledge from ancient times are also considered holy, and blessed robots are seen as no less divine than saints of flesh and blood. A man's worth is only the sum of his knowledge – his body is simply an organic machine capable of preserving intellect.

The Cult Mechanicus has a virtual monopoly on the Imperium's technology, and aggressively seeks to ensure that the secrets of the Omnissiah remain within the purview of the Tech-Priests alone. The Cult's own tenets and beliefs permeate their obsessively maintained rituals into the common superstition of Imperial citizens. The Tech-Priests rule over a thousand forge worlds and more, each a hub of military and industrial power that anchors the worlds around it and provides them with the tools of war they need to survive in a hostile galaxy.

The Tech-Priests of the Adeptus Mechanicus form a holy order that has a dizzying and convoluted logic. Each branch has a separate hierarchy that worships the Machine God and the intimate knowledge of technology he holds. The lowest ranks of Tech-Priest have mainly maintenance and construction duties, but as Tech-Adepts progress and acquire greater knowledge, they are relieved from mundane duties and given free rein to study the most profound of mysteries and techniques. Their hard-won gains are rarely shared for the betterment of Humanity, but instead jealously hoarded and pored over with the avarice of a miser secretly counting his gold. By maintaining its stranglehold on the technology of the Imperium, the Adeptus Mechanicus keeps its position of knowledge and authority throughout the millennia. A Tech-Priest who feels this is threatened will go to any lengths to protect his power, including murder, extortion, sabotage, and the declaration of outright war.

The Adeptus Mechanicus is driven by its compulsion to amass all knowledge and technology and return it to their holdings, there to be studied and archived in heavily protected data-vaults. To achieve this imperative, Tech-Priests explore the galaxy well prepared to wage war with any force that prevents them from obtaining some valuable device or schematic. Some roam the stars on enormous arks, launching full-scale invasions of any worlds judged to contain worthy knowledge. Others are more circumspect, trusting in the ruthless capability of their Skitarii kill teams to penetrate into hostile territory and secure their bounty.

Tech-Priest Enginseers are by far the most commonly observed agents of the Adeptus Mechanicus. It is they who are attached to the Astra Militarum and the Imperial Navy, as decreed in the ancient Treaty of Mars. These Tech-Priests are also often seen leading kill teams of the Adeptus Mechanicus, ensuring that their charges' cybernetic functions and combat imperatives remain in perfect calibration. Amongst the lowest-ranking members of the Adeptus Mechanicus' complex command structure, Enginseers are not involved in the ceaseless quest for knowledge that defines the Omnissiah's priesthood, and instead are tasked with guarding and supervising the battle-servitors and war machines that make up the bulk of its armies. Though their true value lies in their ability to effect critical repairs mid-battle and rouse machine spirits to a killing fury, an Enginseer is a formidable foe in combat. Clad in auto-sanctified power armour and wielding a heavy cog-toothed axe, the Enginseer cleaves apart any who dare threaten the Omnissiah's flock.

The Tech-Priests Dominus are the masters of the Cult Mechanicus, figures upon whose whims the fates of entire worlds are decided. It is they who are tasked with prosecuting the Adeptus Mechanicus' wars of acquisition, and they do so with merciless precision. A Tech-Priest Dominus analyses and correlates every facet of battlefield data, formulating combat protocols and broadcasting furious war-psalms to his legions to drive them relentlessly onwards in the name of the Omnissiah. Moreover, these augmented commanders are given leave to raid the vaults of their forge world for the most devastating relic-weapons: eradication rays, volkite blasters and flesh-melting phosphor serpenta. Every inch of their cybernetic frame is calibrated towards maximum lethality, and woe betide those who encounter them upon the battlefield.

THE HOLY ORDERS OF THE CULT MECHANICUS

The offices and titles of the Tech-Priests are shifting and complex. Such is their authority that many senior Tech-Priests adjust their ranks at will, in times of war adopting that of Tech-Priest Dominus.



MAGI

Prime Hermeticon
Lord Dogma
Mechae Moribundus
Invictus Acquisitor
Gerontocrat
Data-Predator



GENETORS

Magos Biologis
Arch-chymist
Grand Parasite
Metasurgeon
Corpus Illuminator
Genetor Extremis



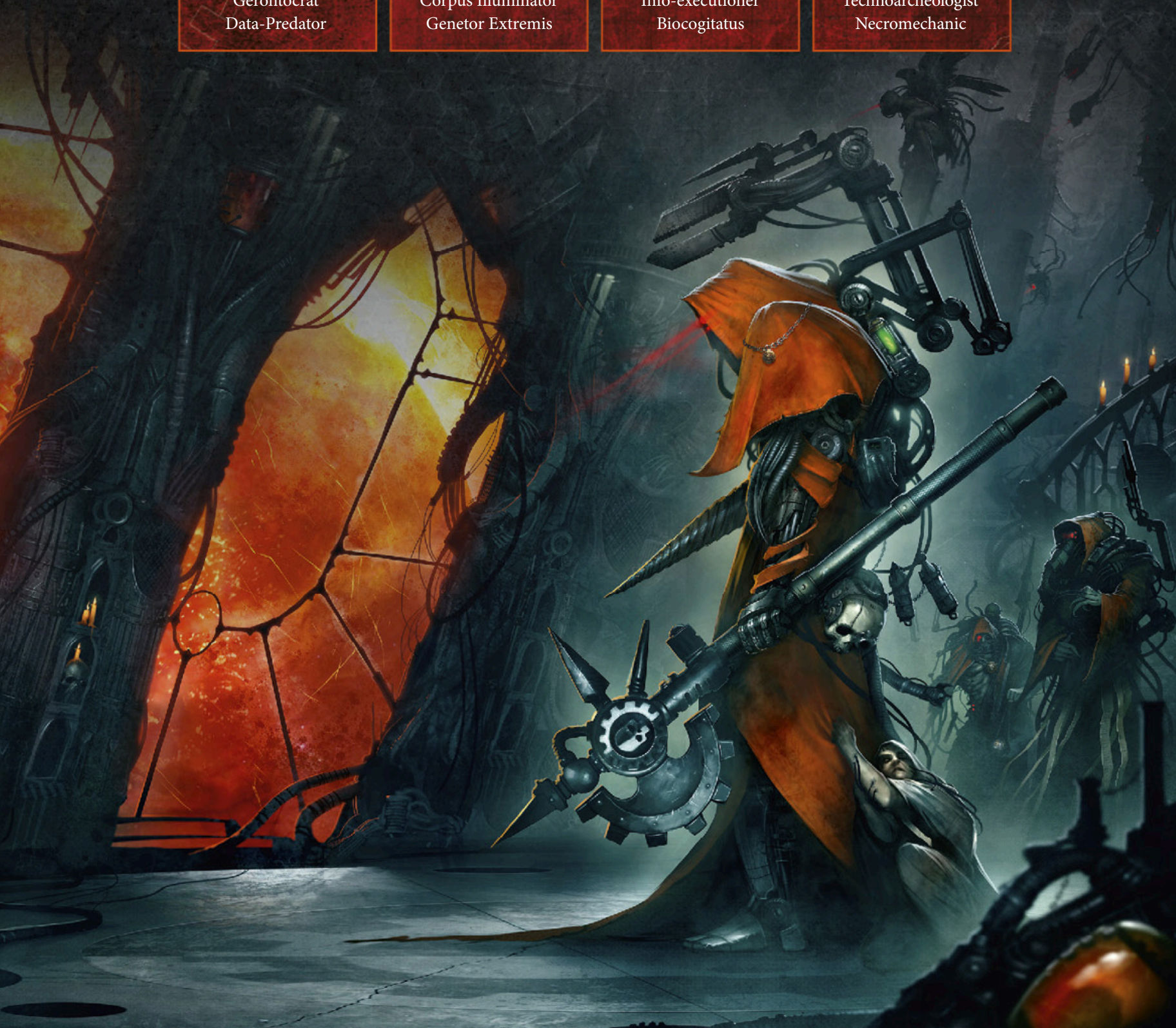
LOGI

Lexico Arcanus
Bibliophilic
Hyper-rationalist
Monitor Malevolus
Info-executioner
Biocogitatus



ARTISANS

Forge Lord
Mechasapient
Praetor Electroid
Cybersmith
Technoarcheologist
Necromechanic



TECH-PRIEST ENGINEER

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

REPAIR ARTISAN

Adeptus Mechanicus Tactic Tech-Priest Engineer Aura Tactic

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

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

1 COMMAND POINT

ADEPTUS MECHANICUS

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



TECH-PRIEST DOMINUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tech-Priest Dominus	6"	3+	2+	4	4	5	3	8	2+	1
This model is armed with a volkite blaster, Omnissian axe and macrostubber.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Eradication ray	24"	Heavy D3			6	-2	1	Attacks from this weapon that target enemies at 8" or less are resolved with an AP of -4 and a Damage of D3.		
Macrostubber	12"	Pistol 5			4	0	1	-		
Phosphor serpenta	18"	Assault 1			5	-1	1	Attacks made with this weapon do not suffer the penalty to hit rolls for the target being obscured.		
Volkite blaster	24"	Heavy 3			6	0	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.		
Omnissian axe	Melee	Melee			+1	-2	2	-		
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its volkite blaster with an eradication ray.• This model may replace its macrostubber with a phosphor serpenta.									
ABILITIES	Canticles of the Omnissiah (see the <i>Kill Team Core Manual</i>)									
	Masterwork Bionics: At the beginning of each battle round, this model regains D3 lost wounds.									
	Refractor Field: This model has a 5+ invulnerable save.									
SPECIALISTS	Fortitude, Leadership, Logistics, Shooting, Strategist, Strength									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, CULT MECHANICUS, COMMANDER, INFANTRY, TECH-PRIEST, DOMINUS									

LORD OF THE MACHINE CULT

Adeptus Mechanicus Tactic Tech-Priest Dominus Aura Tactic

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

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

1 COMMAND POINT

ADEPTUS MECHANICUS

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

HERETIC ASTARTES

Twisted and corrupt, the Heretic Astartes are Space Marines who have fallen from the Emperor's grace. These monstrous traitors worship the Dark Gods of Chaos, and they fight not for the good of Humanity, but instead for their own personal gratification and glory.

Ten thousand years ago the Imperium was torn apart by the most brutal and far-reaching civil war in human history. Led by the traitorous Warmaster Horus, fully half of the Emperor's glorious Space Marine Legions succumbed to the lure of Chaos. They turned upon the Imperium that had created them, and almost brought Mankind to its knees before they were finally defeated at the siege of Terra. The surviving Heretic Astartes fled across the galaxy, pursued by the vengeful loyalists, and plunged into the realm of insanity known as the Eye of Terror. There they slid ever deeper into damnation, giving themselves wholly to the gods of Chaos even as they plotted their eventual revenge. In the millennia since they have been bolstered by those Space Marine Chapters who have turned their cloaks, succumbing to the powerful temptations of the Dark Gods or simply losing hope and reason in the face of an ever-darkening galaxy.

With the Blackness and the time of the Great Rift, with empyric storm fronts raging throughout the Imperium, the Heretic Astartes are able to emerge in force from their hidden strongholds and warp-tainted backwaters. They can strike almost with impunity, bursting from the malefic warp storms to raid at will. Accompanied by the horrific Daemon legions of the Dark Gods, the Heretic Astartes and their cultist followers strike at the Imperium on every front, and bring with them both horror and death.

**'Honour your blades! Consecrate your guns!
Anoint them with the hot blood of the strongest
foes!'**

- Darius Khanan, Lord of the Blood Brotherhood

Within the darkness of the Imperium Nihilus, kill teams of Heretic Astartes have made full use of their new-found freedom, enacting countless atrocities across loyalist space. Ravaging kill-packs of Night Lords delight in the opportunity to spread fear and panic, haunting the shadows and preying upon loyalist souls like monsters from ancient tales. Khorne-worshipping headhunters stalk the battlefields of war-torn worlds, seeking only the finest skulls. The depraved faithful of Slaanesh construct great theatres of moulded flesh and bone from captured victims to host their despicable revelries.

Though much of this cruelty is simply performed to satiate the bitter souls of the Heretic Astartes, there is no doubt that their actions also have a military purpose.

The commanders that lead the forces of darkness are no mere butchers, but savvy tacticians whose mastery of warfare has not atrophied alongside their souls. Every gruesomely butchered officer or desecrated holy place saps the will of their enemies to fight, forcing panicked mistakes and creating new fault lines in the Imperium's formidable defences. Terror is a weapon, and it is one that the lords of the Heretic Astartes wield with devastating effectiveness.

Heretic Astartes commanders play a vital role in uniting the fractious hosts of Chaos together, and so they are almost always seen at the heart of the battlefield in all their dark glory, driving the forces of ruin ever onwards with their magnetic charisma. Yet there are times when underlings cannot be trusted to perform vital acts of desecration or corruption, and it is then that these dread figures will take command of a kill team personally to see the will of the Dark Gods carried out.

Many of these roving kill teams are led by Exalted Champions desperate to garner the favour of the Ruinous Powers through acts of increasing depravity. These warriors seek to rise to the rank of Chaos Lord and gather their own warband with which to bring death to the Emperor's lapdogs. Before they can do so they must draw the Eye of the Gods by whatever means possible – acts of ritual slaughter, the slaying of worthy rivals, or the performance of profane rituals. With every soul sacrificed to the Dark Gods the Exalted Champion swells with corruption, his flesh thrumming with unspeakable boons and mutations, his already formidable wargear bolstered with warp energy. These gifts make the Champion a ferocious warrior, a master duellist who can butcher any foe who steps in his path.

Chaos Sorcerers have sworn their souls to the malicious entities of the warp in return for arcane power. They have gazed deeply into the roiling tides of the empyrean, and they use this forbidden knowledge to destroy their foes, blasting them with torrents of flesh-melting wyrdflame or working demented rituals that drown entire worlds in blood and fire. Though they will align themselves with crusades of darkness or ambitious Chaos Lords when it suits their needs, these malefic figures care only for personal advancement. When they are seen in the company of a kill team of Heretic Astartes, it is certain that a Chaos Sorcerer is seeking a way to enhance their own might while hastening the galaxy's slow fall to corruption and madness.



EXALTED CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Exalted Champion	6"	2+	3+	4	4	4	4	8	3+	1
This model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Boltgun	24"	Rapid Fire 1		4	0	1	-			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Power axe	Melee	Melee		+1	-2	1	-			
Power fist	Melee	Melee		x2	-2	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Power sword	Melee	Melee		User	-3	1	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may take a boltgun.• This model may replace its bolt pistol with a plasma pistol.• This model may replace its chainsword with a power axe, power fist or power sword.									
ABILITIES	<p>Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.</p> <p>For the Dark Gods: You can re-roll failed hit rolls for this model if the target is an enemy COMMANDER.</p> <p>Mark of Chaos: When you add a model with the <MARK OF CHAOS> keyword to your kill team, you can choose to replace it with one of the following keywords: KHORNE, TZEENTCH, NURGLE or SLAANESH, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.</p> <p>Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.</p>									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	HERETIC ASTARTES									
KEYWORDS	CHAOS, <MARK OF CHAOS>, COMMANDER, INFANTRY, EXALTED CHAMPION									

ASPIRE TO GLORY

Heretic Astartes Tactic Exalted Champion Aura Tactic

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

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

1 COMMAND POINT

HERETIC ASTARTES

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

SORCERER

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

DARK HERETICUS DISCIPLINE

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

D3 RESULT

1 DEATH HEX

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

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

2 PRESCIENCE

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

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

3 DIABOLIC STRENGTH

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

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

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

DEATH GUARD

The Death Guard are foulness made manifest. They are a vision of unnatural corruption, of nobility, courage and strength perverted into nightmarish foulness and diseased might. Cities, worlds, even entire systems rot at their touch, the power of Nurgle spreading inexorably wherever the Death Guard raise their flyblown banners.

Resilience. Obstinacy. Brute force. Even before they fell to Chaos, these were the watchwords of the Death Guard Legion. Led by their Primarch, Mortarion, the Death Guard specialised in grinding, attritional warfare, ploughing unstoppably over their foes while taking pride in weathering the worst that their enemies could hurl at them. Thanks to the genetic legacy of their Primarch, the Death Guard possessed a remarkable resistance to poisons, toxins and phages of every sort; no such underhanded weapon or lethal atmospheric condition could lay them low. The Death Guard were proud of their implacable might, none more so than their Primarch. Yet there was a seed of resentment in Mortarion's heart, for the gifts of his Legion were neither glamorous nor glorious, and won them little acclaim. It was this Achilles heel that Horus used to turn Mortarion to his cause. The majority of the Death Guard followed their gene-sire into damnation, but their betrayal came at a great cost. During the advance on Terra, the Death Guard fleet was beset by a plague that defied even their legendary physiology. Their flesh became bloated and pustulous, riven by all manner of hideous disease, and in desperation Mortarion at last offered the souls of his entire Legion up to Nurgle – the Chaos God of plague and decay who claimed them as his mortal champions.

