

FIRST WAR FOR
ARMAGEDDON

KILL TEAM MOD

BETA 1.1

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1. Armageddon: The Anvil of the Imperium

Armageddon stands as one of the most significant hive worlds within the Imperium of Man, its name etched in blood and fire across the annals of history. Located within Segmentum Solar, Armageddon's importance lies not only in its vast industrial capacity but also in its strategic location, serving as a bulwark against the myriad threats that encroach upon the Emperor's domain. Yet for all its strength, Armageddon is a cursed world, a planet forever scarred by the horrors that have unfolded upon its surface.

1.1. The World of Armageddon

Armageddon is a hive world of staggering scale, its surface dominated by sprawling urban hives, vast manufactorums, and polluted wastelands. Billions of souls inhabit its colossal cities, living and dying in service to the Imperium's insatiable demands for manpower, weapons, and resources. Each hive city rises like a mountain of steel and stone, its spires piercing the poisoned sky, while its lower levels descend into the choking darkness of decay and neglect.

The planet's primary exports include war machines, heavy munitions, and refined promethium, all produced in quantities sufficient to sustain entire Imperial crusades. The planet's industrial output is rivaled only by forge worlds, and its manufactorums are among the largest in the Segmentum. This productivity comes at a cost: Armageddon's atmosphere is a toxic soup of ash and chemicals, its rivers run thick with sludge, and its soil is long since barren. The planet is kept habitable only by ancient atmospheric processors and the stubborn resilience of its population.

The land beyond the hive cities is a wasteland of ash deserts, irradiated plains, and promethium fields dotted with drilling rigs. These uninhabitable expanses are patrolled by the Armageddon Steel Legion, the planet's renowned Astra Militarum regiments, who defend against bandits, mutants, and worse.

1.2 The Hive Cities

Armageddon's hive cities are the lifeblood of the planet. Among these, the most significant are:

- **Helsreach:** A vital hub for promethium production, Helsreach Hive is a sprawling complex of refineries and drilling operations. Its workers labor tirelessly to extract and refine the fuel that powers the Imperium's war machines.
- **Acheron:** A hive steeped in misery and shadow, Acheron Hive is home to many of the planet's penal labor forces. Its manufactorums churn out weapons at a relentless pace, fueled by the toil of prisoners and indentured workers.
- **Hades Hive:** Known for its ancient manufactorums, Hades Hive was once a centerpiece of the planet's industrial output. Its name would become infamous in the history of Armageddon for reasons far darker.
- **Armageddon Prime and Secundus:** These two continental regions house the majority of the hive cities and serve as the planet's industrial and administrative centers.

1.3 Strategic Importance

Armageddon's position at the crossroads of major Warp routes makes it a linchpin in the Imperium's defense. It acts as a gateway to the Segmentum Solar, guarding the approaches to Terra itself. The planet's colossal promethium reserves and industrial output fuel the wars of the Emperor across countless battlefronts, ensuring its survival is critical to the Imperium's broader strategic goals.

This importance has also made Armageddon a target. Over the millennia, the planet has endured numerous threats, from xenos incursions to internal uprisings. Its defenses are robust, with planetary defense lasers, void shield generators, and vast regiments of the Armageddon Steel Legion ready to repel invaders.

1.4 Prelude to Catastrophe

For centuries, Armageddon stood firm as a bastion of Imperial might. Yet, in the year 444.M41, the planet would face a threat unlike any it had seen before. The skies darkened, and the air grew heavy with the stench of Chaos as the Warp began to bleed into reality. Unknown to its defenders, Armageddon had become the target of a being whose hatred for humanity burned as brightly as the stars themselves: Angron, the daemon-primarch of the World Eaters.

The planet's defenders were prepared for war, but not for the horror that awaited them. Angron's assault began with an eruption of violence that shattered the fragile peace of the planet. Hive cities burned, rivers of blood flowed through their streets, and the ashwastes echoed with the cries of the dying.

1.5 Armageddon Before the War

On the eve of the First War for Armageddon, the planet was at the height of its productivity. Its manufactorums worked at full capacity, and its Steel Legion regiments were battle-hardened from decades of skirmishes with ork warbands and other threats. The hive cities bustled with activity, their inhabitants unaware of the cataclysm that was about to unfold.

Armageddon's defenses were formidable, yet they were designed to repel mortal foes, not the daemonic horrors of the Warp. When Angron and his legions descended upon the planet, it became clear that the defenders of Armageddon would face an enemy beyond their comprehension.

1.6 A World Changed Forever

The First War for Armageddon would leave the planet irrevocably scarred. Its hive cities, once beacons of industrial might, became charnel houses. Its wastelands, already desolate, were transformed into killing fields soaked with the blood of billions. The events of that war would mark the beginning of Armageddon's descent into infamy, a fate sealed by the cursed name it bore.

Armageddon had been a world of industry and resilience, a bastion of Imperial strength. After the first war, it would become something else entirely: a symbol of defiance in the face of annihilation and a testament to the price of survival in the grim darkness of the far future.

2. The First War for Armageddon

In the year 444.M41, the skies above Armageddon wept fire as the Warp tore itself open, and the galaxy bore witness to an apocalypse unlike any other. What unfolded was not a war for conquest or resources but a battle for the very soul of the Imperium against the forces of the

Ruinous Powers. This was the First War for Armageddon, a conflict that would forever scar the planet and those who survived its horrors.

2.1 Prelude to Chaos

The war's genesis lay in the turbulent realms of the Eye of Terror, where the Primarch Angron, now a Daemon Prince of Khorne, plotted to unify the fractured remnants of the World Eaters. Following the Horus Heresy and the devastating Battle of Skalathrax, the once-proud XII Legion had devolved into murderous warbands, fractious and bloodthirsty. Angron sought to rally these wayward Berserkers under a single banner once more.

The opportunity arose when the Space Hulk Devourer of Stars emerged from the Warp near Angron's Daemon World. This colossal amalgamation of vessels and debris could transport the forces required to strike into the Imperium. The unpredictable currents of the Warp carried the Space Hulk to the Armageddon System—a Hive World of vital strategic importance, though its selection may have been influenced by the Blood God Khorne's inscrutable designs.

Simultaneously, Armageddon was in turmoil. Warp storms severed the planet from Imperial communication, and widespread food shortages sparked uprisings in several Hive Cities. These rebellions, later revealed to be the work of Chaos Cults, spread chaos across the planet's surface. The defenders of Armageddon, comprising its Planetary Defence Forces (PDF) and elements of the Armageddon Steel Legion, managed to quell some of the unrest, but the situation remained dire.

2.2 Invasion Unleashed

In 444.M41, the Devourer of Stars materialized in the Armageddon System, disgorging a vast army of Chaos onto the planet. The invasion was spearheaded by Angron himself, accompanied by millions of Chaos Cultists, daemons, and the World Eaters. Among the invaders were the Cruor Praetoria, a cabal of twelve daemons who stood as Angron's favored champions.

The devastation was immediate and immense. Entire regiments of the PDF defected to Chaos, bolstering the invaders' ranks and leaving Armageddon Prime, the northern continent, entirely

in their grip. The loyalist forces retreated to the southern continent of Armageddon Secundus, establishing defensive lines along the Chaeron and Styx Rivers.

2.3 The Imperial Counteroffensive

The defenders of Armageddon soon received reinforcements from an unlikely savior: the Space Wolves Chapter of the Adeptus Astartes, led by the indomitable Great Wolf Logan Grimnar. Grimnar quickly recognized the gravity of the situation and called for the aid of the Grey Knights, the elite daemonhunters of the Ordo Malleus.

The Space Wolves and the Armageddon Steel Legion held the line against Angron's forces, buying time for the Grey Knights to arrive. However, Angron's bloodlust could not be sated. As the Daemon Primarch led his horde across the equatorial jungles, the Imperial forces braced for a final stand at the river fortifications.

2.4 The Duel with a Daemon

The arrival of the Grey Knights marked a turning point in the war. Teleporting directly into the heart of the Chaos army, the Grey Knights confronted Angron and his daemoniac retinue. The battle was brutal and costly. Entire squads of Grey Knights fell to Angron's wrath, and it seemed as though the daemon would emerge victorious.

In the climactic moment, the Grey Knight Brother-Captain Taremar Aurellian sacrificed himself to banish Angron back to the Warp for one hundred standard years. Though the victory came at a terrible cost, the rout of the Chaos forces followed swiftly. With their leader vanquished, the remaining daemoniac entities were destroyed, and the World Eaters retreated aboard the Devourer of Stars, which disappeared into the Warp.

2.5 Imperial Victory

The death of their leader plunged the Chaos forces into disarray. The remnants of the army that had been repelled at the River Chaeron completely withdrew, only to face relentless counterattacks from the Space Wolves Astartes. Pursued relentlessly across the Ash Wastes by the

combined might of the Space Marines and the mechanized units of the Armageddon Steel Legion, countless Chaos Cultists, mutants, and traitors were annihilated without mercy.

Deprived of their daemonic support, the retreating invaders who survived the perilous journey across the toxic wastes were intercepted at Minos Bridge. No mercy was shown, and their bodies were thrown into the River Minos, which was then set ablaze. The inferno transformed the river into a massive funeral pyre, its ominous glow visible for hundreds of miles. The charred remnants of the Chaos forces were carried westward, ultimately sinking into the tainted waters of the Plague Marshes—a region that still exudes an aura of malevolence and corruption.

Despite the overwhelming cost, the Imperium emerged victorious. Armageddon Prime's industrial base lay in ruins, and the loss of life was beyond comprehension. Though Angron's army was defeated, his towering monolith endured—a sinister monument deep within the equatorial jungle, radiating an undiminished aura of evil.

3. "Months of Shame"

The first sign of trouble with the Inquisition's post-war plans appeared months before the war ended, during Logan Grimnar's first meeting with the newly arrived Inquisitorial task force. While Grimnar was aware that the Inquisition would need to suppress the truth of the war after its conclusion, he made it clear that he opposed the usual cover-up methods. Given the existing mistrust of the Space Wolves within the Imperial hierarchy, due to their past defiance of Imperial authority, Grimnar's demand came off as either naive or an excuse for conflict, with his tone dismissive of the Inquisitors.

However, Grimnar's true concern lay with the human population of Armageddon. He questioned whether saving the planet would be worth it if the people who had fought to defend it would be punished by the Inquisition simply for knowing about Chaos or the secret Imperial organizations opposing it. Grimnar had deliberately designed the planet's defense to limit civilian knowledge of the war's true nature and the demonic forces at play, which would inevitably result in "catastrophic casualties" among both the Astartes and mortal defenders.

The Inquisition remained unmoved, asserting that it was the Emperor's decree that they held the authority to decide what was best for the Imperium and humanity. The truth of Chaos and the existence of the daemonic had to be contained to prevent further suffering across the galaxy.

It was deemed more acceptable to sacrifice millions on Armageddon than risk the spread of Chaos corruption, which could potentially lead to the extermination of billions, as seen after the Horus Heresy.

Practically, the Inquisition believed that containing the situation on Armageddon itself was preferable, as it affected a relatively small number of Imperial citizens compared to the broader galactic threat if any of the Chaos corruption spread beyond the planet. The Armageddon Containment was the result of a conclave vote and involved various directives, including the sterilization and quarantine of Armageddon's surviving population in Adeptus Arbites work camps spread across the galaxy.

This was ordered despite the fact that the civilian population was generally considered untainted and unaware of the true nature of the war. The human defenders, including the Armageddon Steel Legion and the Imperial Guardsmen who had arrived after Angron's defeat, were also set to face similar treatment or even execution. The use of Exterminatus was not an option due to the planet's crucial industrial importance to the Imperium's defense.

Inquisitor Lord Ghesmei Kysnaros, the commanding Inquisitor of the Containment mission aboard the flagship *Corel's Hope*, represented the pragmatic Inquisition stance. For him, sacrificing or sterilizing millions to prevent Chaos' spread seemed a necessary evil, preferring this to the possibility of having to wipe out entire sectors later.

As the war ended, despite Grimnar's objections, Kysnaros initiated the first phase of the containment. Inquisitorial Storm Troopers began evacuating the remaining hive cities and herding civilians into camps for "vaccinations," which were actually sterilization injections. Civilians were told it was a temporary security measure, while the defenders, including over a million Imperial Guardsmen, were ordered into barracks for their own "processing."

The Space Wolves on the planet engaged in minor disruptions but were overpowered on the ground by the Inquisitorial forces. However, they held the advantage in space, with 16 ships to the Inquisition's 12. Grimnar's plan was to help the human survivors escape by ensuring their transports safely made the Warp jump. Twenty transports were already prepared, but the first one, the *Trident of Ilmatha*, carrying civilians and defenders, was disabled by the Grey Knights' *Karabela* and destroyed, with no survivors. This marked the first casualties in what would become an internal conflict.

Following this, Grimnar ordered the remaining transports to make simultaneous orbital launches, with Space Wolves vessels placing themselves between the transports and Inquisitorial ships, offering no retaliation. Some transports successfully escaped into the Warp, despite Kysnaros' fleet attempting to intercept them.

3.1 The Purges

After the successful escape of several transports, the Inquisition extended its purge to anyone or anything that had come into contact with the Armageddon survivors. Kysnaros' fleet expanded its reach across the galaxy, conducting Exterminatus on several worlds, including Tybult, where an Armageddon transport had briefly stopped for supplies. Some Grey Knights, who had been added to Kysnaros' armada, also took part in these purges.

Kysnaros' campaign expanded rapidly, and his handling of the Space Wolves was guided by the advice of Grand Master Joros of the Grey Knights, who understood the importance of confronting the Space Wolves with overwhelming force. Meanwhile, the Space Wolves, under Grimnar's orders, continued to evade and disrupt the Inquisition's efforts, successfully rescuing and dispersing more of Armageddon's survivors.

3.2 Grey Knights Dissent

Within Kysnaros' fleet, dissent was growing, particularly over the purges' scale and the Inquisition's aggressive stance towards the Space Wolves. Among the dissenters was Inquisitor Annika Jarlsdottyr of the Ordo Malleus, as well as some Grey Knights who were frustrated by their use outside their traditional mission parameters. The campaign became known as the "Months of Shame" due to the moral and ethical concerns of those involved, especially as the Space Wolves, despite their losses, refused to retaliate.

Kysnaros himself remained an enigmatic figure. His past was shrouded in mystery, and he was an Unaligned Inquisitor Lord, working outside the established Ordos. His mysterious nature only deepened the mistrust some felt toward him.

3.3 Death of Joros

Five months into the campaign, with its toll rising and no end in sight, Grand Master Joros proposed capturing Grimnar to force the Space Wolves' surrender. Kysnaros authorized a parley with Grimnar, which was set to take place in the neutral Haikaran system. However, upon the Space Wolves' arrival, Kysnaros' forces opened fire on them, destroying four of their escort vessels and heavily damaging Grimnar's flagship.

Grimnar, despite the betrayal, agreed to meet with Kysnaros aboard the *Fire of Dawn*, where a confrontation took place. Kysnaros offered peace in exchange for surrender, but Grimnar's true aim was to determine who had violated the armistice. Upon learning that Joros had given the order to fire on the Space Wolves, Grimnar killed him in a swift, brutal display. Kysnaros tried to appeal to Grimnar, but the Space Wolves were already prepared to escape, killing four Grey Knights in the process to break the psychic blockade. Grimnar and his remaining forces teleported to safety, leaving Kysnaros and his forces defeated.

The encounter marked the end of the parley and left the Inquisition leader defeated and outmaneuvered by the Space Wolves, who managed to escape into the void.

3.3 Escalation

Following the failed negotiations and the attempt to capture Grimnar, the conflict grew more intense. Over the subsequent months, the Space Wolves stopped holding back, frequently engaging the Armageddon containment forces and destroying numerous Inquisitorial and Grey Knights vessels. Among the losses was the *Glaive of Janus*, the flagship of the Grey Knights' 1st Brotherhood, which had served for 10,000 years. The ship, along with its entire crew of over 50 Veteran Grey Knights, was lost.

The Inquisition sought reinforcements, gaining the support of the Red Hunters Chapter, among others. The Red Hunters joined Kysnaros' fleet, bringing their entire Chapter fleet and strength, including the massive Battle Barge *In Sacred Trust*, under Chapter Master Daemar. Kysnaros had pursued the Red Hunters' aid not only because they traditionally aligned with the Inquisition, but

also due to his growing wariness of the Grey Knights, some of whom were slow to engage and covertly avoided the campaign.

Casualties on both sides grew as the conflict escalated, while the containment operation grew increasingly ineffective. Despite the death toll reaching into the billions, the Space Wolves' superior strategies led to the dispersal of survivors to unknown locations, rendering the campaign a failure. However, the victory felt hollow as the Space Wolves' actions indirectly contributed to the deaths of many more innocents purged by the Inquisition.

Among the Inquisition's dissenters, a conspiracy began to form, seeking to assassinate Kysnaros. High-ranking Inquisitors like Jarlsdottyr and respected Grey Knights like Hyperion supported the plot, believing Kysnaros' death would prevent the internal conflict from spiraling into a full-scale civil war. In response, Kysnaros, now often advised by the more hard-line Red Hunters, installed surveillance Servo-skulls across the Inquisitorial armada. As the conspiracy gained momentum, Kysnaros reluctantly acknowledged the failure of his strategy. In early 445.M41, after eight months of campaign, the containment operation was abandoned. Kysnaros announced a new plan, ordering all containment assets to Fenris, the Space Wolves' lightly defended homeworld. His aim was to force Logan Grimnar into compliance with the Inquisition's demands, which no longer concerned Armageddon but sought to limit the Space Wolves' autonomy and independence.

