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v1

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Game: **WARHAMMER 40,000 9th Edition (Core Rules)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Select a **mission** and follow its rules for army selection, setup and deployment. In general, there should be 1 **terrain feature** on the battlefield for every 12" by 12" area (rounding up).

BASICS

Each player commands an **army** of models that move and fight in **units** (a group of models from the same datasheet). Friendly models/units are all models/units in the same army, and enemy models/units are all models/units in your opponent's army.

A unit's **starting strength** is the number of models in the unit when added to your army. A unit is **below half-strength** when its number of models is less than half its starting strength.

If you do not have enough models to field a minimum-sized unit you can still include 1 **understrength** unit of that type in your army with as many models as you have available.

A **destroyed** model is removed from the battlefield. When the last model in a unit is destroyed, the unit is destroyed.

KEYWORDED rules apply to models/units with that keyword. Choose <**KEYWORDS**> when you add a unit to your army.

Aura abilities affect models or units in a given range. A model with an aura ability is always within range of its effect. Multiple, identically named aura abilities are not cumulative.

Reinforcements are units that can start the battle off the battlefield. Any reinforcements not set up on the battlefield by the time the battle ends count as destroyed.

Unit coherency: A unit must be set up and finish any move as a single group, with all models within 2" horizontally and 5" vertically of at least 1 other model from their unit. If a unit has 6+ models, all models must be within the same distance of at least 2 other models. Models added to a unit during the battle must always be set up in unit coherency; any models that cannot be set up are destroyed.

Engagement range: While a model is within 1" horizontally and 5" vertically of an enemy model, those models are within engagement range of each other, as are their units. Models cannot be set up within engagement range of enemy models.

Measuring: Measure distances whenever you wish. Distances are in inches (") between the closest points of the model bases (or **hull**—any part of the model—if it has no base). If several units tied for *closest*, the player resolving the rule chooses.

If several rules must be resolved at the same time, the player whose turn it is chooses the order to resolve them.

All **dice modifiers** are cumulative. Apply modifiers in this order: division, multiplication, addition, then subtraction. Round fractions up after all modifiers have been applied. Dice rolls cannot be modified to less than 1.

Dice re-rolls are applied before modifiers, and a dice can never be re-rolled more than once. *Unmodified* dice refers to the result after re-rolls, but before modifiers.

If players must **roll-off**, each rolls a D6 and whomever scores highest wins. On a tie, roll again.

All **characteristic modifiers** are cumulative. Apply modifiers in this order: division, multiplication, addition, then subtraction. Round fractions up after applying all modifiers. S, T, A and Ld can never be modified below 1. Random **MOVE** characteristics are determined for the whole unit each time it moves; other random characteristics are determined individually when required. A characteristic of '-' can never be modified.

THE BATTLE ROUND

A game is a series of battle **rounds**, each split into 2 **turns**, one for each player. The same player (specified by the mission) always takes the first turn in each round. When resolving an out of phase rule, apply all rules that normally apply in that phase. Phase-specific **stratagems** cannot be used out of phase.

COMMAND PHASE

If your army is **battle-forged**, you gain 1 **command point** (CP). Then, both players resolve any abilities, stratagems, or mission rules that take place in the command phase.

MOVEMENT PHASE


1. MOVE UNITS

Select 1 unit from your army to make a **normal move**, **advance**, or **remain stationary**. A unit within **engagement range** of any enemy models when selected can only choose to **remain stationary** or **fall back**.

Continue selecting units in your army and moving them until you have done so with as many of your units as you wish.

You can move some or any of a unit's models. You can pivot it and/or change its position along any path, but no part of the model's base/hull can be moved across the bases/hulls of other models, nor can any part of that model and its base cross the edge of the battlefield. You can also rotate any movable part of the model when it is moved. Measure the movement distance using the part of the model's base/hull that moves furthest along its path (including parts that rotate or pivot).

A unit must finish any type of move in **unit coherency**. If this is impossible, the move cannot be made. No unit can be selected to move more than once in each movement phase.

NORMAL MOVE: Each model in the unit can move a distance in inches equal to or less than their **MOVE (M)** , but no model can be moved within engagement range of enemy models.

ADVANCE: Roll a D6 **advance roll** for the unit, and add the result to the **M** of each model until the end of the current phase. Each model can then move up to this total distance, but none can be moved within engagement range of enemy models.

A unit cannot shoot or declare a charge in the same turn it made an advance.

REMAIN STATIONARY: None of the unit's models can be moved for the rest of the phase. Any units from your army on the battlefield that were not selected to move in this step of the movement phase are assumed to have remained stationary.

FALL BACK: Each model in the unit can move a distance in inches equal to or less than its **M**. While doing so it may move within engagement range of enemy models, but cannot end the move within engagement range of any enemy models (if it cannot do this then it cannot fall back). A unit cannot declare a charge in the same turn that it fell back. A unit cannot shoot or attempt to manifest a psychic power in the same turn that it fell back unless it is **TITANIC**.

TERRAIN: Models can move over terrain features but not through them. A model can move freely over terrain features 1" or less in height. It can climb up, down and over any higher terrain features, counting the vertical distance up and/or down as part of its move, but if the move would end mid-climb, that move cannot be made.

FLYING: When moving normally, advancing, or falling back, a unit with the **FLY** keyword can move across other models (and their bases) as if they were not there, and can move within engagement range of enemy models. Ignore any vertical distance up and/or down that they make as part of the move. Flying models cannot finish their move on top of another model (or its base) or within engagement range of enemies.

2. REINFORCEMENTS

If you have any reinforcement units, you can select them and set them up on the battlefield, one at a time. Reinforcements can never make a normal move, advance, fall back, or remain stationary in the turn they arrive, but can otherwise act normally. They count as having moved a distance in inches equal to their **M** in this movement phase. If the models have a minimum **M**, they count as having moved their maximum **M**.

PSYCHIC PHASE

Select 1 eligible **PSYKER** unit from your army on the battlefield and attempt to manifest one of its psychic powers. Those that fell back this turn (other than **TITANIC** units) are not eligible. No unit can be selected to manifest psychic powers more than once in each psychic phase. Continue selecting **PSYKER** units in your army and attempting to manifest their powers until you have done so with as many of them as you wish.

All psykers know *Smite*. With the exception of *Smite*, you cannot attempt to manifest the same psychic power more than once in the same battle round, even with different psyker units.

First pass a **psychic test**: roll 2D6 and equal or exceed the psychic power's **warp charge**. If you roll a double 1 or a double 6, that unit immediately suffers **perils of the warp**.

The opposing player can then select one of their psyker units within 24" of the manifesting psyker unit and attempt to pass a **deny the witch** test. Roll 2D6: if the total is greater than the result of the psychic test, the power is denied. Only 1 attempt can be made to deny a power (a psyker unit can attempt to deny more than 1 power if its datasheet allows it).

If the psychic test was successful and the power was not denied, the power's effects are resolved. The psyker unit can attempt further manifestations if its datasheet allows it.


SMITE: Warp charge 5; add 1 for each other attempt that has been made to manifest this power by a unit from your army in this phase, whether successful or not. The closest enemy unit within 18" and visible to the psyker suffers D3 mortal wounds (D6 if the result of the psychic test was 11+).

PERILS OF THE WARP: Suffer D3 mortal wounds. If the psyker unit is then destroyed, the power they were manifesting fails. Also, just before removing the last model in that unit, every unit within 6" of it immediately suffers D3 mortal wounds.