Unlike so many of their fellow traitors, the Death Guard lost neither their discipline nor cohesion after the retreat into the Eye of Terror. With Mortarion's rise to daemonhood, the Legion broke into smaller warbands led by their mightiest champions, but still they continued to fight with a singular identity and purpose. Mortarion directed his plague-ridden sons from afar, and the Death Guard continued to recruit new warriors into their ranks, albeit often by force. Plague Lords such as Typhus, the Host of the Destroyer Hive, have continued to lead attacks upon realspace and spread their plagues far and wide. Since the opening of the Great Rift, the Death Guard have redoubled their efforts, revealing that both their numbers and their martial structure were greater than even the most pessimistic Imperial commanders had feared.

The core of the Death Guard strategy is a relentless advance of Plague Marines and bloated Terminators, marching behind a staggering swarm of disease-ridden mutants and masked by a buzzing storm of plague flies. While this ultra-resilient force grinds onwards, plague-spewing artillery and Daemon Engines hurl toxic barrages into the enemy ranks. Sustained bombardment

and unstoppable momentum – these are the tools of the Death Guard. Though the legion's commanders favour the crushing power of these mass assaults, they do not discount the virtue of advanced kill teams. Led by Mortarion's trusted commanders, bands of Plague Marines slip through the lines and spread their blight deep into enemy territory like a toxin seeping into an open wound. Water filtration sumps are laced with putrid corpses, hive-slums burned and choked by plague-spreading smog, and the enemy's officers kidnapped and infested with plague before being loosed upon their former comrades.

The task of spreading Nurgle's bounteous gifts amongst the Death Guard's enemies falls to the Biologus Putrifiers. These vile alchemists are driven by an obsessive desire to brew the perfect contagion, and carry with them into battle the results of their endeavours. Hanging from wing-like racks upon a Biologus Putrifier's back are rows of blight grenades, each thrumming with potent plagues and acids. In combat the Putrifier hurls these missiles with unerring accuracy, noting with interest the horrendous results as his enemies' flesh withers and bubbles under the noxious bombardment.

The hooded figures known as Plague Surgeons were once Space Marine Apothecaries, responsible for mending the wounds of their battle-brothers. The Death Guard, however, have little need for such conventional triage, as their corrupted bodies shrug off all but the most catastrophic injuries. Instead, Plague Surgeons tend to the parasites and contagions that infest each Plague Marine's flesh with their narthecium-like instruments, transforming their already formidable constitution into nigh invulnerability. With a Plague Surgeon at their side, a Death Guard kill team becomes all but impossible to lay low.

Foul Blightspawn are outstandingly repulsive figures, even amongst the ranks of Mortarion's sons. A choking miasma surrounds them at all times. Even their fellow Plague Marines find this noxious stench particularly potent, and their wheezing, pus-clotted breath can be heard by their foes from across the battlefield, a sure sign that an agonising death is coming for them. A toxin-spewing incubatum is melded into each Blightspawn's flesh, feeding a horrific weapon known as a plague sprayer. This device projects a stream of stinking slime across the Blightspawn's target, which sizzles through armour and skin, dissolving the screaming victim into a

pool of reeking liquids. Blightspawn delight in inflicting this horrendous fate upon as many souls as possible. They are constantly seeking ever more vile concoctions to feed into their incubatums, and are quick to volunteer for any missions that will provide them with unwilling test subjects for their latest batch.

The Tallymen are both priests and quartermasters, and it is they who are responsible for counting the woes inflicted by the Death Guard's brutal assaults. Seven is a number of unholy power for Mortarion and his Legion, and through fervent repetition and ritual observance, it can be channelled in order to receive the Plague God's most vile gifts. Thus, the Tallymen count every blight grenade hurled, every bolt round fired and every foe sent bloodied and broken to the ground, finding the sacred and unholy power of seven amidst the carnage. Their droning voices, enhanced by massive vox-arrays melded to their power armour, provide focus and clarity to their fellow Plague Marines, and inspire unimaginable terror in the foe.

NAUSEOUS ROTBONE

The name of Nauseous Rotbone is infamous throughout the Death Guard and beyond, for this accomplished Plague Surgeon is the personal physician of Mortarion himself. It is Rotbone who sees to the virulence of the plague censors borne into battle at Mortarion's feet, and the putrid feculence of the Daemon mites that bear them. It is he that draws his Primarch's daemonic ichor with needles and grizzle-leeches for use in gruesome rituals and unclean rites. Rotbone listens to his gene-sire's embittered rants with a doctor's wry patience, and is one of the few individuals in the galaxy who Mortarion will permit to disagree with his pronouncements or challenge his plans. Originally, Rotbone belonged to the Sons of Sorrow, a vectorium of the 7th Plague Company. Since being chosen and elevated by Mortarion – seemingly on a whim – he has fought alongside, and even led, forces from all the different plague companies. He is the keeper of the surgical dungeons deep within Mortarion's Black Manse, wherein the Death Guard keep their stocks of tainted gene-seed, and Rotbone's assaults into realspace are most often launched to gather new samples for this genetic treasure trove, with which he delights in tinkering.



FOUL BLIGHTSPAWN

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

REVOLTING STENCH

Death Guard Tactic Foul Blightspawn Aura Tactic

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

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

1 COMMAND POINT

DEATH GUARD

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

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

- Foul Blightspawn Gloubus Vetch

TALLYMAN

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

FESTERING ZEALOT

Death Guard Tactic Tallyman Aura Tactic

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

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

1 COMMAND POINT

DEATH GUARD

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

BIOLOGUS PUTRIFIER

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

BLIGHT RACKS

Death Guard Tactic Biologus Putrifier Aura Tactic

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

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

1 COMMAND POINT

DEATH GUARD

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

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

- Extract from the 7th Incantagion

PLAGUE SURGEON

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

TAINED NARTHECIUM

Death Guard Tactic Plague Surgeon Aura Tactic

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

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

1 COMMAND POINT

DEATH GUARD

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

THOUSAND SONS

The tang of sorcery taints the air as the Thousand Sons attack. Sorcerous bolts hammer the foe and coruscating balls of warp energy explode in washes of mutating fire, leaving the battlefield strewn with crystal statues, clouds of screaming vapour and mounds of writhing flesh.

Led by covens of potent Sorcerers, the Thousand Sons advance in a steady, relentless fashion while laying down a withering hail of firepower and dark magics. The majority of their legionaries are little more than haunted suits of power armour, golem-like beings wreathed in the sorcerous energies of an ancient curse that has transformed them into tireless – but near-mindless – foot soldiers of Tzeentch.

As with all the Space Marine Legions, the first Thousand Sons were created using gene-seed sampled from their Primarch. This was to prove both a blessing and a curse. The gene-sire of the Thousand Sons was Magnus the Red, who was the most psychically gifted of all the Primarchs, a trait he passed on to his sons. Yet along with their father's eldritch might, the Thousand Sons also inherited the latent threat of warp-touched mutation that lurked within his flesh. It was the use of their sorcerous powers that led the Legion down its path of damnation. In a well-intentioned act, Magnus attempted to warn the Emperor of Warmaster Horus' grand betrayal, but succeeded only in unmaking the Emperor's greatest labours and causing irreparable

damage. This mistake would lead to the destruction of the Thousand Sons' home world, Prospero, and the excommunication of Magnus and his followers.

Thousands of years later the Thousand Sons fight their wars with cunning and trickery, drawing upon the powers of the warp to provide them with foresight into their enemies' strategies and weaknesses. Directed by their Sorcerers – or sometimes led by the Daemon Primarch Magnus himself – the Thousand Sons apply overwhelming firepower and dark sorcery wherever they can do the most damage. Often the true scale of their cunning and cruelty does not become clear until centuries after the fact, when the full horror of their scheme is finally revealed to their foes.

The complex command structure and conflicting motivations of the Legion and its nine great cults – each of which practises a different aspect of sorcery – means that there is a great desire for secrecy amongst the commanders of the Thousand Sons – the Exalted Sorcerers. Cult vies against cult in an impenetrable web of intrigue that seems at times to be actively detrimental

SORCEROUS ICONOGRAPHY

The symbols of Tzeentch and Magnus the Red are displayed boldly on the armour of the Thousand Sons, and are also sometimes wrought in warp-drenched metal and held aloft by a Rubric Marine, allowing the flickering flames of Tzeentch to lap at the enemy.



The Legion's sigil – or one of its many variants – is typically displayed on the left pauldron. This symbol shows the fiery drake devouring its own tail.



The right pauldron is usually emblazoned with the iconography of a warrior's sect. These symbols are multifarious in their shape and meaning, with some mirroring the symbol of Tzeentch, others the eye of Magnus, and others still some long-forgotten Prosperine icon.



to the Legion's goals. Yet this is all as the God of Sorcery desires. Though its commanders are loathe to admit it, the Thousand Sons are fully within Tzeentch's grasp, and the cults' constant shifting of alliances appeals to his love of anarchy and treachery. Unsurprisingly then, clandestine expeditions and secretive missions are commonplace amongst the commanders of the Thousand Sons, with self-interested Sorcerers leading small bands of Rubricae towards any objective that will in some way increase their power and influence. Perhaps they seek a powerful arcane relic or font of lost lore, or desire to enact a ritual that will draw the eye of Tzeentch and earn them great prestige.

'I shall grant thee immortality, wretch. You shall spend eternity as a shapeless mound of protean matter. Your every sense shall burn with an infinity of agonies, yet you will have no mouth with which to scream and no method of ending your torment. Such is the price for standing in my way.'

- Xenthul the Awakened, Exalted Sorcerer

Whatever their cause, woe betide those who stray into the path of these ancient warp-casters. Few mortal beings in the galaxy can rival an Exalted Sorcerer's breadth of knowledge or fate-twisting power. The members of this echelon are the most favoured of

Tzeentch's mortal servants, powerful warlords who command the Legion's armies and steer the course of the galaxy towards one of the horrific fates they have foreseen. Without fail, Exalted Sorcerers are exceptional warriors. Their genetically augmented bodies were built for the savagery of combat and through the gifts of their patron god have been enhanced by mutation – some have grown additional limbs or have eyes that exude flames when they look hatefully upon their foes. By drawing upon their reserves of psychic energy, an Exalted Sorcerer can further bolster his martial prowess in terrifying ways.

Tzaangors are mutated children of the Lord of Lies, twisted, avian beastmen who bear Tzeentch's blessings. Cruel and spiteful, and remarkably sophisticated for their kind, Tzaangors often serve as war thralls for the masters of the great cults. Their leaders are known as Tzaangor Shamans, and they act as oracles and prophets to their kind, interpreting the will of Tzeentch through ritual and sacrifice. Even the Sorcerers of the Thousand Sons respect the Shamans' divine insights, and will often make use of their uncanny foresight in battle. A Tzaangor Shaman's mastery of warpcraft is formidable, and they are seen as nothing less than mouthpieces of the Great Manipulator by their fellow beastmen, who are driven into a religious fervour by their mere presence.

EXALTED SORCERER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Exalted Sorcerer	6"	2+	2+	4	4	5	4	9	3+	1
This model is armed with a force stave, inferno bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Exalted Sorcerer										
Inferno bolt pistol	12"	Pistol 1			4	-2	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1			7	-3	1	-		
- Supercharge	12"	Pistol 1			8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.		
Warpflame pistol	6"	Pistol D6			3	-2	1	This weapon automatically hits its target.		
Force stave	Melee	Melee			+2	-1	D3	-		
Power sword	Melee	Melee			User	-3	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
Disc of Tzeentch										
Blades	Melee	Melee			4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.		
WARGEAR OPTIONS		<ul style="list-style-type: none">• This model may replace its inferno bolt pistol with a plasma pistol or warpflame pistol.• This model may take a power sword.• This model may ride a Disc of Tzeentch. If he does so, he loses the INFANTRY keyword, gains the DAEMON, CAVALRY and FLY keywords, his Move characteristic is increased to 12" and his Disc will attack his enemies with its blades when he fights.								
ABILITIES		<p>Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.</p> <p>Favour of Tzeentch: This model has a 5+ invulnerable save.</p> <p>Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.</p>								
PSYKER		This model can attempt to manifest two psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as two psychic powers generated from the Discipline of Tzeentch (see opposite).								
SPECIALISTS		Fortitude, Leadership, Logistics, Melee, Psyker, Shooting, Strategist, Strength								
FACTION KEYWORD		THOUSAND SONS								
KEYWORDS		CHAOS, TZEENTCH, HERETIC ASTARTES, COMMANDER, INFANTRY, SORCERER, PSYKER, EXALT-ED SORCERER								

THOUSAND SONS

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



TZAANGOR SHAMAN

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

DISCIPLINE OF TZEENTCH

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

D3 RESULT

1 GAZE OF FATE

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

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

2 TREASON OF TZEENTCH

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

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

3 BOLT OF CHANGE

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

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

THOUSAND SONS

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

ASURYANI

Vast interstellar arks constructed from living wraithbone, the craftworlds of the Aeldari are marvels of grace and beauty. No less graceful are their occupants, the Asuryani, those Aeldari who foresaw the fall of their empire and escaped its death throes. Even now, they carry the flickering ember of its former glory.

Swift as rushing water, the craftworld Aeldari strike. Lithe and impossibly graceful, warriors in wondrous battle-plate leap into the fray, their every motion elegant and utterly deadly. Enemies fall in their droves, cut down by artful strikes and dazzling flourishes. Weaving through the chaos of battle come agile dagger-craft and grav-tanks, circling the crude vehicles of the foe with blinding speed before launching precision volleys of laser fire that detonate enemy armour in blossoming fireballs. The scream of jet engines splits the air as formations of strike craft knife across the sky, shredding enemy fighters with crackling beams of superheated energy. Outwitted, outmanoeuvred and outfought, the foe is encircled and destroyed with merciless precision. Thus do the Asuryani make war.

The Aeldari once dominated the vast expanse of the galaxy, their culture and technology reaching its peak long before the Emperor reunited Terra. Yet their mastery of all things led to widespread ennui, which in turn led to the Aeldari embracing the path of decadence and excess as they sought to reignite their jaded souls. Eventually, the Aeldari's rampant corruption gave birth to the Chaos God Slaanesh, in a cataclysmic eruption that ravaged the galaxy and brought their civilisation crashing down.

The world-ships which the Asuryani call home were originally created as spacefaring arks by those ancient Aeldari who foresaw the horrifying fate of their empire, and who fled far enough to escape the hunger of She Who Thirsts. Each of the surviving craftworlds represents but a fragment of that lost civilisation, and within their crystal domes and glittering gardens the Aeldari live their lives as they have done for millennia, following the ascetic Paths that keep them from falling prey to the same decadence as their forebears.

Few in number but possessing fearsome martial skills, the Aeldari are well used to taking on a foe many times their number, employing covert tactics and pinpoint strikes to bleed their enemy dry before the killing blow. The legendary commanders known as Autarchs are Aeldari who have studied each Aspect of warfare, and embarked upon the Path of Command so that they may use their accumulated expertise to lead their craftworld's warhosts into battle. They are fearsome fighters and expert strategists both, entirely devoted to the preservation of Aeldari culture through constant war. When their duty leads them to the forefront of

battle, an Autarch will call upon the skills that have been honed amongst the Aspect Shrines to spearhead assaults, duel with the leaders of the foe and destroy their war machines. Just as they wield the warriors of the different shrines as a cohesive force, so too do they blend their own varied Aspect wargear into a singular, deadly arsenal. For instance, an Autarch might wear the wings of the Swooping Hawk and the mandiblasters of the Striking Scorpions, descending on the foe from above as they spit a hail of death from their helm.

While the Autarchs and Exarchs are peerless martial experts, it is the invaluable foresight of the Aeldari seers that guides the craftworlds' warhosts to battle, and it is they who strive to ensure that not a single Asuryani life is wasted. The Farseers are the most visionary of a craftworld's advisors, masters of divination who cast their bones and alter the strands of fate even in the heat of battle. Though they are armed with semi-sentient witchblades and possess the destructive might to shatter their foes' bones or send their crumpled forms hurtling through the air, perhaps the Farseers' most potent gift is to embolden the spirits of the Asuryani, filling them with hope and guiding their shots home with unerring accuracy.