3.4 Siege of Fenris

Kysnaros' armada, including a mix of Inquisitorial warships, Grey Knights vessels, and the entire Red Hunters fleet, surrounded Fenris and targeted The Fang, the Space Wolves' fortress-monastery, with an orbital bombardment. With most of the Space Wolves away on other missions, Fenris was poorly defended. Kysnaros called for a parley, which the few Space Wolves present agreed to. He invited Hyperion, the Grey Knights commander respected by the Space Wolves, and Inquisitor Jarlsdottyr, known for her distrust of him, to accompany him.

The Space Wolves awakened the venerable Dreadnought Bjorn the Fell-Handed to handle the Inquisitorial delegation. The ancient warrior, who had fought alongside Primarch Leman Russ, quickly earned the respect of the Inquisitorial group, being viewed as a wiser and more temper-

ate representative than Grimnar. Kysnaros demanded the Space Wolves' obedience to the Imperium's authority and suggested a Penitent Crusade to atone for attacking the Inquisition's forces. In exchange, he promised no further punitive actions against the Chapter.

Bjorn, unimpressed, questioned the Inquisitor's demands, pointing out the contradiction of asking a proud and ancient Chapter to bow to bureaucrats while orbital guns targeted their home. He requested a more thorough explanation, but the discussion was interrupted when Logan Grimnar's fleet arrived, having travelled at great speed through the Warp at the cost of their Rune Priests' lives. The negotiations quickly ended, and the Inquisitorial delegation retreated to Corel's Hope.

Following a brief and unfruitful exchange between Kysnaros and Grimnar, the situation escalated into a full-scale naval battle. Kysnaros, showing impressive strategic acumen, took command of the Inquisitorial fleet and directed the battle. Despite the Imperial Navy's senior officers being present, Kysnaros exhibited remarkable control over the large-scale tactics, splitting his forces to bombard The Fang while dealing with Space Wolves' boarding actions.

During the chaos, Grimnar's vessel, Scramaseax, came alongside Corel's Hope, and its superior shields and armor quickly overwhelmed the Inquisitorial ship's defenses. Grimnar and his Wolf Guard teleported to the bridge of the Corel's Hope, where they fought their way to Kysnaros. Despite Kysnaros' psychic abilities, Grimnar swiftly decapitated the Inquisitor Lord.

Kysnaros' death did little to calm the Space Wolves, who continued their assault until Bjorn the Fell-Handed intervened. His wise counsel called for an immediate ceasefire and a compromise between the Inquisition and the Space Wolves to avoid further destruction.

3.5 Uneasy Peace

Bjorn ordered Grimnar to cease hostilities and find a resolution with the Inquisition. He addressed Jarlsdottyr and Hyperion, advising that no Inquisition ships should ever again approach Fenris and that the Space Wolves should not be subjected to mind-wiping but rather be educated on the true mission of the Grey Knights to avoid future conflicts. Reluctantly, both sides accepted the terms, and the siege of Fenris came to an end.

However, the truce was born out of necessity. The Space Wolves had suffered massive losses, with their Chapter fleet devastated and many of their serfs and Astartes killed or incapacitated.

The Fang itself had sustained significant damage, far worse than during Magnus the Red's attack in the 32nd Millennium.

The Inquisition, especially the Grey Knights, had also suffered heavy casualties. The losses came in the wake of the costly First War for Armageddon, and the toll was felt deeply by both sides.

Beyond the physical losses, however, the repercussions were even more profound. Trust between the Space Wolves and the Inquisition had been shattered, with the Grey Knights questioning their leadership, and many Astartes reluctant to participate in Kysnaros' operations. Despite dissent, Kysnaros' mandate had come from the highest levels of the Inquisition, and his actions were sanctioned by those in power.

Despite the apparent end of the conflict, neither side was fooled. The Inquisition would not abandon its quest to bring the Space Wolves under control, and the Space Wolves, under Grimnar's leadership, wouldn't give up their Independence.

4. Building a Kill Team for Kill Team Armageddon

You can choose a Kill Team from the two Factions of Armageddon Kill Team, Chaos and Imperium. Each Factions offers different Kill Teams and Rules for them.

To build a Kill Team you have access to 6 points. You use these points to select the operatives for your Kill Team. Usually a Kill Team is separated in a Leader (-group), a Fireteam and a Support Operative and usually this point value: Leader (1 Point), Fireteam (4 Points) and Support Operative (1 Point). The specific faction rules will determine how many operatives you will get for the corresponding Slot. Sometimes a Leader or Support Operative will cost more than 1 Point, in this case you pay that with the Fireteam intended points.

You can also build a mixed Kill Team, with the following restrictions.

- A mixed Kill Team may only consists of one of the factions, Chaos **OR** Imperium
- If your mixed Kill Team contains operatives with the keyword (CHAOS) SPACE MARINE, your Leader must have also the (CHAOS) SPACE MARINE keyword. This represents, that "normal" Humans cannot lead Superhumans.

When you build your mixed Kill Team you choose any Leader from the Kill Teams from your chosen Faction, then same with Fireteam and Support Operative. You still will select the operatives with the 6 Point System.

4.1 World Eaters

Below you will find a list of the operatives that make up a **World Eater** Kill Team, including, where relevant, any weapon specified for that operative.

1 **World Eater** **LEADER** operative selected from the following list:

- **ASPIRING CHAMPION** with one option, from each of the following:
 - Plasma pistol or tainted bolt pistol
 - Power fist, power maul, power weapon or tainted chainweapon
- **CHOSEN** with one of the following options:
 - Plasma pistol and daemon blade or
 - Tainted bolt pistol and daemon blade
- **EIGHTBOUND APOSTEL** with one of the following options:
 - Plasma pistol and accursed crozius or
 - Tainted bolt pistol and accursed crozius

4 **World Eater** operatives selected from the following list: Except for the **WARRIOR** you can take each operative once.

- **BUTCHER** with one of the following options:
 - Double-handed chainaxe
 - Double-handed chainsword
- **GUNNER** with one of the following options:
 - Flamer; bolt pistol; fists
 - Meltagun; bolt pistol; fists
 - Plasma gun; bolt pistol; fists
- **ICON BEARER** carries an icon and one of the following options:
 - Bolt pistol and chainaxe
 - Bolt pistol and chainsword
- **WARRIOR** with one of the following options:
 - Bolt pistol and chainaxe
 - Bolt pistol and chainsword

1 **World Eater SUPPORT** operative selected from the following list (except **BLOODLETTER**):

- **BERZERKER-SURGEON** equipped with a Narthecium and with one option from each of the following:
 - Plasma pistol or tainted bolt pistol
 - Power maul, power weapon or tainted chainweapon
- **BLOODLETTER** (only available for the **EIGHTBOUND APOSTEL**)
 - Hellblade
- **HEAVY GUNNER** with one of option from each of the following:
 - Heavy bolter, Bolt pistol and fists
 - Reaper chaincannon, Bolt pistol and fists
- **KHORNATE RAPTOR** equipped with a Jump Pack and one of the following options:
 - Plasma pistol or tainted bolt pistol
 - Power fist, power maul, power weapon or tainted chainweapon
- **TERMINATOR**
 - Kombibolter and power fist
 - Kombibolter and heavy chainweapon

ARCHETYPES

- **SECURITY**
- **SEEK & DESTROY**

FACTION RULES

HERETIC ASTARTES

During each friendly **World Eater** **HERETIC ASTARTES** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions, a bolt pistol, boltgun or tainted bolt pistol must be selected for at least one of them, and if it's a heavy bolter, 1 additional AP must be spent for the second action if both actions are using that weapon.

Each friendly **World Eater** operative can counteract regardless of its order.

THE BUTCHER NAILS

A friendly **World Eater** gets an **BERZERKER MARKER** if one of the following happens:

- An operative (friend or enemy) is incapacitated within 3" and with line of site to a **World Eater**
- A **World Eater** incapacitated an enemy operative.
- A **World Eater** has lost enough wounds to be **injured**.

BERZERKER MARKER

If a **World Eater** is activated that has a **BERZERKER MARKER**, the player can attempt to discard the **BERZERKER MARKER** before selecting the order. To do this, the player must roll a D6. If the D6 shows a number higher than the current turning point, the **BERZERKER MARKER** can be discarded. If a **World Eater** has a **BERZERKER MARKER**, the following rules apply to them:

- Counts as if he had the **Engage order**.
- **Never** counts as **injured**, he doesn't suffer the malus on his Move or Hit stat. (you place only the **BERZERKER MARKER**).
- This operative's **melee** weapons have the **Lethal 5+** weapon rule. If the weapon already has the **Lethal 5+** rule, the operative's **melee** weapons gain the **Shock** rule.
- Can only make **one shoot action** per activation.
- Can **not** make **Fall Back** action.
- This operative **cannot** perform the **Pick Up Marker** or mission actions (excluding **Operate Hatch**). If it's carrying a mission specific marker, it must immediately perform the **Place Marker** action for OAP (this takes precedence over all other rules).
- **Only relevant for the first action:** If an enemy operative is within range of a charge action, the **World Eater must charge**. If there is more than one enemy in range: Choose the closest or let Chaos decide (e.g. roll a dice)

THOUGHIER THAN NAILS

When an operative with this rule is activated, the player can decide to discard the **BERZERKER MARKER** without rolling a D6.

COLLECTING SKULLS

Each time a **World Eater** incapacitates an operative, the player receives a **SKULL POINT**.

SKULL POINT

A **SKULL POINT** can be used in different ways:

- A **SKULL POINT** can be spent to re-roll the D6 to discard the **BERZERKER MARKER** (once per roll).
- At the end of the game, three **SKULL POINTS** are worth one victory point.
- Modify the **Terminator** operative's APL by +1.
- In combination with different **STRATEGY PLOYS**.

DROP INSERTION

Only in combination with the KHORNATE RAPTOR SUPPORT operative: When setting up a **World Eater** kill team before the battle, you can place the **KHORNATE RAPTOR** operative "Up above": place him to one side instead of in the killzone, place a **Drop marker** wholly within your drop zone.

As a **STRATEGIC GAMBIT** in the first or second turning point, you can move the **Drop marker** up to 6", measuring the horizontal distance only. In a killzone that uses the close quarters rules, this can be measured and moved through Wall terrain.

In the Firefight phase, the **World Eater KHORNATE RAPTOR** operative can be activated as normal. When you do, you can either expend or land that operative. If it lands, set it up in the killzone in a location it can be placed as follows (it's no longer set "Up above"):

- Within 3" of the Drop marker, measuring the horizontal distance only, or wholly within your drop zone (placing within control range of enemy operatives is allowed).
- With no part of its base underneath Vantage terrain.
- With the **Engage order**.

This operative is treated as performing the **Reposition** action (spend the AP accordingly), then continue its activation as normal. It's **obscured** until the end of the **next enemy activation** or the end of the turning point (whichever comes first).

SUMMONED FROM THE WARP

When setting up a **World Eater** kill team before the battle, you place the **BLOODLETTER** operatives "In the Warp": place them to one side instead of in the killzone.

In the Firefight phase, the **World Eater BLOODLETTER** operatives can be activated as normal, **max. two per turning point**. When you do, you can summon these operatives. Set it up in the killzone in a location it can be placed as follows (it's no longer set "In the Warp"):

- Within 3" of a **Summon marker** (placing within control range of enemy operatives is allowed).
- Somewhere in your **deployment zone** (placing within control range of enemy operatives is allowed) if no **Summon marker** is placed in the killzone.
- With a **BERZERKER MARKER**.

This operative is treated as performing the **Reposition** action (spend the AP accordingly), then continue its activation as normal. It's **obscured** until the end of the **next enemy activation** or the end of the turning point (whichever comes first).

STRATEGY PLOYS

BLOOD FOR THE BLOOD GOD

Add 1 to both **Dmg** stats of friendly **World Eater** operative's melee weapons.

THIRST FOR BLOOD

Add 1" to **Move** stat if a **World Eater** performs either a **Reposition** or **Charge** action. 2" for the **Charge** action if the **World Eater** has a **BERZERKER MARKER** and the player spends a **SKULL POINT**.

WAR CHEST

Once per game: The player receives two **SKULL POINTS**.

KHORNES TRADE

SKULL POINTS can be spent for **COMMAND RE-ROLLS**.

WEAKEN THE BARRIER

Only if the EIGHTBOUND APOSTEL is chosen as Leader operative and max. two times per game.
Place two **Summon markers** within 6" of the **EIGHTBOUND APOSTEL**.

FIREFIGHT PLOYS

UNENDING BLOODSHED

Use this firefight ploy when a friendly **World Eater** operative is incapacitated while fighting or retaliating. You can strike the enemy operative in that sequence with one of your unresolved successes before it's removed from the killzone.

TRANSHUMAN PHYSIOLOGY

World Eater HERETIC ASTARTES can use this firefight ploy in the **Roll Defence Dice** step. You can retain one of your normal successes as a critical success instead.

PROCLIVITY FOR SLAUGHTER

Use this firefight ploy when a friendly **World Eater** operative incapacitates an enemy operative within its control range. That friendly operative can immediately perform a free Charge or Dash action (for the former, it cannot move more than 3"), even if it performed an action that prevents it from performing those actions.

DEAMONIC ASSAULT

Use this firefight ploy when a friendly **World Eater BLOODLETTER** operative is activated. Select one other ready **World Eater BLOODLETTER** operative visible to and within 3" of it to activate at the same time. Complete their actions in any order.

ASPIRING CHAMPION				APL	MOVE	SAVE	WOUNDS
				3	6"	3+	15
NAME	ATK	HIT	DMG	WR			
S Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1			
S Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1			
S Tainted bolt pistol	4	3+	3/5	Range 8", Rending			
F Power fist	5	4+	5/7	Brutal			
F Power maul	5	3+	4/6	Shock			
F Power weapon	5	3+	4/6	Lethal 5+			
F Tainted chainweapon	5	3+	4/5	Rending			

In the eyes of Khorne: Once during each of this operative's activations, if it incapacitates an enemy operative, add 1 to its APL stat until the end of the activation.

THOUGHIER THAN NAILS: When this operative is activated, the player can decide to discard the **BERZERKER MARKER** without rolling a D6.

World Eater, CHAOS, HERETIC ASTARTES, LEADER, ASPIRING CHAMPION

32

CHOSEN				APL	MOVE	SAVE	WOUNDS
				3	6"	3+	15
NAME	ATK	HIT	DMG	WR			
S Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1			
S Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1			
S Tainted bolt pistol	4	3+	3/5	Range 8", Rending			
F Daemon blade	5	3+	4/7	Lethal 5+			

Daemonic Aura: Whenever an enemy operative performs the **Fall Back** action while within control range of this operative, you can use this rule. If you do, roll one D6: on a 3+, that enemy operative cannot perform that action during that activation/counteraction (the AP spent on it is refunded).

Soul Gorge: After these operative fights or retaliates, if it isn't incapacitated, but incapacitated an enemy operative during that sequence, it regains up to D3+1 lost wounds.

THOUGHIER THAN NAILS: When this operative is activated, the player can decide to discard the **BERZERKER MARKER** without rolling a D6.

World Eater, CHAOS, HERETIC ASTARTES, LEADER, CHOSEN

32

EIGHTBOUND APOSTEL					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	15
NAME	ATK	HIT	DMG	WR				
S Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1				
S Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1				
S Tainted bolt pistol	4	3+	3/5	Range 8", Rending				
F Accursed Crozius	5	3+	4/5	Brutal, Shock				

Daemonic Retinue: When you chose this operative as your **LEADER** your **SUPPORT** choice is replaced by two **BLOOD-LETTER** operatives.

THOUGHER THAN NAILS: When this operative is activated, the player can decide to discard the **BERZERKER MARKER** without rolling a D6.

Expendable Sacrifice

1AP

This operative can immediately trigger the **Expendable sacrifice Shoot** action of a **BLOODLETTER** operative within 8".

World Eater, CHAOS, HERETIC ASTARTES, LEADER, EIGHTBOUND APOSTEL

32

BUTCHER					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	14
NAME	ATK	HIT	DMG	WR				
S Bolt pistol	4	3+	3/4	Range 8"				
F Double-handed chainaxe	5	4+	4/7	Brutal				
F Double-handed chainsword	5	4+	4/6	Ceaseless				

Devastating Onslaught:

- Whenever this operative is fighting or retaliating, enemy operatives cannot assist.
- At the end of each enemy operative's activation, you can select one enemy operative within 2" of this operative. This operative can perform a free **Charge** action (you can change its order to Engage to do so), but it cannot move more than 2" and must end that move within control range of that selected operative.

World Eater, CHAOS, HERETIC ASTARTES, BUTCHER

32

GUNNER		APL		MOVE	SAVE	WOUNDS
		3		6"	3+	14
NAME	ATK	HIT	DMG	WR		
S Bolt pistol (standard)	4	3+	3/4	Range 8"		
S Flamer	4	3+	3/3	Range 8", Saturate, Torrent 2"		
S Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2		
S Plasma gun (standard)	4	3+	4/6	Piercing 1		
S Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1		
F Fists	4	3+	3/4	-		

World Eater, CHAOS, HERETIC ASTARTES, GUNNER

32

ICON BEARER		APL		MOVE	SAVE	WOUNDS
		3		6"	3+	14
NAME	ATK	HIT	DMG	WR		
S Bolt pistol	4	3+	3/4	Range 8"		
F Chainaxe	5	3+	4/5	Rending		
F Chainsword	5	3+	4/5	Balanced		

Icon Bearer: Friendly operatives within 6" of this operative gain the **THOUGHIER THAN NAILS** rule.

If the **ICON BEARER** is incapacitated during the game, place an **Icon Marker** in its place. The **Icon Marker** has the same effect as the **Icon Bearer**.

Favoured: In the Ready step of each Strategy phase, if this operative controls an objective marker that isn't tainted, that objective marker is tainted for the battle and you gain 1 CP. Note that if any operative (including enemy operatives) has tainted an objective marker, you cannot taint that objective marker.

