HERESY

EPIC BATTLES IN THE 40K UNIVERSE

Created and Maintained by

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Contributors and Playtesters

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Introduction

About a year or so after I embarked on coordinating the NetEpic project my desire to build a homegrown, scratch built system brew to the point where I knew I had to try. Heresy is the fruit of that. Heresy tries to represent massed combat in the 40 universe in 6mm scale. I wanted to reflect more "gritty" game mechanics that usually get left out in most game systems like morale, true command and control and combined arms tactics. I hope to have come close to attain such a lofty goal!

I have included armies and units of all the newer figures produced by Forgeworld and GW/Fanatic Games.

These rules are being constantly tested and updated. As always, I appreciate your input.

Happy Gaming!

Peter Ramos

Heresy Author

Game Components

To play Heresy you'll need a suitable tabletop or section of floor to set up your army. The playing surface should be at least 6 by 4 feet (roughly 185 by 125cm), although smaller and larger areas can be used as space and resources permit.

Terrain will enhance the game but is not mandatory (you can image it's a desert or icy tundra).

Of course you will need miniatures. Although Heresy is based in the Warhammer 40,000 universe, you are not required to purchase actual GW miniatures. Any 6mm model range available can serves as proxies.

Heresy uses ten-sided dice to resolve most of combat so you'll need a handful of these.

You do not need to own any previous version of Epic (or net epic) to play this game. Counters, templates, and tables have been computer-generated for your use. The game is meant to be as self-contained as possible.

Game Objective

As in any war game, the objective is to defeat the enemy. Specific victory conditions are outlined in the "Winning the Battle" section, along with options on the types of battle to be fought. Alternatives will range from set piece battles to siege (defensive) battles. Setup, deployment, duration, and victory conditions will be different for each type of battle.

Terminology

These are some terms that will occur frequently throughout the Heresy rules:

Battlegroup: generic term used to refer to a grouping of detachments on the tabletop. The number of detachments in a battlegroup can vary considerably depending on the army.

Detachment: term used to refer to a grouping of models.

Stand: used to refer to a single base with models attached to it. The number of models on the base may vary. While there is no specific stand size we recommend 20 x 20mm for infantry, and cavalry models and no greater than 40 x 40mm for larger models. Models like titans can be based in circular or square bases of an appropriate size to house the model.

Model: used to refer to a single miniature on the tabletop, whether as part of a stand or as an individual figure.

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All units have the following characteristics:

Move: How far model may move given its orders.

Armor value: How tough the model is to destroy.

Accuracy: How good the model is shooting its weapons.

Assault value: How good is the model is in close combat.

Morale: How well trained and disciplined the model is.

Leadership: A model's leadership effectiveness (if any).

Mastery Level: The strength of a model's psychic attacks (if any).

Weapons have three characteristics: range, penetration (how well it punches through armor), and firepower (how many attack dice the weapon has). Note that the probability of scoring a hit depends on who is firing the weapon (firing unit's accuracy characteristic), not on the qualities of the weapon itself.

Turn Sequence

I.   Initiative

II.   Combat Phase

   a.   Activation, movement and shooting

   b.   Assault combat

III   End Phase

I: Initiative

An initiative roll determines who activates a battlegroup first. Rolling a d10 and adding the leadership bonus of your army's highest-ranking leader determines initiative. High roller takes the initiative and may choose to activate first or let his opponent select one of his battlegroups and activate first. Re-roll in case of a tie. Each player alternates activating battlegroups until all units eligible to be activated have done so.

The winner of the initiative also gains the "last action" privilege. This confers the advantage of activating one selected battlegroup last in the combat phase regardless of how many more battlegroups the opponent has. This last battlegroup may be of any type and need not be declared beforehand.

II: Combat Phase

Activation

Once initiative is determined the player will select a battlegroup to activate. In order to successfully activate a battlegroup the player must first pass an activation roll. The roll is determined as follows:

D10 + battlegroups current morale value + battlegroups leadership bonus (if any) – suppression penalty ≥ 9

A modified roll of 9 or more means the battlegroup has been activated and the player may move and fire the models in that battlegroup. A failed activation roll means that the battlegroup may move up to its standard move (it may NOT double move), OR fire (not both). It may NOT initiate assault combat (but defends normally). Once a player fails an activation check the player MUST pass the activation to his opponent. A player may voluntarily pass his activation if he has battlegroups that are eligible to be activated. Once BOTH players pass activation the combat phase ends and the assault phase begins. This means that a phase may end "prematurely" if one player "passes" to wait and see what the other player does and that player too passes. So it is not a good idea to "just" pass an activation since the other player may end the phase prematurely to his advantage.

After a successful activation the player may attempt to activate a second battlegroup during that same activation. This battlegroup may belong to the same commander as the first battlegroup activated or it may be another battlegroup from an entirely different commander on another point of the battlefield. A successful activation roll is required, but each additional battlegroup beyond the first that is activated incurs in a cumulative -2 penalty.

Example:

A battlegroup of tactical IG passes its activation roll. The IG player decides to activate a battlegroup of Leman Russ tanks to support it. Since it would be the second battlegroup to be activated during this current activation the roll would incur in a -2 penalty. If a third battlegroup were attempted the penalty would be -4. Once the player fails play passes to his opponent. Once his opponent fails he begins anew selecting battlegroups and the cycle of penalties begins anew depending on amount of battlegroups selected beyond the first.

Regardless of success a player is NEVER obligated to activate additional battlegroups if it is not desired. There are instances were the activation roll may be further modified or even automatic. These will be addressed in the corresponding section of the rules or in the appropriate army list.

Movement

Once activation is determined that player may move all models in the battlegroup as well as fire any weapons it may have. Models may move any fraction of their maximum move or none at all. Models are allowed any number of turns along their movement (see restrictions for assault movement below). Models capable of firing may do so at any point of their move (beginning, middle or end of their move). Once all models in a battlegroup has moved and fired it is considered "inactive" and its actions are done for that turn.

A battlegroup may opt to forego firing their weapon that turn and move up to DOUBLE their standard movement allotment. This is done either to engage in assault combat or as a strategic move to get somewhere in a hurry. In either event the unit may NOT fire any weapons.

Assault combat is discussed in depth in the appropriate section below.

Unit Coherency

The models that form some organizational structure don't move independently of one another. They move at a certain distance from one another, known as *unit coherency.*

In Heresy, most model-to-model coherencies are 5cm. This means that all models that form a given battlegroup must be, at most, 5cm away from at least one other model that forms the same battlegroup.