Warlocks are seers who find a natural affinity for destructive psychic magics, and have supplemented their innate power by studying martial skills at an Aspect Shrine. They are the most aggressive and warlike of their eldritch kind, ever keen to take the fight to the enemy.



AUTARCH

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

THE PATH OF COMMAND

Asuryani Tactic Autarch Aura Tactic

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

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

1 COMMAND POINT

ASURYANI

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

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

- Message received prior to the Assyri Devastation

WARLOCK

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

RUNES OF BATTLE DISCIPLINE

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

D3 RESULT

1 CONCEAL/REVEAL

The psyker takes command of the darkness around them.

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

2 PROTECT/JINX

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

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

3 EMPOWER/ENERVATE

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

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

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

FARSEER

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

RUNES OF FATE DISCIPLINE

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

D3 RESULT

1 GUIDE

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

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

2 FORTUNE

The psyker scries possible futures to foresee imminent danger.

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

3 WILL OF ASURYAN

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

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

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

DRUKHARI

The Drukhari are a race of sadistic killers who feed upon the agony of their victims. From the Dark City of Commorragh, hidden deep within the twisting passages of the webway, their reaver-fleets strike forth in a never-ending search for new souls to torment.

Selfish and capricious creatures, the Drukhari fight only to satisfy their insatiable thirst for the agonies of lesser beings. Though they are as physically graceful, even beautiful, as their craftworld cousins, one only has to witness the horror of a Drukhari raiding party to understand the foulness that infests their black hearts. Fleet-footed warriors clad in barbed armour spill from dagger-like skiffs, their cruel weapons spitting a hail of toxin-laced crystals that leave their victims convulsing in unimaginable agony. Lashes and flensing blades tear into flesh as whooping figures dance and leap into battle, always looking for the torturous strike ahead of the killing blow.

The origins of the Drukhari stretch back to the last days of the ancient Aeldari empire, when this ascendant and unchallenged race began to indulge in every aspect of decadence. The port city of Commorragh, nestled deep within the webway, became the centre of this dark practice. When this accumulated vice ultimately led to their downfall and the birth of She Who Thirsts, the occluded pathways of the webway prevented those who dwelt in the Dark City from the terrible fate that befell their kin.

Yet the inhabitants of Commorragh did not escape entirely unscathed. Rather than having their souls torn apart and devoured in an instant, they were instead subjected to the slow draining of their essence as Slaanesh siphoned it away. It was only by parasitically stealing animus from helpless victims that the Aeldari of Commorragh could escape their damnation. The pain of others nourished their broken, withered souls, and as long as they could maintain a regular supply of enemies and slaves to enact their tortures upon, they could live on for millennia, safe from the hunger of the god they helped bring into being. Thus, the Drukhari were born, a race of sadistic reavers whose cruelty has damned them to an eternity of ghoulish hunger.

This ceaseless craving draws the Drukhari out from their nightmarish lair in Commorragh and across the galaxy in search of mortals to torment. The Kabals, the syndicates who vie for power and influence in the Dark City, provide the majority of the manpower for most of these raiding missions. The dread Archons oversee their execution, using the excursions as opportunities to indulge their boundless appetite for cruelty. These are the monarchs and rulers of Commorragh, those formidable few who have survived the endless games

of intrigue and shadow-play at the heart of the Dark City to rise to the apex of power. Each has access to a vast collection of horrifyingly painful instruments of warfare – flesh-crumbling huskblades, whip-like agonisers and eldritch soul-traps. Archons fight with a casual arrogance that delights and inspires their cruel followers, contemptuously carving the foe apart in the most painful manner possible.

The Wych Cults are a central pillar of Commorrite culture. Their gladiatorial arenas play host to nightly displays of violent excess that satiate the Drukhari audience's lust for agony, a salve that prevents the Dark City from devolving into utter anarchy. Wyches often accompany Drukhari raiding missions, led by the rulers of their cults – the Succubi. These master gladiatrices regularly take the lead in the war against realspace, not only for the feast of plunder but also to hunt the champions of the lesser races and prove their supremacy in showy displays of martial skill.

The Haemonculi of the Covens partake in raiding missions not for glory, but to gather fresh samples for their flesh-sculpting experiments. These mysterious beings are integral to the survival of Commorrite society due to their mastery of the regenerative arts, but even amongst the Drukhari they are figures of dark terror. The Haemonculi fall upon their prey with scalpel and hyper-steroid, teeth bared in glee as the blood flows and horrified screams fill the air. The most intriguing subjects are taken alive, dragged back to the Covens' dank laboratories underneath Commorragh where they can be experimented upon at the Haemonculi's pleasure.



ARCHON

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Archon	8"	2+	2+	3	3	5	5	9	5+	1
This model is armed with a splinter pistol and huskblade.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Blast pistol	6"	Pistol 1		8	-4	D6	-			
Splinter pistol	12"	Pistol 1		*	0	1	This weapon always wounds on a roll of 4+.			
Agoniser	Melee	Melee		*	-2	1	This weapon always wounds on a roll of 4+.			
Huskblade	Melee	Melee		+1	-2	D3	-			
Power sword	Melee	Melee		User	-3	1	-			
Venom blade	Melee	Melee		*	0	1	This weapon always wounds on a roll of 2+.			
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its huskblade with an agoniser, power sword or venom blade.• This model may replace its splinter pistol with a blast pistol.									
ABILITIES	Power From Pain (see the <i>Kill Team Core Manual</i>) Shadowfield: This model has a 2+ invulnerable save, which cannot be re-rolled for any reason. The first time this invulnerable save is failed the shadowfield ceases to function for the remainder of the battle.									
SPECIALISTS	Ferocity, Leadership, Logistics, Melee, Shooting, Stealth, Strategist									
FACTION KEYWORD	DRUKHARI									
KEYWORDS	AELDARI, COMMANDER, INFANTRY, ARCHON									

OVERLORD

Drukhari Tactic Archon Aura Tactic

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

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

1 COMMAND POINT

DRUKHARI

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

SUCCUBUS

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

BRIDE OF DEATH

Drukhari Tactic Succubus Aura Tactic

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

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

1 COMMAND POINT

DRUKHARI

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



HAEMONCULUS

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

MASTER OF PAIN

Drukhari Tactic Haemonculus Aura Tactic

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

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

1 COMMAND POINT

DRUKHARI

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

HARLEQUINS

To the warrior-acrobats of the Harlequins, warfare and art are inseparable disciplines. These mysterious nomads travel between the realms of their divided race, fighting a never-ending war against Chaos on behalf of their Laughing God even as they seek to rekindle the glory of the ancient Aeldari.

Enigmatic and mercurial, the Harlequins of Cegorach remain a mystery even to other Aeldari. They are tricksters and mummers as much as they are warriors, though one should not be deceived by the colourful motley they wear – Harlequins fight with bewildering speed and masterful skill, laughing with dark humour even as they slice their opponents to ribbons.

The Harlequin masques are both armies and companies of players. They have no formal leaders, and instead operate as a disciplined ensemble, each individual role within the company as important as any other. The masques are centred around three distinct Troupes, essentially kill teams in their own right. These Troupes alternate between three performances – the Light, the Dark and the Twilight – each with its own outlook and symbolism. Each member of the Troupe is assigned his or her own role to play – characters include the Webway Witch, the Sun Prince, or Shaimesh the Poisoner – and assumes this personality from then on, both in battle and upon the stage. Harlequins make war with an almost prescient cohesion, each individual player performing his role with skill born from countless centuries of practice. This same unnatural synchronicity extends to Harlequin kill teams. The mysterious followers of the Laughing God are – like all Aeldari – few in number, and so they often travel in small bands, working towards their own, unknowable goals. The actions of these travelling players have both doomed and saved entire sectors of space, and only the forces of Chaos – particularly the worshippers of Slaanesh – remain a constant foe. Wherever these players roam, conflict and anarchy reliably follow.

The graceful ballet of murder a Harlequin kill team enacts is often directed by a single figure, a lead player around whom their lethal performance flows. The identity and demeanour of this player affects the Troupe's performance as a whole; those kill teams conducted by a Death Jester often have a fondness for macabre, violent humour, doing their utmost to make their foes' deaths as humiliating and darkly comic as possible, while a Shadowseer's presence heralds a mysterious shadow play of illusions and misdirection, in which the enemy does not see the killing blow until the very last moment.

Troupe Masters are the most common lead players of a Harlequin kill team, taking the role of such legendary protagonists as the Duke of the Hidden Realm or the

Eldanari Prince. These figures do not possess a rank in the same fashion as formal commanders; they are instead elevated by the will of their brothers and sisters, playing their role until it is time for another to take their place. They act as exemplars for all their Troupe's key characteristics, embodying everything it means to be Light, Dark or Twilight. Under their guidance, a kill team can be transformed from a shadow-creeping band of cut-throats into a wild and raucous cavalcade that announces its presence with whoops and hollers as it carves through its helpless foes.

Death Jesters take on the role of Death in the Harlequins' performances, and are often seen fighting alongside the most lethal and cruel kill teams, those whose goal is to spread fear and panic amidst their foes. These skull-masked figures possess a dark, grisly sense of humour, and seek to make their victims' deaths as inventive and blackly amusing as possible. Death Jesters wield shrieker cannons, which fire projectiles impregnated with virulent genetic toxins, turning luckless victims into walking bombs.

Shadowseers embody Fate itself, acting as narrators speaking in monologue, song or rhyme while their fellow players whirl and spin around them. Masters of illusory magic, they enhance a Troupe's performance with subtle psychic abilities and the hallucinogenic *creidann* grenade launchers they wear upon their backs. Shadowseers range far and wide alongside a Troupe of chosen players, acting as envoys to the scattered Aeldari and ensuring that mythic roles assigned by fate are performed exactly, according to the will of the Laughing God.



TROUPE MASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Troupe Master	8"	2+	2+	3	3	5	5	9	6+	1
This model is armed with a shuriken pistol, Harlequin's blade and plasma grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Fusion pistol	6"	Pistol 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Neuro disruptor	12"	Pistol 1		4	-3	D3	-			
Shuriken pistol	12"	Pistol 1		4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.			
Harlequin's blade	Melee	Melee		User	0	1	-			
Harlequin's caress	Melee	Melee		+2	-2	1	-			
Harlequin's embrace	Melee	Melee		+1	-3	1	-			
Harlequin's kiss	Melee	Melee		+1	-1	D3	-			
Power sword	Melee	Melee		User	-3	1	-			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its shuriken pistol with a neuro disruptor or fusion pistol.• This model may replace its Harlequin's blade with a power sword, Harlequin's embrace, Harlequin's kiss or Harlequin's caress.									
ABILITIES	Flip Belt: This model can move across models and terrain as if they were not there. In addition, it never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.						Holo-suit: This model has a 4+ invulnerable save. Rising Crescendo: You may roll 3D6 instead of 2D6 for this model when making a charge roll, and may choose an enemy model within 18" of this model as the target of a charge, rather than 12".			
SPECIALISTS	Ferocity, Leadership, Melee, Shooting, Stealth, Strategist									
FACTION KEYWORD	HARLEQUINS									
KEYWORDS	AELDARI, COMMANDER, INFANTRY, TROUPE MASTER									

CHOREOGRAPHER OF WAR

Harlequins Tactic Troupe Master Aura Tactic

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

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

1 COMMAND POINT

HARLEQUINS

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

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

- The White Ghoul's mirth

SHADOWSEER

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

PHANTASMY DISCIPLINE

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

D3 RESULT

1 FOG OF DREAMS

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

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

2 WEBWAY DANCE

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

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

3 MIRROR OF MINDS

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

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

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

DEATH JESTER

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

THE ART OF THE KILL

Harlequins Tactic Death Jester Aura Tactic

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

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

1 COMMAND POINT

HARLEQUINS

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

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

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



NECRONS

Advancing in inexorable lockstep come the deathless warriors of the Necrons. Eldritch energy weapons crackle and howl, and the living fall to dust, swept away by technologies perfected before man first walked on Terra. The Necrons have risen to reclaim the stars, and none shall stand in their way.

Ancient beyond mortal comprehension, the Necrons emerge from the shadows of galactic prehistory to reclaim their empire. They possess technology with the power to channel the might of stars, align planets at will or pervert the laws of reality itself. Their legions of mindlessly loyal warriors slaughter their enemies without mercy. Arrogant and cruel, the immortal nobility of the Necrons view the galaxy's sentient races as little but parasites, impudent vermin to be swept aside by their triumphal return. Though scattered and time-worn from millions of years of self-imposed hibernation, more Necrons rise from their slumbers with every passing year, and their dynasties grow mighty once more. In millennia long forgotten, every living thing knew to fear the wrath of the all-powerful Necrons. In this dark new era, they are learning to do so again. Deranged or disoriented by their timeless sleep, the nobility of each Necron dynasty have set about the reconquest of their ancient empires in whatever fashion seems best to them. Much has been lost, but the Necrons remain convinced of their supremacy, and their right to rule.

'Witness that which the lesser races have achieved in our absence. How pitiful their accomplishments, and how crude their strategies. They fool themselves into believing that they march towards their own grand destiny, when the truth is far simpler – their civilisations are mere footnotes in the glorious history of the Necrontyr.'

- Imotekh the Stormlord

Alongside their seemingly limitless ranks of Necron Warriors and ancient engines of war, many Necron Lords also maintain several more discreet killing tools – bands of favoured servants, assassins or champions that can be trusted to perform sensitive tasks. Invariably these kill teams are led by Necron Immortals or the silent killers known as Deathmarks, for these warriors have retained a portion of their individuality and extensive combat experience during the long sleep. Whether their task is to kidnap an enemy agent and apply mindshackle scarabs to scour their mind of useful information, or to gorily execute an enemy who has offended their master, these veterans can be relied upon to carry out their orders with ruthless precision.

Yet they are not infallible, and neither do they possess the strategic genius or cunning of a member of the Necron ruling dynasties. Thus, there are inevitably times when an Overlord must dirty their own hands,

venturing into the field alongside their deadly retinue to ensure that their will is carried through. Unlike the majority of their mindless minions, Necron lords emerged from the Necrons' millennia-long hibernation with their personalities, obsessions and drives more or less intact. Degradation of the engrammatic circuitry has, in some cases, led to delusion or insanity, but neither the Necron nobility's towering egotism nor their will to conquer all before them have been lost. A tomb world may have dozens, or even hundreds, of nobles, but only one has the power of absolute rule. For coreworlds and fringeworlds this is usually a Lord, while crownworlds and particularly important coreworlds will have Overlords as their regents. A Necron Overlord's armoured necrodermis is all but impenetrable, deflecting waves of energy and crude solid shot as the Overlord marches imperiously into battle. Those who dare stand in the face of this majesty are swept aside with terrifying techno-arcane relics, neatly bisected by an ornate scythe, or immolated entirely by the blast from a staff of light.

The Necron lords might command the undying obedience of their legions, but without the technological masters known as Crypteks, their grand plans for conquest would come to naught. The Crypteks are scientists and engineers of incredible intellect and power, and each has mastered a dozen fields of techno-arcane lore. It is they alone who possess the knowledge of auto-maintenance cycles and resurrection systems so vital to the Necron tomb worlds, and they guard this knowledge fiercely. So it is that a Necron Overlord must strike a balance between rulership and negotiation when dealing with these figures. To keep his Crypteks content, a Necron Overlord must indulge their endless thirst for knowledge, even allowing them to take temporary command of the Overlord's own retinues when they wish to pursue some secretive agenda.

In return for this autonomy, the Crypteks will pledge their formidable techno-sorceries to their lord's cause. They wield such bizarre devices as the chronometron, which can alter and shift the flow of time around its bearer, slowing incoming energy blasts and flying bullets to a crawl. Some wear Canoptek cloaks, shrouds attached to spider-like constructs that project an anti-gravity field allowing the wearer to fly above the battlefield. Moreover, the Crypteks' knowledge of living metal and the resilient properties of a necrodermis is unrivalled, and they can force the self-repair routines of nearby Necrons into overdrive.

DYNASTIC CODES

SAUTEKH: RELENTLESS ADVANCE

Nothing can halt the inexorable march of the Sautekh. These disdainful conquerors will stop at nothing to retake their ancient domain, obliterating any who dare defy them in a storm of death and destruction.