World Eater, CHAOS, HERETIC ASTARTES, ICON BEARER

32

WARRIOR		APL		MOVE	SAVE	WOUNDS
		3		6"	3+	14
NAME	ATK	HIT	DMG	WR		
S Bolt pistol	4	3+	3/4	Range 8"		
F Chainaxe	5	3+	4/5	Rending		
F Chainsword	5	3+	4/5	Balanced		

World Eater, CHAOS, HERETIC ASTARTES WARRIOR

32

BERZERKER-SURGEON				APL	MOVE	SAVE	WOUNDS
				3	6"	3+	15
NAME	ATK	HIT	DMG	WR			
S Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1			
S Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1			
S Tainted bolt pistol	4	3+	3/5	Range 8", Rending			
F Power maul	5	3+	4/6	Shock			
F Power weapon	5	3+	4/6	Lethal 5+			
F Tainted chainweapon	5	3+	4/5	Rending			

TOUGHER THAN NAILS: When this operative is activated, the player can decide to discard the **BERZERKER MARKER** without rolling a D6.

Narthecium: 1AP

▶ One friendly **World Eaters** **HERETIC ASTARTES** within control range of this operative regains D3+1 lost Wounds.

◆ This operative cannot perform this action while within control range of an enemy operative.

World Eater, CHAOS, HERETIC ASTARTES, SUPPORT, BERZERKER-SURGEON

32

BLOODLETTER				APL	MOVE	SAVE	WOUNDS
				2	6"	5+	9
NAME	ATK	HIT	DMG	WR			
S Expendable sacrifice	6	4+	4/5	Blast 1", Limited 1, Explosive*			
F Hellblade	4	4+	3/5	Lethal 5+ (BERZERKER MARKER)			

***Explosive:** This operative can perform a **Shoot** action with this weapon while within control range of an enemy operative. Don't select a valid target. Instead, this operative is always the primary target and cannot be in cover or obscured.

Expendable sacrifice: If this operative is incapacitated, within the control range of a psyker operative, roll one D6, or two D6 if you wish. If any result is a 4+, this operative performs a free **Shoot** action with its explosives before it's removed from the killzone.

Rage of the Blood God: These operatives always have a **BERZERKER MARKER** (they can't try to discard the marker).

Summoned from the Warp: These operatives must use the **SUMMONED FROM THE WARP FACTION RULE** to be placed in the killzone.

World Eater, CHAOS, DAEMON, SUPPORT, BLOODLETTER

32

HEAVY GUNNER		APL		MOVE	SAVE	WOUNDS
		3		6"	3+	15
NAME	ATK	HIT	DMG	WR		
S Bolt pistol	4	3+	3/4	Range 8"		
S Heavy bolter (focused)	5	3+	4/5	Heavy (Reposition only), Piercing Crits 1		
S Heavy bolter (sweeping)	4	3+	4/5	Heavy (Reposition only), Piercing Crits 1, Torrent 1"		
S Reaper chaincannon (focused)	5	3+	3/4	Ceaseless, Heavy (Reposition only), Punishing		
S Reaper chaincannon (sweeping)	4	3+	3/4	Ceaseless, Heavy (Reposition only), Punishing, Torrent 2"		
F Fists	4	3+	3/4	-		

World Eater, CHAOS, HERETIC ASTARTES, SUPPORT, HEAVY GUNNER

32

KHORNATE RAPTOR		APL		MOVE	SAVE	WOUNDS
		3		6"	3+	15
NAME	ATK	HIT	DMG	WR		
S Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1		
S Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1		
S Tainted bolt pistol	4	3+	3/5	Range 8", Rending		
F Power fist	5	4+	5/7	Brutal		
F Power maul	5	3+	4/6	Shock		
F Power weapon	5	3+	4/6	Lethal 5+		
F Tainted chainweapon	5	3+	4/5	Rending		

Jump pack: This operative gains the **Fly** rule when performing a **Reposition**, **Charge** or **Dash** action.

Jump pack charge:

1AP

If this operative performs a charge action in combination with the **Fly** rule, his melee weapons gain the **Brutal** and **Shock** rules.

Drop Insertion: This operative can use the **DROP INSERTION FACTION RULE**.

World Eater, CHAOS, HERETIC ASTARTES, SUPPORT, KHORNATE RAPTOR

32

TERMINATOR		APL		MOVE	SAVE	WOUNDS
		2*		6"	3+	18
NAME	ATK	HIT	DMG	WR		
S Kombibolter	4	3+	3/4	Relentless		
F Power fist (focused)	5	4+	5/7	Brutal		
F Heavy chainweapon	5	3+	4/6	Rending		

***Fuelled by hate and blood:** Once per activation: The player can spend a **SKULL POINT** to modify the APL of the operative by +1.

Bulky: Subtract 1" from the distance if this operative is performing a **Reposition**, **Charge** or **Dash** action.

Additionally, this operative can't climb more than 2" upwards.

Terminator armour: During a **Shoot** action in the **Roll Defence Dice** step you can roll as much D6 as the attacking player rolls to attack.

Additionally, during a **Fight** action, all successes count as critical successes, if they are used to parry.

World Eater, **CHAOS**, **HERETIC ASTARTES**, **SUPPORT**, **TERMINATOR**

40

FACTION EQUIPMENT

WARDED ARMOUR

1EP

STRATEGIC GAMBIT. Select one friendly **World Eater** operative. Until the **Ready step** of the next **Strategy phase**, change that operative's Save stat to 2+.

BLOOD TALISMANS

1EP

STRATEGIC GAMBIT. Once during each of their activations, when a friendly **World Eater** operative performs a **Shoot, Fight** or **Retaliate** action, if you roll two or more fails, you can inflict D3 damage on that friendly operative to discard one of them and retain the other as a normal success instead. Note that if it's the **Shoot** action and that damage incapacitates that friendly operative, the action doesn't end (continue the sequence with your successful attack dice).



BATTLE STIMULANTS

1EP

Only if the BERZERKER-SURGEON is chosen as Support operative. If you select this equipment, you get **three BATTLE STIMULANTS** which an operative can use by performing the **Use Battle Stimulants** action. Your kill team can only use that equipment a total number of times during the battle equal to your selection.

Use Battle Stimulants:

1AP

-  The operative regains D3+1 lost wounds.
-  This operative cannot perform this action while within control range of an enemy operative.

WARP REINFORCEMENT

1EP

You get one more **BLOODLETTER** operative. You can take the
of which **LEADER** you choose.

regardless

4.2 Khornate Daemons

The Khornate Daemons, collectively known as the Blood Legions, are structured in a strict hierarchy reflective of their martial skills. At the apex are the Bloodthirsters, Greater Daemons of Khorne, who lead the legions with brutal efficiency. Each Blood Legion is divided into eight cohorts, a number sacred to Khorne, with each cohort comprising eight packs of daemons. This organization underscores the significance of the number eight in Khorne's domain, symbolizing his dominion over war and bloodshed.

Among the myriad daemoniac entities, the Bloodletters serve as the core infantry of the Blood Legions. These horned humanoid daemons wield Hellblades, fearsome weapons that thirst for the blood of their enemies. In the skies above, Bloodthirsters command the battlefield, their massive wings and formidable weaponry making them harbingers of destruction. On the ground, Flesh Hounds, Khorne's daemoniac beasts, relentlessly track and hunt down enemies, their keen senses are attuned to the psychic trail of their prey. Juggernauts, massive daemoniac steeds of living metal, often serve as mounts for Khorne's champions, their unstoppable charges breaking enemy lines with ease.

These Khornate Daemons were at the forefront of the assault. The Bloodthirsters led devastating charges against Imperial positions, their sheer presence enough to sow terror among the defenders. Bloodletters swarmed across the battlefields, engaging in brutal close combat and overwhelming the Imperial Guard with their relentless attacks. Flesh Hounds were unleashed to hunt down fleeing soldiers, ensuring that none could escape the wrath of Khorne. The Juggernauts, ridden by exalted champions, smashed through fortified positions, their unstoppable momentum breaking the backbone of Imperial defenses.

The strategic deployment of these daemoniac forces allowed the armies of Chaos to make significant gains during the initial stages of the war. Their involvement in the conflict brought unparalleled destruction to the world of Armageddon, leaving a lasting scar on its history and serving as a grim reminder of the ever-present threat posed by the forces of Chaos.

A **Khornate Daemons** Kill Team consists of up to 9 to 12 Operatives. Below you will find a list of the operatives that make up a **Khornate Daemons** Kill Team, including, where relevant, any weapon specified for that operative.

1 **Khornate Daemons LEADER (1 Point)** operative selected from the following list:

- **BLOODREAPER** (1 Point) equipped with a Hellblade

1 **Khornate Daemons** Fireteam (4 Points) selected from the following list: Except for the **WARRIOR** you can take each operative once and the HERALD OF KHORNE three times.

- **BLOODLETTER WARRIOR (1 Point)** equipped with a Hellblade
- **Flesh Hound WARRIOR (1 Point)** equipped with Fangs
- **HERALD OF KHORNE (2 Points)** equipped with a Hellblade

1 **Khornate Daemons** SUPPORT (1 Point) operative selected from the following list:

- **ICON BEARER AND HORN BEARER [2 Operatives] (1 Point)** each equipped with a Hellblade

ARCHETYPES

- **SEEK & DESTROY**

FACTION RULES

Aegis Armor

When 2 or more Grey Knight Operatives are together in a radius of 3" (always measure from the operative in the centre), the Operatives in this radius can not be targeted by psychic actions from enemy operatives also every enemy unit with the keyword daemon or psyker which are in a radius of 6" around the Grey Knight Operative in the center, count as being injured.

Sanctified Blades

All melee weapons wielded by **Khornate Daemons** deal +1 additional damage on critical hits against enemies with the Daemon or Psyker keyword.

Masters of the Warp

All **Khornate Daemons** Operatives have the Psyker Keyword and can use the Manifest Psychic Power Action. Each time a friendly GREY KNIGHT operative performs the Manifest Psychic Power action, select one psychic power from the list below to be resolved. The second time a friendly **Khornate Daemons** operative performs the Manifest Psychic Power action in each of its activations, roll one 06: on a 1 -2, that operative suffers 3 mortal wounds. On a 3+, select one psychic power from the list below to be resolved. You cannot select one that you have resolved during this Turning Point.

ARMOURED RESILIENCE

Until the end of the Turning Point, improve this operative's Save characteristic by 1 .

HAMMERHAND

Until the end of the Turning Point, each time this operative fights in combat, in the Resolve Successful Hits step of that combat, the first time it strikes, inflict 1 additional damage on the target.

ASTRALAIM

Until the end of the Turning Point, this operative's ranged weapons gain the No Cover special rule.

Grey Knight Librarian only:

MIND BLADES

Perform a free Shoot action using the following ranged weapon.

Name A BS D

Mind Blades 4 2+ 3/3

Special Rules

Lethal 5+

!

MW2

CLEANSING FLAME

Perform a free Shoot action using the following ranged weapon.

Name A BS D

Cleansing Flame 5 2+ 2/2

Special Rules

Indirect, Barrage, Blast 1“

THE SUMMONING

Select one other friendly **Khornate Daemons** operative Visible to this operative. Add 1 to its APL.

QUICKSILVER

Select one enemy operative Visible to this operative. Until the end of the Turning Point, each time a friendly **Khornate Daemons** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

STRATEGY PLOYS

Empyric Surge (1 CP)

Until the end of the turning point all Grey Knight Operatives gain +1 Attack with all melee weapons, and their melee weapons gain +1 on their critical hit profile.

Rites of Banishment (2 CP)

Until the end of the turning point all Grey Knight Operatives gain +1 to their attack dice in their fight or shoot actions against enemy operatives with the keyword daemon and/or psyker.

Additionally until the end of the turning point all **Khornate Daemons** Operatives have access to the psychic power “Cleansing Flame” when performing the Manifest psychic Power action. Whenever an enemy operative with the keyword daemon or psyker is killed due this action, you get 1 CP.

Cleansing Flame

Perform a free Shoot action using the following ranged weapon.

Name	A	BS	D
Warpfire Purge	4	2+	3/2

Special Rules

Range 8”, Torrent 2” AP1 MW1

FIREFIGHT PLOYS

Banishment (1 CP)

Use this ploy during the resolve successful hits step of your fight action, if you dealt at least one damage to an enemy operative with the keyword daemon, immediately the fight is stopped and the enemy operative must be placed in your enemies deployment zone. (Your enemy player chooses where in the deployment zone by himself, it cannot be placed in melee distance).

Gate to Infinity (1 CP)

After an enemy Operative performs a charge action or a shooting action, before rolling attack dice, against a Grey Knight operative, place your operative in a radius of 6" away from his current position and not in melee distance. This counts as Manifest Psychic Power Action and you have to perform the test for the second action, even when this is the first Manifest Psychic Power action of that operator.

BLOODREAPER	APL	MOVE	SAVE	WOUNDS
	2	6"	6+	10

NAME	ATK	HIT	DMG	WR
Hellblade	4	2+	4/6	Lethal 5+

Daemon: This operative has a 5+ onvulnerable save.

KHORNATE DAEMON, CHAOS, DAEMON, KHORNE, LEADER, BLOODLETTER, BLOODREAPER (32)

BLOODLETTER (WARRIOR)	APL	MOVE	SAVE	WOUNDS
	2	6"	6+	9

NAME	ATK	HIT	DMG	WR
Hellblade	4	3+	4/6	Lethal 5+

Daemon: This operative has a 5+ onvulnerable save.

KHORNATE DAEMON, CHAOS, DAEMON, KHORNE, BLOODLETTER, WARRIOR (32)

FLESH HOUND	APL	MOVE	SAVE	WOUNDS
	2	8"	5+	8

NAME	ATK	HIT	DMG	WR
Fangs	4	3+	3/4	Redning

Beast: This operative cannot perform any actions other than Charge, Dash, Fall Back, Fight, Gather, Guard, Reposition, Pick Up Marker and Place Marker. It cannot use any weapons that aren't on its datacard.

Hunger: Whenever an enemy operative performs the Fight action, if this operative is a valid operative to fight against, you can force them to select this operative to fight against instead. Whenever an enemy operative ends the Charge action within control range of another friendly **KHORNATE DAEMON** operative within 3" of this operative, if this operative isn't within control range of enemy operatives, this

APPREHEND (1AP): Select one enemy operative within this operative's control range. Until that enemy operative is no longer within this operative's control range, or until this operative performs this action again (whichever comes first), worsen the Hit stat of that enemy operative's weapons by 1 (this isn't cumulative with being injured); in addition, that enemy operative cannot perform the Fall Back action.

This operative cannot perform this action unless an enemy operative is within its control range.

Daemon: This operative has a 5+ onvulnerable save.

KHORNATE DAEMON, CHAOS, DAEMON, KHORNE, FLESH HOUND, WARRIOR (32)

HEROLD OF KHORNE			APL	MOVE	SAVE	WOUNDS
			2	6"	4+	16
NAME	ATK	HIT	DMG	WR		
Hellweapon	5	3+	4/6	Shock, Leathal 5+		

Daemon: This operative has a 5+ invulnerable save.

KHORNATE DAEMON, CHAOS, DAEMON, KHORNE, HERALD OF KHORNE, WARRIOR 40

BLOODLETTER (ICON BEARER)			APL	MOVE	SAVE	WOUNDS
			2	6"	6+	9
NAME	ATK	HIT	DMG	WR		
Hellblade	4	3+	4/6	Lethal 5+		

Daemon: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

Daemonic Icon (1 AP): Until the end of the Turning Point, while this operative is within 3" of a friendly Chaos operative, that friendly operative is invigorated by CHAOS. While an operative is invigorated by Chaos, improve its invulnerable save by 1 (when that Operative doesn't have an invulnerable save, it gets one by 5+).

KHORNATE DAEMON, CHAOS, DAEMON, KHORNE, BLOODLETTER, ICON BEARER

32

BLOODLETTER (HORN BEARER)			APL	MOVE	SAVE	WOUNDS
			2	6"	6+	9
NAME	ATK	HIT	DMG	WR		
Hellblade	4	3+	3/6	Lethal 5+		

Daemon: This operative has a 5+ invulnerable save.

Instrument of Chaos (1 AP): Until the end of the Turning Point, each time a friendly CHAOS operative performs a Normal Move or Charge action, it can move an additional .

KHORNATE DAEMON, CHAOS, DAEMON, KHORNE, BLOODLETTER, HORN BEARER

32

FACTION EQUIPMENT

Daemonic Weapon* (Leader only)

1EP

Name

A BS D

Warpfire Purge

4 2+ 3/2

Special Rules

Range 8", Torrent 2" AP1 MW1

Ancient Relic*

1EP

Equipped Operative and all friendly operatives in a radius of 6" have a 4+ Invulnerable Save

4.3 Dark Mechanicum

While the main forces of Legio Mortis and Legio Vulcanum fought on the frontlines of Angrons campaign against the planet of Armageddon, lesser henchmen skirmished around and used the mayhem of battle to their advantage. Foremost Domini of the Sator caste took the opportunity to fill their stockpiles of rare tech and bodyparts, to tinker on even wilder perversions for the dark hordes of their Legios. Despite being capable of utilising necrotic tissue for their twisted creations, they had a preference for living components. Therefore they drove around their Phylaca Harpax, a form of cyberdrone, carrying a warp enhanced cage on their back, specially created to catch poor souls in an immaterial confinement.

Below you will find a list of the operatives that make up a **Dark Mechanicum** Kill Team, including, any weapon specified for that operative.