SHOOTING PHASE

Select 1 eligible unit (equipped with ranged weapons) to shoot with. Those that advanced this turn, or fell back this turn (other than **TITANIC** units) are not eligible. No unit can be selected to shoot more than once in each shooting phase. Continue selecting units in your army and shooting with them until you have done so with as many of your units as you wish.

To shoot, select the target unit(s), the weapons used, and the profile being used if the weapons have multiple profiles. A model with more than 1 ranged weapon can shoot all at the same target, or split them between different targets. A unit with more than 1 model can shoot at the same or different targets.

Only enemy units can be targets. At least 1 model in the target unit must be within the weapon's **RANGE** , and be visible to the shooting model. Look from behind the firing model if necessary. A model can see through other models in its unit.

Weapons with a range of **MELEE** can only be used in hand-to-hand combat. A model with a **BALLISTIC SKILL (BS)** of '-' cannot make attacks with ranged weapons at all.

If attacking multiple units, you must resolve all the attacks against one target before moving on to the next target. If a unit shoots with multiple weapons, all attacks made with weapons with the same profile must be resolved before resolving attacks with the next.


So long as at least 1 model in the target unit was visible and in range of the shooter when selected as the target, that weapon's attacks are always made against the target unit, even if no models in it remain visible or in range when you resolve them.

Make 1 hit roll for each attack the weapon makes (listed after its type). All the attacks must be made against the same target unit.


Models cannot make ranged attacks while their unit is within engagement range of any enemy models, nor can they target enemy units within engagement range of any friendly units.


A **VEHICLE** or **MONSTER** can shoot ranged weapons even if within engagement range of enemy units, but it can only shoot enemy units in its engagement range. They can target an enemy unit even if other friendly units are within engagement range of that enemy unit. If a vehicle or monster has more than 1 ranged weapon, you can still target units not within their engagement range, but they will only be able to shoot if all those enemy units within engagement range have been destroyed when you come to resolve those attacks.


Subtract 1 from hit rolls made by monsters and vehicles shooting heavy weapons while any enemy units remain within their engagement range.


LOOK OUT, SIR: Models cannot shoot a unit containing any characters with **WOUNDS (W)**  of 9 or less while that unit is within 3" of a friendly unit (monster, vehicle or unit of 3+ models), unless that character unit is both visible and the closest enemy unit. Ignore other enemy character models with **W** of 9 or less when determining if the target is the closest enemy unit to the firing model.


RANGED WEAPON TYPES

 **ASSAULT:** A unit with any assault weapons may still shoot even if it advanced this turn. If a model does so, subtract 1 from its hit rolls.

 **HEAVY:** When an infantry model shoots a heavy weapon, subtract 1 from its hit rolls if the firing model's unit has moved for any reason this turn.

 **RAPID FIRE:** When a model shoots a rapid fire weapon, double the number of attacks it makes if its target is within half the weapon's range.

 **GRENADE:** When a unit shoots, 1 model that is equipped with a grenade in that unit can resolve attacks with it instead of shooting any other weapons.

 **PISTOL:** A model can shoot with a pistol even when its unit is within engagement range of enemy units (even if friendly units are within engagement range of that enemy unit), but when it does, it must target an enemy unit within engagement range of its own unit. A model equipped with a pistol and another type of ranged weapon must choose which to shoot before selecting targets.

BLAST WEAPONS: If a blast weapon targets a unit with 6-10 models, it always makes a minimum of 3 attacks. If the target has 11+ models, make the maximum possible number of attacks. Blast weapons can *never* attack a unit within engagement range.

CHARGE PHASE

1. CHARGES

Select 1 eligible unit from your army and declare a **charge** with it. The unit must be within 12" of any enemy units at the start of this phase. Units that have advanced or fallen back this round, or started the charge phase within engagement range of any enemy units, are not eligible. No unit can be selected to charge more than once in each charge phase. Continue selecting units in your army and charging with them until you have done so with as many of your units as you wish.

Select one or more enemy units within 12" as the targets of the charging unit's charge (they do not need to be visible).

Then make a 2D6 **charge roll**. This is the maximum number of inches each model in the charging unit can now move, and must allow the unit to move in unit coherency and within engagement range of every unit that was a target of its charge, without moving within engagement range of any enemy units that were not a target of its charge. If this is possible, the charge is successful and the models make the charge move. If this is impossible, the charge fails and no models in the charging unit move this phase.

Models can charge over terrain in the same way as during a normal move. Charging units that **FLY** can move across other models (and their bases) as if they were not there, but must move over terrain features (including **BUILDING** units) like any other model, and cannot finish a move on top of another model.

OVERWATCH: An enemy unit with **overwatch** that is targeted by a charge can fire overwatch before the charge roll, but not if there are any enemy units within engagement range of it. Resolved this as a normal shooting attack, except an unmodified 6 is always required to hit, irrespective of **BS** or modifiers, and the unit must fire at the charging unit. Any rule that states the unit cannot be targeted unless it is the closest target does not apply.

2. HEROIC INTERVENTIONS

Your opponent can now select 1 eligible character unit from their army to perform a **heroic intervention**. An eligible character unit is not within engagement range of any enemy units, but within 3" horizontally and 5" vertically of an enemy unit. No unit can perform more than 1 heroic intervention per enemy charge phase, and a unit can never perform one in their own charge phase. Continue selecting character units in your army and performing heroic interventions until you have done so with as many of your units as you wish.

Each model in a unit performing a heroic intervention can **move up to 3"**, but must finish this move closer to the closest enemy model.

FIGHT PHASE

Starting with the player whose turn is *not* taking place, players alternate selecting an eligible unit from their army and fighting with it. An eligible unit is within engagement range of an enemy unit and/or made a charge move in the same turn. No unit can fight more than once in the fight phase. If all of one player's eligible units have fought, the opposing player can then fight with their remaining eligible units, one at a time.

Units that charged this turn fight before all other units.

A fighting unit first **piles in**, then its models must make close combat attacks, and then the unit **consolidates**.

PILE IN: Move each model in the unit up to 3". Each model must finish its pile-in move closer to the closest enemy model. A model already touching an enemy model cannot move, but still counts as having piled in.

CLOSE COMBAT ATTACKS: Determine which models can fight and their number of attacks, then select the target unit(s) for all the attacks. If the attacking unit made a charge move this turn, its models can only target units it declared a charge against this turn, or units that performed a heroic intervention this turn.

Only the models in the attacking unit either within engagement range of an enemy unit, or within 1/2" of another model from their own unit that is itself within 1/2" of an enemy unit, can fight.


If a model can make more than 1 attack, it can make all of them against the same target, or split them between different enemy units. If a unit has more than 1 model, each can make their attacks at the same, or different targets.

Declare which attacks will target which unit(s) before any attacks are resolved, and resolve all of the attacks against one target before moving onto the next. Each close combat attack is made with a **melee** weapon. If a model has more than one, select which it will use before resolving any attacks.

Use this profile if the model has no other melee weapons:

Weapon	Range	Type	S	AP	D
Close combat weapon	Melee	Melee	User	0	1

If a unit attacks with multiple weapons, all attacks made with weapons that have the same profile must be resolved before resolving attacks with the next.

Make 1 hit roll for each attack; the number of attacks is determined by the model's **ATTACKS (A)** .

If there are no viable targets, that unit cannot make close combat attacks, but it can still consolidate.