MEPHRIT: SOLAR FURY

The Mephrit have harnessed the power of captive suns to power their weapons. This raging solar energy can sear through even the thickest armour with ease.



NOVOKH: AWAKENED BY MURDER

The crimson hosts of Novokh remember well the sacred rites of blooding performed by their warriors in the ancient times. The dynasty's proud martial heritage awakens a spark of violent pride within its legions, lending power and ferocity to their attacks.



NIHILAKH: AGGRESSIVELY TERRITORIAL

Regal and arrogant, the warriors of this proud dynasty will not give a single inch to their foes. They stand their ground defiantly, unleashing a formidably accurate hail of fire that cleanses the stain of the lesser races from their rightful lands.



RESURRECTION ORBS

One of the greatest marvels of Necron engineering is the resurrection orb, a glowing sphere of precious metals that allows the overcharging of the regenerative capabilities of nearby Necrons. When activated, this device unleashes an intense burst of radiation which revitalises and reactivates the self-repair routines of even the most badly damaged warrior of the dynasties. With eerie synchronicity, the shattered and broken forms of slain Necrons begin to shift and crawl back together, their living-metal skeletons reforming with terrifying speed. These relics are incredibly rare and valuable, and are granted only to the highest-ranking lords of the empire.



OVERLORD

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

MY WILL BE DONE

Necrons Tactic Overlord Aura Tactic

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

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

2 COMMAND POINTS

RESURRECTION ORB

Necrons Tactic Overlord Tactic

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

3 COMMAND POINTS

NECRONS

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

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

- Overlord Phaek of the Nihilakh Dynasty

CRYPTTEK

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

CHRONOMETRON

Necrons Tactic Cryptek Aura Tactic

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

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

1 COMMAND POINT

TECHNOMANCER

Necrons Tactic Cryptek Aura Tactic

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

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

1 COMMAND POINT

NECRONS

MODEL	POINTS PER MODEL
Cryptek (Level 1)	44
Cryptek (Level 2)	59
Cryptek (Level 3)	74
Cryptek (Level 4)	99
WARGEAR	POINTS PER ITEM
Canoptek cloak	10
Staff of light	0

'Your will be done, Nemesor. This expedition will be a fine opportunity to test the treasures of my chrono-vault upon organic flesh.'

- Chronomancer Octeph of the Sautekh Dynasty

ORKS

The Orks are the most belligerent and resourceful race in the galaxy. Rampaging across the void in their billions, the greenskins devastate everything in their path with their ramshackle weapons and war machines, taking brutish glee in wanton destruction and revelling in warfare for its own sake.

Orks live to fight. No matter the odds, no matter the foe, they hurl themselves into battle with shootas roaring and choppas swinging. Their ramshackle war engines rumble across the battlefield, filling the air with hails of shells and corkscrewing rockets, while artillery pieces of insane and illogical design crush enemy tanks like ration tins, or snatch aircraft from above with beams of crackling light. The Orks fill the skies with waves of thundering attack craft that rain explosives and firebombs, while at the very heart of the battle their monstrous leaders tear their enemies limb from limb. To face the Orks in battle is to stand against a tidal wave of barbarous ferocity that is as unstoppable as it is terrifying. When they embark upon a star-spanning crusade of violence – known as a Waaagh! – entire sectors of space are threatened with obliteration.

Though they appear crude – possibly even stupid – to the more advanced races of the galaxy, the greenskins are nonetheless a deadly threat thanks to their unrelenting savagery and phenomenal resilience. If Orks give any thought to their own mortality it is in only the vaguest terms, and so they take risks and attempt gambits that other races would consider tantamount to suicide. Despite the greenskins' fondness for attacking in overwhelming numbers, it is not unknown for an Ork leader to depart the main battle and join a raucous mob of greenskins as they rampage behind enemy lines, smashing everything in their path.

Usually, this occurs when the boss in question has a particular act of savagery or destruction in his mind, such as testing his axe against a specific enemy champion, or blowing up a promethium refinery to drown an already brutal battlefield in torrents of liquid fire, just to add to the fun. Though they may be impulsive and reckless, Orks possess a bestial instinct and an unpredictable nature that can take their foes – who expect little more than straightforward brutality – completely off guard. More than once an Ork Warboss has seemingly disappeared from a raging battlefield, only to emerge again in devastating fashion having cooked up some new, deranged scheme.

An Ork Warboss is a towering, hulking mass of scrap metal and muscle, an embodiment of primal savagery that hurtles across the battlefield, hacking and cleaving his foes apart with wild abandon. The strongest and toughest members of a race that lives only for war, Warbosses have risen to their position through animal

cunning and sheer, untrammelled ferocity, and there are few creatures in all the galaxy that can stand toe to toe with one of these brutes and live to tell the tale. Their armour and weapons may be crude by the standards of the galaxy's so-called civilised races, but in the hands of a Warboss they are utterly lethal. Spiralling missiles and storms of bullets fill the air as the Warboss blasts away with his kombi-weapon, before leaping into combat with a gleeful howl. It is in the chaos of a brutal melee that these creatures truly excel. A Warboss' big choppa can cleave a Space Marine in two with a single blow, while a power klaw can shred tanks and armoured vehicles into jagged metal chunks in a matter of moments. Woe betide those who come face to face with a kill team led by one of these creatures, for they bring the fury of the Waaagh! with them.

Whereas a Warboss might join a kill team merely to try and find a good scrap, the deranged mechanics known as Big Meks will often do so in the hope of scavenging a few decent bits of scrap with which to build their insane contraptions – mega-blastas, kustom force fields and tellyporta rigs, to name just a few. Such excursions also provide an opportunity to test out the Big Mek's latest creations upon the unfortunate foe, including shokk attack guns, notoriously unpredictable devices which teleport living Snotlings inside their targets with gory results. Painboyz, the Ork equivalent of battlefield surgeons, are also commonly sighted fighting alongside greenskin kill teams, taking every opportunity to practise their utterly deranged and brutal form of exploratory surgery upon friend and foe alike.



WARBOSS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Warboss	5"	2+	5+	6	5	6	4	8	4+	1
This model is armed with a kustom shoota, big choppa and stikkbombs.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Kombi-weapon with rokkit launcha	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls.									
- Rokkit launcha	24"	Assault 1		8	-2	3	-			
- Shoota	18"	Assault 2		4	0	1	-			
Kombi-weapon with skorchas	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls.									
- Shoota	18"	Assault 2		4	0	1	-			
- Skorchas	8"	Assault D6		5	-1	1	This weapon automatically hits its target.			
Kustom shoota	24"	Assault 4		4	0	1	-			
Attack squig	Melee	Melee		4	-1	1	Each time a model with an attack squig fights, it can make 2 additional attacks with this weapon.			
Big choppa	Melee	Melee		+2	-1	2	-			
Power klaw	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Stikkbomb	6"	Grenade D6		3	0	1	-			
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may replace its kustom shoota with a kombi-weapon with rokkit launcha or kombi-weapon with skorchas.This model may replace its big choppa with a power klaw.This model may take an attack squig.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Strategist, Strength									
FACTION KEYWORD	ORKS									
KEYWORDS	COMMANDER, INFANTRY, WARBOSS									

MEGA-WAAAGH!

Orks Tactic Warboss Aura Tactic

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

As long as this model is not shaken, you may roll 3D6 instead of 2D6 when making charge rolls for friendly models within 6" of this model, and discard the lowest result.

2 COMMAND POINTS

ORKS

MODEL	POINTS PER MODEL
Warboss (Level 1)	62
Warboss (Level 2)	82
Warboss (Level 3)	102
Warboss (Level 4)	127
WARGEAR	POINTS PER ITEM
Attack squig	6
Big choppa	0
Kombi-weapon with rokkit launcha	5
Kombi-weapon with skorchas	8
Kustom shoota	0
Power klaw	13
Stikkbombs	0

'Orkses never lose a battle. If we win we win, if we die we die fightin' so it don't count. If we runs for it we don't die neither, cos we can come back for annuver go, see!'

- Commonly held Ork view of warfare

BIG MEK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Big Mek	5"	3+	5+	5	4	4	3	7	4+	1
This model is armed with a slugga, choppa and stikkbombs.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Kustom mega-slugga	12"	Pistol 1			8	-3	D3	On an unmodified hit roll of 1, the bearer is taken out of action.		
Shokk attack gun	60"	Heavy D6			2D6	-5	D3	Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.		
Slugga	12"	Pistol 1			4	0	1	-		
Choppa	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Stikkbomb	6"	Grenade D6			3	0	1	-		
WARGEAR OPTIONS	• This model may either replace its slugga with a kustom mega-slugga or shokk attack gun, or it may take a kustom force field.									
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model.									
SPECIALISTS	Ferocity, Fortitude, Logistics, Melee, Strength									
FACTION KEYWORD	ORKS									
KEYWORDS	COMMANDER, INFANTRY, BIG MEK									

KUSTOM FORCE FIELD

Orks Tactic Big Mek Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a **BIG MEK** with a kustom force field. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model have a 5+ invulnerable save against shooting attacks.

2 COMMAND POINTS

ORKS

MODEL	POINTS PER MODEL
Big Mek (Level 1)	20
Big Mek (Level 2)	25
Big Mek (Level 3)	40
Big Mek (Level 4)	60
WARGEAR	POINTS PER ITEM
Choppa	0
Kustom force field	0
Kustom mega-slugga	4
Shokk attack gun	27
Slugga	0
Stikkbombs	0

PAINBOY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Painboy	5"	3+	5+	5	4	4	4	6	6+	1
This model is armed with a power klaw and 'urty syringe.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Power klaw	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
'Urty syringe	Melee	Melee			User	0	1	This weapon always wounds on a roll of 2+.		
ABILITIES	'Ere We Go: Re-roll failed charge rolls for this model.									
SPECIALISTS	Ferocity, Fortitude, Logistics, Melee, Strength									
FACTION KEYWORD	ORKS									
KEYWORDS	COMMANDER, INFANTRY, PAINBOY									

DOK'S TOOLS

Orks Tactic Painboy Aura Tactic

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

As long as this model is not shaken, roll a D6 each time a friendly model within 3" of this model loses a wound. On a 6+ that wound is not lost (if a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls). In addition, as long as this model is not shaken at the end of the Movement phase, you can remove one flesh wound from a friendly model within 3" of this model.

1 COMMAND POINT

ORKS

MODEL	POINTS PER MODEL
Painboy (Level 1)	20
Painboy (Level 2)	25
Painboy (Level 3)	40
Painboy (Level 4)	60
WARGEAR	POINTS PER ITEM
Power klaw	0
'Urty syringe	0



T'AU EMPIRE

The T'au Empire is a dynamic rising force in the galaxy, as yet unburdened by the bloody failures of a long history. United by their shared vision of the Greater Good, the T'au strive to bring enlightenment to other races, even if they must do so at the barrel of a gun.

The T'au are a young and enterprising race, whose blend of adaptable martial doctrine, unity of purpose and advanced technology has carved out an impressive empire in the galaxy's eastern reaches. Every member of the species is bonded by their belief in the unifying truth of the Greater Good, a philosophy that demands the sacrifice of individual freedom for the advancement of society. Led by the spiritual figures known as Ethereals – who command utter devotion and obedience amongst their kin – the warriors of the T'au Fire caste take to the stars to bring this enlightenment to the galaxy's warring races.

'Those with superior reach can dictate the flow of battle and impose their will upon the foe. Remember, the first step on the path to victory is often the most important.'

- Commander Puretide

T'au military doctrine emphasises the importance of movement and overlapping fields of fire, wearing the enemy down with blistering cascades of pulse energy. The organisation of the Fire caste armies is just as adaptable and dynamic as their battlefield strategies. When faced with a formidable obstacle such as a heavily fortified enemy world, the T'au will not smother the enemy with sheer weight of manpower in the manner of the Imperium's sledgehammer military. Instead, they will either bypass the obstacle and avoid wasting unnecessary lives, or attempt to find a more precise and effective method of unlocking its defences.

This scholarly approach to war preaches the effectiveness of kill teams on the field of battle. The legendary Commander Puretide's teachings on war heavily emphasise the virtue of coordinated actions by advanced special forces – the enemy defences are destabilised and undermined, while openings are simultaneously created for decisive thrusts by the main battle line. Indeed, T'au Pathfinders are trained for exactly this form of warfare.

Puretide's treatises also dictate that a commander's place is at the heart of the battle, and it is rare for the highest-ranking T'au officers to join dangerous covert missions into enemy territory. Instead, if leadership and coordination is required, they will dispatch their experienced Cadre Fireblades to provide cohesion amongst advanced kill teams. These warriors are battle-hardened veterans who have eschewed the right

to join the iconic Crisis Battlesuit teams in favour of remaining at the heart of the T'au gun line, where their expert drills and inspirational presence can make the greatest difference. Fireblades radiate a steady calm even when they are facing down the galaxy's most terrifying creatures, directing the barrages of pulse fire from Fire Warriors with expert precision.

The Ethereals are the visionary leaders that guide the T'au onwards in their quest to civilise the hostile galaxy. These mysterious beings first united a T'au race that was locked in an endless civil war, giving them a glimpse of the enlightenment that would follow if they put aside their trivial differences and joined as one. Ever since that day, the Ethereals have held positions of absolute power amongst their species – none know the secrets of their unquestioned authority, but the presence of a single such figure inspires a reverence in the hearts of T'au that can turn the tide of a war.

The Ethereals are few, and to risk their lives by sending them on desperate missions alongside a kill team is a rash strategy that few T'au Commanders would countenance. Yet the Ethereals cannot be denied by any, not even the most senior members of the Fire caste. If they choose to risk their lives in service to the Greater Good, there are none who can oppose that decision. Many Ethereals are particularly beloved amongst the Fire Caste for their willingness to do so. Perhaps the most famous is the combative Aun'Shi of Vior'la Sept, whose exploits are many and daring. Perhaps his most famous act was on the colony of Kel'tyr, where he fought alongside a small band of Fire Warriors to protect T'au citizens against an Ork assault. Other Ethereals have been known to cross enemy-infested wastelands alongside nothing more than a small retinue of Pathfinders, in order to reach a beleaguered outpost and stir its defenders on to victory.

Ethereals are trained in the art of combat with honour blades and equalizers, exquisitely crafted weapons that serve as much a ceremonial purpose as a practical one. Their greatest weapon by far, however, is their ability to inspire intense zeal in their subjects. At their word, Fire Warriors are driven to fight on despite grievous wounds, or attack their foes with a passionate fury that borders on exultation. Should an Ethereal command it, a T'au soldier would charge headlong towards a formation of Tyranid weapon-beasts with no thought to their own safety.

THE FIRE CASTE

The Fire caste provides the warriors of the T'au. It is the duty of these soldiers to protect the other castes and to eliminate any foes foolish enough to oppose the will of the T'au Empire. Long ago the Fire caste originated from the hunter tribes of the plains, and even then they were already the strongest and most aggressive of all the T'au. Through the years, the Fire caste's desirable traits of strength and physical size have continued to increase, and any weak strains are quickly weeded out. They are guided by an enduring creed known as the Code of Fire, which stresses martial arts, loyalty, and merciless war tempered by wisdom. The Fire Warriors spend their entire lives either in battle or preparing for it, constantly honing their tactics and relentlessly working to improve their combat skills.



SEPT MARKINGS

It is not the colour of their armour that denotes from which sept Fire caste teams originate, but rather the stripes applied to their weapons and armour. These markings are the same for all members of a team, and different patterns are used to distinguish teams of the same type.



FIRE CASTE BADGE

The symbol of the Fire caste is prominently displayed on the armour of all Fire caste warriors and vehicles, regardless of sept or uniform style. This icon symbolises the warrior's adherence to the hallowed Code of Fire, and their commitment to fighting for the empire with wisdom, bravery and skill. It also signifies that no matter the bearer's sept of origin or martial background, they are bound together with their warrior kin by the emancipating truth of the Greater Good.



T'AU SEPT



VIOR'LA SEPT



SA'CEA SEPT



VASH'YA SEPT



BORK'AN SEPT



D'YANOI SEPT



N'DRAS SEPT

CADRE FIREBLADE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Cadre Fireblade	6"	3+	2+	3	3	5	3	8	4+	1
This model is armed with a markerlight, pulse rifle and photon grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Markerlight	36"	Heavy 1			-	-	-	Markerlights (see the <i>Kill Team Core Manual</i>)		
Pulse rifle	30"	Rapid Fire 1			5	0	1	-		
Photon grenade	12"	Grenade D6			-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.		
ABILITIES	For the Greater Good: When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.									
SPECIALISTS	Leadership, Logistics, Shooting, Stealth, Strategist									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	COMMANDER, INFANTRY, CADRE FIREBLADE									

VOLLEY FIRE

T'au Empire Tactic Cadre Fireblade Aura Tactic

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

As long as this model is not shaken, friendly models within 6" of this model may fire an extra shot with pulse pistols, pulse carbines and pulse rifles when shooting at a target within half the weapon's range.