1 Dark Mechanicum LEADER operative:

- DOMINUS SATOR (1 Point)**with:
 - Geodesic lance and Array of decoherent blades

1 Dark Mechanicum Fireteam (4 Points) consisting of

3 Dark Mechanicum HOMUNCULUS operatives:

- HOMUNCULUS** with:
 - Jagged Claws**

and 6 Dark Mechanicum WRETCHED SKITARII selected from the following list:

- WRETCHED SKITARII SKULKER** with one of the following options:
 - Dual wielding decoherent scimitars
 - Exoplanar carbine or Exoplanar needler and gun butt
- WRETCHED SKITARII SCREECHER** with one of the following options:
 - Decoherent scimitar
 - Exoplanar carbine or Exoplanar needler and gun butt
- WRETCHED SKITARII STITCHER** with one of the following options:
 - Decoherent scimitar
 - Exoplanar carbine or Exoplanar needler and gun butt
- WRETCHED SKITARII HULK** with one of the following options:

- Twohanded decoherent axe
- Exoplanar heavy stubber and gun butt
- WRETCHED SKITARII SCRAPPER** with one of the following options:
 - Decoherent scimitar
 - Exoplanar carbine or Exoplanar needler and gun butt

1 **Dark Mechanicum** **SUPPORT** operative:

- PHYLACA HARPAX (1 Point)** with:
 - Lascutter Mechadendrites and Arrester Hooks

Other than **WRETCHED SKITARII SCRAPPER**, your Kill Team cannot include each option for **WRETCHED SKITARII** more than once.

FACTION RULES

ANIMA MORI

Whenever an attack dice retained as a critical hit inflicts damage to a **Dark Mechanicum** operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

LEGIOS RETINUE

During **Strategy Phase** of the first turning point, assign your Kill Team to **one** of two Legios, and apply the according **weapon rule** to your operatives weapons, excluding the weapons of operatives with the **SIMPLE PROGRAMMING** special rule.

LEGIO MORTIS:

All **melee weapons** of **Dark Mechanicum** operatives get the **Balanced** weapon rule.

-or:

LEGIO VULCANUM:

All **ranged weapons** of **Dark Mechanicum** operatives get the **Accurate 1** weapon rule.

STRATEGY PLOYS

SNAP SHUT

Until the end of this turning point, weapons of **Dark Mechanicum** operatives get the **Stun** weapon rule. This strategy ploy can only be used **once** per battle.

CLOSE IN

Until the end of this turning point, **Dash** actions of **Dark Mechanicum** operatives get the **Fly** special rule, but cannot cross terrain higher than 4" from their starting position. This strategy ploy can only be used **once** per battle.

NECROLYTIC CLEANSING

Until the end of this turning point, **Dark Mechanicum** operatives can perform the **NECROLYTIC CLEANSING** action.

NECROLYTIC CLEANSING (1AP):

Restore up to **2+D3** lost wounds for this operative.

FIREFIGHT PLOYS**ENTANGLE**

Use this firefight ploy when a friendly **Dark Mechanicum** operative is in **control range** of an enemy operative. Enemy operatives in control range of this operative cannot make **Fallback** actions. (invested AP are refunded)

BRUXAL PARALYSIS

Use this firefight ploy when your opponent would activate an enemy operative within 6" of a friendly **Dark Mechanicum** operative. Your opponent **cannot activate** that operative during this activation. If there are no other enemy operatives eligible to be activated, this ploy has no effect. This ploy **costs** you **1 additional CP** for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

RECKLESS OVERDRIVE

Use this firefight ploy on activation of a friendly **Dark Mechanicum** operative. Until the end of this operatives activation treat its **move** stat as **2" higher**, and their weapons get the **ceaseless** weapon rule. After the activation inflict **1+D3 damage** to this operative.

DOMINUS SATOR				APL	MOVE	SAVE	WOUNDS
				3	6"	3+	13
	NAME	ATK	HIT	DMG	WR		
R	Geodesic Lance	4	3+	3/4	Range 8", *Warp manifold		
M	Array of decoherent blades	5	3+	3/6	Punishing		

***Warp manifold:** After you inflicted damage with a retained critical hit, remove the enemy operative you took the shoot action against from the killzone. Then put it back onto the killzone, in a legal position, x" or less away from its original position, where x is 3+D3.

DARK MECHANICUM, CHAOS, LEADER, DOMINUS SATOR

WRETCHED SKITARII SKULKER				APL	MOVE	SAVE	WOUNDS
				2	6"	4+	9
	NAME	ATK	HIT	DMG	WR		
M	Dual wielding decoherent Sci-mitars	5	3+	3/5	Punishing		
R	Exoplanar Carbine	4	3+	2/4	Punishing, Silent, *Concealed position		
R	Exoplanar Carbine	4	3+	2/4	Punishing		
R	Exoplanar Needler	5	3+	2/3	Range 10", Saturate, Silent, *Concealed position		
R	Exoplanar Needler	5	3+	2/3	Range 10", Saturate		
M	Gun Butt	3	4+	2/3			

***Concealed Position:** This operative can only use this weapon the first time it's performing the Shoot action during the battle.

Hunched: While in cover, treat this operatives save stat as 1 higher.

DARK MECHANICUM, CHAOS, WRETCHED SKITARII, SKULKER

WRETCHED SKITARII SCREE- CHER				APL	MOVE	SAVE	WOUNDS
				2	6"	4+	9
	NAME	ATK	HIT	DMG	WR		
M	Decoherent Scimitar	4	3+	3/4	Punishing		
R	Exoplanar Carbine	4	3+	2/4	Punishing		
R	Exoplanar Needler	5	3+	2/3	Range 10", Saturate		
M	Gun Butt	3	4+	2/3			
<p>Horrifying Shrieking: Whenever an enemy operative is within 3" of this operative, your opponent must spend 1 additional AP for that enemy operative to perform the Pick Up Marker and mission actions. Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of this operative. Note this isn't a change to the APL stat, so any changes are cumulative with this.</p>							
DARK MECHANICUM, CHAOS, WRETCHED SKITARII, SCREECHER							

WRETCHED SKITARII STITCHER				APL	MOVE	SAVE	WOUNDS
				2	6"	4+	9
	NAME	ATK	HIT	DMG	WR		
M	Decoherent Scimitar	4	3+	3/4	Punishing		
R	Exoplanar Carbine	4	3+	2/4	Punishing		
R	Exoplanar Needler	5	3+	2/3	Range 10", Saturate		
M	Gun Butt	3	4+	2/3			
<p>Patchwork: The first time during each turning point that another friendly Dark Mechanicum operative would be removed from the killzone as incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated and has 1 wound remaining. That friendly operative can then immediately perform a free Dash action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated.</p>				<p>Stitchup 1AP Select one friendly Dark Mechanicum operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the stitchup rule was used on during this turning point. This operative cannot perform this action while within control range of an enemy operative.</p>			
DARK MECHANICUM, CHAOS, WRETCHED SKITARII, STITCHER							

WRETCHED SKITARII HULK				APL	MOVE	SAVE	WOUNDS
				2	6"	4+	11
	NAME	ATK	HIT	DMG	WR		
M	Twohanded decoherent Axe	4	3+	4/6	Punishing, Brutal		
R	Exoplanar heavy stubber (focused)	5	3+	3/4	Punishing, Heavy (Dash only)		
R	Exoplanar heavy stubber (sweeping)	4	3+	3/4	Punishing, Heavy (Dash only), Torrent 2"		
M	Gun Butt	3	4+	3/4			

DARK MECHANICUM, CHAOS, WRETCHED SKITARII, HULK

WRETCHED SKITARII SCRAPPER				APL	MOVE	SAVE	WOUNDS
				2	6"	4+	9
	NAME	ATK	HIT	DMG	WR		
M	Decoherent Scimitar	4	3+	3/4	Punishing		
R	Exoplanar Carbine	4	3+	2/4	Punishing		
R	Exoplanar Needler	5	3+	2/3	Range 10", Saturate		
M	Gun Butt	3	4+	2/3			

DARK MECHANICUM, CHAOS, WRETCHED SKITARII, SCRAPPER

HOMUNCULUS				APL	MOVE	SAVE	WOUNDS
				2	6"	5+	6
	NAME	ATK	HIT	DMG	WR		
M	Jagged Claws	4	3+	2/3			
<p>Masters integrity: If another friendly Dark Mechanicum LEADER or SUPPORT operative, within 3" of this operative, receives damage from a shoot or fight action, divert the damage of one of the retained successes of the enemy operative onto this operative, and move it into control range of the friendly operative. This movement can be used to move into control range of enemy operatives.</p>				<p>Simple programming: This operative cannot interact with objectiv markers, and it cannot use any weapons that aren't on its datacard.</p> <p>Group Activation: Whenever this operative is expended, you must then activate one other ready friendly Dark Mechanicum HOMUNCULUS operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).</p>			

DARK MECHANICUM, CHAOS, HOMUNCULUS

PHYLACA HARPAX				APL	MOVE	SAVE	WOUNDS
				3	4"	3+	16
	NAME	ATK	HIT	DMG	WR		
M	Lascutter Mechadendrites	4	3+	3/4	*Many Arms		
M	Arrester Hooks	-	-	-	*Imprison		
<p>*Imprison: When this operative is using this weapon for a fight action (not retaliating!), roll 3 D6. If the result is higher or equal to the enemy operatives unmodified wound stat, immediatly remove it from the killzone, and gain 1CP. If the targeted enemy operative is wounded, you can reroll 1 of the dice used for this action. Only at the end of battle removed enemy operatives count as beeing incapacitated.</p> <p>Release: If this operative is incapacitated, after it's removed from the killzone, roll a D6 for each operative removed from the killzone via the *Imprison weapon rule. On a 5+ put the removed operativ back onto the killzone, in control range of the former position of the Phylaca Harpax, and with 1 wound remaining. Each operativ that is not put back counts as beeing incapacitated.</p>				<p>*Many Arms: When this operative uses this weapon to fight or retaliate, you can use 1 retained normal or critical success, to block 2 normal successes of the enemy operative.</p> <p>Simple programming: This operative cannot interact with objective markers, and cannot use any weapons that aren't on its datacard.</p>			
DARK MECHANICUM, CHAOS, SUPPORT, PHYLACA HARPAX							

FACTION EQUIPMENT

4.4 Mutants and Beastmen

Mutants and Beastmen played crucial roles during the First War for Armageddon, both as frontline assault troops and as symbols of the pervasive threat posed by Chaos. Their involvement highlighted the Imperium's internal challenges regarding mutation and acceptance, and underscored the ever-present danger of Chaos exploiting societal divisions to further its malevolent objectives.

Mutants are individuals who have undergone significant physical or genetic alterations, often viewed with suspicion and contempt within the Imperium. In the context of the Armageddon invasion, numerous mutant cohorts aligned themselves with the Chaos forces. Notable among these were groups such as Jakob's Kin, comprising 17 cohorts, and The Children of Garnacea, the largest contingent with 31 cohorts. These mutants brought sheer numbers and a variety of aberrant abilities to the battlefield, overwhelming Imperial defenses through relentless assaults. Their intimate knowledge of the planet's terrain, particularly in Armageddon Prime, allowed them to exploit weaknesses in the Imperial positions, facilitating the rapid advance of Chaos forces.

Beastmen, classified as Abhumans due to their hybrid human-animal characteristics, have a complex history within the Imperium. Historically, they were integrated into the Imperial Army during the Great Crusade, valued for their brute strength and ferocity in combat. However, post-Horus Heresy, perceptions shifted, and Beastmen were increasingly marginalized and persecuted, often hunted down during anti-mutant pogroms conducted by the Adeptus Arbites on worlds where populations of Beastmen were known to exist. This systemic ostracization drove many Beastmen to seek refuge among the forces of Chaos. On Armageddon, Beastmen units such as Tuskgor's Tribe, numbering 12 cohorts, were instrumental in leading brutal assaults against Imperial positions. Their natural aggression and resilience made them formidable opponents, particularly in close-quarters combat within the dense urban environments of the hive cities.

The integration of mutants and Beastmen into the Chaos warbands not only bolstered the numerical strength of Angron's invasion force but also served as a psychological weapon. The sight of these twisted and fearsome warriors instilled terror among the Imperial defenders, undermining morale and cohesion. Furthermore, their presence exemplified the insidious nature of Chaos, which seeks to corrupt and utilize those marginalized by the Imperium for its own ends.

Below you will find a list of the operatives that make up a **Mutants and Beastmen** Kill Team, including, where relevant, any weapon specified for that operative.

1 **Mutants and Beastmen LEADER (1 Point)** operative selected from the following list:

- **Beastmen Chieftain of the Tribe** with one of option from each of the following:
 - Plasma pistol or corrupted pistol
 - Bludgeon or Corrupted chainsword
- **MUTANT GANGLERS**, consists of one **MUTANT CLANGURU** operative and one **VOICE OF THE CLAN** operative.
- The **MUTANT CLANGURU** with one of the following options:
 - Tainted bolt pistol and daemon blade

And the **VOICE OF THE CLAN**, equipped with one of the following options

- Close combat weapon* and rifle*
- Mutation* and Pistol*

Mutants and Beastmen Fireteam (4 Points) consisting of 8 **Mutants and Beastmen operatives**, selected from the following list, every selections with the Keyword SPECIALIST can only be taken once.

- **BEASTMEN WARRIOR**, this Slot includes one **BEASTMEN WARRIOR**-Operatives, equipped with one each of the following:
 - Autopistol
 - Bludgeon or Cleaver
- **BEASTMEN SKULLCLEAVER**, this Slot includes one **BEASTMEN SKULLCLEAVER**-Operative, equipped with the following:
 - Autopistol and Skullcleaver-Axe
- **BEASTMEN CRUSHER**, this Slot includes one **BEASTMEN CRUSHER**-Operative, equipped with the following:
 - Mancrusher
- **BEASTMEN RIPPER**, this Slot includes one **BEASTMEN RIPPER**-Operative, equipped with the following:
 - Vicious Claws
- **BEASTMEN SCARED**, this Slot includes one **BEASTMEN SCARED**-Operative, equipped with the following:
 - Autopistol and Bionic Fist
- **BEASTMEN BLADE MASTER**, this Slot includes one **BEASTMEN BLADE MASTER**-Operative, equipped with the following: with one of the following options:
 - Triple Cleavers
- **BEASTMEN HERD-GOAD**, this Slot includes one **BEASTMEN HERD-GOAD**-Operative, equipped with the following:
 - Autopistol and Crackthorn Whip
- **BEASTMEN ICON BEARER** with the following options:
 - Autopistol and Bludgeon

- **BEASTMEN GHORS**, this selection includes 3 Operatives, Equipped with one of the following Options:
 - Autopistol and fists
 - Horns
 - Blackpowdergun and bludgeon
- **MUTANTS**, this selection costs **4 slots**, you can select **5 of the following operatives**:
 - **Mutant Ganger**, equipped with one of the following:
 - Close combat weapon* and riffle*
 - mutation* and pistol*
 - **Big Mutant** (this selection counts as two), equipped with one of the following:
 - hideous mutation
 - “Big Gun” * and fists

1 **Mutants and Beastmen SUPPORT** operative (1 Point) selected from the following list:

- **BEASTMAN SHAMAN** equipped with a Autopistol, Tech-curse and a Braystave
- **KHORNGHOR** equipped with
 - Daemon blade and shield
- **MUTANT HEAVY GUNNER TEAM** consists of 2 Operatives, one equipped with:
 - Heavy Cannon* or Heavy Explosive Weapon* and CCW
 the other equipped with a CCW and a Weapon Support Set*
- **BIG MUTANT** equipped with one of the following options:
 - hideous mutation
 - big gun and fists

Designer Note: * this could mean anything, do what you want

ARCHETYPES

- **SECURITY**
- **SEEK & DESTROY**

FACTION RULES

KHORNES REWARD

Whenever a **MUTANTS AND BEASTMEN** Operative incapacitates an enemy operative, that has more wounds in his profile than him, he receives the Reward of Khorne.

Add 1 to his ATK Profile and gain 2D3 Wounds regardless of whether the initial value is exceeded.

HIDDEN ON ARMAGEDDON

MUTANTS AND BEASTMEN live on the World, without knowledge of the Imperium.

Up to 4 SLOT Choices of your Kill Team can be placed anywhere on the Killzone, except the enemies Deployment Zone.

STRATEGY PLOYS (TBA)



FIREFIGHT PLOYS (TBA)

STRONGER TOGETHER

When a **MUTANTS AND BEASTMEN** Operative provides Combat Support add the following rule:

- When you charged: Resolves 2 attacks, before the enemy strikes back
- When the enemy charged: you strike first



CHIEFTAIN OF THE TRIBE			APL	MOVE	SAVE	WOUNDS
			2	6"	4+	11
NAME	ATK	HIT	DMG	WR		
Plasma pistol (standard)	4	4+	3/5	Range 8", Piercing 1		
Plasma pistol (supercharge)	4	4+	4/5	Range 8", Hot, Lethal 5+, Piercing 1		
Corrupted pistol	4	4+	3/5	Range 8", Rending		
Bludgeon	4	3+	4/4	Brutal		
Corrupted chainsword	4	3+	4/5	Rending		

Call the Attack: Strategic Gambit. Select one friendly **Beastmen** operative visible to and within 6" of this operative. That selected operative, and each other friendly **Beastmen** operative visible to and within 2" of it, can immediately perform a free Dash action in an order of your choice.

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, LEADER, CHIEFTAIN

32

MUTANT CLANGURU			APL	MOVE	SAVE	WOUNDS
			3	6"	5+	8
NAME	ATK	HIT	DMG	WR		
Corrupted pistol	4	4+	3/5	Range 8", Rending		
Blessed CCW	4	3+	4/5	Devastating 1, Relentless		

MUTATED FLESH: When this operative loses a wound, roll a D6, on a 5+ the wound isn't lost. **Aura of Inspiration:** Friendly **MUTANT** Operatives within 10" of this operative cannot become injured.