Certain events such as combat may place one or more models out of coherency. When this occurs the player must bring those models into coherency during their next move. However, if the model(s) does not move, those models may remain out of coherency. They may remain out of coherency as long as they are stationary.

Terrain

Usually, battlefields have terrain features that affect the movement of models. How fast or slow a given model moves depends on the model's means of propulsion. Heresy divides these means into several types:

<u>Foot:</u> any models that walks or run.

<u>Cavalry:</u> any model that uses some sort of creature as means of locomotion.

<u>Wheeled vehicles:</u> encompasses all vehicles that have wheels as means of movement.

<u>Tracked vehicles:</u> includes the whole variety of tank-type vehicles with tracks.

<u>Grav Vehicles:</u> grav-drive vehicles skim over the ground without actually touching it. It is the best means of propulsion.

<u>Walkers:</u> encompasses all mechanical, legged models such as Titans and Knights and smaller walkers like sentinels and dreadnoughts.

Note that some model may be designated as just "wheeled" or "grav". These models are usually artillery/gun platforms that are neither a light vehicle nor an armored vehicle. Wheeled/grav are means of movement not a skill. Thus check if the unit is a light unit or armored and apply their abilities accordingly. Models that are SOLELY "wheeled/grav" (the do not have the light vehicle or armored unit skill) are treated for purposes of shooting and assault as infantry.

The following table shows the penalty or bonus that apply to a particular propulsion type when crossing a given terrain feature. Each number refers to the amount of movement points it costs to move one centimeter in a particular terrain type.

TABLE 1. TERRAIN EFFECTS

Propulsion Types	Terrain Types								
	Open Ground	Craters Ruins	Light woods	Dense Woods	River	Marsh	Mountains	Buildings	Roads
Foot	1	1	1	2	2	4	4	1	½
Cavalry	1	2	2	4	2	X	X	X	½
Wheeled vehicles	1	X	2	X	X	X	X	X	½
Tracked vehicles	1	2	2	4	X	X	X	X	¾
Grav vehicles*	1	1	2	4	X	X	X	X	1
Walkers	1	1	1	2	1	4	X	X	1

X=IMPASSABLE

½, ¼=   it cost only a fraction of 1 movement point to move through terrain with a road.
* Values apply if the grav-vehicle physically enters such a terrain, such as Woods (any type). It may skim over such terrain treat it as if it was open ground, but forfeits cover modifiers the terrain would normally apply.

EXTRA TERRAIN FEATURES

These are additional terrain features not covered in the standard table.

Treat hills, gullies and rough ground as craters and ruins

Treat bushes and hedges as light woods.

Treat large rocks as Mountains

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Towed units

Some vehicles may tow other models in order to deploy them in a quick fashion. Towable models will receive a "towed" designation. The towed model must spend its entire movement for the turn in order to 'limber' (become attached to the towing unit) or 'unlimber' (detach from the towing unit and become combat-ready). A model may not limber and unlimber in the same turn. Any model with transport capabilities may tow a "towable" model at its standard movement rate ("strategic" double rate moves may also occur). Note that, although the towed models move is consumed to limber/unlimber, it is towed at the towing vehicle's movement rate. Players may not target the limbered model while the towing vehicle is intact. If the towing vehicle is destroyed, the towed unit remains where it was when the towing unit was destroyed and may subsequently be fired upon. Towed units or the towing unit may not double move in the same activation limbering or unlimbering occurs.

Hidden Troops and Movement (optional)

By mutual consent players may use the rules for hidden movement. Only battlegroups composed SOLELY of models designated as infantry and light vehicles may perform hidden movement. All other model types are too noisy and may not perform hidden movement. A battlegroup that has mixed model types (mixed with non-infantry, non-light vehicles) may not perform hidden movement.

Hidden movement may occur IF:

1. The battlegroup is in terrain that they can hide in (any terrain except open ground and fortifications- its obvious someone is defending!).

2. No enemy model has direct line of sight with ANY model in the battlegroup attempting to hide.

Both of these conditions MUST be satisfied for the battlegroup to be considered hidden. The player should remove the hidden models from the battlegroup and substitute them with ONE "hidden" counter. A hidden counter has a movement of 20cm REGARDLESS of the units that compose the hidden battlegroup. A hidden counter may NOT double move. A hidden battlegroup remains hidden until:

1. ANY model from the hidden battlegroup fires.
2. ANY model from the hidden battlegroup enters a terrain feature that doesn't support hidden movement (as open ground).
3. ANY model for the hidden battlegroup is spotted. All units have a spotting range of 15cm, except recon units that spot at a greater range (see unit skill).

In any of these circumstances ALL units are revealed and placed within 15cm of the hidden counter as the player desires.

Hidden battlegroups may NOT be fired upon or targeted in any way.

Firing

Target selection and line of sight

Once a battlegroup is activated, it may fire at any enemy unit in weapons range and line of sight. Firing may occur at any point of the models movement. To fire at a target, normally the whole model must be seen; if any part is obscured, treat it as in cover and assign the appropriate cover modifier (use the modifiers according to the terrain or structure that's obscuring line of sight).

Although the player may select any model as a target, certain unit skills may make this difficult or impossible (skills and their effects are fully explained under Unit Skills).

You may not pre-measure the distance between you're model and your opponent's models. If after measuring you find that you fall short of the weapon's maximum range than the unit firing has spent its shots in vain and may not fire again that turn. This is valid even for models with multiple weapons systems since they must nominate all targets before firing begins. The sole exception to this rule is titans where each weapon is treated as a separate entity (although the activating the titan counts as "one" activation).

All models EXCEPT infantry block line of sight if it's intervening between the firing model and target.

FIRE AND DAMAGE RESOLUTION

Before going into the actual mechanics, let's review some important concepts:

Accuracy: this is the "to hit" number for that model with a given weapon. Note that this characteristic indicates how good a model is firing that weapon. The same weapon in the hands of other, less trained troops will be less effective (reflected in a higher accuracy characteristic). The accuracy is dependent on the user, not the weapon.

Armor value: represents the amount of protection a model has. It ranges from 1-10, with higher values affording greater protection. A shot that penetrates the armor usually eliminates the model.

Weapons have three vital characteristics involved with firing:

Firepower: a measure of "how much" ordnance a weapon can fire at one pull of the trigger or push of the button. Each point of firepower is one d10 the player gets to roll to see if he hits the target (using the model's accuracy characteristic).

Penetration: is an index of the weapon's capability to punch through armor. This is expressed as a number, ranging from 1 to 5. This indicates the bonus added to the roll of one d10 to see if the shot has penetrated armor.