1 COMMAND POINT

T'AU EMPIRE

MODEL	POINTS PER MODEL
Cadre Fireblade (Level 1)	23
Cadre Fireblade (Level 2)	28
Cadre Fireblade (Level 3)	43
Cadre Fireblade (Level 4)	63
WARGEAR	POINTS PER ITEM
Markerlight	0
Photon grenades	0
Pulse rifle	0



ETHEREAL

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Ethereal	6"	3+	4+	3	3	4	3	9	5+	1
This model is armed with an honour blade.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Equalizers	Melee	Melee			User	-1	1	A model armed with equalizers increases its Attacks characteristic by 1.		
Honour blade	Melee	Melee			+2	0	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may replace its honour blade with equalizers.This model may take a hover drone. If it does, its Move characteristic is increased to 8" and it gains the JET PACK and FLY keywords.									
SPECIALISTS	Leadership, Logistics, Strategist									
FACTION KEYWORD	T'AU EMPIRE									
KEYWORDS	COMMANDER, INFANTRY, ETHEREAL									

FAILURE IS NOT AN OPTION

T'au Empire Tactic Ethereal Aura Tactic

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

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

1 COMMAND POINT

SENSE OF STONE

T'au Empire Tactic Ethereal Aura Tactic

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

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

1 COMMAND POINT

STORM OF FIRE

T'au Empire Tactic Ethereal Aura Tactic

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

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

1 COMMAND POINT

ZEPHYR'S GRACE

T'au Empire Tactic Ethereal Aura Tactic

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

As long as this model is not shaken, you can choose to re-roll any Advance or charge rolls for friendly models within 6" of this model.

1 COMMAND POINT

T'AU EMPIRE

MODEL	POINTS PER MODEL
Ethereal (Level 1)	18
Ethereal (Level 2)	23
Ethereal (Level 3)	38
Ethereal (Level 4)	58
WARGEAR	POINTS PER ITEM
Equalizers	1
Honour blade	0
Hover drone	5



TYRANIDS

The shadow of the Tyranid race falls across the galaxy like a cloying shroud. Driven by an all-consuming imperative to feed, these horrific weaponised bioforms devour whole worlds in impossibly vast swarms, leaving them as little more than barren rocks devoid of all life.

The galaxy is a dark and terrible place, and thousands of horrors lurk amongst the stars. Yet none rival the sheer, unrelenting nightmare of the Tyranids. These ravenous aliens have no desire beyond the constant need to consume. Borne through the endless expanse of space in colossal hive fleets, the Tyranids fall upon one world after another, devouring every scrap of organic matter and leaving nothing but desolation in their wake. To see the sky darken and bruise under the fell presence of scores of Tyranid bio-ships, vomiting their locust-like swarms into the atmosphere, is to know the terror of being nothing more than prey.

None know the true origins of the Tyranids. Xenobiologists of the Imperium theorise that they hail from some incalculably distant quarter beyond the intergalactic void, and that they have been drawn to this galaxy by its proliferation of biomass much as swarming insects are drawn to fields of crops. The Tyranids' single-minded need to consume at the expense of all else is unheard of amongst any other life form, but it is not the only horrifying aspect unique to these monsters.

'The blasphemy of the Tyranids is such that only one solution is acceptable. Extermination.'

- Chaplain Ortan Cassius, Ultramarines

The coming of a Tyranid hive fleet is preceded by a smothering shroud of psychic nothingness that envelops entire star systems. Whole worlds go silent, their astropathic communications cut off by the phenomenon known as the Shadow in the Warp. Psykers caught within this field of psychic static risk losing their minds as their connection to the empyrean is overwhelmed by the hideous chittering of the collective alien consciousness known as the Hive Mind. Even those who endure must use their powers sparingly and with great care, lest their psyches be torn to shreds. With astropathic communication choked off, the inhabitants of a prey world have little choice but to take up arms, fight until their last breath and hope for a miracle.

It would be easy to witness the seething tide of a Tyranid assault wave and judge these voracious aliens to be little more than aggressive predators, but to do so would be to fatally underestimate the complexity and hideous intellect of the Hive Mind. Even as this galaxy-spanning consciousness directs invasion after invasion, it is also coordinating millions of smaller engagements, directing its specialised organisms to pave the way for the ultimate consumption of sector after sector. Vanguard creatures are despatched across the void, the heralds of the hive fleets' inexorable advance.

THE HIVE MIND

Every thought and action, every spark of life in the Tyranid race, is bound and interlinked into a single unfathomable consciousness, a great entity that stretches across hundreds of light years of space. This gestalt sentience is known as the Hive Mind. It holds all Tyranids in a psychic bond that enables them to act in perfect synchronicity. Under the influence of this ancient consciousness, the Tyranids have fed on countless planets and devoured civilisations for aeons.

The majority of Tyranid organisms have no distinct mind as a human would understand it, having been created to perform a single task to the exclusion of all else. Unless the implacable will of the Hive Mind instructs them to do otherwise, these organisms simply fulfil the functions for which they were created, acting on nothing more than instinct. Larger, more complicated Tyranid beasts have been grown to make limited decisions appropriate to current stimuli

and situations, but even these actions are subordinate to the goals of the Hive Mind.

The Hive Mind's influence is strongest in the vicinity of creatures such as Tyranid Warriors and the feared Hive Tyrants. These beings are able to communicate with their kin, not through language, but by a synaptic form of telepathy through which they relay and channel the will of the Hive Mind. Under the command of such creatures, the Tyranids operate in perfect unison, slaved to the psychic imperatives of a single communal intelligence. However, should the synapse creatures be slain, the link between individual creatures and the Hive Mind will be severed – many of the lesser organisms will revert to their baser, animalistic behaviours. For this reason, the Tyranid swarms do not have only a single commander, but many, to ensure the Hive Mind's synaptic control is maintained across the entire Tyranid race.

Genestealers sow webs of sedition and mutation amidst the infrastructure of prey worlds, years before any bio-ships darken the skies above. Lictors stalk the shadows, preying upon the enemy's commanders and leaders, sowing panic and confusion with every kill. Specialised nodes of Tyranid Warriors and lesser organisms range across contested worlds, striking at weak points in the enemy's defence.

Should the Hive Mind require an even more delicate level of control, it will assign particularly terrifying and advanced beasts to facilitate its prey's demise. Tyranid Primes are the apex of the Tyranid Warrior strain, stronger, faster and more cunning than even their much feared kin. Their synaptic control is incredibly advanced, and in the absence of a leader-beast such as a Hive Tyrant, they operate as lynchpins for the Hive Mind, synchronising and directing the attacks of lesser organisms. Each of these creatures is also a fearsome threat in its own right. They bear an incredibly varied assortment of weapon biomorphs, including deathspitters, monomolecular-edge boneswords and rapid-firing devourers. Tyranid Primes are also imbued

with the genetic knowledge of thousands of previous battles, further enhancing their deadly skills.

Genestealers are swift, six-armed killing machines that act as shock troops for the hive fleets' armies. The greatest of their number are known as Broodlords. These advanced organisms are far larger than their kin, with claws as long as power swords that can slice clean through ceramite power armour. They lead the Genestealers' lethal ambushes, emerging from hidden lairs into the heart of the enemy formation, tearing their prey apart with great sweeps of their taloned forelimbs. In addition, each Broodlord is a potent synapse creature, capable of channelling the horrendous psychic power of the Hive Mind into blasts of energy that can incinerate its victims' minds, or drive their Genestealer kin into a murderous frenzy. To face such a beast in battle is to be met with a whirlwind of lacerating claws that strike with such swiftness and strength that they seem like nothing more than a blur of light. Hardened kill teams have been rendered into sprays of gore within seconds of encountering these monsters, killed so swiftly they barely registered their fate.

THE SHADOW IN THE WARP

It is unknown if the Shadow in the Warp is created deliberately by the hive fleets, or if it is simply a by-product of the Hive Mind's innate synaptic control. In any case, the Shadow in the Warp creates fear and panic wherever it falls, instilling a pervasive dread into the minds of a prey world's defenders, plunging entire planets into misery and despair. For highly psychic races such as the Aeldari, or for luckless psykers caught within this enervating effect, the malaise is magnified tenfold. Should a psyker attempt to use his otherworldly abilities, the cerebral cacophony worsens even further; the psychic sound of a billion alien thoughts scratches at his mind, and unless he is particularly strong-willed he will be pitched into insanity, repeatedly uttering phrases in a tongue impossible to properly pronounce.

For the Imperium of Man, whose means of interstellar communication and travel rely upon highly specialised psykers such as Astropaths and Navigators, the Shadow in the Warp is one of the deadliest facets of the Tyranid menace. Bereft of their means to call for reinforcements or safely navigate surrounding space, the worlds of the Imperium are easily isolated from the wider galaxy.

The Hive Mind can weaponise the Shadow in the Warp upon the battlefield by spawning specialised bioforms that can channel its immense power. The most powerful organisms, such as Hive Tyrants and

Broodlords, employ these horrifying emanations to overwhelm their foes and bolster the lesser creatures bound to their control. Packs of Termagants and Hormagaunts can be directed with astonishing precision, ignoring even the most grievous wounds as their metabolism is driven into overdrive via the synaptic conduit. Even the hardest warriors can break in the face of such an assault, as the synapse creature drowns them in a tide of all-encompassing terror, the unfathomable dread of an utterly alien consciousness.



TYRANID PRIME

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tyranid Prime	6"	2+	3+	5	5	6	4	10	3+	1
This model is armed with scything talons and a devourer.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Deathspitter	24"	Assault 3		5	-1	1	-			
Devourer	18"	Assault 3		4	0	1	-			
Flesh hooks	6"	Assault 2		User	0	1	This weapon can be fired within 1" of an enemy model, and can target enemy models within 1" of friendly models.			
Spinefists	12"	Pistol *		3	0	1	When a model fires this weapon, it makes a number of shots equal to its Attacks characteristic.			
Boneswords	Melee	Melee		User	-2	1	A model armed with boneswords can make 1 additional attack with them in the Fight phase.			
Lash whip and bonesword	Melee	Melee		User	-2	1	If the bearer is taken out of action in the Fight phase before it has made its attacks in that phase, it may immediately fight before being removed from the battlefield.			
Rending claws	Melee	Melee		User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.			
Scything talons	Melee	Melee		User	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each time it fights.			
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its devourer with a deathspitter, scything talons, spinefists, boneswords, rending claws, or a lash whip and bonesword.• This model may replace its scything talons with either boneswords, rending claws, or a lash whip and bonesword.• This model may have flesh hooks.• This model may have toxin sacs and/or adrenal glands.									
ABILITIES	Adrenal Glands: If a model has adrenal glands, add 1" to the distance it can move when it Advances or charges. Shadow in the Warp: Subtract 1 from any psychic tests made for enemy PSYKERS within 18" of any models with this ability. TYRANIDS PSYKERS are not affected.						Synapse: TYRANIDS models automatically pass Nerve tests while within 12" of any friendly models with this ability. Toxin Sacs: Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.			
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Strategist, Strength									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	COMMANDER, INFANTRY, SYNAPSE, TYRANID PRIME									

ALPHA WARRIOR

Tyranids Tactic Tyranid Prime Aura Tactic

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

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

1 COMMAND POINT

TYRANIDS

MODEL	POINTS PER MODEL
Tyranid Prime (Level 1)	50
Tyranid Prime (Level 2)	65
Tyranid Prime (Level 3)	80
Tyranid Prime (Level 4)	105
WARGEAR	POINTS PER ITEM
Adrenal glands	1
Boneswords	5
Deathspitter	5
Devourer	0
Flesh hooks	2
Lash whip and bonesword	5
Rending claws	0
Scything talons	0
Spinefists	0
Toxin sacs	8

BROODLORD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Broodlord	8"	2+	-	5	5	6	6	10	4+	1
This model is armed with monstrous rending claws.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Monstrous rending claws	Melee	Melee		User	-3	D3	You can re-roll failed wound rolls for this weapon. In addition, each time you make a wound roll of 6+, that hit is resolved with an AP of -6 and Damage of 3.			
ABILITIES	Lightning Reflexes: This model has a 5+ invulnerable save.									
	Shadow in the Warp: Subtract 1 from any psychic tests made for enemy PSYKERS within 18" of any models with this ability. TYRANIDS PSYKERS are not affected.									
	Swift and Deadly: You can re-roll failed charge rolls for this model.									
	Synapse: TYRANIDS models automatically pass Nerve tests while within 12" of any friendly models with this ability.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as one psychic power generated from the Hive Mind discipline (see below).									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Psyker, Stealth, Strategist, Strength									
FACTION KEYWORD	TYRANIDS									
KEYWORDS	COMMANDER, INFANTRY, GENESTEALER, PSYKER, SYNAPSE, BROODLORD									

HIVE MIND DISCIPLINE

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

D3 RESULT

1 DOMINION

The Tyranid uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.

Dominion has a warp charge value of 4. If manifested, select a friendly model within 18" of the psyker that has the Instinctive Behaviour ability. Until the start of the next Psychic phase, that model ignores its Instinctive Behaviour ability and automatically passes Nerve tests.

2 CATALYST

Through its synaptic conduits, the Hive Mind reaches out to infuse the organisms under its control, invigorating their metabolisms with unnatural vitality.

Catalyst has a warp charge value of 5. If manifested, select a friendly model within 18" of the psyker. Until the start of the next Psychic phase, roll a D6 each time that model loses a wound. On a 5+ that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

3 THE HORROR

The terrifying psychic presence of the Hive Mind radiates from the synapse creature, flooding the minds of the Tyranids' enemies and causing them to quail and panic.

The Horror has a warp charge value of 5. If manifested, select an enemy model within 18" of and visible to the psyker. Until the start of the next Psychic phase, that model must subtract 1 from their hit rolls and Leadership characteristic.

TYRANIDS	
MODEL	POINTS PER MODEL
Broodlord (Level 1)	131
Broodlord (Level 2)	151
Broodlord (Level 3)	171
Broodlord (Level 4)	196
WARGEAR	POINTS PER ITEM
Monstrous rending claws	0

GENESTEALER CULTS

From dark depths and shadowy streets emerge the Genestealer Cultists, malformed figures united by a sinister worship of inscrutable star-born entities. Secretive, stealthy and utterly malignant, they are the cankers growing unseen in the hidden spaces of the Imperium.

Humanity is beset on all fronts by xenos raiders and the nightmarish forces of Chaos. Billions of lives are sacrificed upon the altar of war every day to keep the enemy at bay. Yet the most insidious threat to Mankind's survival may already have seeped into the bloodstream of the Imperium. Embedded into the infrastructure of countless seemingly loyal worlds, the Genestealer Cults bide their time, spreading tendrils of corruption through the native population until they are ready to begin their bloody insurrections. Once unleashed, they rise up in a surging tide, armed with stolen Imperial weaponry and crude industrial tools turned to horrific purpose.

Resilient and possessed of razor-sharp claws that can carve through ceramite, Genestealers are used in open battle by the hive fleets as shock assault troops. When infiltrating Imperial space, however, the Genestealers instead show their capacity for stealth and cunning. Slinking and creeping, hiding and murdering in silence, Genestealers stow away on spacecraft, spreading along space lanes like a virus. It only takes a single Genestealer successfully slipping aboard a cargo freighter and reaching a populated world to spell the doom of an entire sector.

Once it has found a secure lair near a heavily populated civic area, the organism begins its dark work. In the space of a few years, hundreds of civilians will have been abducted by the creature and subjected to the Genestealer's Kiss. Thus infected with foul xenos biomass, these victims begin to see the Patriarch – as the Genestealer who instigates such a cult is known – as a messianic figure, a herald sent by benevolent saviours from another galaxy. In time, the infected give birth to new generations of tainted hybrids, from swollen, malformed brutes to fully indoctrinated hybrids that can exist alongside non-infected humans for decades with no hint of their ultimate allegiance. As the Patriarch sows the seeds of corruption, its body swells grotesquely, its claws and teeth elongating and its carapace stretching to enormous size. This hulking monster bides its time in a hidden lair deep beneath the world it plots to overthrow, waiting with spider-like patience for its moment of ascension.