CONSOLIDATE: Move each model in the unit up to 3". Each model must finish its consolidation move closer to the closest enemy model. A model already touching an enemy model cannot move, but still counts as having consolidated.

MORALE PHASE

1. MORALE TESTS

Starting with the player whose turn it is, players alternate selecting a unit from their army that has had models destroyed this turn and taking a **morale test** for it.

A unit only needs to take 1 morale test in each morale phase. If all of one player's eligible units have taken tests, the opposing player takes all their remaining tests, one at a time.

Roll 1 D6 and add the number of models from the unit that have been destroyed this turn. If the result is equal to or less than the highest **LEADERSHIP (LD)**  in the unit, the test is passed and nothing happens. An unmodified roll of 1 always results in a passed test.

Otherwise the test is failed, 1 model of your choice flees that unit and is removed from play, and you must take **combat attrition** tests for the unit's remaining models. The fleeing model never triggers any rules used when a model is destroyed.



COMBAT ATTRITION: Roll 1 D6 for each remaining unit in the unit, subtracting 1 from the result if the unit is below half-strength. For each 1 result, one additional model flees.

2. UNIT COHERENCY CHECKS

Each player must remove models, one at a time, from any of their units that are no longer in unit coherency, until only a single group of models from the unit remains in play and in unit coherency. The models removed count as having been destroyed, but never trigger any rules used when a model is destroyed, and do not cause their unit to take another morale test.



ATTACKING

1. HIT ROLL

Roll 1 D6. If the result is equal to or greater than the attacker's **BALLISTIC SKILL (BS)**  (with a ranged weapon) or **WEAPON SKILL (WS)**  (with a melee weapon), the attack scores 1 hit against the target unit. If not, the attack fails.

If the weapon has an ability that *'automatically hits the target'*, do not make a hit roll: the attack scores 1 hit on the target unit. An unmodified 6 always hits, and an unmodified 1 always fails. A hit roll can never be modified by more than -1 or +1.

2. WOUND ROLL

Each time an attack scores a hit against a target, make a **wound roll**. Roll 1 D6 and compare the attacking weapon's **STRENGTH (S)**  with the target's **TOUGHNESS (T)** .

STRENGTH VS TOUGHNESS	D6 RESULT REQUIRED
S TWICE (or more) than T	2+
S GREATER than T	3+
S EQUAL to T	4+
S LOWER than T	5+
S HALF (or less) than T	6+


If a weapon's **S** lists **USER**, it is equal to the bearer's **S**. If it lists a modifier, modify the bearer's **S**.


If the result is less than the required number, the attack fails. An unmodified 6 always wounds, and an unmodified 1 always fails. A wound roll can never be modified by more than -1 or +1.

3. ALLOCATE ATTACK


If an attack successfully wounds the target unit, its commanding player allocates that attack to 1 model in the unit (it does not have to be within range of, or visible to, the attacking model). If a model in the target unit has already lost any wounds or has already had attacks allocated to it this phase, the attack must be allocated to that model.

4. SAVING THROW

The player commanding the target unit then makes a **saving throw** by rolling 1 D6 and modifying the roll by the **ARMOUR PENETRATION (AP)**  of the weapon that made the attack.

If the result is equal to, or greater than, the **SAVE (SV)**  of the model the attack was allocated to, the saving throw is successful and the attack sequence ends. If the result is less than the model's **SV**, the saving throw fails and the model suffers damage. An unmodified roll of 1 always fails.

5. INFLICT DAMAGE

The damage inflicted is equal to the **DAMAGE (D)**  of the weapon making the attack. A model loses 1 wound for each point of damage it suffers. If a model's wounds are reduced to 0 or less, it is destroyed and removed from play. Excess damage is lost and has no effect.

INVULNERABLE SAVES: Each time an attack is allocated to a model with an invulnerable save, you can choose to use either its normal **SV** or its invulnerable save, but not both. If a model has more than 1 invulnerable save, choose which to use. An invulnerable save is never modified by a weapon's **AP**.

MORTAL WOUNDS: Each mortal wound inflicts 1 point of damage on the target unit, and they are always applied one at a time. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound. Excess damage from mortal wounds is not lost; keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed. If an attack inflicts mortal wounds in addition to normal damage, resolve the normal damage first. If the normal damage is saved, the target unit still suffers the mortal wounds. If an ability modifies the damage inflicted by a weapon that causes mortal wounds, the modifier does not apply to any mortal wounds inflicted (unless stated otherwise).

IGNORING WOUNDS: If a model can ignore wounds and has multiple such rules, you can only use one each time the model loses a wound (including wounds lost due to mortal wounds).

OBJECTIVES

If a mission specifies the placement of **objective markers**, use 40mm diameter markers, and place them so they are centred on the point specified by the mission.

When measuring distances to and from objective markers, measure to and from the closest part of that marker.

A model is in range of an objective marker if it is within 3" horizontally and 5" vertically of that marker.

At the end of each player's turn (unless otherwise noted), you **control** an objective marker while you have more models within range of it than your opponent. A model can only count towards controlling 1 objective marker per turn.

AIRCRAFT units and units with the **fortifications** battlefield role can never control objective markers.

Once you gain control of an objective, it remains under your control until the enemy is able to gain control of it.

You control an objective marker if you have any models with the **objective secured** ability within range of that marker, even if there are more enemy models within range of it.

If an enemy model within range of a marker also has this ability (or similar), the marker is controlled by the player who has the most models within range of that marker, as normal.

TRANSPORTS

TRANSPORT models have a **transport capacity** determining how many friendly models, and of what type, can embark within them. Units can start the battle embarked within a transport.

If a unit makes a normal, advance, or fall back move, and every model in that unit ends that move within 3" of a friendly transport, they can **embark** within it. A unit cannot embark within a transport that is within engagement range of enemy models, and it cannot embark if it has already disembarked in the same phase. Remove the unit from the battlefield and place it to one side.

Units cannot normally do anything or be affected in any way while they are embarked. Unless stated, abilities and stratagems have no effect on units while they are embarked. Units that are embarked within a transport model that has moved count as having made the same kind of move that turn.

A unit that starts its movement phase embarked within a transport can **disembark** in that phase if the model itself has not yet made a normal, advance or fall back move that phase. Place the unit wholly within 3" of the transport and not within engagement range of any enemy models. It can then act normally in the remainder of the turn, but its models count as having moved that turn, even if they are not moved further.

If a transport is **destroyed** and it has the **explodes** ability (or equivalent), roll to see if it explodes and resolve any resulting damage to nearby units; then set up any units embarked within it on the battlefield. These units are not affected by the explosion, but instead you must roll 1s D6 for each model. For each roll of 1, a model that disembarked (your choice) is destroyed. Units cannot declare a **charge** or perform a **heroic intervention** in the same turn they disembarked from a destroyed transport model.

AIRCRAFT

AIRCRAFT typically have a **minimum M** (the first number) and a **maximum M** (the second number). In its movement phase, all parts of the model's base must end the move at least the minimum distance from where they started, and no part of the model's base can be moved further than the maximum distance. If the model's **M** is modified, both are modified.

If an aircraft cannot make its minimum move, or its minimum move results in any part of it (including its base) crossing the edge of the battlefield, then the model is counted as destroyed (unless you are using the **strategic reserves** rule). If it was a **TRANSPORT**, any models embarked within are also destroyed.