MUTANTS AND BEASTMEN, CHAOS, MUTANT, GANGLER, GURU

28

VOICE OF THE CLAN			APL	MOVE	SAVE	WOUNDS
			2	6"	3+	7
NAME	ATK	HIT	DMG	WR		
Mutation	4	4+	3/4	Ceaseless, Rending		
Tainted CCW	4	4+	3/4	Brutal		
CCW	4	4+	2/3			
Pistol	4	4+	2/3	Range 8"		
Rifle	4	5+	3/4			

XXX (1AP): Select one friendly Operative within 8" and visible to this operative, the friendly operative gains +1 AP for this turning point.

MUTANTS AND BEASTMEN, CHAOS, MUTANTS, GANGLER, CLANVOICE

28

BEASTMEN WARRIOR					APL	MOVE	SAVE	WOUNDS
					2	6"	5+	10
NAME	ATK	HIT	DMG	WR				
Autopistol	4	3+	2/3	Range 8"				
Bludgeon	4	3+	4/4	Brutal				
Cleaver	4	3+	4/5	-				

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, WARRIOR

32

BEASTMEN SKULLCLEAVER					APL	MOVE	SAVE	WOUNDS
					2	6"	5+	10
NAME	ATK	HIT	DMG	WR				
Autopistol	4	4+	2/3	Range 8"				
Skullcleaver-Axe	4	3+	4/5	Lethal 5+				

Skulls for the Skullthrone: After this Operative

incapacitates an enemy operative, toll a D3:

- On a 1 nothing happens
- On a 2 you receive 1 CP
- On a 3 you receive 1 VP

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SPECIALIST, SKULLCLEAVER

32

BEASTMEN CRUSHER					APL	MOVE	SAVE	WOUNDS
					2	6"	5+	10
NAME	ATK	HIT	DMG	WR				
Mancrusher	4	4+	5/5	Brutal				

Furious Charge: When this Operative makes an Charge, his

Attacks are increased by +1.

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SPECIALIST, CRUSHER

32

BEASTMEN RIPPER			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	11
NAME	ATK	HIT	DMG	WR		
Vicious Claws	4	3+	4/6	Ceaseless, Tactual Hunter*		

***Tactual Hunter:** Whenever this operative is fighting with this weapon against an expended operative, the first time you strike with a critical success during that sequence, you can immediately resolve another of your successes as a strike (before your opponent).

Savage: The first time this operative performs the Fight action during each of its activations, if it isn't incapacitated, it can immediately perform a free Fight action afterwards (you don't have to select the same enemy operative to fight against). This takes precedence over action restrictions, and you cannot use the Ruthless Rampage firefight ploy between those two Fight actions.

Berserker: This operative cannot perform the Shoot action (other than Guard, but cannot then perform a free Shoot action during the interruption). You must spend 1 additional AP for this operative to perform the Pick Up Marker and mission actions (excluding Operate Hatch).

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SPECIALIST, RIPPER

32

BEASTMEN SCARRED			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	11
NAME	ATK	HIT	DMG	WR		
Autopistol	4	4+	2/3	Range 8"		
Bionic Fist	4	3+	4/5	Brutal		

Veteran of the Tribe: At the end of this operative's activation you can change its order.

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SPECIALIST, SCARRED

32

BEASTMEN BLADE MASTER			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	10
NAME	ATK	HIT	DMG	WR		
Triple Cleavers	4	2+	4/5	Ceaseless		

Storm of Blades (2AP): Perform a free Reposition action with this operative. During that action, it can move an additional 2", and can move within control range of enemy operatives (it cannot begin or end the move there). Inflict D3+1 damage on each enemy operative it moved within range of (roll separately for each after it's moved, in the order it moved within control range of them). This Operative cannot perform this action while it has a conceal order.

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SPECIALIST, BLADE MASTER

32

BEASTMEN HERD-GOAD			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	10
NAME	ATK	HIT	DMG	WR		
Autopistol	4	4+	2/3	Range 8"		
Crackthorn whip (ranged)	4	2+	2/3	Range 3", Lethal 4+, Stun		
Crackthorn whip (melee)	4	3+	2/3	Lethal 4+, Shock		

Whip Control: Whenever an enemy operative is visible to and within 3" of this operative, if this operative isn't within control range of any other enemy operatives:

- Subtract 1 from the Atk stat of that enemy operative's melee weapons (to a minimum of 1).
- Your opponent must spend 1 additional AP for that enemy operative to perform the Fall Back action.

Incite Fury (1AP):

SUPPORT. Select one other friendly **BEASTMEN** operative visible to and within 3" of this operative. Until the end of that operative's next activation, that operative's APL is increased by 1 to its APL stat.

This action cannot be performed while within control range of an enemy operative.

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SPECIALIST, HERD-GOAD

BEASTMEN ICON BEARER				APL	MOVE	SAVE	WOUNDS
				2	6"	5+	10
NAME	ATK	HIT	DMG	WR			
Autopistol	4	4+	2/3	Range 8"			
Bionic Fist	4	3+	4/5	Brutal			

Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

War Gong: Whenever an attack dice would inflict Critical Dmg on a friendly **BEASTMEN** operative within 3" of this operative, you can choose for that attack dice to inflict Normal Dmg instead.

Gong Knell (1AP):

Until the start of this operatives next activation or until this operative is incapacitated (whichever comes first), whenever an enemy operative is shooting this operative, improve this operatives Save stat by 1 and ignore the Piercing weapon rule.

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SPECIALIST, ICON BEARER

32

BEASTMEN GHOR				APL	MOVE	SAVE	WOUNDS
				2	6"	5+	6
NAME	ATK	HIT	DMG	WR			
Autopistol	4	4+	2/3	Range 8"			
Blackpowder Pistol	4	5+	2/4	Range 8", Hot			
Fists	4	5+	2/3	-			
Bludgeon	4	5+	4/4	Brutal			

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **BEASTMEN GHOR** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, GHOR

32

BIG MUTANT				APL	MOVE	SAVE	WOUNDS
				2	6"	5+	7
NAME	ATK	HIT	DMG	WR			
Hideous mutation	5	4+	4/5	Relentless, Rending			
Fists	4	4+	2/3				
Big Gun Explosive	4	4+	4/5	Devastating 1			
Big Gun	5	4+	3/4				

MUTANTS AND BEASTMEN, CHAOS, MUTANT, BIG MUTANT

32

MUTANT GANGER		APL	MOVE	SAVE	WOUNDS
		2	6"	5+	10
NAME	ATK	HIT	DMG	WR	
Mutation	4	4+	3/4	Ceaseless, Rending	
Tainted CCW	4	4+	3/4	Brutal	
CCW	4	4+	2/3		
Pistol	4	4+	2/3	Range 8"	
Rifle	4	5+	3/4		

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **MUTANT GANGER** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

MUTANTS AND BEASTMEN, CHAOS, MUTANT, GANGER

28

BEASTMEN SHAMAN		APL	MOVE	SAVE	WOUNDS
		2	6"	5+	10
NAME	ATK	HIT	DMG	WR	
Autopistol	4	4+	2/3	Range 8"	
Tech-course (Ranged)	4	3+	1/3	PSYCHIC, Rending, Saturate, Seek	
Braystave	4	3+	3/5	Shock	

MANTLE OF DARKNESS (1AP):

PSYCHIC. Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever a friendly **BEASTMEN** operative is visible to and within 3" of this operative, has a Conceal order and is in cover, that friendly operative cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

This operative cannot perform this action while within control range of an enemy operative.

APOPLETIC REJUVENATION (1AP):

Select one friendly **BEASTMEN** operative that doesn't have one of your Frenzy tokens and is visible to and within 6" of this operative. That friendly operative regains up to 2D3 lost wounds; if that operative has incapacitated an enemy operative while fighting or retaliating during the battle, it regains up to 6 lost wounds instead.

This operative cannot perform this action while within control range of an enemy operative.

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SUPPORT, PSYKER, SHAMAN

32

<u>KHORNGOR</u>			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	11
NAME	ATK	HIT	DMG	WR		
Daemon blade	5	3+	4/7	Lethal 5+		

KHORNES GIFT: When this operative loses a wound, roll a D6, on a 6+ the wound isn't lost, additionally this operative cannot become injured.

SHIELD: When this Operative is targeted by a shooting action, your **SAVE** is increased by 1.

MUTANTS AND BEASTMEN, CHAOS, BEASTMEN, SUPPORT, KHORNGOR

32

<u>MUTANT HEAVY WEAPON MEMBER</u>			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	7
NAME	ATK	HIT	DMG	WR		
Heavy Cannon	6	3+	3/4			
Heavy Explosive Canon	4	4+	4/5	Blast 3"		
CCW	4	4+	2/3			

***Fuelled by hate and blood:** Once per activation: The player can spend a **SKULL POINT** to modify the APL of the operative by +1.

Bulky: Subtract 1" from the distance if this operative is performing a **Reposition**, **Charge** or **Dash** action. Additionally, this operative can't climb more than 2" upwards.

Terminator armour: During a **Shoot** action in the **Ro** **fence Dice** step you can roll as much D6 as the attacker rolls to attack.

Additionally, during a **Fight** action, all successes count as critical successes if they are used to parry.

MUTANTS AND BEASTMEN, CHAOS, MUTANTS, SUPPORT, HEAVY WEAPON

FACTION EQUIPMENT (TBA)

	1EP
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	1EP
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	1EP
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	1EP
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4.5 Grey Knights

The Grey Knights are an elite and secretive Chapter of the Adeptus Astartes, created during the Horus Heresy under the Emperor's direct command to combat Chaos. Unlike other Space Marines, every Grey Knight is a psyker, protected by unmatched mental fortitude and purity. Their gene-seed, said to be derived from the Emperor, makes them immune to corruption. They operate from Titan, a hidden fortress-monastery warded against daemonic intrusion.

The First War for Armageddon

During the First War for Armageddon, the Daemon Primarch Angron led a massive Chaos invasion. Despite a fierce defense by the Imperial Guard and Space Wolves, the tide only turned with the arrival of a Grey Knights Brotherhood. Their psychic powers and ****Nemesis Force Weapons**** allowed them to battle Angron's daemonic legions directly.

Led by Brother-Captain Aurellian, the Grey Knights performed a forbidden ritual to banish Angron. This victory came at a great cost—80 of the 100 Grey Knights perished, their souls sacrificed to complete the ritual. Though the daemonic forces were vanquished, the Inquisition deemed the survivors of the war a liability. To prevent knowledge of Chaos from spreading, they ordered a mass purge, executing or exiling civilians and soldiers alike. The Space Wolves, who had fought alongside the Grey Knights, fiercely opposed this decision, creating a lasting rift between them and the Inquisition.

The Grey Knights' actions on Armageddon embody their grim duty: to eradicate Chaos at any cost, ensuring their sacrifices remain forever hidden from the Imperium they protect.

A **Grey Knights** Kill Team consists of up to 3 to 5 Operatives. Below you will find a list of the operatives that make up a **Grey Knights** Kill Team, including, where relevant, any weapon specified for that operative.

1 **Grey Knights** **LEADER** operative selected from the following list:

- **JUSTICAR** (2 Points) equipped with a storm bolter and one of the following options:
 - Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave

1 **Grey Knights** Fireteam selected from the following list: Except for the **WARRIOR** you can take each operative once.

- **PURGATOR** (1 Point) equipped with fists and one of the following options:
 - Incinerator, psilencer or psycannon

- **INTERCEPTOR (1 Point)** equipped with a storm bolter, a teleporter and one of the following options:
 - Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave
- **PALDINE Terminator (2 Points)** equipped with a storm bolter and one of the following options:
 - Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave
- **WARRIOR (1 Point)** equipped with a storm bolter and one of the following options:
 - Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave

1 **Grey Knights SUPPORT** operative selected from the following list:

- **PURIFIER (1 Point)** equipped with fists and one of the following options:
 - Incinerator, psilencer or psycannon
- **GREY KNIGHTS LIBRARIAN (1 Point)** with a Psychic Hood and a storm bolter and one of the following options:
 - Force Staff, Force Sword, Force Axe

ARCHETYPES

- **SECURITY**
- **SEEK & DESTROY**

FACTION RULES

Aegis Armor

When 2 or more **Grey Knight** Operatives are together in a radius of 3" (always measure from the operative in the centre), the Operatives in this radius can not be targeted by psychic actions from enemy operatives also every enemy unit with the keyword daemon or psyker which are in a radius of 6" around the **Grey Knight** Operative in the center, count as being injured.

Sanctified Blades

All melee weapons wielded by **Grey Knights** deal +1 additional damage on critical hits against enemies with the Daemon or Psyker keyword.

Masters of the Warp

All **Grey Knights** Operatives have the **Psyker Keyword** and can use the **Manifest Psychic Power Action**. Each time a friendly **GREY KNIGHT** operative performs the **Manifest Psychic Power** action, select one psychic power from the list below to be resolved. The second time a friendly **Grey Knights** operative performs the **Manifest Psychic Power** action in each of its activations, roll one **06**: on a 1 -2, that operative suffers 3 mortal wounds. On a 3+, select one psychic power from the list below to be resolved. You cannot select one that you have resolved during this Turning Point.

ARMOURED RESILIENCE

Until the end of the Turning Point, improve this operative's Save characteristic by 1 .

HAMMERHAND

Until the end of the Turning Point, each time this operative fights in combat, in the Resolve Successful Hits step of that combat, the first time it strikes, inflict 1 additional damage on the target.

ASTRALAIM

Until the end of the Turning Point, this operative's ranged weapons gain the No Cover special rule.

Grey Knight Librarian only:

MIND BLADES

Perform a free Shoot action using the following ranged weapon.

Name A BS D

Mind Blades 4 2+ 3/3

Special Rules

Lethal 5+

!

MW2

CLEANSING FLAME

Perform a free Shoot action using the following ranged weapon.

Name A BS D

Cleansing Flame 5 2+ 2/2

Special Rules

Indirect, Barrage, Blast 1“

THE SUMMONING

Select one other friendly **Grey Knights** operative Visible to this operative. Add 1 to its APL.

QUICKSILVER

Select one enemy operative Visible to this operative. Until the end of the Turning Point, each time a friendly **Grey Knights** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

STRATEGY PLOYS

Empyric Surge (1 CP)

Until the end of the turning point all **Grey Knight** Operatives gain +1 Attack with all melee weapons, and their melee weapons gain +1 on their critical hit profile.

Rites of Banishment (2 CP)

Until the end of the turning point all **Grey Knight** Operatives gain +1 to their attack dice in their fight or shoot actions against enemy operatives with the keyword daemon and/or psyker.

Additionally until the end of the turning point all **Grey Knight**s Operatives have access to the psychic power “Cleansing Flame” when performing the Manifest psychic Power action. Whenever an enemy operative with the keyword daemon or psyker is killed due this action, you get 1 CP.

Cleansing Flame

Perform a free Shoot action using the following ranged weapon.

Name	A	BS	D
Warpfire Purge	4	2+	3/2

Special Rules

Range 8”, Torrent 2” AP1 MW1

FIREFIGHT PLOYS

Banishment (1 CP)

Use this ploy during the resolve successful hits step of your fight action, if you dealt at least one damage to an enemy operative with the keyword daemon, immediately the fight is stopped and the enemy operative must be placed in your enemies deployment zone. (Your enemy player chooses where in the deployment zone by himself, it cannot be placed in melee distance).

Gate to Infinity (1 CP)

After an enemy Operative performs a charge action or a shooting action, before rolling attack dice, against a **Grey Knight** operative, place your operative in a radius of 6” away from his current position and not in melee distance. This counts as Manifest Psychic Power Action and you have to perform the test for the second action, even when this is the first Manifest Psychic Power action of that operator.

GREY KNIGHT JUSTICAR					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	15
NAME	ATK	HIT	DMG	WR				
Storm Bolter	4	2+	3/4	Relentless				
Nemesis daemon hammer	5	3+	5/6	Stun				
Nemesis falchions	5	2+	4/5	Relentless				
Nemesis force weapon	5	2+	4/6	Lethal 5+				
Nemesis warding stave	5	2+	4/5	Stun				

Manifest Psychic Power (1AP): psychic action. Resolve a **Grey Knight** psychic power, as specified before.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, LEADER, JUSTICAR

32

GREY KNIGHT (WARRIOR)					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	14
NAME	ATK	HIT	DMG	WR				
Storm Bolter	4	3+	3/4	Relentless				
Nemesis daemon hammer	5	4+	5/6	Stun				
Nemesis falchions	5	3+	4/5	Relentless				
Nemesis force weapon	5	3+	4/6	Lethal 5+				
Nemesis warding stave	5	3+	4/5	Stun				

Manifest Psychic Power (1AP): psychic action. Resolve a **Grey Knight** psychic power, as specified before.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, WARRIOR

32

GREY KNIGHT PURGATOR					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	14
NAME	ATK	HIT	DMG	WR				
Incinerator	6	2+	2/3	Heavy, Rng 8", Torrent 2"				
Psilencer	6	3+	3/4	Heavy, Fusillade				
Psycannon	5	3+	4/6	Heavy				
Fists	4	3+	3/4					

Manifest Psychic Power (1AP): psychic action. Resolve a **Grey Knight** psychic power, as specified before.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, WARRIOR

32

GREY KNIGHT INTERCEPTOR		APL	MOVE	SAVE	WOUNDS
		3	6"	3+	14

NAME	ATK	HIT	DMG	WR
Storm Bolter	4	3+	3/4	Relentless
Nemesis daemon hammer	5	4+	5/6	Stun
Nemesis falchions	5	3+	4/5	Relentless
Nemesis force weapon	5	3+	4/6	Lethal 5+
Nemesis warding stave	5	3+	4/5	Stun

Teleport: Instead of a normal move this operative can make a teleport action one time per turning point, this counts as a normal move action. Choose a point anywhere in the line of sight of this operative, roll a D6 and a Scatter Dice. The D6 determines the inch and the Scatter Dice the direction, place the operative at this point, if it lands not on the battlefield, its immediately dead. Can't be used to exit a fight or to land in meleedistance, if it would land in meleedistance, place it 1" further away from the enemy operative.