For centuries a cult can fester within the flesh of a loyalist world, waiting for the moment of their absolution. When the Patriarch's minions receive the psychic command to begin the final insurrection, the hybrids arm themselves with purloined military gear

and mining tools and surge forth from their hidden lairs in massed tides. Guided by the cunning will of their Primus masters, they strike at key tactical locations – communications outposts, spaceports and munition yards.

Though many Genestealer Cults thoroughly infiltrate all levels of their local Astra Militarum forces, securing armoured vehicles and military wargear for the revolution, it is surprise and confusion – not overwhelming numbers – that are their greatest weapons. Packs of cultists roam through industrial wastelands, lacing killzones with improvised explosives and trip-mines and launching harrying strikes upon the bewildered enemy before fading back into the shadows. Supply districts are picked clean of precious ammunition and weapons, and communications lines are secretly cut off. Without a flicker of remorse, indoctrinated Guardsmen turn their lasguns and flamethrowers upon their comrades. The shock of such sudden betrayal can break the morale of an Astra Militarum regiment in short order, leaving them routed and helpless against the rising insurrection.

It is the Primus of a cult that is tasked with overseeing this insurrection, and with intervening personally if a mission is key to the cult's ultimate victory. Imposing figures wielding boneswords gifted to them by the Patriarch itself, the war leaders are experts at the art of ambush warfare, leading their fellow cultists through hidden paths to emerge at the flank of their enemy, striking with sudden and overwhelming force, then fading away before the foe can react. A Primus leads from the front, wielding his bonesword with deadly finesse, and stabbing an injector claw deep into the flesh of his foes, subjecting them to cell-dissolving toxins retro-engineered from the Patriarch's own blood. Should he need to take on his foes at range, the Primus will perforate their bodies with darts laced with deadly poison from his needle pistol.

'When the crimson stars scream and tears of fire fall from the skies, then shall the Unseen King awaken at last to bring hope to his children and death to the faithless. So I have foreseen, and so it shall be.'

- Magus Isnakire Veloy, Cult of the Pauper Princes

The Magus is the hand of the Patriarch, the telepathic conduit that the monstrous creature employs to see the

Hive Mind's will done. To these enigmatic figures go the most sensitive tasks; the spreading of the cult's influence and the mind-slaving of potentially useful foes. Granted immense psychic power by their genetic legacy, the Magus wields powers of deception and beguilement, and is able to turn his foes on each other by filling their minds with the maddening touch of the Shadow in the Warp. Those caught by his serpentine gaze can find themselves hopelessly enthralled, totally oblivious to the carnage being wrought around them, or even convinced they are transforming into aliens.

The most intelligent and capable Acolyte Hybrids are entrusted with the sacred duty of bearing the cult's standard into battle. Known as Iconwards, these beings are afforded great respect by their kin, for they hold in their claws the underworld heraldry of the Patriarch, Primus and Magus, the holy triad of the cult. Bellowing with righteous zeal, they raise high the glory of the broodkin for all to see. The unveiling of these artefacts, crafted from xenos matter and stitched with cryptic iconography, is a sign that the hour of ascension draws close. The mere sight of them flying above the battlefield is enough to drive the tainted masses into a pseudo-religious frenzy, inspiring them to

commit insane acts of devotion and self-sacrifice. For a Genestealer Cult kill team to be assigned to accompany the bearer of one of these artefacts is an almost unthinkable honour.

At the heart of every Genestealer Cult is its Patriarch, the genesis of a planet-wide insurrection. These creatures are nightmares made flesh, colossal, hunched figures lurking in the dark places of the world, preying upon the unwary and spreading their malign influence through the fabric of society with ancient cunning. Twice as tall as a Space Marine and rippling with horrifying, alien strength, the Patriarch can peel apart tanks with its diamond-hard talons as easily as it can burst the skulls of its victims with blasts of psychic energy or bind them to its eternal service with a glance. To gaze into the Patriarch's blazing eyes is to look upon the true and horrifying reality of the Hive Mind, and to know that one's death is only a heartbeat away. Cautious and cunning by nature, Patriarchs rarely emerge from their subterranean lairs until the moment of their hidden dynasty's uprising. If they do roam forth to hunt and kill, it is always in the company of Genestealer kin or trusted acolytes, who are filled with rapturous bliss to be honoured with such holy duty.



MAGUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Magus	6"	3+	3+	3	3	4	3	8	5+	1
This model is armed with an autopistol and force stave.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Autopistol	12"	Pistol 1			3	0	1	-		
Force stave	Melee	Melee			+2	-1	D3	-		
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power as well as one psychic power generated from the Broodmind discipline (see below).									
SPECIALISTS	Leadership, Logistics, Psyker, Stealth									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, COMMANDER, PSYKER, MAGUS									

BROODMIND DISCIPLINE

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

D3 RESULT

1 PARALYSING HYPNOSIS

The psyker's eyes glow strangely as he casts his gaze across his chosen victim, his mental dominion putting them into a trance-like state so the cult can take them apart at leisure.

Paralysing Hypnosis has a warp charge value of 6. If manifested, select a visible enemy model within 18" of the psyker. Until the start of the next Psychic phase, the target cannot fire Overwatch, cannot be chosen to fight until all other models able to do so have fought in the Fight phase (even if it charged), and must subtract 1 from its hit rolls.

2 MIND CONTROL

Palsied fingers twitch and facial muscles spasm as the psyker's mark is taken over completely, then forced to witness their own traitorous actions as they open fire upon their trusted comrades.

Mind Control has a warp charge value of 6. If manifested, pick an enemy model within 12" of the psyker and roll 3D6. If the score is less than that model's Leadership characteristic nothing happens. If it is equal to or greater, that model immediately shoots another enemy model of your choice as if it were the Shooting phase, or makes a single close combat attack against another enemy model within 1" as if it were the Fight phase, as if it were part of your kill team.

3 MIGHT FROM BEYOND

An alien strength lurks in every being that carries the Genestealer Curse. With a low whisper that rises to a scream, the psyker amplifies this hidden might, and a loyal follower is swollen with empowering energy born of the void itself.

Might From Beyond has a warp charge value of 6. If manifested, select a friendly model within 18" of the psyker. Add 1 to the Strength and Attacks characteristics of that model until the start of the next Psychic phase.

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Magus (Level 1)	30
Magus (Level 2)	35
Magus (Level 3)	50
Magus (Level 4)	70
WARGEAR	POINTS PER ITEM
Autopistol	0
Force stave	0



PRIMUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primus	6"	2+	3+	4	3	5	4	9	5+	1
This model is armed with a needle pistol, bonesword, toxin injector claw and blasting charges.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Needle pistol	12"	Pistol 1		1	0	1	This weapon always wounds on a roll of 2+.			
Bonesword	Melee	Melee		User	-2	1	-			
Toxin injector claw	Melee	Melee		User	-1	1	This weapon always wounds on a roll of 2+. Furthermore, each time you make a wound roll of 6+ with this weapon, that hit is resolved with an AP of -4 .			
Blasting charge	6"	Grenade D6		3	0	1	-			
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, COMMANDER, PRIMUS									

CULT DEMAGOGUE

Genestealer Cults Tactic Primus Aura Tactic

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

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

1 COMMAND POINT

METICULOUS PLANNING

Genestealer Cults Tactic Primus Tactic

Use this Tactic at the start of the first battle round if your kill team includes a **PRIMUS**. Roll a D6 for each model from your kill team that did not move as a result of the Cult Ambush ability. On a roll of 5+, you can move that model as described in its Cult Ambush ability.

2 COMMAND POINTS

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Primus (Level 1)	28
Primus (Level 2)	33
Primus (Level 3)	48
Primus (Level 4)	68
WARGEAR	POINTS PER ITEM
Blasting charges	0
Bonesword	0
Needle pistol	0
Toxin injector	0

'Tonight we make our oppressors suffer. Tonight, we spread terror and panic in the streets, and raise high the banners of the Great Wyrms. The Star Children are watching, my comrades. We must earn their favour.'

- Volmer Khras, Butcher of Teutopol



PATRIARCH

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Patriarch	8"	2+	5+	6	5	6	6	10	4+	1
This model is armed with monstrous rending claws.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Monstrous rending claws	Melee	Melee			User	-3	D3	You may re-roll failed wound rolls for this weapon. In addition, each time you make a wound roll of 6+, that hit is resolved with an AP of -6 and Damage of 3.		
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".							Swift and Deadly: You can re-roll failed charge rolls for this model.		
	Lightning Reflexes: This model has a 5+ invulnerable save.							Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.		
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power and <i>The Horror</i> psychic power (pg 89).									
SPECIALISTS	Ferocity, Fortitude, Melee, Psyker, Stealth, Strength									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, GENESTEALER, COMMANDER, PSYKER, PATRIARCH									

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Patriarch (Level 1)	131
Patriarch (Level 2)	151
Patriarch (Level 3)	171
Patriarch (Level 4)	196
WARGEAR	POINTS PER ITEM
Monstrous rending claws	0

'Let your hearts fill with fierce joy, for this day we fight at the side of Greatfather Lash, herald of the rapture! His talons shall shear our chains and unmake our enemies!'

- Iconward Hagggra, emissary of the Lord Below

ACOLYTE ICONWARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Acolyte Iconward	6"	3+	3+	4	3	4	4	8	5+	1
This model is armed with an autopistol, rending claw and blasting charges.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Autopistol	12"	Pistol 1			3	0	1	-		
Rending claw	Melee	Melee			User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.		
Blasting charge	6"	Grenade D6			3	0	1	-		
ABILITIES	Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
	Sacred Cult Banner: You can re-roll failed Nerve tests for friendly models that are within 6" of this model.									
	Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point.									
SPECIALISTS	Ferocity, Fortitude, Leadership, Melee, Stealth									
FACTION KEYWORD	GENESTEALER CULTS									
KEYWORDS	TYRANIDS, INFANTRY, COMMANDER, ACOLYTE ICONWARD									

NEXUS OF DEVOTION

Genestealer Cults Tactic Acolyte Iconward Aura Tactic

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

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

1 COMMAND POINT

GENESTEALER CULTS

MODEL	POINTS PER MODEL
Acolyte Iconward (Level 1)	18
Acolyte Iconward (Level 2)	23
Acolyte Iconward (Level 3)	38
Acolyte Iconward (Level 4)	58
WARGEAR	POINTS PER ITEM
Autopistol	0
Blasting charges	0
Rending claw	0



HEROIC REGALIA

Kill team Commanders march to war clad in the panoply of heroes, wielding awesome artefacts and weapons of war. From stern-faced officers to slime-dripping alien horrors, and berserker champions to shadow-stalking assassins, these masters of war are an imposing and formidable sight.



Space Marines Primaris Captain with master-crafted stalker bolt rifle and power sword



Space Marines Primaris Lieutenant with master-crafted auto bolt rifle and bolt pistol



An abandoned Munitorum facility becomes a fire-ravaged deathtrap as a Space Wolves Rune Priest leads a team of battle-hardened specialists in a hunt-and-destroy mission against a Broodlord and his slaving Genestealers.





Grey Knights Brotherhood Champion with
Nemesis force sword and storm bolter



Space Marines Primaris Chaplain with
crozius arcanum and absolver bolt pistol



Deathwatch Watch Master
with guardian spear



Deathwatch Space Marines led by a Watch Master desperately battle their way towards an extraction point, with Genestealers closing in.



A foolhardy T'au Pathfinder attempts to flank a pinned unit of Tempestus Scions, only to find himself staring down the glowing barrel of a Commissar's plasma pistol.



Astra Militarum Tempestor Prime with bolt pistol



Astra Militarum Lord Commissar with bolt pistol and power sword



Adeptus Mechanicus Tech-Priest Engineer with laspistol, Omnissian axe and servo-arm



This Tech-Priest Dominus feeds reams of ballistic data and kill-coordinates to his retinue of Skitarii, guiding their volleys with lethal precision.



A Cadre Fireblade leads a reconnaissance mission into a Sector Mechanicus, only to discover the putrid presence of the Death Guard.



Thousand Sons Exalted Sorcerer
with force stave on Disc of Tzeentch



Thousand Sons Tzaangor Shaman
with force stave on Disc of Tzeentch



Death Guard Tallyman with
plasma pistol



Asuryani Farseer
with shuriken pistol
and witchblade



Asuryani Autarch with
power sword, fusion pistol
and Swooping Hawk wings



Harlequins Shadowseer
with neuro disruptor
and miststave



Harlequins Troupe Master
with shuriken pistol and
power sword



Led by the notorious butcherer Lady Atrixes, the sadistic kill team of Drukhari known as the Flensing Fang hunts Orks amidst the sweltering forests of the death world Heliokora.



The Flensing Fang launches a surprise raid on an Ork loot stash, only to run into the vengeful Warboss Gobrokka and his lads.



Ork Big Mek with shokk attack gun



Ork Painboy with power klaw and 'urty syringe



Necron Cryptek with staff of light and
Canoptek cloak



Necron Overlord
with voidscythe



Nemesor Ankra of the Novokh takes to the battlefield to ensure his enemies' obliteration, guarded by his elite kill team, the Exalted Scythe.



A Cadre Fireblade directs lethal volleys of pulse fire against an onrushing kill team of Tempestus Scions.



A Broodlord ambushes a Deathwatch kill team, its hulking form emanating the choking power of the Shadow in the Warp.



Bearing the sacred banner of his cult, an Acolyte Iconward leads an assault against the tyrannical oppression of the Adeptus Mechanicus.



Genestealer Cults Magus with autopistol and force stave



Genestealer Cults Patriarch with monstrous rending claws



Genestealer Cults Primus with needle pistol, bonesword and toxin injector claw

MISSIONS

Below you will find three examples of open play missions for games of Kill Team with Commanders, along with ideas to spark your imagination for other open play games. In addition, on pages 108-113 you will find six narrative play missions, and on pages 114-119 you will find six matched play missions.

- A commander herds a disposable band of misfits on a suicidal mission behind enemy lines.
- A leader has shown great potential, and is being assessed in the field by their commanding officer.
- A newly promoted commander is given a baptism of fire to prove their worth.
- Though not a commander as such, a solitary warrior of rare and incredible skill sets off into the darkness to take the fight to the enemy alone.
- High command is convinced that a traitor lurks within their ranks. Those most suspected are sent into battle under the watchful gaze of a commander tasked with rooting out the informant.
- A commander has sworn to avenge the death of their comrade at the hands of an enemy officer.
- Surrounded after a terrible defeat, a general and the last few survivors of their army prepare to make their final stand.
- An audacious junior officer is eager for promotion, and volunteers to lead a small band of hard-bitten veterans on a dangerous raid into no man's land.
- A senior officer lies wounded in the field, defended only by their loyal aide-de-camp and bodyguard. They must hold out long enough for an emergency extraction.
- The last survivors of a crashed aerial transport must evade their hunters and make their way through enemy lines back to safety.
- A legendary sniper has been plying their deadly trade in this area. Hunt them down or die in the attempt.

OPEN PLAY MISSION NONE SHALL PASS

A commander leads an elite band of specialist warriors to guard a route into the heart of a city against the vanguard of an impossibly large enemy host.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team. The defender can include one Commander, and all of their other models can be specialists if you wish. We recommend that the attacker's only specialist be a Leader, but their kill team should heavily outnumber the defender's kill team.

THE BATTLEFIELD

Create the battlefield and set up terrain. The defender then picks one battlefield edge to be the line they must hold.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up their kill team anywhere wholly within 6" of the battlefield edge they must hold. The attacker then sets up their kill team anywhere wholly within 6" of the opposite battlefield edge.



BATTLE LENGTH

The battle ends at the end of battle round 5.

VICTORY CONDITIONS

The attacker can move any of their models off the defender's battlefield edge if that model's move is sufficient to take them wholly over the edge of the battlefield. A model that does so has broken through – it is not considered to be out of action, but takes no further part in the mission. At the end of the battle, the attacker scores 1 victory point for each model that has broken through, while the defender scores 1 victory point for each of the attacker's models that was taken out of action. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

OPEN PLAY MISSION HEROIC STAND

Surrounded on all sides by the enemy, a valiant commander chooses to stand their ground to buy time for their kill team to escape.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team. The defender can include one Commander, whilst we recommend that the attacker does not.

THE BATTLEFIELD

Create the battlefield and set up terrain.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender first sets up their entire kill team anywhere wholly within 5" of the centre of the battlefield. The attacker then sets up their entire kill team anywhere on the battlefield that is more than 8" from the defender's models.