Models may move across aircraft (and their bases) as if they were not there, and they can move within an enemy aircraft's engagement range, but they cannot end the move on top of another model (or its base), and cannot end the move within engagement range of any enemy aircraft.

When an aircraft unit is selected to move in the movement phase, if any enemy units are within engagement range of it, that aircraft can still make a normal move or an advance. When a unit is selected to move in the movement phase, if the only enemy models within engagement range of it are aircraft, it can still make a normal move or an advance.

Whenever a unit moves and must end that move closer to the closest enemy model, aircraft are excluded when determining which model is the closest, unless the unit making that move can **FLY**.



COMMAND PHASE

If your army is **battle-forged**, gain 1 **CP**. Both players resolve command phase abilities, stratagems, or mission rules.

MOVEMENT PHASE

1. MOVE UNITS

One at a time, select units to make a **normal move**, **advance**, or **remain stationary**. A unit within **engagement range** of any enemy models can only **remain stationary** or **fall back**.

A unit must finish any move in **unit coherency** (all within 2" horizontally and 5" vertically of at least 1 other model from their unit; if 6+ models, within that distance of at least 2 other models).

NORMAL MOVE: Move equal to or less than **M**, but no model can be moved within engagement range of enemy models.

ADVANCE: D6 **advance roll**: add to each model's **M**. None can move within engagement range of enemy models. **A unit cannot shoot or declare a charge in the same turn it advances.**

REMAIN STATIONARY

FALL BACK: Move equal to or less than **M**. They *can* move within engagement range of enemy models, but cannot end the move within engagement range. A unit cannot declare a charge in the same turn it fell back, nor can it shoot or attempt to manifest a psychic power (unless **TITANIC**).

TERRAIN: Move freely over terrain features 1" or less in height; otherwise count vertical distance in the move.

FLYING: When moving normally, advancing, or falling back, can move across other models as if they were not there, and within engagement range of enemy models. Ignore vertical distances. They cannot stop on top of a model or within engagement range of enemies.

2. REINFORCEMENTS

One at a time, set up reinforcement units on the battlefield. They cannot make a normal move, advance, fall back, or remain stationary this turn, but can otherwise act normally. They count as having moved their **M** in inches this phase.

PSYCHIC PHASE

One at a time, select eligible **PSYKER** units (not those that fell back unless **TITANIC**) and attempt to manifest one of their psychic powers.

All psykers know *Smite*. With the exception of *Smite*, you cannot attempt to manifest the same power more than once in the same battle round, even with different psykers.

Pass a **psychic test**: roll 2D6 and equal or exceed the psychic power's **warp charge**. If you roll a double 1 or a double 6, that unit immediately suffers **perils of the warp**.

Your opponent can then select one of their psyker units within 24" of the manifesting psyker unit and attempt to pass a **deny the witch** test. Roll 2D6: if the total is greater than the result of the psychic test, the power is denied.

If the psychic test was successful and not denied, resolve the power's effects. The psyker unit can attempt further manifestations if its datasheet allows it.

SMITE: Warp charge 5; +1 for each other attempt to manifest this power by a unit from your army in this phase (successful or not). The closest visible enemy unit within 18" suffers D3 mortal wounds (D6 if the result was 11+).

PERILS OF THE WARP: Suffer D3 mortal wounds. If the psyker unit is then destroyed, the power fails. Also, just before removing the last model in that unit, every unit within 6" of it immediately suffers D3 mortal wounds.

SHOOTING PHASE

One at a time, select 1 eligible unit (those equipped with ranged weapons, and did not advance or fall back unless **TITANIC**) to shoot with.

Select the target unit(s), the weapons, and the profile if the weapons have multiple profiles. Multiple weapons can target multiple enemies, and units with more than 1 model can shoot at different targets.

At least 1 model in the target unit must be within the weapon's **RANGE** and be visible to the shooter. A model can see through other models in its unit.

Make 1 hit roll for each attack the weapon makes. All the attacks must be made against the same target unit.

Models cannot shoot if their unit is within engagement range of any enemy models, nor can they target enemy units within engagement range of any friendly units (except **VEHICLES** or **MONSTERS**, but they can only shoot enemy units in their engagement range, and -1 to hit if shooting heavy weapons).

LOOK OUT, SIR: You cannot shoot a unit containing any characters with **W 9** or less while that unit is within 3" of a friendly unit (monster, vehicle or unit of 3+ models), unless that unit is both visible and the closest enemy unit.

RANGED WEAPON TYPES



ASSAULT: The unit may still shoot even if it advanced this turn. If it does, subtract 1 from its hit rolls.



HEAVY: Subtract 1 from its hit rolls if the firing model's unit has moved for any reason this turn.



RAPID FIRE: Double the number of attacks if its target is within half the weapon's range.



GRENADE: When a unit shoots, 1 model equipped with a grenade can resolve attacks with it instead.



PISTOL: Can shoot even when within engagement range of enemy units (or friendly units are within engagement range of that enemy unit), but must target an enemy within engagement range.

BLAST WEAPONS: If targeting a unit with 6-10 models, always makes a minimum of 3 attacks. If 11+ models, make the maximum possible number of attacks. Blast weapons can *never* attack a unit within engagement range.

CHARGE PHASE

1. CHARGES

One at a time, select 1 eligible unit from your army and declare a **charge**. The unit must be within 12" of any enemy units, and did not advance or fall back, or start the phase within engagement range of any enemy units.

Select one or more enemy units within 12" as the charge targets (they do not need to be visible). Make a 2D6 **charge roll**. This is the maximum number of inches each model in the charging unit can now move, and must allow the unit to move within engagement range of every unit that was a charge target, without moving within engagement range of any enemy units that were not a charge target. If this is impossible, the charge fails and no charging models move.

OVERWATCH: An enemy unit with **overwatch** that is targeted by a charge can fire overwatch before the charge roll, but not if there are any enemy units within engagement range. Shoot as normal, but attacks only hit on an unmodified 6, and the unit must fire at the charging unit.



COMMAND PHASE

If your army is **battle-forged**, gain 1 **CP**. Both players resolve command phase abilities, stratagems, or mission rules.

MOVEMENT PHASE

1. MOVE UNITS

One at a time, select units to make a **normal move**, **advance**, or **remain stationary**. A unit within **engagement range** of any enemy models can only **remain stationary** or **fall back**.

A unit must finish any move in **unit coherency** (all within 2" horizontally and 5" vertically of at least 1 other model from their unit; if 6+ models, within that distance of at least 2 other models).

NORMAL MOVE: Move equal to or less than **M**, but no model can be moved within engagement range of enemy models.

ADVANCE: D6 **advance roll**: add to each model's **M**. None can move within engagement range of enemy models. **A unit cannot shoot or declare a charge in the same turn it advances.**

REMAIN STATIONARY

FALL BACK: Move equal to or less than **M**. They *can* move within engagement range of enemy models, but cannot end the move within engagement range. A unit cannot declare a charge in the same turn it fell back, nor can it shoot or attempt to manifest a psychic power (unless **TITANIC**).

TERRAIN: Move freely over terrain features 1" or less in height; otherwise count vertical distance in the move.

FLYING: When moving normally, advancing, or falling back, can move across other models as if they were not there, and within engagement range of enemy models. Ignore vertical distances. They cannot stop on top of a model or within engagement range of enemies.

2. REINFORCEMENTS

One at a time, set up reinforcement units on the battlefield. They cannot make a normal move, advance, fall back, or remain stationary this turn, but can otherwise act normally. They count as having moved their **M** in inches this phase.