Range: this represents the effective distance at which a weapon can do damage. The ordnance probably travels a lot farther than the range indicated, but after the maximum range indicated the effect is negligible. All ranges are written as A/B, where "A" is short range with no firing penalty and "B" is long range (incurring in a –2 penalty to the accuracy and penetration rolls). In case of artillery, "A" is the minimum range to which a target can be to be targeted (under this range the artillery piece can not fire at it) and "B" the maximum range of the artillery piece. Some ranges are expressed in a single number. This means there is no short range or long range for this weapon.

Once the player determines that his selected target is in range, determine how much firepower the weapon the unit is armed with allots. This is the total amount of dice you'll roll to see if you hit. The target number used is the same as the firing unit's accuracy characteristic. Every die roll equal to or greater than the model's accuracy indicates a "hit".

Example:

A battlegroup of 4 Space Marine stands fires at a battlegroup of 8 Ork stands. Each Marine stand is armed with bolters that have a firepower value of 1. This gives the Marine player 4 dice in total to shoot with. To see if it hits the target number is the Space Marine's accuracy that is a 7. The Marine player rolls a 1, 5, 7 and 9. The Marine player scores two hits since only two die rolls are equal to or exceed the target number of 7. No modifiers are applied to the roll because the units were in the short range of the weapons.

Once the amounts of hits are determined we must determine if damage occurs. All weapons have a penetration value given in the weapon description. This number is added to your d10 roll to attempt to penetrate the target's armor. Each modified die roll that is equal to or exceeds the targets armor value scores ONE point of damage. Damage points are known as *damage rating*. Damage rating is a score equal to how may hits a model can take before being destroyed; usually, only very powerful models have more than one damage point.

Example:

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The Space Marine player has inflicted two hits on the Ork player. The penetration value of a bolter is 1. The armor value of the Ork is 4. The Marine player rolls ONE d10 and rolls a 5. He then adds the armors penetration value to the die roll to obtain the total modified roll of 6 (roll of 5 + penetration value of 1 = 6). The total score of 6 is greater than the Orks armor value of 4 and thus one damage point is inflicted. The Marine player rolls another penetration die for his second hit and rolls a 2. The total modified score in this case (3) is less than the Ork's armor of 4 it fails to penetrate and the Ork stand remains in action.

Some models may fire all their weapons in the same activation if they have more than one weapon system (like Titans), but most vehicles can only fire either their main weapons or their anti-personnel weapons in a given activation. Unit skills may permit to fire all weapons regardless of the restriction. When firing at models with a mixed composition (infantry mixed with vehicles) the player firing must declare what model type is being firing at.

Reaction Fire

Battlegroups that have not been activated yet during the turn may "reaction fire" to interdict the movement of enemy units. As the opponent's battlegroup moves during its activation the player may interrupt the opponent's move at any point and declare reaction fire. Once declared, the firing battlegroup must pass an activation check to be able to fire. If the check is failed the battlegroup may fire but at a -2 penalty (hurried and disorganized fire) and regardless of casualties caused the target unit may continue its movement (no chance of interdiction of movement, only casualties). If the check is successful (accurate, coherent fire) it may fire all eligible weapons immediately without penalty. Reaction fire may ONLY occur within a weapons standard range, NOT long range.

If the battlegroup fired upon suffers casualties due to successful reaction fire (in other words reaction fire from a unit that passed its reaction fire roll) it must make a successful morale check to continue its movement or remain at the point where the firing occurred. It may still fire if it has not done so, but it cannot move any further.

Firing and movement

A vehicle in movement offers a less stable firing platform than one that remains stationary. To reflect this any vehicle that moves and fires during its activation receives a –1 penalty to its accuracy. This penalty is cumulative with range penalties.

Firing and failed activation

A battlegroup that fails activation may opt to fire OR move (but not both). If it opts to fire it does so at a -1 penalty (hurried disorganized fire).

Template weapons

There are weapons that do not use firepower, but a template to resolve fire. Place these templates from the shooting unit to its intended target or in the case of artillery wherever the barrage lands. All units at least half under the template will be hit. No roll is required; the units are hit once the template is placed. Roll for penetration as per the standard rules to determine casualties.

Armored unit fire

Most armored units possess large guns as well has anti-infantry weapons like heavy bolters. The player must select if a given model will fire its main weapons or anti-infantry weapons; it may not fire both in the same turn unless some unit skill permits it.

Firing Arc

A weapon's firing arc depends on what type of mount it is placed upon. There are several mount types in the game:

Turret: weapons mounted on a turret have a firing arc of 360 degrees

Traverse turret: weapons possess a 180 degrees forward arc.

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<u>Swivel mount:</u> this mount affords a 90-degree forward firing arc from the side the weapons on.

<u>Fixed mount:</u> the weapon may fire in a 45-degree angle in its forward arc. Fixed mounts on grav-drive vehicles have their firing arc increased to 90-degrees due to maneuverability.

WEAPON TYPES

All weapons in the game fall into three broad categories:

<u>All-purpose weapons:</u> Most armored units' weapons are of this type. All-purpose weapons are just as good for killing troops and armored units (most battle-cannon and lasers fall in this category).

<u>Armor piercing:</u> These weapons excel at punching through armor, but aren't so good against small infantry targets. Such a weapon may cause extra damage to target if it rolls high enough. Armor piercing weapons cause an additional point of damage for every 3 full points above the minimum required to penetrate the target's armor. This bonus only applies to targets that are light units or armored units; infantry targets are too small and nimble, and negate this advantage. For purposes of suppression, armor-piercing weapons are at half their firepower value versus infantry, but at full value versus light/armored units.

Example:

A shadow sword tank fires its mighty volcano cannon at a titan with armor 9. Its total modified roll is 13. It causes 1 point of damage for being greater than the targets armor and an additional point of damage for the 3 points its score surpassed the targets armor for a total of two. The remainder (in this case one point, since the roll was 13) is ignored since you need three FULL points to inflict an extra damage point.

<u>Anti-infantry:</u> This category is comprised of small arms or low-caliber weapons that are usually insufficient to penetrate heavy armor. Anti-infantry weapons may ONLY penetrate models with the armored unit skill on a roll of 10. This represents the very slim chance of anti-infantry weapons penetrating heavy armor. They may suppress armored units at one half of their base firepower value (after modifying for any skills) and full value against infantry and light armored units.

SIDE AND REAR ARMOR

Models designated as 'armored' usually have the thickest armor in their front arc. Armor values are reduced by 1 for side armor, and rear armor values are reduced by 2. Air attacks are considered to hit the top of the vehicle, where the armor value is the same as rear armor (-2 penalty to armor).