Manifest Psychic Power (1AP): psychic action. Resolve a **Grey Knight** psychic power, ass specified before.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, WARRIOR

32

PALADINE TERMINATOR		APL	MOVE	SAVE	WOUNDS
		2	6"	3+	18

NAME	ATK	HIT	DMG	WR
Storm Bolter	4	2+	3/4	Relentless
Nemesis daemon hammer	5	3+	5/6	Stun
Nemesis falchions	5	2+	4/5	Relentless
Nemesis force weapon	5	2+	4/6	Lethal 5+
Nemesis warding stave	5	2+	4/5	Stun

Bulky: Subtract 1" from the distance if this operative is performing a **Reposition**, **Charge** or **Dash** action. Additionally, this operative can't climb more than 2" upwards.

Manifest Psychic Power (1AP): psychic action. Resolve a **Grey Knight** psychic power, ass specified before.

Terminator armour: During a **Shoot** action in the **Roll Defence Dice** step you can roll as much D6 as the attacking player rolls to attack.

Additionally, during a **Fight** action, all successes count as critical successes if they are used to parry.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, WARRIOR

40

GREY KNIGHT PURIFIER					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	14
NAME	ATK	HIT	DMG	WR				
Incinerator	6	2+	2/3	Heavy, Rng 8", Torrent 2"				
Psilencer	6	3+	3/4	Heavy, Fusillade				
Psycannon	5	3+	4/6	Heavy				
Fists	4	3+	3/4					

Astral Aim: When this Operator makes a shooting attack and the targeted enemy operative is in line of sight of any friendly operative, the **Grey Knight** Purifiers ranged Weapons gain the NO COVER and INDIRECT special rules.

Manifest Psychic Power (1AP): psychic action. Resolve a **Grey Knight** psychic power, as specified before.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, WARRIOR

32

GREY KNIGHT LIBRARIAN					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	14
NAME	ATK	HIT	DMG	WR				
Storm Bolter	4	3+	3/4	Relentless				
Force Axe	5	2+	4/5	Balanced, Force*				
Force Sword	5	2+	4/5	Force* Lethal 5+				
Force Staff	5	2+	4/5	Block*, Force* Stun				

*Block: Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

*Force: For each additional action point an operative adds to the

Fight action they may roll an additional attack dice.

Psychic Hood: Each time this operative would lose a wound due to

a psychic action, roll a D6; on a 5+, that wound is not lost.

Manifest Psychic Power (1AP): psychic action. Resolve a **Grey Knight** psychic power, as specified before.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, WARRIOR

32

FACTION EQUIPMENT

Daemonic Weapon* (Leader only)

1EP

Name

A BS D

Warpfire Purge

4 2+ 3/2

Special Rules

Range 8", Torrent 2" AP1 MW1

Ancient Relic*

1EP

Equipped Operative and all friendly operatives in a radius of 6" have a 4+ Invulnerable Save

4.6 Space Wolves

Upon arrival, the Space Wolves coordinated with the Armageddon Steel Legion to mount a counter-offensive. In a notable engagement along the River Chaeron, Chapter Master, Great Wolf Logan Grimnar, led an armored assault directly into the World Eaters' forces, inflicting significant losses before executing a strategic withdrawal. The pursuing World Eaters were then ambushed by combined Space Wolves and Steel Legion forces within the jungle, resulting in a decisive defeat for the Chaos troops.

Recognizing the magnitude of the daemonic threat, Grimnar requested assistance from the Grey Knights. Together, the Space Wolves and Grey Knights confronted Angron and his daemonic horde. The Grey Knights ultimately succeeded in banishing Angron back to the Warp, effectively dismantling the Chaos offensive.

The Space Wolves' involvement in the First War for Armageddon showcased their rapid response capabilities, combat prowess, and unwavering commitment to humanity.

Building a **Space Wolves** Kill Team

A Space Wolves Kill Team consists of up to 6 to 11 Operatives. You can choose from following options:

Leader (1 Point): Chose 1 option from the following list:

- **SPACE WOLVES PACK LEADER** with a pair of Lightning Claws or one of each of the following:
 - Bolt Pistol, Plasma Pistol
 - Chain Sword, Power Weapon, Power Fist, Thunder Hammer
- **WOLF PRIEST** with Crozius and one of the following:
 - Bolt Pistol, Plasma Pistol
- **WOLF SCOUTS LEADERGROUP** consists of two operatives one **WOLF SCOUT PACK LEADER** and one **WOLF SCOUT COMMS**

Fireteam (2 Points): 3 - operatives selected from the following list:

- **BLOODCLAW** with Bolt Pistol and Chain Sword
- **GREY HUNTER** with Bolter and Chain Sword
- **GUNNER** with Combat Knife and one of the following
 - Flamer, Meltagun or Plasma Gun

- **SKYCLAW** with Bolt Pistol and Chain Sword
- **SKYCLAW GUNNER** with Combat Knife and one of the following:
 - Flamer, Meltagun or Plasma Gun
- **HEAVY GUNNER** with Combat Knife and one of the following:
 - Heavy Bolter or Rocket Launcher
- **WOLF SCOUT** with Bolt Pistol and Combat Knife or one of each of the following:
 - Boltgun or Astartes Shotgun
 - Combat Knife
- **WOLF SCOUT SNIPER**, with Sniper Rifle and Fists

Additional Forces (2 Points): 3 Additional **Space Wolves** Operatives from the list above, or a fireteam from a different **IMPERIUM** kill team. If you select another **Space Wolves** fireteam you can also select Wulfen operatives, additionally if you have selected a **WOLF PRIEST** as your Leader you can select Wulfen operatives in your main Fireteam as well.

- **WULFEN** with one of the Following
 - Wulfen Axe, Wulfen Hammer & Shield or Wulfen Power Claws
- **WULFEN GUNNER** with Stormfrag Launcher and Wulfen Claws

Support Operative (1 Point): 1 Special - Operatives selected from the following list:

- **RUNE PRIEST** with Force Weapon and one of the following:
 - Bolt Pistol or Plasma Pistol
- **WOLF PRIEST** with Crozius and one of the following
 - Bolt Pistol or Plasma Pistol
- **LONG FANG** Combat Knife and one of the following:
 - Heavy Bolter, Multi Melta, Plasma Cannon, Laser Cannon
- **HUNTING WOLVES** consists of three Wolves with Fangs & Claws
- **WOLF GUARD TERMINATOR** with a pair of Lightning Claws, Thunderhammer & Shield or Storm Bolter and one of the following:
 - Power Fist, Chainfist, Power Weapon

When building your Kill Team you can select as many **BLOOD CLAW, GREY HUNTER, WOLF SCOUT** or **WULFEN** operatives as you want, you can select up to 3 **WOLF SCOUT SNIPER** operatives and only one Operative with the **GUNNER** Keyword, other than that your Kill Team can only include each operative on this list once. If you choose the **WOLF SCOUT LEADERGROUP** as your Leader option at least one of your Fireteams must be made up of entirely of operatives with the **SCOUT** Keyword. If both Fireteams are made up of only operatives with the **WULFEN** Keyword you have to choose the **WOLF PRIEST** as your Leader option additionally if you choose the **WOLF PRIEST** as your Leader, you cannot choose another one as your Support Operative.

ARCHETYPES

- **SEEK & DESTROY**
- **SECURITY**

FACTION RULES

SAGA OF CHAMPIONS

When a friendly **Space Wolves** operative incapacitates an enemy operative you can choose one of the following effects for it to gain on it's next activation:

- This operative gains 1 additional APL for this activation.
- This operative gains 1 additional Attack Dice for one Fight or Shoot action this Turning Point.
- This operative ignores the effects of being injured for this Turning Point.
- This operative may add 2" to it's movement characteristic this Turning Point.

COMPANION

If you choose the Pack Leader as your leader it is accompanied by a Fenrisian Wolf, add an additional Hunting Wolf operative to your Kill Team. This Hunting Wolf and your Leader can be activated in succession as if they had the Group Activation rule.

STRATEGY PLOYS

SAGA OF THE SLAYER

Until the end of the turning point all **Space Wolves** operatives making a successful charge action gain +1 to their attack dice in the next combat action.

SAGA OF THE IRON PELT

Until the end of the turning point **Space Wolves** operatives ignore any negative modifiers to their APL and ignore the effects of being injured.

SAGA OF THE WOLF KING

Until the end of the turning point **Space Wolves** operatives may re-roll failed attack rolls when targeting an operative that has either the Leader or Tribune keywords.

SAGA OF THE WILD HUNT

Until the end of the turning point all friendly **Space Wolves** operatives treat all light terrain as if it had the traversable trait. Additionally they only spend 2" when climbing vertical surfaces.

FIREFIGHT PLOYS

SAVAGE STRIKES

Use this ploy during the resolve successful hits step of your fight action, if your opponent tries to parry one of your attacks, the attack hits the target instead, the opponents attack dice is lost regardless.

PROWLING HUNTER

Use this ploy during the activation of a friendly **Space Wolves** operative, this operative can perform a Charge action while it has a Conceal order.

SPACE WOLVES PACK LEADER					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	16
NAME	ATK	HIT	DMG	WR				
S Bolt Pistol	4	3+	3/4	Range 8"				
S Plasma Pistol (Standard)	4	3+	3/5	Range 8", Piercing 1				
S Plasma Pistol (Supercharged)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1				
F Chain Sword	4	3+	4/5					
F Power Weapon	5	3+	4/6	Lethal 5+				
F Power Fist	5	4+	5/7	Brutal				
F Two Lightning Claws	5	2+	4/5	Lethal 5+, Relentless				
F Thunder Hammer	5	4+	5/6	Shock, Stun				

Headtaker: When this operative is **Fighting** with an enemy Leader it's equipped melee weapons gain the Lethal 4+ rule.

Companion: This operative gains the benefits of the Companion Faction Rule

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, LEADER, PACK LEADER

32

WOLF PRIEST					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	16
NAME	ATK	HIT	DMG	WR				
S Bolt Pistol	4	3+	3/4	Range 8"				
S Plasma Pistol (Standard)	4	3+	3/5	Range 8", Piercing 1				
S Plasma Pistol (Supercharged)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1				
F Crozius	5	3+	4/5	Shock, Stun				

Fearsome: When attacking this operative with a **Fight** action If an enemy operative fails to cause a critical hit they must immediately make a free **Fall Back** action.

Healing Balms: Each time this operative would lose a wound, roll a D6; on a 6+, that wound is not lost. This operative cannot be injured

Healing Balms [1AP]: Select 1 friendly operative visible to and within Control Range of this operative. That operative regains 2D3 lost wounds. This operative cannot perform this action while within Control Range of enemy operatives

Death Howl [1AP]: Any friendly **Space Wolves** Operatives within 6" may re-roll their failed attack rolls, enemy operatives within range count as being Injured. This effect lasts until this Units next activation or until it is incapacitated.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, LEADER, WOLF PRIEST

32

WOLF SCOUT PACK LEADER				APL	MOVE	SAVE	WOUNDS
				3	6"	3+	11

	NAME	ATK	HIT	DMG	WR
S	Bolt Pistol	4	3+	3/4	Range 8"
S	Boltgun	4	3+	3/4	
S	Astartes Shotgun	4	2+	4/4	Range 6"
F	Chainsword	5	3+	4/5	
F	Fists	4	3+	3/4	

Mark the Kill: in the select one enemy operative visible to this operative. Friendly operatives gain +1 to hit against that operative and ignore the obscured condition until the target is incapacitated or a new target is chosen

Wolf Scout: This operative can change it's order again at the end of it's activation.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, SCOUT, LEADER, WOLF SCOUT PACK LEADER 28

WOLF SCOUTS COMMS				APL	MOVE	SAVE	WOUNDS
				2	6"	4+	10

	NAME	ATK	HIT	DMG	WR
S	Bolter	4	3+	3/4	
F	Fists	3	3+	3/4	

Nuncio-Vox [1AP]: Select one friendly operative within 6" of this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

Wolf Scout: This operative can change it's order again at the end of it's activation.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, SCOUT, COMMS 28

BLOOD CLAW				APL	MOVE	SAVE	WOUNDS
				3	7"	3+	15

	NAME	ATK	HIT	DMG	WR
S	Bolt Pistol	4	3+	3/4	Range 8"
F	Chainsword	5	3+	4/5	

Berserk Charge: This operative can perform a **Charge** action even if it already performed a **Dash** action during it's activation.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, BLOOD CLAW 32

GREY HUNTER					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	15

	NAME	ATK	HIT	DMG	WR
S	Boltgun	4	3+	3/4	
F	Chainsword	4	3+	4/5	

Cunning Hunter: This operative can re-roll all attack rolls with a result of 1, if the Target is standing within range of an objective marker, it can re-roll any or all attack dice.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, GREY HUNTER

32

GUNNER					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	15

	NAME	ATK	HIT	DMG	WR
S	Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
S	Plasma Gun (Standard)	4	3+	4/6	Piercing 1
S	Plasma Gun (Supercharged)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
S	Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
F	Fists	4	3+	3/4	

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, GUNNER

32

SKY CLAW					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	15

	NAME	ATK	HIT	DMG	WR
S	Bolt Pistol	4	3+	3/4	Range 8"
F	Chainsword	5	3+	4/5	

Jump Pack Assault: When performing a charge action this operative can add 4" to it's move and ignores all terrain. Additionally any melee weapons equipped by this operative gain the Brutal rule for the duration of it's activation.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, SKY CLAW, FLY

32

SKY CLAW GUNNER					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	15
NAME	ATK	HIT	DMG	WR				
S Flamer (Standard)	4	2+	3/3	Range 8", Saturate, Torrent 2"				
S Flamer (Skytorch)	4	2+	3/3	Saturate, Torretn 0", Skytorch*				
S Plasma Gun (Standard)	4	3+	4/6	Piercing 1				
S Plasma Gun (Supercharged)	4	3+	5/6	Hot, Lethal 5+, Piercing 1				
S Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2				
F Fists	4	3+	3/4					

Jump Pack Assault: When performing a **Charge** action this operative can add 4" to it's move and ignores all terrain. Additionally any melee weapons equipped by this operative gain the Brutal rule for the duration of it's activation.

Skytorch Assault [2AP]: Perform a free **Reposition** action with this operative, add an additional 2" to that move. during that action it can ignore all terrain and enemy control ranges. Then perform a free **Shoot** action. You can only Select a Flamer (Skytorch) for that **Shoot** action. If you do so, don't select a valid taret. Instead shoot against every operative crossed during the Reposition action (excluding operatives wholly underneath Vantage terrain) they dont benefit from cover or being obscured. Roll each sequence seperately.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, GUNNER, SKY CLAW GUNNER, FLY 32

HEAVY GUNNER					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	15
NAME	ATK	HIT	DMG	WR				
S Heavy Bolter (Focused)	5	3+	4/5	Piercing Crits 1, (Reposition Only)				
S Heavy Bolter	4	3+	4/5	Piercing Crits 1, Torrent 1", (Reposition Only)				
S Rocket Launcher (Frag)	4	3+	3/5	Blast 2", Heavy (Reposition Only)				
S Rocket Launcher (Krak)	4	3+	5/7	Piercing 1, Heavy (Reposition Only)				
F Fists	4	3+	3/4					

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, HEAVY GUNNER 32

WOLF SCOUT					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	10
NAME	ATK	HIT	DMG	WR				
S Bolt Pistol	4	3+	3/4	Range 8"				
S Boltgun	4	3+	3/4					
S Astartes Shotgun	4	2+	4/4	Range 6"				
F Fists	3	3+	3/4					
F Combat Knife	4	3+	4/5					

Wolf Scout: This operative can change it's order again at the end of it's activation.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, SCOUT

28

WOLF SCOUT SNIPER					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	10
NAME	ATK	HIT	DMG	WR				
S Sniper Rifle (Stationary)	4	2+	3/3	Devastating 3, Heavy, Silent				
S Sniper Rifle (Mobile)	4	3+	3/4					
F Fists	3	3+	3/4					

Camo Cloak: Whenever an operative is shooting this operative:

- Ignore the Saturate weapon rule.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

Wolf Scout: This operative can change it's order again at the end of it's activation.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, SCOUT, SNIPER

28

WULFEN					APL	MOVE	SAVE	WOUNDS
					3	6"	4+	15
NAME	ATK	HIT	DMG	WR				
F Wulfen Axe	4	3+	5/6	Brutal				
F Wulfen Hammer & Shield	4	3+	4/5	Stun, Shield*				
F Wulfen Power Claws	4	3+	4/5	Relentless				

Wulfen Senses: This operative always attacks first while Fighting or Retaliating

Death Frenzy: If this gets Incapacitated it may move up to 6" towards the nearest enemy operative, if it reaches Control Range of an enemy operative it may then inflict 2D3 Mortal Wounds before being removed from the Killzone.