PSYCHIC PHASE

One at a time, select eligible **PSYKER** units (not those that fell back unless **TITANIC**) and attempt to manifest one of their psychic powers.

All psykers know *Smite*. With the exception of *Smite*, you cannot attempt to manifest the same power more than once in the same battle round, even with different psykers.

Pass a **psychic test**: roll 2D6 and equal or exceed the psychic power's **warp charge**. If you roll a double 1 or a double 6, that unit immediately suffers **perils of the warp**.

Your opponent can then select one of their psyker units within 24" of the manifesting psyker unit and attempt to pass a **deny the witch** test. Roll 2D6: if the total is greater than the result of the psychic test, the power is denied.

If the psychic test was successful and not denied, resolve the power's effects. The psyker unit can attempt further manifestations if its datasheet allows it.

SMITE: Warp charge 5; +1 for each other attempt to manifest this power by a unit from your army in this phase (successful or not). The closest visible enemy unit within 18" suffers D3 mortal wounds (D6 if the result was 11+).

PERILS OF THE WARP: Suffer D3 mortal wounds. If the psyker unit is then destroyed, the power fails. Also, just before removing the last model in that unit, every unit within 6" of it immediately suffers D3 mortal wounds.

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One at a time, select 1 eligible unit (those equipped with ranged weapons, and did not advance or fall back unless **TITANIC**) to shoot with.

Select the target unit(s), the weapons, and the profile if the weapons have multiple profiles. Multiple weapons can target multiple enemies, and units with more than 1 model can shoot at different targets.

At least 1 model in the target unit must be within the weapon's **RANGE** and be visible to the shooter. A model can see through other models in its unit.

Make 1 hit roll for each attack the weapon makes. All the attacks must be made against the same target unit.

Models cannot shoot if their unit is within engagement range of any enemy models, nor can they target enemy units within engagement range of any friendly units (except **VEHICLES** or **MONSTERS**, but they can only shoot enemy units in their engagement range, and -1 to hit if shooting heavy weapons).

LOOK OUT, SIR: You cannot shoot a unit containing any characters with **W 9** or less while that unit is within 3" of a friendly unit (monster, vehicle or unit of 3+ models), unless that unit is both visible and the closest enemy unit.

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ASSAULT: The unit may still shoot even if it advanced this turn. If it does, subtract 1 from its hit rolls.



HEAVY: Subtract 1 from its hit rolls if the firing model's unit has moved for any reason this turn.



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OVERWATCH: An enemy unit with **overwatch** that is targeted by a charge can fire overwatch before the charge roll, but not if there are any enemy units within engagement range. Shoot as normal, but attacks only hit on an unmodified 6, and the unit must fire at the charging unit.

2. HEROIC INTERVENTIONS

Your opponent can select 1 character unit from their army (not within engagement range of any enemy units, but within 3" horizontally and 5" vertically of an enemy unit) to perform a **heroic intervention**. Each model can **move up to 3"**, but must finish this move closer to the closest enemy model.

FIGHT PHASE

Starting with the player whose turn is *not* taking place, players alternate selecting an eligible unit (within engagement range of an enemy unit and/or made a charge move this turn) and fighting with it.

Units that charged this turn fight before all other units.

A fighting unit first **piles in**, then its models must make close combat attacks, and then the unit **consolidates**.

PILE IN: Move each model in the unit up to 3". Each model must finish its pile-in move closer to the closest enemy model. A model already touching an enemy model cannot move, but still counts as having piled in.

CLOSE COMBAT ATTACKS: Determine which models can fight and their number of attacks, then select the target unit(s). If the attacking unit made a charge move this turn, its models can only target units it declared a charge against, or units that performed a heroic intervention.

Only the models in the attacking unit that are either within engagement range of an enemy unit, or within 1/2" of another model from their own unit that is itself within 1/2" of an enemy unit, can fight.

If a model can make more than 1 attack, it can split them between different enemy units. If a unit has more than 1 model, each can make their attacks at different targets.

Use this profile if the model has no other melee weapons:

Weapon	Range	Type	S	AP	D
Close combat weapon	Melee	Melee	User	0	1

Make 1 hit roll for each attack; the number of attacks is determined by the model's **ATTACKS (A)** **III**.

If there are no viable targets, that unit cannot make close combat attacks, but it can still consolidate.

CONSOLIDATE: Move each model in the unit up to 3". Each model must finish its consolidation move closer to the closest enemy model. A model already touching an enemy model cannot move, but still counts as having consolidated.

MORALE PHASE

1. MORALE TESTS

Starting with the player whose turn it is, players alternate selecting a unit from their army that had models destroyed this turn and taking a **morale test** for it.

Roll 1 D6 and add the number of models from the unit that have been destroyed this turn. If the result is equal to or less than the highest **LD** in the unit, the test is passed. An unmodified roll of 1 always passes.

Otherwise the test fails, 1 model of your choice flees that unit and is removed from play, and you must take **combat attrition** tests for the unit's remaining models.

COMBAT ATTRITION: Roll 1 D6 for each remaining model in the unit, subtracting 1 from the result if the unit is below half-strength. For each 1 result, one additional model flees.

2. UNIT COHERENCY CHECKS

Each player must remove models, one at a time, from any of their units no longer in unit coherency, until only a single group of models from the unit remains in unit coherency.

ATTACKING

1. HIT ROLL

Roll 1 D6. If the result is equal to or greater than the attacker's **BS** (with a ranged weapon) or **WS** (with a melee weapon), the attack scores 1 hit against the target unit. If not, the attack fails.

An unmodified 6 always hits, and an unmodified 1 always fails. The roll can never be modified by more than -1 or +1.

2. WOUND ROLL

Each time an attack hits, make a **wound roll**. Roll 1 D6 and compare the attacking weapon's **S** with the target's **T**:

S TWICE (or more) than T	2+
S GREATER than T	3+
S EQUAL to T	4+
S LOWER than T	5+
S HALF (or less) than T	6+

If the result is less than the number, the attack fails. An unmodified 6 always wounds, and an unmodified 1 always fails. The roll can never be modified by more than -1 or +1.

3. ALLOCATE ATTACK

If an attack successfully wounds the target unit, its commanding player allocates that attack to 1 model in the unit (it does not have to be in range or visible to the attacker). If a model in the target unit has already lost any wounds or has already had attacks allocated to it this phase, the attack must be allocated to that model.

4. SAVING THROW

The player commanding the target unit makes a **saving throw**: roll 1 D6 and modify the roll by the **AP** of the attacking weapon. If the result is equal to, or greater than, the attacked model's **SV**, the saving throw is successful. If the result is less, the saving throw fails and the model takes damage. An unmodified roll of 1 always fails.

5. INFLECT DAMAGE

Damage inflicted is equal to the **D** of the weapon. A model loses 1 wound for each point of damage. If reduced to 0 or less **W**, it is destroyed and removed from play. Excess damage is lost.

INVULNERABLE SAVES: You can choose to use either the model's normal **SV** or its invulnerable save, but not both. An invulnerable save is never modified by a weapon's **AP**.

MORTAL WOUNDS: Each mortal wound inflicts 1 point of damage; do not make a wound roll or saving throw (including invulnerable saves). Keep allocating excess damage to another model in the target unit until all the damage has been allocated or the target unit is destroyed.