COVER

An obstacle to a clear shot is defined as cover. There are many types of cover, with varying effects on the shooter as well as the units in cover.

<u>Soft cover:</u> Represents cover where the obstacle offers little resistance to incoming firepower (woods or bushes) or covers a small portion of the target (craters, rubble). Soft cover confers a –1 penalty to the shooter's accuracy roll and +1 to the target's armor value.

<u>Hard Cover:</u> Provides a substantial barrier to fire where most of the target is not seen or the material is of sufficient resilience (buildings). Hard cover confers a –2 penalty to the shooter's accuracy roll and a +2 bonus to its armor value.

<u>Fortified cover:</u> These are structures designed to be used as cover under battlefield conditions (trenches, pillboxes, forts, etc.). Fortified cover confers a –3 penalty to the shooter's accuracy roll and a +3 bonus to the target's armor value.

All cover penalties are cumulative with weapon range penalties or penalties from other sources (such as psychics).

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Sometimes penalties to the accuracy roll will require a roll higher than 10. In these cases, a natural roll of 10 will still hit the target, but the target gains a +1 armor bonus for every point by which the target number exceeds 10. For example, an accuracy roll with a target number of 14 hits on a roll of 10, but the target receives a +4 armor bonus. This is cumulative with any cover bonuses.

Example:

> Imperial Guard troops with an accuracy characteristic of 8 attack a unit of Orks in a fortified bunker. Since the IG stands are attacking a fortified position, they receive a –3 penalty to their accuracy, raising their target number to inflict a hit from 8 to 11. The Guard troops will hit on a roll of 10, but the Orks receive an extra +1 to their armor value (cumulative with the bonuses they receive from the fortification itself). In this example, if hit, the Orks would have an armor value of 8 (orks have an armor value of 4, plus 3 from the fortification, plus 1 because the roll needed to hit is 11, which is 1 point more than 10).

No armor bonus may increase armor above a value of 10. This is the maximum armor allowable in the game.

Damage Rating for defensive structures

Some structures (like buildings and fortifications) will have an armor value and damage rating just like certain vehicles. These are suggested values; feel free to change them to suit your tastes.

Wooden structure (Ork buildings): armor value 5, DR 2

Cement/stone/concrete (regular buildings): armor value 7, DR 4

Reinforced concrete and steel (fortifications) armor value 9, DR 6

Models that occupy structures that collapse receive penetration strength 1 hit (+1 bonus to penetration rolls). The models use their own armor rating or that of the structure they occupy as the target number whichever is greater. This simulates the greater protection afforded by structures as well as their inherent escape routes.

Artillery

Artillery models are activated like other ground units. However most artillery may not move AND fire in the same activation. Therefore a player must choose to move OR fire, but he cannot do both in the same activation. Unit skills may modify this.

Artillery and failed activation

Battlegroups that contain artillery models that fail activation may ONLY move, not fire. Unit skills may modify this.

Artillery Fire Designation and Resolution

Artillery is in effect a ranged template weapon. Once it is determined where the barrage lands, place the template and all models at least half underneath it are hit. Simply roll for penetration as per standard rules to determine casualties.

Artillery covers a wider area when its attacks land than conventional direct fire weapons. To represent this artillery attacks use a *barrage template*. This is a marker placed over the desired area of attack and indicates that all models under it may be potential targets

Artillery may fire in one of two ways:

Open sheaf: Each model in the battery fires individually, using one template. In this manner, artillery may cover a larger area but is less likely to inflict casualties. The template used is the 6cm-diameter standard template. Open sheaf barrage templates that consist of 2 or more templates must touch the first template when they are placed. In

cases where open sheaf barrages scatter, roll scatter once for the whole attack, and then place all other templates touching the first. Multiple templates may overlap, but this does not confer additional opportunities to damage or penetrate (use concentrated barrage for that).

Concentrated barrage: All models in the battery fire at roughly the same place. The area of effect is larger than what a single artillery model firing in open sheaf could muster, but is far short of the multiple templates such an open sheaf battery could accomplish. The great advantage of concentrated fire is that the likelihood of casualties is increased. The concentrated barrage uses a large-than-standard diameter template.

ARTILLERY STRIKE

Battlegroups with artillery models must pass an activation roll in order to act just like any other battlegroup. However unlike models with direct fire weapons artillery models can not acquire line of sight to a target on their own. Due to the high command and control demands of coordinating an artillery strike only command and recon models may acquire line of sight in order for artillery models to fire. Therefore the line of sight to hit a target via artillery strike is that of the command/recon model NOT the artillery model. The communications between the command/recon model and the artillery model is not always optimal, especially under battlefield conditions. Therefore in order for the artillery strike to land on target a leadership test by the commander/recon unit must be passed.

On a successful leadership test the artillery strike lands right on target with no deviation. On a failed test the artillery strike scatters 2d10 cm in a random direction. To determine the direction you can use a d12 (or a GW artillery scatter die).

In summary, an artillery strike requires a successful activation of the battlegroup the artillery belongs to as well as a leadership test to secure an accurate artillery strike.

ARTILLERY INDIRECT FIRE

A battlegroup with artillery may fire without the benefit of line of sight from command/recon units. This however is highly erratic. The player must designate where the artillery strike will land and it will MANDATORILY scatter 4d10 cm in a random direct. Only HEF rounds may be used this way as MAK rounds require better accuracy to do damage.

ARTILLERY FIRE RESOLUTION

Once it is determine where the attack falls any models half under the template are hit. Roll for penetration according to the ordinance used for each affected model as per the standard rules regarding resolution of penetration. In an open sheaf attack roll a penetration die for each model under the template. In case of a concentrated attack roll for penetration as per ordinance used just like an open sheaf attack, but add +1 to the penetration die roll per artillery model beyond the first. This penetration bonus is in addition to any penetration bonus afforded by the ordinance.

Example: a battlegroup of 6 Basilisk artillery guns fires open sheaf artillery strikes to their intended target using HEF ordinance. This ordinance has a penetration of ½ its roll versus vehicles and normal versus infantry. After determining where the templates lands he places one barrage template for each model in the battery since it is an open sheaf attack (for a total of 6 templates). Each model that is half under the barrage template receives an automatic hit and the firing player rolls the penetration die for each model and applies the result. If the battery decided to make a concentrated attack it would place a single barrage template for all models in the battery and would gain a bonus of +5 to the penetration roll for the 5 artillery models beyond the first that participated in the attack.

ARTILLERY ORDINANCE

There are two types or ordinance use by most armies:

- HEF (High Explosive Force) - this ordinance has a penetration of ½ its rolled value versus armored units and full value versus all other targets.