Shield: This operative gains a Save characteristic of 3+. Additionally when you Block while this operative is **Fighting** or **Retaliating** you can allocate one of your dice to block two of your opponent's unresolved successes.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, WULFEN, BEAST

32

WULFEN GUNNER					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	16

	NAME	ATK	HIT	DMG	WR
S	Stormfrag Launcher (Frag)	4	3+	2/4	Range 8", Saturate, Blast 2"
S	Stormfrag Launcher (Krak)	4	3+	4/5	Range 8", Saturate, Piercing 1
F	Wulfen Claws	4	3+	3/4	

Wulfen Senses: This operative always attacks first while **Fighting** or **Retaliating**

Death Frenzy: If this gets Incapacitated it may move up to 6" towards the nearest enemy operative, if it reaches Control Range of an enemy operative it may then inflict 2D3 Mortal Wounds before being removed from the Killzone.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, WULFEN, GUNNER

32

RUNE PRIEST					APL	MOVE	SAVE	WOUNDS
					3	6"	3+	16

	NAME	ATK	HIT	DMG	WR
S	Bolt Pistol	4	3+	3/5	Range 8"
S	Plasma Pistol (Standard)	4	3+	3/5	Range 8", Piercing 1
S	Plasma Pistol (Supercharged)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
F	Force Weapon	4	3+	3/4	PSYCHIC, Severe, Shock Stun

Wrath of Morkai [1AP]: Make a **Shoot** action with the following weapon profile:

	NAME	ATK	HIT	DMG	WR
S	Wrath of Morkai	4	3+	3/5	PSYCHIC, Range 10" Severe, Piercing 1, Torrent 2"

Stormcall [1AP]: Summon a storm cloud to shroud your allies. Every friendly operative within 6" counts as being obscured until this operatives next activation.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, PSYKER, RUNE PRIEST

32

LONG FANG				APL	MOVE	SAVE	WOUNDS
				3	5"	3+	16
NAME	ATK	HIT	DMG	WR			
S Heavy Bolter (Focused)	5	3+	4/5	Piercing Crits 1, Heavy (Reposition Only)			
S Heavy Bolter (Sweeping)	4	3+	4/5	Piercing Crits 1, Torrent 1", Heavy (Reposition Only)			
S Multi Melta	3	3+	7/5	Range 6", Devastating 5, Saturate, Piercing 2, Heavy (Reposition Only)			
S Plasma Cannon	4	3+	6/7	Piercing 1, Heavy (Reposition Only)			
S Plasma Cannon	3	3+	6/8	Hot, Blast 2", Lethal 5+, Piercing 1, Heavy (Dash Only)			
S Lascannon	4	3+	4/7	Saturate, Piercing 1, Lethal 5+, Heavy (Dash Only)			
F Fists							

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, LONG FANG

32

HUNTING WOLF				APL	MOVE	SAVE	WOUNDS
				2	7"	5+	8
NAME	ATK	HIT	DMG	WR			
F Fangs & Claws	4	4+	4/5	Devastating 1			
Bounding Gait: This operative treats all light terrain as if it has the traversable trait.				Beast: This operative cannot receive equipment or perform mission actions, except the Pick Up action.			

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, BEAST, HUNTING WOLF, BEAST

32

WOLF GUARD TERMINATOR				APL	MOVE	SAVE	WOUNDS
				3	6"	3+	18

	NAME	ATK	HIT	DMG	WR
S	Storm Bolter	5	3+	3/4	Ceaseless
F	Power Fist	4	3+	5/7	Brutal
F	Chain Fist	4	3+	4/5	Rending
F	Power Weapon	4	2+	4/6	Lethal 5+
F	Thunderhammer & Shield	4	3+	5/6	Shock, Stun, Shield*
F	Two Lightning Claws	5	2+	4/5	Lethal 5+, Relentless

Terminator armour: During a **Shoot** action in the **Roll Defence Dice** step you can roll as much D6 as the attacking player rolls to attack.

Additionally, during a **Fight** action, all successes count as critical successes, if they are used to parry.

Shield: When you **Block** while this operative is **Fighting** or **Retaliating** you can allocate one of your dice to block two of your opponent's unresolved successes.

Bulky: Subtract 1" from the distance if this operative is performing a **Reposition**, **Charge** or **Dash** action.

Additionally, this operative can't climb more than 2" upwards.

Space Wolves, IMPERIUM, ADEPTUS ASTARTES, TERMINATOR, WOLF GUARD TERMINATOR 40

FACTION EQUIPMENT

HELFROST PISTOL

1EP

Select one operative with a Bolt Pistol to equip the following Ranged Weapon instead:

	NAME	ATK	HIT	DMG	WR
S	Helfrost Pistol	5	3+	4/5	Range 8", Helfrost*

***Helfrost:** During the Resolve Successful Hits step of the shooting attack, if the target suffers any critical hits, subtract 1AP from the targets next activation for each critical hit retained, if the target loses AP equal or greater to its APL it must Pass its next activation.

FROST WEAPON

1EP

Select one operative with a Chain Sword to equip the following Melee Weapon instead:

	NAME	ATK	HIT	DMG	WR
F	Frost Weapon	4	3+	4/5	Balanced, Frost*

***Frost:** During the Roll Attack Dice step of the combat attack, your opponent must retain one critical hit, if any are rolled, as a normal hit.

WOLFPELT CHARM

1EP

Once per turning point, when a friendly **Space Wolves** operative is shooting, fighting or retaliating, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.

CAMO CLOAK

1EP

(Scout operatives only)

Whenever an operative is shooting a friendly **SCOUT** operative (excluding **SNIPER**), if you can retain any cover saves, you can retain one additional cover save. This isn't cumulative with improved cover saves from Vantage terrain.

4.7 Imperial Forces

As the Chaos forces advanced across Armageddon, the Steel Legion coordinated with the Space Wolves to mount counter-offensives.

The Steel Legion's mechanized units, equipped with Chimera armored personnel carriers and supported by Lemman Russ Battle Tanks, provided the mobility and firepower necessary to respond swiftly to the multifaceted threats posed by the Chaos invaders. Their ability to navigate the polluted ash wastes and hive cities of Armageddon allowed them to engage enemy forces effectively, utilizing hit-and-run tactics and establishing defensive perimeters around key locations.

One notable engagement occurred along the River Chaeron, where the Space Wolves launched an armored assault across the river into the World Eaters' horde, inflicting significant losses before withdrawing. Combined forces of the Space Wolves and the Steel Legion then ambushed the World Eaters in the surrounding jungles resulting in a decisive defeat for the Chaos forces.

In summary, the Armageddon Steel Legion's intimate knowledge of their home world's environment, combined with their mechanized warfare capabilities and coordination with Space Marine Chapters, was pivotal in repelling the Chaos invasion during the First War for Armageddon. Their efforts exemplified the resilience and determination of the Imperium's defenders in the face of overwhelming odds.

The Hive Militia represented the last line of defense for many of the world's hive cities, while the primary combat operations were conducted by the Imperial Guard's Armageddon Steel Legion, the Space Wolves, and the Grey Knights. Composed of local enforcers, workers, and hastily armed civilians, these forces were the embodiment of the Imperium's doctrine of total war, where every man, woman, and child was expected to fight for their survival.

As Angron and his World Eaters, alongside hordes of Chaos Cultists and Daemons, descended upon the hives of Armageddon, the Hive Militia found themselves at the heart of brutal urban warfare. Armed primarily with autoguns, lasrifles, and improvised weapons, they fought tenaciously in the tight corridors, manufactorums, and upper spires of the hive cities. Though poorly trained compared to the Astra Militarum, their knowledge of their cities allowed them to set up ambushes, lay traps, and use the labyrinthine industrial infrastructure to slow the enemy's advance.

One of the most harrowing battles occurred within Hive Helsreach, where the militia held out for days against rampaging warbands of World Eaters. Utilizing makeshift barricades and hit-and-run tactics, they managed to delay the Traitor Marines long enough for reinforcements from the Steel Legion to arrive. Similar resistance efforts took place in other major hives, including Hades Hive and Infernus

Hive, where militia units played a critical role in holding key industrial sectors and preventing vital supply lines from being cut.

Despite their bravery, the Hive Militia suffered horrendous casualties. Against the superior firepower and brutal close-combat capabilities of the World Eaters, entire militia battalions were slaughtered. Many civilians, unable to properly wield their weapons, were butchered by Khorne's berserkers, their skulls taken as trophies. Yet, for every block lost, the militia extracted a bloody toll, forcing the Chaos invaders to expend resources and time clearing the hives floor by floor.

The Hive Militia of Armageddon serves as a testament to the resilience and determination of the Imperium's citizens, proving that even the most untrained and ill-equipped fighters could stand against the horrors of Chaos when the survival of their world was at stake.

A **Imperial Forces** Kill Team consists of up to 7 to 13 Operatives. Below you will find a list of the operatives that make up a **Imperial Forces** Kill Team, including, where relevant, any weapon specified for that operative.

1 **Imperial Forces LEADER (1 Point)** operative selected from the following list:

- **Imperial Commissar** (1 Point) operative with the following:
 - Bolt pistol and one option from the following:
 - Chainsword or power sword or power fist

- **Armageddon PDF Leader Group** (1 Point) [consists of 2 Models, 1 Armageddon PDF Sergeant & 1 Vox-Jammer]

Armageddon PDF Sergeant operative with the following:

 - Shotgun and Hatchet Or one option from each of the following:
 - Bolt pistol or Autopistol
 - Chainsword or power weapon

Armageddon PDF Vox-Signifier equipped with Combat Shotgun and Mono Knife

- **Armageddon Storm Troopers Leader Group** (1 Point) [consists of 2 Models, 1 Armageddon Storm Trooper Sergeant & 1 Vox-Operator]

Armageddon Storm troopers SERGEANT operative with one of the following options:

 - Bolt pistol; power weapon
 - Hot-shot lasgun; gun butt
 - Hot-shot laspistol; power weapon
 - Plasma pistol; chainsword

Vox-Operator equipped with Hot-shot lasgun; gun butt

- **Steellegion Leader Group** (1 Point) [consists of 2 Models, 1 Steellegion Sergeant & 1 Vox-Operator]

Steel Legion Sergeant operative with the following:

- Boltgun; bayonet or one option from each of the following:
- Bolt pistol, plasma pistol or relic laspistol
- Chainsword or power weapon

Vox-Operator equipped with lasgun; Mono Knife

- **Hive Milita Leader Group** (1 Point) [consists of 2 Models, 1 Militia Corporal & 1 Militia Vox-Jammer]

Militia Corporal operative equipped with

- One option each of the following:
 - Slugger, Revolver
 - Power Glove, Chain Weapon, Combat Knife
- one of the following options:
 - Militia Carbine, Fists
 - Lasgun, Fists
 - Sniper Rifle, Fists

Milita Vox-Jammer equipped with Militia Firearms and fists

1 **Main Fireteam** (2 Points): select one of the following Groups for this Fireteam:

- **Abhumans** (2 Points)

1 **Ogryn** Operative (your Kill team can't have more than 3 operatives of this type) equipped with Ripper gun and Bayonet

3 Ratling Operatives selected from the following list:

Big Shot

- Tankstopper rifle and Fists

Sneak

Suppressed sniper rifle and fists

Sniper

- Sniper rifle and fists

Spotter

- Sniper rifle and fists

Other than **Sniper** and **Ogryn** operatives, your kill team can only include each operative on this list once.

- **Steellegion** (2 Points)

5 **Steellegion** Operatives selected from the following options:

TROOPER equipped with lasgun and Mono Knife

BRIGAND equipped with lasgun and Chainsword
GUNNER with bayonet and flamer
GUNNER with bayonet and grenade launcher
GUNNER with bayonet and meltagun
GUNNER with bayonet and plasma gun
MEDIC equipped with lasgun and Mono Knife
PIONEER equipped with remote Detonator, lasgun and Mono Knife
SNIPER equipped with sniper rifle and Mono Knife

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

- **Armageddon Storm Troopers** (2 Points)
 4 **Armageddon Storm Trooper** operatives selected from the following list:
COMBAT MEDIC Hot-shot lasgun; gun butt
DEMO-TROOPER Hot-shot laspistol; gun butt
GUNNER with flamer and gun butt*
GUNNER with grenade launcher and gun butt*
GUNNER with hot-shot volley gun and gun butt*
GUNNER with meltagun and gun butt*
GUNNER with plasma gun and gun butt*
TROOPER Hot-shot lasgun; gun butt

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than four of these operatives combined in this Kill Team.

- **Armageddon PDF** (2 Points)
 4 **Armageddon PDF** operatives selected from the following list:
ARMSMAN Combat Shotgun and Mono Knife.
TROOPER Combat Shotgun and Mono Knife.
GRENADIER Demolition Charge, Combat Shotgun and Mono Knife.
GUNNER with las-volley and Mono Knife
GUNNER with meltagun and Mono Knife
GUNNER with plasma gun and Mono Knife

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

- **Hive Militia** (2 Points)
 5 **Hive Militia** Operatives selected from the following options
Militia Trooper equipped with one of the following options:
 - Militia Firearm and Combat Knife
 - Shotgun and Combat Knife

Militia Gunner with fists Flamer*

Militia Gunner with fists Grenade Launcher*

Militia Gunner with fists Stubber*

Militia Gunner with fists Bolter*

Militia Gunner with fists Harpoon*

Militia Sniper equipped with Sniper Rifle and fists

Militia Biker (takes up 2 slots from the 5 operatives) equipped with one of the following options:

- Auto Pistol and close combat weapon
- Shotgun and fists
- Grenade Launcher (Max. 2 per Kill Team) and fists

Other than **Militia Trooper** operatives, your kill team can only include each operative on this list once.

* You cannot select more than four of these operatives combined.

1 Additional Fireteam (2 Points)

You can choose an additional Group from the List above.

1 **Imperial Forces SUPPORT (1 Point)** operative selected from the following list:

- **Steel Legion Heavy Weapons Team** (1 Point) [consists of 2 operatives]

1 **Steel Legion Heavy Weapons Team** Operative with the following Options:

- Heavy Bolter, lasgun and Mono Knife
- Rocketlauncher, lasgun and Mono Knife
- Mortar, lasgun and Mono Knife
- Heavy Lascannon, lasgun and Mono Knife
- Heavy Autocannon, lasgun and Mono Knife

1 **Steel Legion Heavy Weapons Team** Operative with equipped with lasgun and Mono Knife

- 1 **BULLGRYN** with one option from each of the following:
 - Grenadiergauntlet or power maul
 - Brute shield or slabshield

- **PDF Orbital Defence Cannon** (1 Point) [this selection includes no operatives]

- **Armageddon Stormtroopers Special Operatives** (1 Point) 2 Operatives from the following list:

1 **Armageddon Stormtrooper Sharpshooter** with Hot Shot Marksman Rifle and Gunbutt

1 **Armageddon Stormtrooper Recon Trooper** with Hot Shot Lasgun and Gunbutt

- **Hive Militia Special Operatives** (1 Point) 2 Operatives from the following list:

Hive Doc equipped with Slugger and Surgical Tools

Demolitions Expert equipped with Grenades, Auto Pistol, close combat weapon, Demolitions Charges and Proximity Mines

Unsanctioned Psyker equipped with Psychic Powers and fists

Bounty Hunter equipped with Grenades and any two options from the following lists.

- Auto Pistol, Plasma Pistol, Revolver, Sawed-Off Shotgun
- Chain Weapon, Power Glove, Power Weapon, Close Combat Weapon

Sentry Gun Setup this option consists of 2 Sentry guns each equipped with one of the following options:

- Bolter Array
- Autocannon Array

Quad Bike Gunner (counts as two choices) equipped with one of the following options:

- Heavy Stubber and close combat weapon
- Industrial Laser and close combat weapon

ARCHETYPES

- **SECURITY**
- **SEEK & DESTROY**

FACTION RULES

TBA

STRATEGY PLOYS

STAY LOW

When any **Hive Militia** operatives are more than 12" away from enemy operatives, they gain the benefits of being in cover

SUPPRESSION FIRE

Until the end of the Turning Point when a **Hive Militia** Operative is performing a Shoot action from a Vantage Point, at a target below them they gain an additional attack dice

TACTICAL RETREAT

Until the end of the Turning point all **Hive Militia** Operatives who change their Order to Conceal gain an additional 2" to their Movement additionally they ignore all movement penalties suffered from traversable terrain.

MORE TBA

FIREFIGHT PLOYS

MOVE FAST

Use this ploy after a friendly **Hive Militia** Operative resolves a Shoot or Overwatch action. That Operative can immediately perform a free Reposition action.

COMBAT ROLL

When a friendly **Hive Militia** Operative is targeted by an enemy charge action it may instantly perform a free Fall Back action ending the enemys activation prematurely.

RIGGED OBJECTIVE

Once per game you may use this Tactical Ploy when an enemy operative attempts to contend an Objective, you may trigger a Rigged Explosive attack centered on the middle of the Objective Marker.

	NAME	ATK	HIT	DMG	WR
S	Rigged Explosive	5	3+	3/4	Blast 2", Piercing 2

ARMAGEDDON PDF LEADER					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	9
NAME	ATK	HIT	DMG	WR				
Shotgun (close range)	4	2+	4/4	Range 6"				
Shotgun (longe range)	4	4+	2/2					
Boltpistol	4	3+	3/4	Range 8"				
Autopistol	4	4+	2/3	Range 8"				
Chainsword	4	3+	4/5					
Power weapon	4	3+	4/6					
Hatchet	3	4+	3/4					

Inspiring Command: Friendly operatives within 8" around this operatives can fire their close range shotguns in the same range as if they where long range.

IMPERIAL FORCES, IMPERIUM, LEADER, PDF

28

ARMAGEDDON PDF Vox-Signifier					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	8
NAME	ATK	HIT	DMG	WR				
Shotgun (close range)	4	3+	4/4	Range 6"				
Shotgun (longe range)	4	5+	2/2					
Mono Knife	3	4+	2/3					

Signal (1AP): Selected one other friendly operative visible to this operative. Until the end of that operative's next activation, add 1 to its APL stat.