BATTLE LENGTH

The battle ends at the end of battle round 5.

VICTORY CONDITIONS

The defender can move any of their models, other than their Commander, off any battlefield edge if that model's move is sufficient to take them wholly over the edge of the battlefield. A model that leaves the battlefield this way is not considered to be out of action, but takes no further part in the mission.

If the defender manages to move at least half of the models in their kill team (excluding their Commander) off the battlefield before their Commander is taken out of action, the defender wins. Otherwise the attacker wins.

OPEN PLAY MISSION FACE-OFF

In the middle of a raging battle, two commanders find themselves alone in the eye of the storm. With weapons loaded and blades drawn, they are both ready to face their moment of destiny.

THE KILL TEAMS

This is a mission for two players. Each player chooses a kill team consisting of one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players roll off, with the winner picking one table edge to be their starting position.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The player that won the earlier roll-off sets up their Commander anywhere wholly within 3" of the battlefield edge they chose. Their opponent then sets up their Commander anywhere wholly within 3" of the opposite battlefield edge.

BATTLE LENGTH

The battle lasts until one player's Commander is taken out of action.

VICTORY CONDITIONS

The player that took their opponent's Commander out of action wins.



NARRATIVE PLAY MISSION

CUT OFF THE HEAD

Should an enemy commander be located, finding a way to eliminate them can strike a massive blow for the ongoing war effort. Yet such important dignitaries are rarely found without a hardened bodyguard to protect them, making any assassination attempt an incredibly risky venture.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. The defender must include one Commander in their kill team, and the attacker cannot include a Commander.

THE BATTLEFIELD

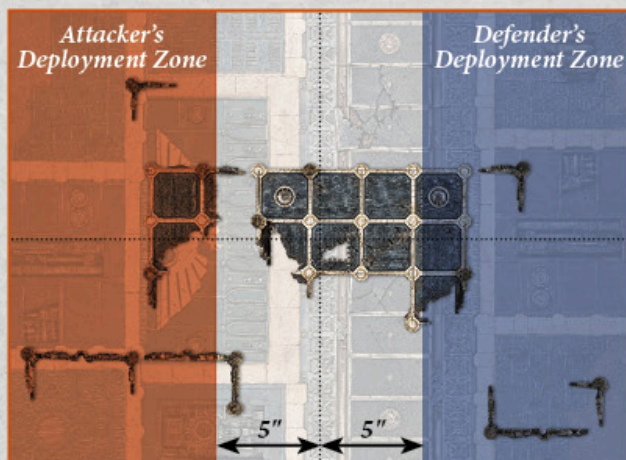
Create the battlefield and set up terrain. An example of how you might do this is shown below.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.



BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the attacker rolls. In addition, if the defender's Commander is out of action at the end of a battle round, the battle ends.

VICTORY CONDITIONS

If, at the end of the battle, the defender's Commander has been taken out of action, the attacker wins. Otherwise, the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Intelligence and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale.

ISOLATE AND ELIMINATE

Attacker Tactic

Use this Tactic at the start of the Fight phase if there are no enemy models within 3" of the enemy Commander. You can re-roll hit rolls of 1 for attacks that target the enemy Commander that phase.

1 COMMAND POINT

LUCK FAVOURS THE BOLD

Defender Tactic

Use this Tactic after declaring a charge with your Commander. For the rest of the battle round, roll a D6 each time your Commander loses a wound. On a 5+ that wound is not lost. If a model already has an ability with a similar effect (such as Disgustingly Resilient), you can choose which effect applies, and re-roll 1s when making these rolls.

1 COMMAND POINT

NARRATIVE PLAY MISSION

AUTHENTICATION PROTOCOLS

Reliable intelligence or intercepted communications can be invaluable if used correctly. However, ensuring the veracity of such information is crucial before any military commitment can be made, and many warlords insist upon confirmation in person by a commander of sufficient rank whenever possible.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. The attacker must include one Commander in their kill team, and the defender cannot include a Commander.

THE BATTLEFIELD

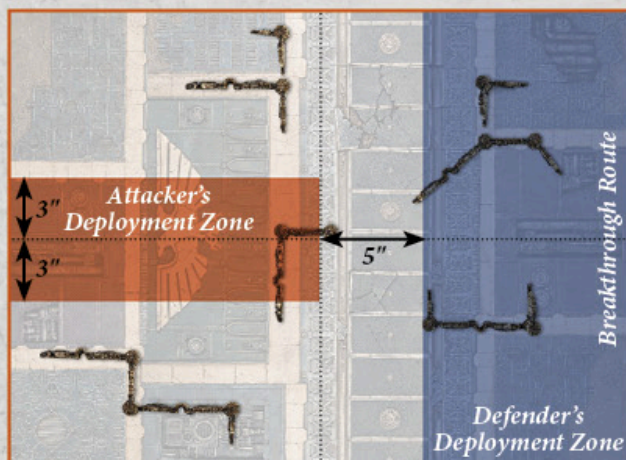
Create the battlefield and set up terrain. An example of how you might do this is shown below.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.



BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the defender rolls. In addition, if the attacker's Commander is out of action at the end of a battle round, or makes a successful breakthrough (see below), the battle ends.

VICTORY CONDITIONS

If, at the end of the battle, the attacker's Commander has made a successful breakthrough, the attacker wins. Otherwise, the defender wins.

BREAKTHROUGH

The attacker can move their Commander off the edge of the battlefield labelled 'Breakthrough Route' in the Movement phase if their move is sufficient to take them wholly over the edge of the battlefield. If they do so their Commander is not considered to be out of action, but takes no further part in the mission.

RESOURCES

In a campaign game, the losing player loses 1 Intelligence and the winner gains 1 Intelligence.

FORCE A PASSAGE!

Attacker Tactic

Use this Tactic at the start of the Movement phase. Until the end of the phase, you can re-roll failed charge rolls for your Commander and any friendly models that are within 3" of them when you use this Tactic.

1 COMMAND POINT

DRIVE THEM BACK!

Defender Tactic

Use this Tactic at the start of the Fight phase. Pick a model from your kill team that is within 1" of an enemy model. That model can be chosen to fight in the Hammer of Wrath section of the Fight phase even if they did not make a charge move.

1 COMMAND POINT

NARRATIVE PLAY MISSION

TIP OF THE SPEAR

Commanders are often found at the head of an important offensive, fighting from the front to ensure the success of the attack. When faced with such a formidable adversary, the enemy must redouble their efforts lest their line be overrun.

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. The attacker must include one Commander in their kill team, and the defender cannot include a Commander.

THE BATTLEFIELD

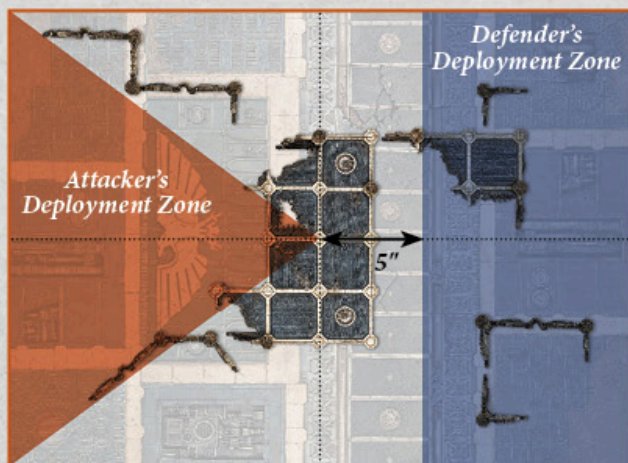
Create the battlefield and set up terrain. An example of how you might do this is shown below.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.



BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the initiative in that battle round rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, at the end of the game, the attacker scores 3 victory points if their Commander is wholly within the defender's deployment zone, and 1 victory point for each other model from their kill team that is wholly within the defender's deployment zone. The defender scores 3 victory points if the enemy Commander was taken out of action, and 1 victory point for each other enemy model that was taken out of action. The player with the most victory points is the winner. If there is a tie, the attacker wins if their Commander is still on the battlefield, otherwise the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Territory. If the defender wins the mission, the attacker loses 1 Morale.

SPEARTIP STRIKE

Attacker Tactic

Use this Tactic at the start of the Fight phase if your Commander made a charge move earlier in the battle round. Add 1 to wound rolls for your Commander's attacks in that phase.

1 COMMAND POINT

HOLD YOUR GROUND!

Defender Tactic

Use this Tactic at the start of the Morale phase. If you do so, friendly models wholly within your deployment zone automatically pass Nerve tests until the end of that phase.

2 COMMAND POINTS

NARRATIVE PLAY MISSION

EXTRACTION

If a commander is wounded in battle, it is imperative that a rescue attempt be made before they are finished off, or worse, spirited away and subjected to interrogation, for the knowledge they hold cannot be allowed to fall into the hands of the enemy.

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. The attacker must choose one Commander, but this model is free (they do not need to pay points to include them in their kill team).

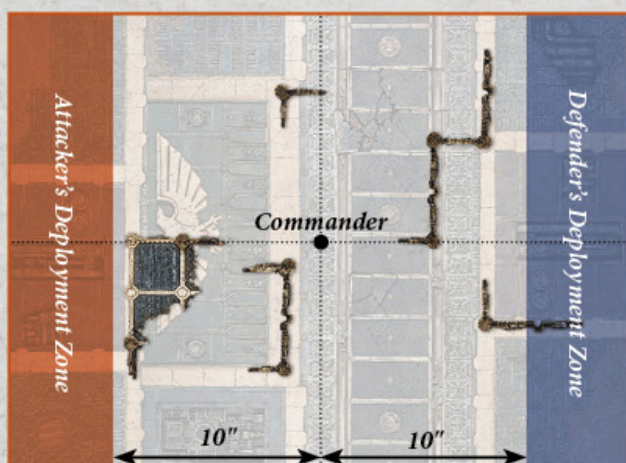


THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. The attacker then sets up their Commander as close as possible to the centre of the battlefield.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.



DEPLOYMENT

The players alternate setting up models, starting with the attacker. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins. The attacker can choose which player has the initiative in the first battle round.

BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the attacker rolls. In addition, if the attacker's Commander is out of action at the end of a battle round, the battle ends.

VICTORY CONDITIONS

If, at the end of the battle, the attacker's Commander has been taken out of action, the defender wins. Otherwise, the attacker wins.

WALKING WOUNDED

The Commander is badly wounded, so starts the game with one flesh wound and their Move, Attacks, Leadership, Wounds and Strength characteristics are reduced by 1 for the duration of the battle. In addition, the Commander cannot Advance or make charge moves during the battle.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Intelligence. If the defender wins the mission, the attacker loses 1 Intelligence and 1 Morale.

THROUGH GRITTED TEETH

Attacker Tactic

Use this Tactic when it is your turn to move in the Movement phase. Your Commander can Advance or attempt to charge this phase.

1 COMMAND POINT

NARRATIVE PLAY MISSION

DUEL OF HONOUR

Almost every form of human and alien life possesses its own warrior culture. As such, it is not unusual to find two enemy commanders advancing out in front of their lines to engage in personal combat, their honour guards either unwilling or forbidden to interrupt until one stands and the other falls.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield will be theirs.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players set up their Commanders 1/2" apart in the centre of the battlefield, on the side that is nearest their edge of the battlefield (see the example below), and then the first battle round begins. At the end of their turn to move in the Movement phase of the first battle round, each player sets up the remaining models from their kill team wholly within 6" of their edge of the battlefield.



BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the initiative in that battle round rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

VICTORY CONDITIONS

If, at the end of the battle, a player's Commander has been taken out of action, their opponent scores 3 victory points, or 5 victory points if that Commander was taken out of action by a Commander. Each player scores 1 victory point for each other enemy model taken out of action. The player with the most victory points is the winner. If there is a tie, the Victor (see below) is the winner. If there is a tie and there is no Victor, the result is a draw.

HONOUR DUEL

Neither Commander can Fall Back in the first battle round. Players cannot target or charge the enemy Commander with any models from their kill team other than their own Commander (for example, a **PSYKER** that is not a Commander cannot manifest the *Psybolt* psychic power if it would target the enemy Commander), unless their Commander is out of action. If the enemy Commander was taken out of action by an attack made or psychic power manifested by a player's Commander, that player is the Victor, and can use the Trophy Kill Tactic (see below) from that point on, as long as their Commander is not shaken or out of action.

RESOURCES

In a campaign game, the losing player loses 1 Morale. The winner gains 1 Morale if they are a Victor, but otherwise does not lose or gain Morale. Players that draw do not lose or gain Morale.

TROPHY KILL

Victor Tactic

Use this Tactic at the start of the Morale phase. All friendly models on the battlefield automatically pass Nerve tests.

1 COMMAND POINT

NARRATIVE PLAY MISSION

ARMY OF ONE

Whether they are the sole survivor of a crashed transport or they prefer to fight alone, unencumbered by the weight of leadership, a commander will sometimes perform a solo mission. Although they will inevitably be horribly outnumbered, commanders rarely reach such elevated positions by accident...

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then the defender chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose, and does not include a Commander. The attacker's kill team is a Commander with the Faction keyword they chose that does not cost more than 100 points (including their wargear and Commander Traits).

THE BATTLEFIELD

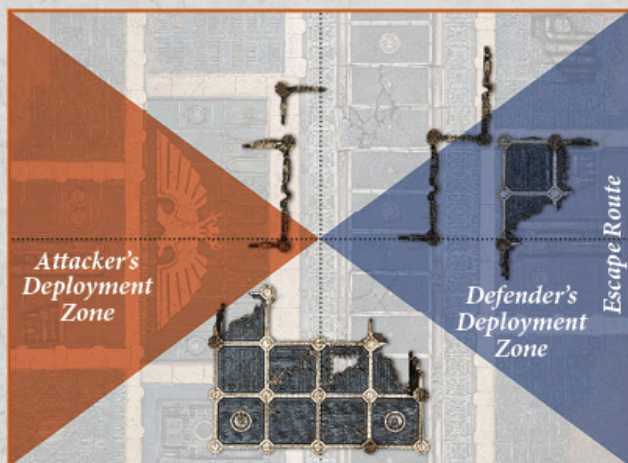
Create the battlefield and set up terrain. An example of how you might do this is shown below. The defender then places one objective marker in their deployment zone. The objective marker must be at least 6" from the edge of the battlefield.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up all of their models first, followed by the attacker. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins. The attacker can choose which player has the initiative in the first battle round.



BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the defender rolls. In addition, if the attacker's Commander is out of action at the end of a battle round, or the attacker achieves their mission objective (see below), the battle ends.

VICTORY CONDITIONS

At the start of the battle, the attacker secretly rolls a D6 (either hide the dice for the duration of the battle or note down the result on a piece of paper), and consults the table below to discover their mission objective.

D6 MISSION OBJECTIVE

- 1-2 Escape:** Move your Commander off the edge of the battlefield labelled 'Escape Route' in the Movement phase. Your Commander can escape in this manner if their move is sufficient to take them wholly over the edge of the battlefield – they are not considered to be out of action.
- 3-4 Slay the Leader:** Take the enemy Leader out of action.
- 5-6 Destroy Munitions Cache:** Finish a battle round within 2" of the objective marker.

At the end of the battle, the attacker reveals their mission objective to the defender. If the attacker achieved their mission objective, the attacker wins. Otherwise, the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Morale and 1 additional resource, depending on the mission objective: Escape – Territory; Slay the Leader – Intelligence; Destroy Munitions Cache – Materiel. If the defender wins the mission, the attacker loses 1 Intelligence.

APPLY FIELD DRESSING

Attacker Tactic

Use this Tactic at the start of a battle round. Restore 1 wound and remove 1 flesh wound suffered by your Commander.

1 COMMAND POINT

MATCHED PLAY MISSION

A MEETING OF FATES

Every commander is acutely aware of their own importance to the war effort – and that of the officers who oppose them. Should a chance encounter present them with an opportunity to eliminate one of their adversaries, they must seize it, knowing that should they succeed they will greatly advance their cause.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Use the Standard Deployment rules (pg 19).

BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

INSPIRING PRESENCE

In this mission, a player's kill team is never considered to be broken whilst their Commander is on the battlefield. However, a player's kill team is automatically broken at the end of the Morale phase in a battle round in which their Commander was taken out of action.