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- MAK (Multiple Armor Killer) - this ordinance has a penetration equal to its roll for ALL types of targets.

The cost of an artillery battery ONLY include HEF ordinance. MAK availability increases unit cost by 50%

Other ordinance types available will be specified in the army's description.

ARTILLERY BLIND OR SMOKE ROUNDS

Most artillery (unless otherwise stated) may fire smoke or blind rounds instead of their standard combat ordnance. Both types of rounds impede line of sight. A shooter's accuracy rolls are reduced by –1 for each smoke template the line of sight to the target passes through. Blind rounds reduce a shooter's accuracy by -3. Blind rounds place a single standard template; smoke rounds place 2 standard templates. All fired rounds of this nature are considered converging artillery shots the whole unit fires to get this effect.

The shooting player as he sees fit may place smoke templates in any arrangement as long as the templates touch each other. The duration of blind and smoke rounds is ONE turn. They are removed in the end phase of each turn (end phase of the turn they were fired).

Standard rules for artillery strikes apply.

ARTILLERY AND REACTION FIRE

Artillery may NOT reaction fire.

ARTILLERY AND COVER

The most effective way to avert the devastating effects of artillery is to hide in effective cover. To keep things simple, any cover that cancels the artilleries ability to cause suppression also negates any possible damage. See below under suppression and the effects of cover.

SUPPRESSION

Suppression is the act of limiting an enemy unit's range of motion and activities by hurling a large amount of ordnance its way. Note that suppression is not synonymous with casualties. In fact no casualties need be inflicted to cause suppression. The presence of massive firepower to pin down the enemy is the essence of suppression.

Heresy deals with suppression by using the following equation:

Suppression = total firepower dice ≥ number of models in target battlegroup

This equation assumes that a battlegroup with a number of firepower dice greater or equal to the number of models in an enemy battlegroup can effectively suppress that battlegroup . This means that large battlegroups take more firepower to suppress than smaller battlegroups.

Note that no hits need be inflicted to cause suppression. The simple act of firing at the unit will cause suppression if the above equation is fulfilled.

Suppression can be modified by model skills. Space Marines, for example, suppress much more effectively than their standard fire allows because of the *rapid-fire* skill, making smaller Marine battlegroups able to suppress much larger battlegroups with less firepower. Also, armor-piercing weapons are less likely to suppress infantry and therefore suppress less effectively than their standard firepower would allow.

Battlegroups may try to suppress multiple battlegroups as line of sight and available firepower permit. Thus battlegroups with high suppression values due to skills (such as Marines) can effectively suppress multiple enemy battlegroups.

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Some models (such as Titans, heavy tanks, and Knights) are immune to the effects of suppression. Some models can't cause suppression, either because their weapons are too primitive or simply lack ranged weapons. As a rule of thumb, any unit with more than one damage rating point is immune to suppression.

A battlegroup that is successfully suppressed may not move unless a successful morale check is made and every model in the unit receives a –1 to its accuracy rolls and assault value per group of chits (see below) until the suppression is lifted. Suppression removal is not automatic. In the end phase, each suppressed battlegroup must roll a morale check to remove the effects of suppression. The battlegroup may act normally in the next turn unless suppressed again.

A battlegroup may be suppressed multiple times by incoming fire in the same phase by different battlegroups. Every time suppression occurs, add a *suppression chit.* As the amount of suppression chits increase so do the penalties inflicted on the suppressed battlegroup. Also the more chits a battlegroup has the more difficult is the morale check to remove these chits is as well as it compromises the battlegroups ability to activate and morale.

Leadership is also affected in the case of command type units. A related penalty to the leadership characteristic is also imposed (see table below).

The following table lists the penalties the battlegroup suffers according to the amount of chits inflicted on it and it also lists the morale penalty the unit incurs when it makes its check in the end phase to remove suppression and penalty to leadership if the unit is a command model.

TABLE 2. SUPPRESSION MORALE PENALTIES

Number of chits on battlegroup	Penalty to accuracy and assault value	Morale/leadership characteristic/ activation penalty
1-2	-1	No penalty
3-4	-2	-1
5-6	-3	-2
7+	-4	-3

SUPPRESSION REMOVAL

The removal of suppression chits is not automatic. A morale check must be performed to remove suppression chits. If a morale check is successful you remove all accumulated chits and become unsuppressed. If the morale check fails, you lose only half the total amount of chits (rounded down). Rules regarding morale and morale checks are discussed below.

SUPPRESSION AND ARTILLERY UNITS

Artillery is a very powerful suppressor, more so than standard direct fire weapons. To represent this artillery cause one chit of suppression per model of the battery in the attack. In an open sheaf attack, more models may be affected, but only one chit is inflicted (since each model fires one barrage template). On the contrary in a concentrated attack, since all models in the battery fire to one location, one chit per model would be inflicted (if a battery of 6 models makes a concentrated attack then 6 chits of suppression would be inflicted).

SUPPRESSION AND MIXED UNITS

Sometimes fire will either originate from or target a battlegroup with armored models and infantry. To determine the effect of suppression on them, treat the unit as a pure armored or infantry unit depending on what type of model comprises the majority of the models in the battlegroup. If they are equal apply the WORST possible result.

Example:

Heresy: Complete

A battlegroup of 12 Marines with the rapid-fire (suppression firepower 24) skill shoots a battlegroup of 18 Ork boyz and 6 battlewagons. Since there are more infantry than armored units, treat it as infantry for suppression purposes. This means that the Marines would suppress this battlegroup. If the battlegroup would have had 6 Ork boyz and 18 battlewagons then it would be treated as an armored unit and thus the suppression would not have had occurred, since the Marine's anti-infantry weapons get half their firepower value when suppressing armored models.

Suppression and armored/light units

Anti-infantry weapons may suppress standard armored units at one half their BASE firepower values. Light units are suppressed at their standard firepower. Armor piercing weapons suppress at their standard firepower value versus armored/light models and at half their base firepower versus infantry.

Suppression and Cover

Cover will affect suppression, since it blocks firepower. Models armed with anti-infantry weapons suppress models in cover at half their total firepower (cumulative with any penalties such as firing at armored models in cover).

Cover does not affect the suppression of models with armor-piercing weapons. They suppress at full value.

Artillery suppression and cover

Artillery using HEF ordinance are affected by cover as follows:

Hard cover reduces the amount of suppression caused per artillery piece by half (round down). This means open sheaf barrages have no effect on models in hard cover. Only concentrated attacks have a chance in inflicting suppression (and damage).

Fortified cover negates suppression (and damage) from artillery unless the artillery unit has the "siege" skill.