OBJECTIVES

When measuring distances to and from objective markers, measure to and from the closest part of that marker. **A model is in range of an objective marker if it is within 3" horizontally and 5" vertically of that marker.**

At the end of each player's turn, you **control** an objective marker while you have more models within range of it than your opponent. A model can only count towards controlling 1 objective marker per turn.

AIRCRAFT units and units with the **fortifications** battlefield role can never control objective markers.

2. HEROIC INTERVENTIONS

Your opponent can select 1 character unit from their army (not within engagement range of any enemy units, but within 3" horizontally and 5" vertically of an enemy unit) to perform a **heroic intervention**. Each model can **move up to 3"**, but must finish this move closer to the closest enemy model.

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Units that charged this turn fight before all other units.

A fighting unit first **piles in**, then its models must make close combat attacks, and then the unit **consolidates**.

PILE IN: Move each model in the unit up to 3". Each model must finish its pile-in move closer to the closest enemy model. A model already touching an enemy model cannot move, but still counts as having piled in.

CLOSE COMBAT ATTACKS: Determine which models can fight and their number of attacks, then select the target unit(s). If the attacking unit made a charge move this turn, its models can only target units it declared a charge against, or units that performed a heroic intervention.

Only the models in the attacking unit that are either within engagement range of an enemy unit, or within 1/2" of another model from their own unit that is itself within 1/2" of an enemy unit, can fight.

If a model can make more than 1 attack, it can split them between different enemy units. If a unit has more than 1 model, each can make their attacks at different targets.

Use this profile if the model has no other melee weapons:

Weapon	Range	Type	S	AP	D
Close combat weapon	Melee	Melee	User	0	1

Make 1 hit roll for each attack; the number of attacks is determined by the model's **ATTACKS (A)** **III**.

If there are no viable targets, that unit cannot make close combat attacks, but it can still consolidate.

CONSOLIDATE: Move each model in the unit up to 3". Each model must finish its consolidation move closer to the closest enemy model. A model already touching an enemy model cannot move, but still counts as having consolidated.

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COMBAT ATTRITION: Roll 1 D6 for each remaining model in the unit, subtracting 1 from the result if the unit is below half-strength. For each 1 result, one additional model flees.

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ATTACKING

1. HIT ROLL

Roll 1 D6. If the result is equal to or greater than the attacker's **BS** (with a ranged weapon) or **WS** (with a melee weapon), the attack scores 1 hit against the target unit. If not, the attack fails.

An unmodified 6 always hits, and an unmodified 1 always fails. The roll can never be modified by more than -1 or +1.

2. WOUND ROLL

Each time an attack hits, make a **wound roll**. Roll 1 D6 and compare the attacking weapon's **S** with the target's **T**:

S TWICE (or more) than T	2+
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S LOWER than T	5+
S HALF (or less) than T	6+

If the result is less than the number, the attack fails. An unmodified 6 always wounds, and an unmodified 1 always fails. The roll can never be modified by more than -1 or +1.

3. ALLOCATE ATTACK

If an attack successfully wounds the target unit, its commanding player allocates that attack to 1 model in the unit (it does not have to be in range or visible to the attacker). If a model in the target unit has already lost any wounds or has already had attacks allocated to it this phase, the attack must be allocated to that model.

4. SAVING THROW

The player commanding the target unit makes a **saving throw**: roll 1 D6 and modify the roll by the **AP** of the attacking weapon. If the result is equal to, or greater than, the attacked model's **SV**, the saving throw is successful. If the result is less, the saving throw fails and the model takes damage. An unmodified roll of 1 always fails.

5. INFLECT DAMAGE

Damage inflicted is equal to the **D** of the weapon. A model loses 1 wound for each point of damage. If reduced to 0 or less **W**, it is destroyed and removed from play. Excess damage is lost.

INVULNERABLE SAVES: You can choose to use either the model's normal **SV** or its invulnerable save, but not both. An invulnerable save is never modified by a weapon's **AP**.

MORTAL WOUNDS: Each mortal wound inflicts 1 point of damage; do not make a wound roll or saving throw (including invulnerable saves). Keep allocating excess damage to another model in the target unit until all the damage has been allocated or the target unit is destroyed.

OBJECTIVES

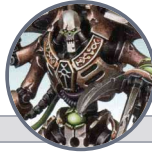
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AIRCRAFT units and units with the **fortifications** battlefield role can never control objective markers.

SKORPEKH LORD

POWER 7



FACTION KEYWORDS: NECRONS, DESTROYER CULT, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, SKORPEKH LORD

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Skorpekh Lord	8"	2+	2+	6	6	6	4	10	3+

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Enmitic annihilator	18"	Assault 2D3	6	-1	1	Blast
Flensing claw	Melee	Melee	User	-1	1	Make 2 hit rolls instead of 1 for each attack.
Hyperphase harvester	Melee	Melee	+2	-4	3	-1 from the hit roll.

ABILITIES

Living Metal

Beginning of your turn:
Regain 1 lost **W**.

United in Destruction (Aura)

Re-roll wound rolls of 1 for attacks made by models in friendly <DYNASTY> DESTROYER CULT units within 6".

Phase Shifter

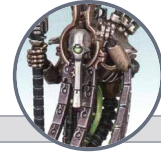
4+ invulnerable save.

Hardwired for Destruction

Re-roll hit rolls of 1.

PLASMANCER

POWER 4



FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, FLY, CRYPTEK, PLASMANCER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Plasmancer	5"	3+	3+	4	4	4	1	10	4+

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Plasmic lance (shooting)	18"	Assault D3	7	-3	2	-
Plasmic lance (melee)	Melee	Melee	User	-3	2	-

ABILITIES

Living Metal

Beginning of your turn:
Regain 1 lost **W**.

Living Lightning (Aura)

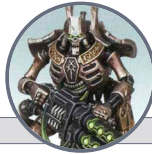
Start of the fight phase:
Roll 1 D6 for each enemy unit within 6"; on a 4+, that unit suffers 1 mortal wound.

Harbinger of Destruction

End of your movement phase:
If this model has not advanced or fallen back, you can select the nearest visible enemy unit within 18". Roll 3 D6s; for each result of 4+, that unit suffers 1 mortal wound.

ROYAL WARDEN

POWER 4



FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, ROYAL WARDEN

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Royal Warden	5"	3+	3+	5	5	4	3	10	3+

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Relic gauss blaster	24"	Rapid Fire 2	5	-2	2	-

ABILITIES

Living Metal

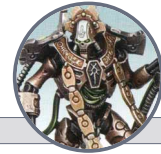
Beginning of your turn:
Regain 1 lost **W**.

Adaptive Strategy

In your command phase:
Select 1 friendly <DYNASTY> unit within 9". Until the end of the turn, that unit can fall back and still be selected to shoot and charge.

OVERLORD

POWER 5



FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, NOBLE, OVERLORD

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Overlord	5"	2+	2+	5	5	5	3	10	3+

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Tachyon arrow	120"	Assault 1	12	-5	D6	Can only shoot once per battle.
Hyperphase glaive	Melee	Melee	+2	-3	D3	-

ABILITIES

Living Metal

Beginning of your turn:
Regain 1 lost **W**.

Relentless March (Aura)

When a <DYNASTY> unit within 6" is selected to make a normal move or an advance, add 1" to the distance it can move.

My Will Be Done

In your command phase:
Select 1 friendly <DYNASTY> unit within 9". Until the start of your next command phase, each time a model in that unit attacks, add 1 to the hit roll. A unit can only be selected for this ability once per phase.