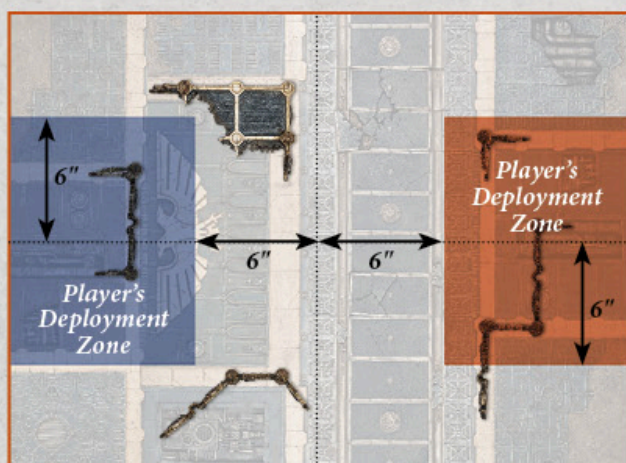


VICTORY CONDITIONS

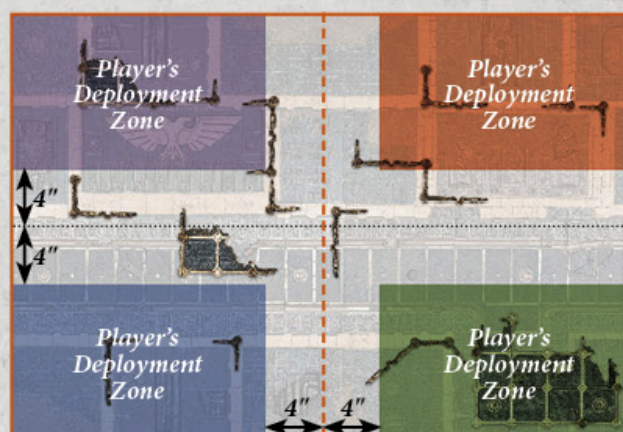
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy Commander taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Materiel and 1 Intelligence. If players draw they do not lose Materiel or Intelligence.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

COMMS DOWN

Maintaining a reliable communications network can be crucial to the success of any campaign, and comms hubs subsequently form common battlegrounds between those attempting to deliver, intercept or prevent messages from getting through.

If you are playing a campaign, you can choose to play this mission instead of the Recover Intelligence mission.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up one objective marker in the centre of the battlefield to represent a comms array.

ORDERS RECEIVED

In this mission, each player whose Commander is within 2" of the centre of the objective marker at the start of a battle round gains 1 additional Command Point.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Use the Standard Deployment rules (pg 19).

BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

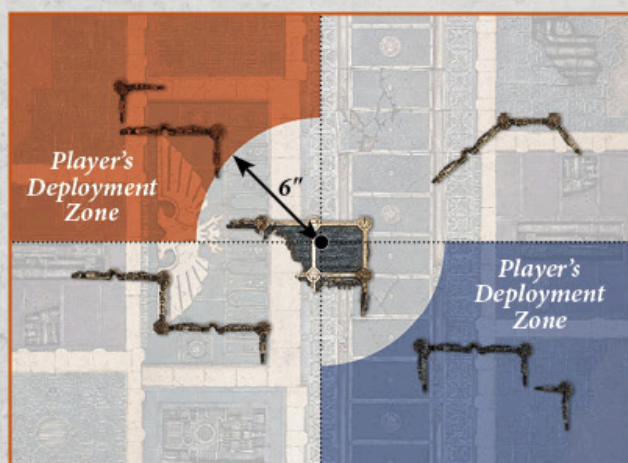


VICTORY CONDITIONS

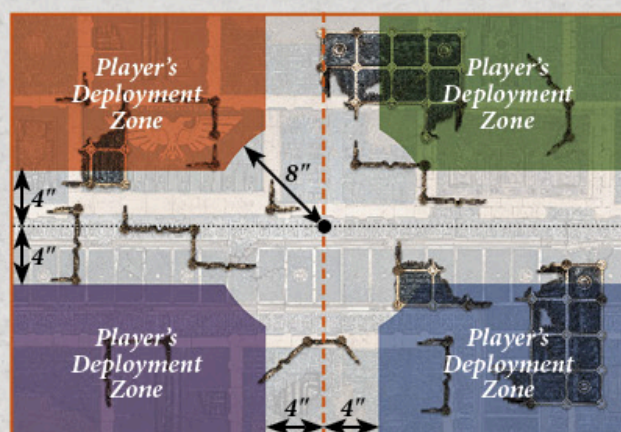
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point at the end of any battle round in which their Commander is within 2" of the centre of the objective marker. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

RESOURCES

In a campaign game the player(s) that lose the mission each lose 2 Intelligence. If players draw they do not lose Intelligence.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

HOLD THE LINE

Such is the august position that a commander holds that their presence alone can often be enough to turn the tide of a battle. They are commonly deployed, or bravely volunteer, to lead the defence of crucial sectors to ensure that the enemy does not breach their lines.

If you are playing a campaign, you can choose to play this mission instead of the Recover Intelligence mission.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up four objective markers by dividing the battlefield into quarters and placing an objective as close as possible to the centre of each quarter, as shown in the deployment maps below.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Use the Standard Deployment rules (pg 19).

BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

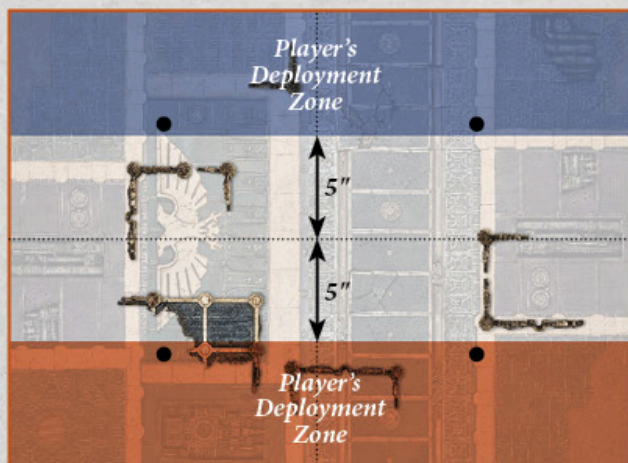
VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each objective marker that their kill team controls at the end of the battle and 1 victory point for each enemy Commander that was taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

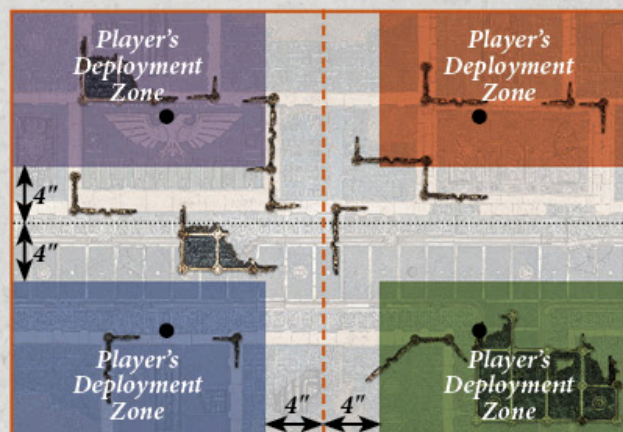


RESOURCES

In a campaign game the player(s) that lose the mission each lose 2 Territory. If players draw they do not lose Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

EXEMPLARS OF WAR

Whether a Genestealer Patriarch or a Captain of the Adeptus Astartes, a commander has earned their place as a champion of their kind, and may be called on not only to lead from the front but to strike down their foes in personal combat to inspire those that follow them into battle.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Use the Standard Deployment rules (pg 19).

BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

A GLORIOUS DEED

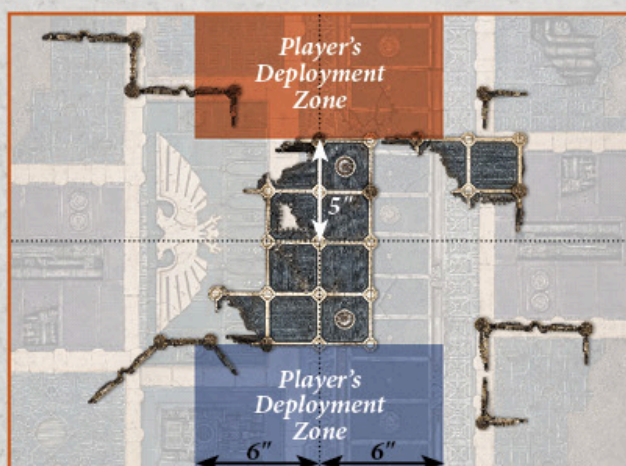
In this mission, if a player's Commander takes an enemy Commander out of action with one of their attacks or psychic powers, that player can use all of their Commander's Aura Tactics (if they have any) in the next battle round at no cost in Command Points.

VICTORY CONDITIONS

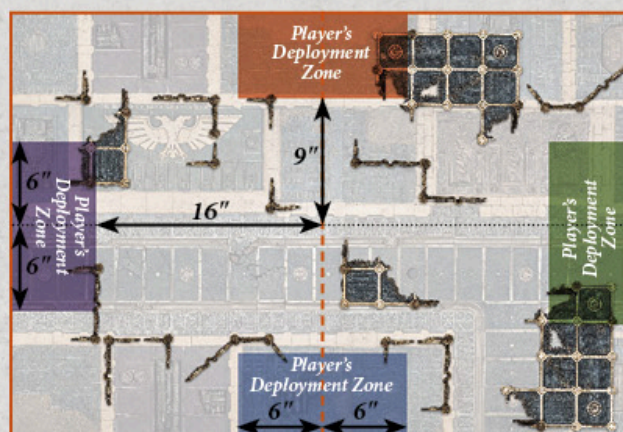
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each enemy Commander taken out of action by an attack made or psychic power manifested by their Commander, 2 victory points for each other enemy specialist taken out of action by an attack made or psychic power manifested by their Commander, and 1 victory point for each other enemy model taken out of action by an attack made or psychic power manifested by their Commander. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

RESOURCES

In a campaign game the player(s) that lose the mission each lose 1 Morale and the player that wins the mission gains 1 Morale. If players draw they do not lose or gain Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

ALL-OUT ATTACK

Commanders are often found where the fighting is fiercest, leading their warriors to victory. Yet they cannot be everywhere at once, so commanders must rely on those that fight alongside them to do their part, for only together can they hope to strike the enemy hardest.

If you are playing a campaign, you can choose to play this mission instead of the Terror Tactics mission.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Use the Standard Deployment rules (pg 19).

BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

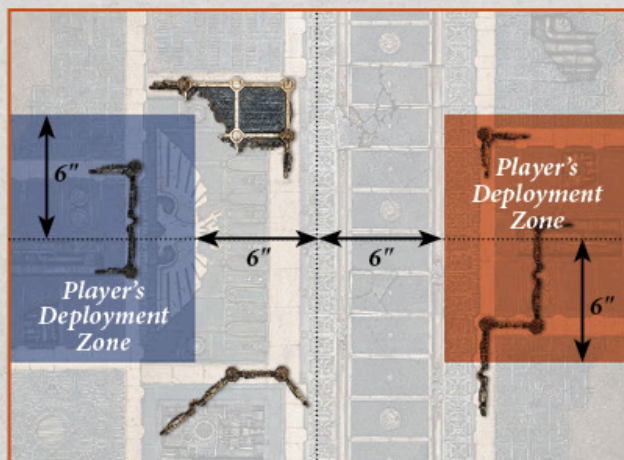
VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each enemy Commander taken out of action by one of their models' attacks or psychic powers, 2 victory points for each other enemy specialist taken out of action by one of their models' attacks or psychic powers, and 1 victory point for each other enemy model taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

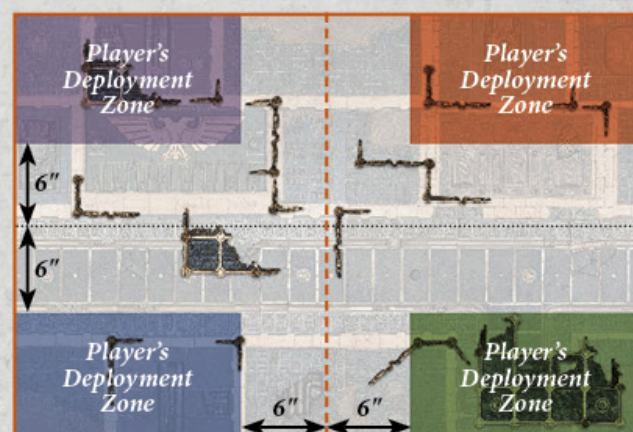


RESOURCES

In a campaign game the player(s) that lose the mission each lose 1 Materiel and 1 Territory. If players draw they do not lose Materiel or Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

RECLAMATION RAID

Many races possess unique, ancient, or highly esoteric technology. Should examples of such archeotech be lost in battle and at risk of falling into the hands of their enemies, a commander will waste no time in leading a sortie to recover it.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Set up one objective marker in the centre of the battlefield, and then set up four more; each should be midway between the centre of the battlefield and a corner of the battlefield, as shown in the deployment maps below.

PRICELESS ARCHEOTECH

In this mission, subtract 1 from Nerve tests made for models that are within 2" of the centre of an objective marker.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Use the Standard Deployment rules (pg 19).

BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

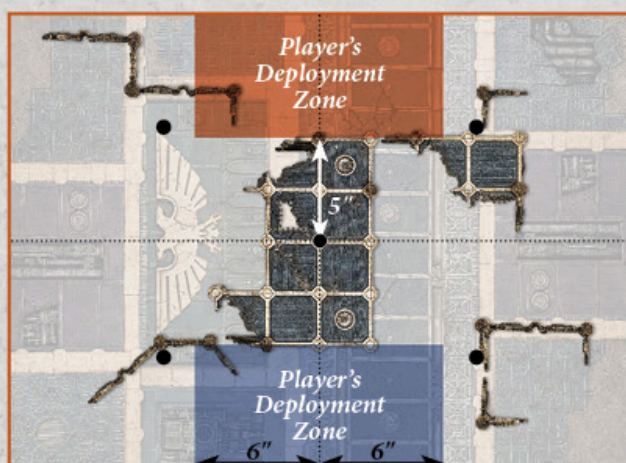


VICTORY CONDITIONS

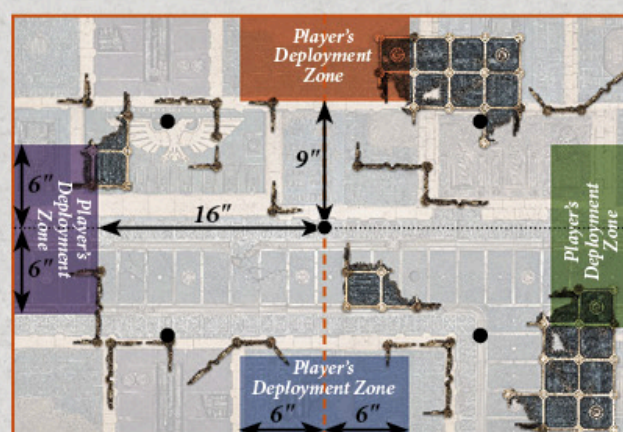
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each objective marker that their kill team controls at the end of the battle. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

RESOURCES

In a campaign game the player(s) that lose the mission each lose 1 Materiel, and the player that wins gains 1 Materiel. If players draw they do not lose or gain Materiel.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

CAMPAIGN RECORD

MISSION		DATE		ENGAGEMENT NO.	
ASSIGNED SPECIALISTS				ENEMY FACTION	
COMMANDING OFFICER			ENEMY COMMANDING OFFICER		
NOTABLE ACTIONS					
COMMAND POINTS		VICTORY POINTS		ENEMY VICTORY POINTS	
RESULT (WIN/LOSS/DRAW)		RESOURCES WON/LOST		ENEMY CASUALTIES	
KILLED IN ACTION					
OPERATIVES MERITING ADVANCEMENT					

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ASSIGNED SPECIALISTS				ENEMY FACTION	
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COMMAND POINTS		VICTORY POINTS		ENEMY VICTORY POINTS	
RESULT (WIN/LOSS/DRAW)		RESOURCES WON/LOST		ENEMY CASUALTIES	
KILLED IN ACTION					
OPERATIVES MERITING ADVANCEMENT					

INTRODUCTION

YOUR ARMY IS READY. NOW TAKE IT TO THE BATTLEFIELD WITH THE FULL RULES FOR WARHAMMER 40,000, ALONGSIDE A HOST OF MISSIONS, ALTERNATIVE WAYS TO PLAY AND MUCH MORE.