Artillery using MAK ordinance are affected by cover as follows:

Hard cover has no effect on MAK rounds they inflict full suppression.

Fortified cover reduces the amount of suppression caused per artillery piece by half (round down). This means open sheaf barrages have no effect on models in hard cover. Only concentrated attacks have a chance in inflicting suppression.

Suppression and Command units

Commanders that suffer suppression have their command characteristic reduced by a value equal to that stated in Table 2. Determine the amount of chits inflicted and check under the "morale/leadership penalty" column and reduce the models leadership by the stated penalty. Note this will reduce the models command radius and any action using its leadership characteristic (like calling in for artillery support, rallying, etc.).

Assault combat: Engaging

Assault combat occurs when models make base-to-base contact with enemy models. Assault combat is a brutal and deadly affair where the models assault strengths are compared. All models have an assault value indicating how powerful they are in assault combat.

A battlegroup may move up to double its move during the combat phase to engage an enemy battlegroup. Two battlegroups are considered *engaged* when at least half (rounded up) the total number of models in the assaulting battlegroup can reach base-to-base contact with enemy models. If this provision is met, assault combat takes place. Note that models of the battlegroup that is engaged that didn't reach base-to-base contact are also considered engaged. This is to avoid excessive "pickyness" of getting as many troops into base-to-base contact. If you can get at

least half the battlegroup into base to base contact then all are assumed to be in base to base contact. Note that the defending battlegroup engaged is also considered completely engaged and may apply its full assault value.

If less than half of the battlegroup reaches base to base contact, assault combat takes place, but only the models that reached base contact count their full assault value and they rest can only support (see below). This places the battlegroup at a disadvantage since most of its models use their lower support value (usually a value of one unless they have the close support skill).

The battlegroup must take the shortest, most direct route possible to engage in assault combat.

Example:

> A clan of 8 Orks charges a platoon of 5 Imperial Guardsmen. The Ork player measures the distance between them and finds 5 Ork stands can reach base-to-base contact with the IG stands. Since 5 stands is more than half the total model strength of the battlegroup, the whole battlegroup is considered engaged.

Unlike firing, which takes place immediately after activating a battlegroup, assault combat is delayed until all activation involving movement and firing is done. This gives both players the opportunity to bring up more reserves or place more battlegroups in assault combat. So battlegroups that are engaged remain so until all other movement and firing is done. Once this occurs, assault combat may begin.

Battlegroups that are *engaged* in assault combat contribute their full assault value to the resolution of assault combat. Battlegroups that are within 15cm of *engaged* units and have line of sight to them may support assault combat, but they only contribute 1 point per stand or model to the resolution of assault combat, regardless of actual assault value. Models with the close support skill add their FULL value (described in the skills section).

Battlegroups that are engaged in close combat may NOT support other assault combats that are taken place within 15cm. Battlegroups may support assault combat even if they have fired previously in the turn.

Note that model skills and abilities may modify a model's assault value or damage inflicted. These are fully described under Model Skills.

Assault combat resolution

Assault combat resolution is resolved by following these steps:

1. Determine the assault score. This is done by adding up all the assault values from al models engaged in the assault. Add +1 for each friendly model within 15 cm that has line-of-sight to the engaged battlegroup or the full assault value of models with the close support skill.

2. Compare both player scores on the assault bonus table below one player as attacker and the other as defender (It doesn't matter whose the attacker or defender because the table give the bonuses or penalties for both sides in the same way).

3. Determine appropriate column shifts for morale and find the appropriate assault bonus.

4. Select targets from the enemy models engaged in assault combat.

5. Determine how many hits are inflicted on the opposing force.

6. Remove casualties.

7. Roll a morale check for battlegroups that suffered casualties.

8. Retreat battlegroups that fail the check

Heresy: Complete

9. Repeat the above steps until one side are eliminated or have retreated.

Let's expand on these steps:

1. Determine the assault score by adding each model's assault value, plus support from un-engaged models that are within 15cm and have line-of-sight.

2. Once both players determine their score, consult the assault bonus table:

TABLE 3. ASSAULT BONUS TABLE

		Defender's Score								
		1-5	6-10	11-15	16-25	26-40	41-60	61-90	91-135	136+
Attacker's Score	1-5	0/0	0/+1	-1/+2	-2/+3	-3/+3	-3/+3	-3/+3	-3/+3	-3/+3
	6-10	+1/0	0/0	0/+1	-1/+2	-2/+3	-3/+3	-3/+3	-3/+3	-3/+3
	11-15	+2/-1	+1/0	0/0	0/+1	-1/+2	-2/+3	-3/+3	-3/+3	-3/+3
	16-25	+3/-2	+2/-1	+1/0	0/0	0/+1	-1/+2	-2/+3	-3/+3	-3/+3
	26-40	+3/-3	+3/-2	+2/-1	+1/0	0/0	0/+1	-1/+2	-2/+3	-3/+3
	41-60	+3/-3	+3/-3	+3/-2	+2/-1	+1/0	0/0	0/+1	-1/+2	-2/+3
	61-90	+3/-3	+3/-3	+3/-3	+3/-2	+2/-1	+1/0	0/0	0/+1	-1/+2
	91-135	+3/-3	+3/-3	+3/-3	+3/-3	+3/-2	+2/-1	+1/0	0/0	0/+1
	136+	+3/-3	+3/-3	+3/-3	+3/-3	+3/-3	+3/-2	+2/-1	+1/0	0/0

Locate the column that contains the defender's assault score and the row that contains the attacker's assault score. It doesn't matter "who" passes as attacker or defender since the bonuses or penalties are integrated in the same box. We suggest that the side that initiated the assault be the "attacker". The numbers at the intersection are the bonuses/penalties for each side; the number before the slash is the attacker's bonus/penalty, and the number after the slash is the defender's bonus/penalty. This number will be added or subtracted from dice rolls made by that player to inflict casualties on the other side (see below).

3. Determine column shifts due to morale: The player uses the most common morale characteristic of the forces involved in the assault. If the force is equally divided in units of one morale value and another use the LOWER of the two. Use the units' **current morale value** (assaulting fatigued units will yield a greater shift versus assaulting fresh troops). Once the average morale value for each group of combatants is determined consult table 4 (Morale shifts) below to see how many column shifts each player is entitled too. A favorable shift is either DOWN OR to the RIGHT. An unfavorable shift is UP OR to the LEFT depending if you are the attacker or the defender.