Phase Shifter

4+ invulnerable save.

SKORPEKH DESTROYERS

POWER 6



FACTION KEYWORDS: NECRONS, DESTROYER CULT, <DYNASTY>

KEYWORDS [SKORPEKH DESTROYERS]: INFANTRY, SKORPEKH DESTROYERS

KEYWORDS [PLASMACYTE]: INFANTRY, PLASMACYTE

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
3	Skorpekh Destroyer	8"	3+	3+	5	5	3	3	10	3+
0-1	Plasmacyte	8"	4+	4+	4	5	1	1	10	4+

If this unit contains a Plasmacyte, its PR is 7.

1 Skorpekh Destroyer is equipped with a hyperphase reap-blade, every other Skorpekh Destroyer is equipped with hyperphase threshers. A Plasmacyte is equipped with a monomolecular proboscis.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Hyperphase reap-blade	Melee	Melee	+2	-4	3	-
Hyperphase threshers	Melee	Melee	User	-3	2	When the bearer fights, it makes 1 additional attack with this weapon.
Monomolecular proboscis	Melee	AMelee	User	-1	1	-

ABILITIES

Infused Madness

At the start of the fight phase:

If this unit contains a **PLASMACYTE**, it can inject tainted energy. If it does, roll 1 D6; on a 1, one **SKORPEKH DESTROYER** in this unit is destroyed.

Until the end of that phase, add 1 to the **S** and **A** of **SKORPEKH DESTROYER** models in this unit.

Hardwired for Destruction

Re-roll hit rolls of 1.

Reanimation Protocols

REANIMATION PROTOCOLS

Each time an enemy unit shoots or fights, after it makes its attacks, if any models in this unit were destroyed as a result of those attacks but this unit was not destroyed, this unit's reanimation protocols are enacted.

Make **reanimation protocol rolls** for that unit by rolling a number of D6 equal to the combined **W** of all the reassembling models. Each roll of 5+ is put into a pool. A reanimation protocol roll can never be modified by more than -1 or +1.

If the number of dice in that pool is greater than or equal to the **W** of any of the reassembling models, select one of those models to be reanimated. A reanimated model:

- Is added back to its unit with its full wounds remaining.
- Can only set up within engagement range of enemy units that are already within engagement range of the reanimated model's unit.
- Cannot, if it is your charge phase, be set up closer to any enemy units that are targets of a charge declared by its unit this phase.
- No longer counts as having been destroyed for the purposes of morale tests this turn.

You then reduce the number of dice in that pool by a number equal to the **W** of the reanimated model and repeat this process until either there are no more reassembling models, or the number of dice in the pool is less than the **W** of any of the reassembling models. Any models that did not reanimate fail to reassemble, and any dice remaining in the pool are discarded.

CRYPTOTHRALLS

POWER 2



FACTION KEYWORDS: NECRONS, CANOPTEK, <DYNASTY>

KEYWORDS: INFANTRY, CRYPTOTHRALLS

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
2	Cryptothrall	5"	4+	4+	5	5	2	3	10	3+
WEAPON	RANGE	TYPE	S	AP	D	Abilities				
Scouring eye	12"	Pistol 2	5	-2	1	-				
Scythed limbs	Melee	Melee	User	-1	1	-				

ABILITIES

Living Metal

Beginning of your turn:

Regain 1 lost **W**.

Bound Creation

In a battle-forged army, you can include 1

CRYPTOTHRALLS unit in a detachment for each **CRYPTEK** unit in that detachment (**CRYPTOTHRALLS** units do not take up slots in a detachment).

Protectors (Aura)

Enemy units cannot target a **CRYPTEK** unit from your army with a ranged weapon whilst it is within 3" of a friendly **CRYPTOTHRALLS** unit.

Systematic Vigour

These models change their **WS** and **BS** to 3+ and their **A** to 6 whilst this unit is within 6" of any friendly **CRYPTEKS**.

Reanimation Protocols

NECRON WARRIORS

POWER 5



FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: INFANTRY, NECRON WARRIORS

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Necron Warrior	5"	3+	3+	4	4	1	1	10	4+

If this unit contains 11+ models, its PR is 10. Every model is equipped with a gauss flayer.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Gauss flayer	24"	Rapid Fire 1	4	-1	1	-
Gauss reaper	14"	Rapid Fire 1	5	-2	1	-

If this unit contains 11+ models, its PR is 10. Every model is equipped with a gauss flayer.

ABILITIES

Their Number is Legion

Re-roll Reanimation Protocol rolls of 1.

Reanimation Protocols

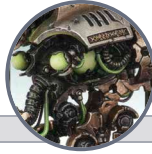
WARGEAR OPTIONS

Any model can be equipped with 1 gauss reaper instead of 1 gauss flayer.

CANOPTEK REANIMATOR

POWER 5

FACTION KEYWORDS: NECRONS, CANOPTEK, <DYNASTY>
KEYWORDS: MONSTER, CANOPTEK REANIMATOR



No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoptek Reanimator	8"	4+	4+	5	5	6	4	10	3+

This model is equipped with 2 atomiser beams and elongated claws.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Atomiser beam	12"	Assault 3	6	-2	1	-
Elongated claws	Melee	Melee	User	-2	1	-

ABILITIES

Living Metal

Beginning of your turn:
Regain 1 lost **W**.

Nano-scarab Reanimation Beam

In your command phase:
Select 1 friendly <DYNASTY> unit within 9". Until the start of your next command phase, while that unit is within 9", add 1 to Reanimation Protocols made for models in that unit.

CANOPTEK SCARAB SWARMS

POWER 2

FACTION KEYWORDS: NECRONS, CANOPTEK, <DYNASTY>
KEYWORDS: INFANTRY, CANOPTEK SCARAB SWARMS



No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Scarab Swarm	10"	4+	-	3	3	4	4	10	6+

If this unit contains 4+ models, its PR is 4.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Feeder mandibles	Melee	Melee	User	0	1	When resolving an attack, an unmodified hit roll of 6 automatically hits and scores a wound (no wound roll).

ERADICATOR SQUAD

POWER 5

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, MK X GRAVIS, PRIMARIS, ERADICATOR SQUAD



No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
2	Eradicator	5"	3+	3+	4	5	3	2	7	3+
1	Eradicator Sergeant	5"	3+	3+	4	5	3	3	8	3+

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	2	-
Melta rifle	24"	Assault 1	8	-4	2	If the target is within half range, roll 2 D6 when inflicting damage and discard one of the results.

ABILITIES

Angels of Death

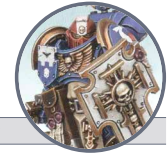
Total Obliteration

In your shooting phase:
You can declare this unit will only shoot a single target. Select 1 target unit; models in this unit can shoot twice this phase, but they can only target that unit.

BLADEGUARD VETERAN SQUAD

POWER 5

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, PRIMARIS, BLADEGUARD, BLADEGUARD VETERAN SQUAD



No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
2	BladeGuard Veteran	6"	3+	3+	4	4	3	3	8	3+
1	BV Sergeant	6"	3+	3+	4	4	3	4	9	3+

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death

OTHER WARGEAR

Storm shield

The bearer has a 4+ invulnerable save.
Improve the bearer's **SV** by 1.