IMPERIAL FORCES, IMPERIUM, VOX-SIGNIFIER, PDF

28

ARMAGEDDON PDF TROOPER					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	8
NAME	ATK	HIT	DMG	WR				
Shotgun (close range)	4	3+	4/4	Range 6"				
Shotgun (longe range)	4	5+	2/2					
Mono Knife	3	4+	2/3					

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

IMPERIAL FORCES, IMPERIUM, TROOPER, PDF

28

ARMAGEDDON PDF ARSMAN					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	8
NAME	ATK	HIT	DMG	WR				
Shotgun (close range)	4	3+	4/4	Range 6"				
Shotgun (longe range)	4	5+	2/2					
Mono Knife	3	4+	2/3					

Close Quarters Vigilance: This operative can perform the Shoot action while within control range of an enemy operative, but only if it hasn't performed the Charge action during the activation, or if it's a counteraction. Note this operative isn't restricted from performing the Charge action after performing the Shoot action.

IMPERIAL FORCES, IMPERIUM, ARSMAN, PDF

28

ARMAGEDDON PDF GRENADE					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	8
NAME	ATK	HIT	DMG	WR				
Demolition charge	4	3+	4/6	Range 3", Blast 2", Heavy (Reposition only), Limited 1, Piercing 1, Saturate				
Shotgun (close range)	4	3+	4/4	Range 6"				
Shotgun (longe range)	4	5+	2/2					
Mono Knife	3	4+	2/3					

Grenadier: This operative can use frag, krak and stun grenades. Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

IMPERIAL FORCES, IMPERIUM, GRENADE, PDF

28

ARMAGEDDON PDF GUNNER					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	8
NAME	ATK	HIT	DMG	WR				
Meltagun	4	3+	6/3	Range 6", Devasting 4, Piercing 2				
Las-volley (focused)	5	3+	4/5	Heavy (Dash only), Rending				
Las-volley (sweeping)	4	3+	4/5	Heavy (Dash only), Rending, Torrent 1"				
Plasma gun (standard)	4	3+	4/6	Piercing 1				
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1				
Mono Knife	3	4+	2/3					

IMPERIAL FORCES, IMPERIUM, GUNNER, PDF**28**

ARMAGEDDON STORM TROOP-ERS SERGEANT					APL	MOVE	SAVE	WOUNDS
					3	6"	4+	9
NAME	ATK	HIT	DMG	WR				
Bolt pistol	4	3+	3/4	Range 8"				
Hot-shot lasgun	4	3+	3/4					
Hot-shot laspistol	4	3+	3/4	Range 8"				
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1				
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1				
Power weapon	4	3+	4/6					
Gun butt	3	3+	2/3					
Chainsword	4	3+	4/5					

TACTICAL COMMAND OAP: Select one friendly operative, then select SKILL AT ARMS for that operative to have until the Ready step of the next Strategy phase. This can be in addition to any SKILL AT ARMS it already has, but they cannot be the same.

Alternatively, instead of resolving the above effect, if your Clearance Sweep marker is in the killzone, you can remove it and place it again.

This operative cannot perform this action while within control range of an enemy operative.

IMPERIAL FORCES, IMPERIUM, LEADER, STORMTROOPER**28**

ARMAGEDDON STORM TROOPERS VOX OPERATOR	APL 3	MOVE 6"	SAVE 4+	WOUNDS 8
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NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	
Gun butt	3	4+	2/3	

BATTLE COMMS 1AP: Select one other friendly operative. Until the end of that operative's next activation, add 1 to its APL stat (to a maximum of 3 after all APL stat changes have been totalled).

This operative can perform this action twice during its activation, but cannot perform this action while within control range of an enemy operative.

IMPERIAL FORCES, IMPERIUM, VOX OPERATOR, STORMTROOPER

28

ARMAGEDDON STORM TROOPERS COMBAT MEDIC	APL 3	MOVE 6"	SAVE 4+	WOUNDS 8
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NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	
Gun butt	3	4+	2/3	

Medic!: The first time during each turning point that another friendly KASRKIN operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free Dash action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a Shoot action and this operative would be a primary or secondary target.

MEDIKIT 0AP: Select one friendly operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

This operative cannot perform this action while within control range of an enemy operative.

IMPERIAL FORCES, IMPERIUM, COMBAT MEDIC, STORMTROOPER

28

ARMAGEDDON STORM TROOPERS DEMO-TROOPER	APL 3	MOVE 6"	SAVE 4+	WOUNDS 8
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NAME	ATK	HIT	DMG	WR
Hot-shot laspistol	4	3+	3/4	Range 8"
Gun butt	3	4+	2/3	

Melta Mine: This operative is carrying your Melta Mine Marker. It can perform the Pick Up Marker action on that marker, and whenever it performs the Place Marker action on that marker, it can immediately perform a free Dash action. That marker cannot be placed within an enemy operative's control range (if this operative is incapacitated while carrying that marker and that marker cannot be placed, it's removed with this operative).

Proximity Mine: The first time your Melta Mine marker is within another operative's control range, remove that marker and inflict 2D6+3 damage on that operative; if it isn't incapacitated, end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so. Note that this operative is ignored for these effects (i.e. it cannot set it off or take damage from that marker).

Blast Padding: Whenever an operative is shooting this operative with a weapon that has the Blast or Torrent weapon rule (excluding weapons that have a sweeping profile), you can re-roll one of your defence dice. In addition, this operative isn't affected by the x" Devastating x weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

IMPERIAL FORCES, IMPERIUM, DEMO-TROOPER, STORMTROOPER

28

ARMAGEDDON STORM TROOPERS GUNNER	APL 3	MOVE 6"	SAVE 4+	WOUNDS 8
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NAME	ATK	HIT	DMG	WR
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Grenade launcher (frag)	4	3+	2/4	Blast 2"
Grenade launcher (krak)	4	3+	4/5	Piercing 1
Hot-shot volley gun (focused)	5	3+	3/4	Piercing Crits 1
Hot-shot volley gun (sweeping)	4	3+	3/4	Piercing Crits 1, Torrent 1"
Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
Plasma gun (standard)	4	3+	4/6	Piercing 1
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Gun butt	3	4+	2/3	

IMPERIAL FORCES, IMPERIUM, GUNNER, STORMTROOPER

28

ARMAGEDDON STORM TROOPERS TROOPER	APL 3	MOVE 6"	SAVE 4+	WOUNDS 8
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NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	
Gun butt	3	4+	2/3	

Reconnoitre Killzone: The Relocate strategy ploy costs you 0CP if this operative is the selected friendly KASRKIN operative.

AUSPEX SCAN 1AP: Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever an enemy operative is within 8" of this operative, that enemy operative is being scanned. Whenever a friendly KASRKIN operative is shooting an enemy operative that's being scanned, that enemy operative cannot be obscured

This operative cannot perform this action while within control range of an enemy operative

IMPERIAL FORCES, IMPERIUM, TROOPER, STORMTROOPER

28

HIVE CORPORAL	APL 2	MOVE 6"	SAVE 5+	WOUNDS 7
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NAME	ATK	HIT	DMG	WR
S Auto Pistol	4	4+	1/2	Range 8"
S Revolver	4	5+	1/2	Range 8", Piercing Crits 1
S Militia Carbine	4	4+	1/2	
S Lasgun	4	4+	2/3	
S Sniper Rifle (Mobile)	4	3+	3/3	
S Sniper Rifle (Stationary)	4	2+	3/3	Heavy (Dash Only), Devastating 1, Silent
F Power Glove	4	4+	2/3	Rending
F Combat Knife	3	5+	1/2	
F Fists	3	5+	1/1	

Inspiring Leader: Once per turning point, as long as this operative is active in the Kill Zone you can reroll any 1 dice with any friendly operative.

Improvise Plan [1AP]: You gain 1 CP.

ive Militia, IMPERIUM, LEADER, CORPORAL

25

<u>HIVE VOX-JAMMER</u>					APL	MOVE	SAVE	WOUNDS
					2	6"	5+	6

NAME	ATK	HIT	DMG	WR
S Militia Carbine	4	5+	1/2	
F Combat Knife	3	5+	1/2	

Signal Interference [1AP]: Select one enemy operative within 8" and visible to this operative, distract 1 APL from it's next activation. This operative cannot perform this action while within control range of enemy operatives.

Hive Militia, IMPERIUM, VOX-JAMMER

25

<u>HIVE TROOPER</u>					APL	MOVE	SAVE	WOUNDS
					2	6"	5+	6

NAME	ATK	HIT	DMG	WR
S Militia Carbine	4	5+	1/2	
S Shotgun	4	5+	2/2	Range 8"
F Combat Knife	3	5+	1/2	

Hive Militia, IMPERIUM, TROOPER

25

<u>HIVE GUNNER</u>					APL	MOVE	SAVE	WOUNDS
					2	6"	5+	6

NAME	ATK	HIT	DMG	WR
S Flamer	4	3+	2/2	Range 8", Torrent 2"
S Stubber	5	5+	2/3	Heavy (Dash Only), Ceaseless
S Grenade Launcher (Frag)	4	5+	2/3	Blast 2"
S Grenade Launcher (Krak)	4	5+	2/3	Piercing 1
S Bolter	4	5+	3/4	Heavy (Dash Only), Piercing Crits 1
S Harpoon	1	5+	2/2	Drag*, Piercing 1
F Combat Knife	3	5+	1/2	

***Drag:** If an enemy operative takes damage from a weapon with this ability it is forcefully moved 3" towards the operative with this weapon, this may force the enemy operative to fall off Terrain, but not up or over.

Hive Militia, IMPERIUM, GUNNER

25

HIVE SNIPER			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	6
NAME	ATK	HIT	DMG	WR		
S Sniper Rifle (Mobile)	4	4+	3/3			
S Sniper Rifle (Stationary)	4	3+	3/3	Heavy (Dash Only), Devastating 1, Silent		
F Fists	3	6+	0/1			

Hive Militia, IMPERIUM, SNIPER

25

HIVE BIKER			APL	MOVE	SAVE	WOUNDS
			2	8"	5+	6
NAME	ATK	HIT	DMG	WR		
S Auto Pistol	4	5+	1/2	Range 8"		
S Shotgun	4	5+	2/2	Range 8"		
S Grenade Launcher (Frag)	4	5+	2/3	Blast 2"		
S Grenade Launcher (Krak)	4	5+	2/3	Piercing 1		
F Close Combat Weapon	4	5+	1/2			

Motorcycle: This Unit can perform two **Reposition** actions per activation, additionally when this operative performs a **Dash** action it can move up to 4", it cannot however move over or climb terrain.

Drive By: when this operative resolves a shooting action within 4" of an enemy operative, it may immediately perform a free **Dash** action.

Motorized Charge [2AP]: Move this Operative following the same rules as a regular **Charge** action with the following exceptions:

- Add 4" to its Movement characteristic
- Once you enter control range with an enemy operative it receives 2D3 MW
- This Unit may then still use the remaining Movement to exit that operatives control range without having to make a **Fall Back** action

Hive Militia, IMPERIUM, BIKER

60

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HIVE DOC			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	6

NAME	ATK	HIT	DMG	WR
S Auto Pistol	5+	1/2	1/2	Range 8"
F Surgical Equipment	4+	2/3	2/3	Lethal 5+

Medical Training: Each time this operative would lose a wound, roll a D6; on a 6+, that wound is not lost. This operative cannot become injured.

Chem Stim [1AP]: Select a friendly operative visible and within 1" of this operative. Until the end of the turning point that operative improves his Save characteristic to 3+

Battlefield Surgery [1AP]: Select a friendly operative visible to and within 1" of this operative. Roll a D6,

- On a roll of 6 that operative regains 3 lost wounds
- On a roll of 5-2 that operative regains 2 lost wounds
- On a roll of 1 that operative loses 1 wound.

This operative cannot perform this action while within control range of enemy operatives.

Hive Militia, IMPERIUM, HIVE DOC

25

HIVE DEMOLITIONS EXPERT			APL	MOVE	SAVE	WOUNDS
			2	6"	5+	6

NAME	ATK	HIT	DMG	WR
S Auto Pistol	4	5+	1/2	
S Improvised Explosive Device	4	3+	3/4	Range 8", Piercing 2, Detonate*, Limited 1, Silent
F Combat Knife	3	5+	1/2	

Mine Layer: This operative is carrying your Demolition Charge marker. It can perform the **Pick Up Marker** action on that marker, and whenever it performs the **Place Marker** action on that marker, it can immediately perform a free **Dash** action.

Last Laugh: If this operative is incapacitated, it can perform a free **Shoot** action with an IED before it's removed from the killzone. If the IED marker was in the possession of this operative shoot against every operative within and visible to this operative.

Detonate: Don't select a valid target. Instead, shoot against each operative within 2" of your Demolition Charge marker, unless Heavy terrain is wholly intervening between that operative and that marker. Each of those operatives cannot be in cover or obscured. Roll each sequence separately in an order of your choice. This weapon cannot be selected if your Demolitions marker isn't in the killzone. At the end of the action, remove your Mine marker from the killzone.

Hive Militia, IMPERIUM, DEMOLITIONS EXPERT

25

UNSANCTIONED PSYKER				APL	MOVE	SAVE	WOUNDS
				2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
S	Psychic Lightning (Standart)	4	4+	3/4	Range 12", Torrent 2", Hot
S	Psychic Lightning (Overcharge)	4	4+	3/4	Range 12", Torrent 6", Scorching*
F	Fists	3	6+	0/1	

***Scorching:** When a friendly operative with this weapon, rolls a dice result of 1 in the Roll Attack Dice step of a **Shoot** action it dies instantly and triggers the effect of **Deadly Demise** without having to roll.

Deadly Demise: When this Operative is incapacitated roll a dice, on a dice roll of 6 inflict 1D3 Mortal Wounds on every Operative (including friendly operatives) visible and within 3" of this operative.

Mind Control [2AP]: Select an enemy operative within 8" and visible to this operative, you can force that operative to do one of the following:

- Make a dash action in a direction of your choosing,
- Change it's Order
- Resolve a shooting action against another enemy operative (If you choose this option, treat the controlled operative as being injured)

You can use this ability once per Battle.

Hive Militia, IMPERIUM, UNSANCTIONED PSYKER

25

BOUNTY HUNTER					APL	MOVE	SAVE	WOUNDS
					2	6"	4+	8

	NAME	ATK	HIT	DMG	WR
S	Auto Pistol	4	3+	1/2	Range 8"
S	Revolver	4	4+	1/2	Range 8", Piercing Crits 1
S	Plasma Pistol (Standart)	4	3+	1/2	Range 8", Piercing 1
S	Plasma Pistol (Supercharged)	4	3+	2/2	Range 8", Devastating 1, Piercing 1, Hot
S	Sawed-Off Shotgun	4	4+	3/3	Range 8"
F	Chain Weapon	4	3+	2/3	
F	Power Weapon	4	3+	2/3	Lethal 5+
F	Power Glove	4	4+	2/3	Rending
F	Close Combat Weapon	4	4+	1/2	

Trained Killer: During the Command Phase of the first turning points you can select an enemy operative to be your Target, for the rest of the Battle, whenever you make an attack against your Target you may reroll one hit die.

Specialty: This operative can choose one Trait from the **Bounty Hunter Traits** list

Bounty Hunter Traits
Savage: Melee Weapons equipped by this operative gain the Brutal special rule, additionally all melee weapons increase their damage stats by +1.
Dual Wield: If this operative has either two melee or two ranged weapons add +3 to the Attack stat of each weapon profile.
Zealot: This operative can disregard one normal damage dice whenever, an enemy operative makes an attack against it.
Assassin: Ranged weapons equipped by this operative gain the Silent special rule, additionally this operative can perform the Charge action while having a Conceal order.

Hive Militia, IMPERIUM, BOUNTY HUNTER **25**

SENTRY GUN SETUP					APL	MOVE	SAVE	WOUNDS
					2	-	4+	7

	NAME	ATK	HIT	DMG	WR
S	Boltgun Array	5	3+	3/4	Torrent 1", Piercing Crits 1
S	Heavy Stubber Array	4	3+	3/4	Piercing 2

Stationary: This Unit cannot make Normal Move, Fall Back, Dash or Charge actions, it also cannot be given a conceal order

Automata: This operative cannot regain wounds through any means or recieve equipment.

Hive Militia, IMPERIUM, SENTRY GUN SETUP **40**

HIVE QUAD BIKE GUNNER				APL 2	MOVE 7"	SAVE 4+	WOUNDS 7
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	NAME	ATK	HIT	DMG	WR
S	Heavy Stubber	4	4+	3/4	Heavy (Dash Only), Piercing 2
S	Mining Laser	4	4+	3/4	Heavy (Dash Only), Saturate, Rending
F	Close Combat Weapon	3	5+	1/2	

Motorcycle: This operative can perform two **Reposition** actions per activation, additionally when this operative makes a **Dash** action it can move up to 4", however it cannot move over or climb terrain.

Drive By: When this operative resolves a shooting action within 4" of an enemy operative, this operative may perform a free **Dash** action.

Mobile Weapon Platform: If this operative remains stationary during it's activation it can make two shoot actions

ive Militia, IMPERIUM, QUAD BIKE GUNNER	50
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FACTION EQUIPMENT

MOTOR BIKE	1EP
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Hive Corporal only.

This operative's gains the **Motorcycle** and **Drive By** abilities, also it's Move characteristic gets increased to 8".

RIOT SHIELD	1EP
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You can choose this equipment choice up to three times.

Choose one operative with the **CORPORAL** or **TROOPER** Keyword to receive a Riot Shield, Operatives with a Riot Shield increase their Save characteristic to 4+.

CLIMBING EQUIPMENT	1EP
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Friendly **Hive Militia** Operatives only spend 2" for every 6" traveled by ascending or descending a terrain feature, additionally they only need to be 1" horizontally of a terrain feature to climb it.

TBA

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