Example:

A marine battlegroup of 6 models attacks 10 models of Imperial Guard. 4 Marine models have morale of 7. Since this is the morale value of the majority of the marine models involved in assault combat use 7 as the average morale for that assault combat. In the case of the Imperial Guard all models have morale of 5, so that is the average morale value used for that combat. The Marine player consults the table and receives a +1 favorable shift on the Assault Bonus Table. The Imperial Guard player with an average morale value of 5 gets 0 favorable shifts. A favorable shift is moving one column to the right and an unfavorable is one column to the left.

Heresy: Complete

TABLE 4. MORALE COLUMN SHIFTS

Average morale value	Assault Bonus/penalty Table Shifts
1-2	-2
3-4	-1
5-6	0
7-8	+1
9-10	+2

4. Once the assault bonuses and column shifts for morale have been determined, the maximum number of hits that each side can inflict is determined by the following table:

TABLE 5. ASSAULT COMBAT HITS

Assault Score	Hits
1-5	1
6-10	2
11-15	3
16-25	5
26-40	7
41-60	10
61-90	15
91-135	20
136+	25

Roll one die for each possible hit given in the 'hits' column in the table above, using the armor value for armored models and the assault value for infantry/cavalry units. Use the assault value OR armor value (whichever is higher, player's choice) for light vehicles. Use the assault value OR the armor value (whichever is LOWER) for units just designated as "wheeled/grav" (neither light vehicles nor armored vehicles) as a target number. Note some models may be armored vehicles, but still use their assault value due to their assault combat prowess (greater demons, etc. see each army list for units of this type). If the roll (plus or minus the assault bonus or penalty for that side) is equal to or exceeds the target number, the model is removed as a casualty.

The attacker designates what model(s) he wishes to attack, but this is done prior to rolling to determine casualties. He may divide the available hit dice in any way he sees fit amongst eligible targets in the assault combat, but can only remove as casualties those models he designated to attack previously. If all designated models are eliminated then excess hits may be allocated on any additional targets involved in the assault. Note that models with the stealth skill like commanders are still protected by the skill and the full rules for this skill apply.

Once casualties are removed, make a morale check for each battlegroup that suffered losses. Battlegroups that fail morale checks receive the attendant penalties and abandon assault combat at their full assault rate (double standard move). Once casualties and retreating models have moved, begin another turn of assault combat. Repeat this process until all battlegroups on one side have retreated or have been eliminated.

Voluntary Retreat and follow-through fire

Battlegroups may disengage from assault combat prior to the beginning of combat round. To do so, the battlegroup must make a successful morale check. If successful, the battlegroup may move up to its assault rate away from the assault combat (it may not enter another combat or take objectives). The battlegroup is not subject to follow-through fire if friendly battlegroups are still engaged in the combat it just abandoned. Otherwise, the opposing side may use follow-through fire, described below.

Follow-through fire is taken whenever the entire opponent's battlegroups have fled after assault combat and no battlegroups remain engaged. This is a bonus fire action. The victorious units may fire all their weapons at the retreating enemy as they move away (assume no cover modifiers unless the combat is taking place within a terrain feature that confers a bonus). This fire is very deadly and confers a +2 to accuracy rolls.

Example:

A battlegroup of 8 Marine tactical troops (AV 5) and 4 Rhinos (AV 2, armor 6) are engaged by one mob (battlegroup) of 18 Ork boys (AV 4). Marines have morale of 7, Orks 5. The Orks have charged the Marines.

The total assault score is 48 for the Marine player and 48 for the Orks. At this point both players belong to the 41-60 intervals. The Marines gain one shift due to morale placing them at one higher interval (61-90). Each player looks up the appropriate score interval on the Assault Bonus Table. The intersection of the (attacker's) row 41-60 with the (defender's) column 61-90 reads: 0/+1.

The Ork player receives a zero modifier while the Marine player receives a +1 bonus. Each player determines the amount of potential hits by checking the appropriate line of the Assault Hits Table. This number is the number of dice rolled in assault combat to inflict casualties. The Marine player gets 15 and the Ork player gets 10.

The Marine player rolls 1, 2, 2, 3, 4, 4, 5, 5, 6, 6, 7, 8, 8, 9 and 10. Since the marine player gets a +1 bonus the modified die rolls would be 2, 3, 3, 4, 5, 5, 6, 6, 7, 7, 8, 9, 9, 10 and 11. Since 12 modified dice rolls are equal to or higher than the Ork's armor value (4) 12 stands are destroyed. The Ork player rolls his dice and gets scores of 2, 2, 4, 4, 5, 5, 6, 7, 9 and 10. The orks receive no bonus so the original die roll scores are unmodified. He targets the rhinos first. Four rolls equal or exceed the Rhino's armor value of 6 so 4 Rhinos are destroyed. The remaining hits can be assigned to the tactical troops (the only ones left). The Ork player has another 4 hits that exceed the Marines assault value of 5 thus eliminating 4 tactical stands.

The surviving tactical models in the battlegroup must roll for morale to see if it remains in assault combat, as does the remaining ork troop stands, since both their battlegroups suffered casualties in this assault combat turn. If one side makes its morale check and the other doesn't the victor can follow-through fire upon the retreating unit (since there are not more friendly units left in combat). If both fail their morale checks, combat ends and no follow through fire is taken. If both pass their checks another round of assault combat ensues.

Assaulting units in cover

Battlegroups receiving a charge who are in some sort of cover have an advantage over the attackers. The advantage depends on the cover present. This is due to the fact the overcoming of the obstacle to engage the battlegroup will depend on how well the obstacle protects those lurking there. Jumping over a couple of bushes to engage an enemy is somewhat troublesome, but it can't compare with engaging units in buildings or fortifications. This assault bonus only applies to infantry when defending a position since for all other model types to be in a prepared position is a hindrance rather than an aid in assault combat. Note they still receive the bonuses for cover versus incoming fire, but not the assault bonuses.

Soft cover: each defending unit receives a +1 to assault value

Hard cover: each defending unit receives a +2 to assault value

Fortified cover: defending unit receives a +4 to assault value.

Heresy: Complete

If the terrain piece is large enough for both attacker and defender to fit in, both sides receive the bonus. Individual models in battlegroups may receive the bonus even if others in the battlegroup do not. This applies only if both sides can actually "fit" into the terrain. No bonuses are conferred for just being on the "edge" of a terrain piece.

To assault battlegroups in cover a successful morale check must be passed before movement of the battlegroup is taken. Failed checks means the battlegroup cannot engage in assault combat and counts as activated for the turn.