ASSAULT INTERCESSOR SQUAD POWER 6

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, PRIMARIS, ASSAULT INTERCESSOR SQUAD



No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
0-1	AI Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, its PR is 10.
Every model is equipped with a heavy bolt pistol, Asartes chainsword, frag grenades, and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Plasma pistol	Before selecting targets, select a profile to make attacks with:					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified roll of 1, the bearer is destroyed after shooting.
Astartes chainsword	Melee	Melee	User	-1	1	The bearer makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death

Combat Squads

If this unit contains 10 models, then during deployment and before any units have been set up, it can be divided into 2 units of 5 models.

WARGEAR OPTIONS

The Assault Intercessor Sergeant can be equipped with 1 plasma pistol instead of 1 heavy bolt pistol.

ANGELS OF DEATH

AND THEY SHALL KNOW NO FEAR: When a morale test is taken for this unit, you can re-roll the dice.

BOLTER DISCIPLINE: Instead of following the normal rules for **rapid fire** weapons, models in this unit firing rapid fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is **INFANTRY** and every model in its unit remained stationary in your previous movement phase.
- The firing model is a **TERMINATOR**, **BIKER**, **CENTURION**, or **DREADNOUGHT**.

SHOCK ASSAULT: If this unit makes a charge move, is charged, or performs a heroic intervention, add 1 to the **A** of models in this unit until the end of the turn.

COMBAT DOCTRINES: If your army is battle-forged and every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units), this unit gains a bonus depending on which combat doctrine is active:

During the first battle round, the **devastator doctrine** is active. During the second battle round, the **tactical doctrine** is active. At the start of the third battle round, select either the **tactical** or **assault doctrine**: until the end of that battle round, the doctrine you selected is active. During the fourth and subsequent battle rounds, the **assault doctrine** is active. The bonus is not cumulative with any other rules that improve **AP**.

Devastator doctrine: Improves the **AP** of **heavy** and **grenade** weapons by 1

Tactical doctrine: Improves the **AP** of **rapid fire** and **assault** weapons by 1

Assault doctrine: Improves the **AP** of **pistol** and **melee** weapons by 1.

OUTRIDER SQUAD POWER 6

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: BIKER, PRIMARIS, OUTRIDER SQUAD



No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
2	Outrider	14"	3+	3+	4	5	4	2	7	3+
1	Outrider Sergeant	14"	3+	3+	4	5	4	3	8	3+

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Twin bolt rifle	30"	Rapid fire 2	4	-1	1	-
Astartes chainsword	Melee	Melee	User	-1	1	The bearer makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death

Devastating Charge

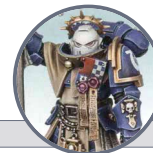
In your charge phase:
If this unit charges, add 2 to its **A** until the end of the turn.

Turbo-boost

In your movement phase:
When this unit advances, add 6" to its **M** until the end of the movement phase instead of making an advance roll.

BLADEGUARD ANCIENT POWER 5

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, BLADEGUARD, BLADEGUARD ANCIENT



No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	BladeGuard Ancient	6"	3+	3+	4	4	5	4	9	3+

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death

Astartes Banner (Aura)

Add 1 to the **Ld** of models in friendly <CHAPTER> units within 6" of this model. Also, roll 1 D6 each time a model in such a unit (excluding **VEHICLE**, **BEAST**, and **WULFEN** models) is destroyed by an enemy attack. On a 4+, do not remove the destroyed model—it can, after the attacker

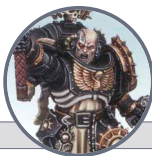
has finished, either shoot with one of its ranged weapons, or make 1 attack with one of its melee weapons. After resolving these attacks the destroyed model is removed.

Deaths of Heroism (Aura)

Add 1 to hit rolls for attacks made by friendly <CHAPTER> **BLADEGUARD** models within 6" of this model.

PRIMARIS CHAPLAIN

POWER 4



FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PRIEST, CHAPLAIN

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+
WEAPON		RANGE	TYPE		S	AP	D	Abilities		
Absolver bolt pistol		18"	Pistol 1		5	-1	2	-		
Crozius arcanum		Melee	Melee		+2	-1	2	-		
Frag grenades		6"	Grenade D6		3	0	1	Blast		
Krak grenades		6"	Grenade 1		6	-1	D3	-		

ABILITIES

Angels of Death

Spiritual Leaders (Aura)

Friendly <CHAPTER> units can use this model's Ld instead of their own while within 6".

Rosarius

4+ invulnerable save.

PRIEST

In your command phase, can recite the **Litany of Hate**. Roll 1 D6; on a 3+, the Litany takes effect until the start of your next Command phase:

Litany of Hate (Aura)

Re-roll hit rolls for melee attacks by models in friendly <CHAPTER> units within 6" of this model.

PRIMARIS CAPTAIN

POWER 5



FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, CAPTAIN

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Captain	6"	2+	2+	4	4	6	5	9	3+
WEAPON		RANGE		TYPE		S	AP	D	Abilities	
Heavy bolt pistol		18"		Pistol 1		4	-1	1	-	
Master-crafted power sword		Melee		Melee		+1	-3	2	-	
Frag grenades		6"		Grenade D6		3	0	1	Blast	
Krak grenades		6"		Grenade 1		6	-1	D3	-	

ABILITIES

Angels of Death

Rites of Battle (Aura)

Re-roll hit rolls of 1 made by models in friendly <CHAPTER> units within 6".

Iron Halo

4+ invulnerable save.

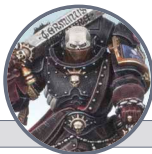
OTHER WARGEAR

Relic Shield

Each time the bearer suffers a mortal wound, roll 1 D6; on a 4+, that mortal wound is ignored. Improve the bearer's Sv by 1.

JUDICIAR

POWER 4



FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, JUDICIAR

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Judiciar	6"	2+	3+	4	4	5	4	9	3+
WEAPON		RANGE	TYPE		S	AP	D	Abilities		
Absolver bolt pistol		18"	Pistol 1		5	-1	2	-		
Executioner relic blade		Melee	Melee		+3	-3	2	Each unmodified wound roll of 6 inflicts 1 mortal wound in addition to any other damage.		
Frag grenades		6"	Grenade D6		3	0	1	Blast		
Krak grenades		6"	Grenade 1		6	-1	D3	-		

ABILITIES

Angels of Death

Blade Parry

4+ invulnerable save against melee weapons.

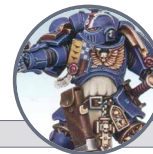
Tempormortis

At the start of each fight phase:

Select 1 enemy unit within 6". That unit cannot fight until all other eligible units have done so that phase.

PRIMARIS LIEUTENANT

POWER 4



FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, LIEUTENANT

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Lieutenant	6"	2+	2+	4	4	5	4	8	3+
WEAPON		RANGE	TYPE		S	AP	D	Abilities		
Neo-volkite pistol		15"	Pistol 2		5	0	2	Each unmodified wound roll of 6 inflicts 1 mortal wound in addition to any other damage.		
Master-crafted power sword		Melee	Melee		+1	-3	2	-		
Frag grenades		6"	Grenade D6		3	0	1	Blast		
Krak grenades		6"	Grenade 1		6	-1	D3	-		

ABILITIES

Angels of Death

Tactical Precision (Aura)

Re-roll wound rolls of 1 for attacks made by models in friendly <CHAPTER> units within 6".

OTHER WARGEAR

Storm shield

The bearer has a 4+ invulnerable save. Improve the bearer's Sv by 1.