Firing into assault combat

Players may elect to direct fire into an assault combat before assault combat initiates. This is dangerous since there is no guarantee friendly forces will be hit. Firing is resolved normally except that a –2 penalty to accuracy rolls is subtracted. This penalty is cumulative with other penalties (range, etc.). If a hit is scored roll a d10. If a 7+ is rolled you have hit your intended target. IF the roll fails you have hit the nearest friendly model in range. You may add +2 to this roll if enemy models outnumber friendly models in assault combat more that 2-to-1, or the target is a heavy tank, knight, praetorian or titan.

Assaulting units that have not been activated that turn

1. *Assaulting battlegroups that haven't been activated that turn is a gamble. Such units may reaction fire at their assaulters only if a successful activation test is passed (as per reaction fire rules). However, if passed, they fire with a +2 bonus to their accuracy due to the close quarters of the shooting. If the test is failed they may not fire as per the reaction fire rules and assault combat progresses normally.*

III: End Phase

This phase takes care of cleanup in preparation for the next turn. Several major things happen in this phase:

1. Morale checks for removing suppression chits, rallying troops and checks for broken troops.

2. Checks for Titan and shield repair.

3. Removal of psychic effect counters.

4. Award victory points and determine victory.

5. Remove smoke and blind templates

Once the end phase is over, proceed to the next turn unless one side has achieved victory.

Leadership

Units do not wander aimlessly across the battlefield in war. Invariably troops need *commanders* to lead them and guide the army to victory. Units designated as commanders have an additional characteristic called *leadership*.

Leadership represent the commander's effectiveness in inspiring his troops as wells as his command and control over the units he commands. Leadership ratings range from 1-10. The higher the leadership rating the better the commander.

Two main factors are derived from the leadership characteristic. These are:

Command radius- the distance a battlegroup must be from its commander in order to function normally on the battlefield. Battlegroups must be within this distance to consider them "within command" distance. The effect of a battlegroup being out of command radius is specified in each army list. The actual command distance varies from army to army.

Leadership bonus: this is a bonus that the leader confers to his troops within its command radius as a bonus to their morale characteristic or activation rolls. For example a commander with leadership 5 confers a +1 bonus to any battlegroup within its command radius. This is also the bonus used by players to determine initiative, morale check and activation rolls. The table below shows the bonus according to leadership.

TABLE 6. LEADERSHIP BONUSES

Leadership	Bonus
1-3	0
4-6	+1
7-9	+2
10	+3

Command bonuses only apply to other command models if the unit conferring the bonus has a higher leadership characteristic than the unit intended to receive the bonus.

A battlegroup may only receive one leadership bonus from one leader at a time. When more than one leader is in range of a battlegroup only the highest bonus of the highest-ranking leader applies.

Commanders usually form small battlegroups, with supporting staff that are part of the command unit. Command radius can be measured from any of these stands, not necessarily the actual commander.

These extra models also provide protection from enemy fire, since they will attempt to screen the commander. Any time the battlegroup is under fire and takes casualties, the player may remove these supporting staff models instead of the actual commander (the 'look out sir!' effect). Note that even when successfully bypassing the unit's stealth skill the player may still substitute these extra units as casualties, before eliminating the actual command model.

Note that there is no restriction on targeting command models, but usually they will have the stealth unit skill (described under unit skills), that will make actually hitting them very difficult.

When the commander is lost through fire or morale checks (as in a routed state) all the battlegroups are considered out of command. They remain so until they can be reassigned to another leader. Reassigning takes one turn where the affected battlegroups can not activate (they may defend normally).

Commanders have a finite ability to command battlegroups. The amounts of battlegroups they may handle are noted under each list.

MORALE

All models possess a *Morale* characteristic that is a combination of the models training and will to fight. Each battlegroups morale is expressed in three levels: Fresh, Fatigued, and Routed. Each level is associated with a target number that is used for the battlegroups morale checks at that level.

Example:

An Imperial Guard infantry battlegroup has a morale profile of 5/4/3. This means that the battlegroup morale is 5 when fresh, 4 at the fatigued level and 3 at the routed level.

Depending on the scenario played or the player's desires, battlegroup may begin a battle at lower levels of morale.

Each level of morale is associated with specific penalties that affect the battlegroup performance. These are:

Fresh state: is usual starting level of troops. Battlegroups act normally and receive no penalties to act.

Fatigued: Battlegroup is somewhat shaken and tired. All models in unit receive a –2 to their accuracy and assault value. They may initiate assault combat only if a successful morale check is made prior to assault movement. The ability to be activated also suffers due to the lower morale value.

Routed: The Battlegroup has suffered a devastating blow to their morale and has momentarily lost all combat effectiveness. The battlegroup will move at their strategic move rate (double move) towards the owning player's table edge. They may not fire and engage in assault combat. Routed battlegroups engaged in assault combat are destroyed. If they are not rallied they continue to move off the board and if do so are considered destroyed. There is no need to roll for activation for routed battlegroups they automatically move at the mentioned rate. Morale checks is made by rolling a d10 that is equal to or lower than the target number for that level of morale. If successful, the negative effects are averted. If failed, the battlegroup loses one or more levels of morale depending on the situation. A morale counter is used to indicate levels below fresh state.

Example:

An IG battlegroup (5/4/3) is required to make a morale check after suffering casualties in assault combat. It is currently in fresh state. The roll is a 7. Since the roll of 7 is greater than the target number for the fresh state (5) the IG b loses battlegroup morale level (reduced to fatigued) and abandons combat.

Any routed battlegroup that fails an additional check required of it (of any type) is considered destroyed and removed from play (Count them as casualties).

Note that all morale checks do NOT cause loss of morale levels if failed. These checks are sometimes made for success or failure of a given action. Failed checks that result in morale loss of failed action are listed below.

SITUATIONS THAT REQUIRE MORALE CHECKS

It usually requires a strong event or performing a special maneuver in the heat of combat to provoke a check. Following is a list of the most common situations that require a morale check. The statement in parenthesis tells you what happens on a failed check.

1. Charging enemy battlegroup that are in hard or fortified cover (may not engage in assault combat, unit counts as activated for that turn).

2. Suffering casualties in assault combat (lose one morale level and withdrawal from assault combat).

3. Attempting to use reaction fire (may not reaction fire and counts as activated for that turn).

4. To continue moving after suffering casualties from reaction fire (movement stops at the point reaction fire occurs).

5. Assaulting or being assaulted by units that cause fear or terror (lose morale levels or routed, see psychology rules).

6. Psychic attacks (lose one morale level). This is per EACH individual attack from a different psychic unit.

7. Assaulting or being assaulted by Titans (see titan psychology in the titan booklet).

8. Battlegroup has reached break point (lose one morale level).

9. Each turn casualties occur after break point is reached (lose one morale level).

10. To remove the effects of suppression (only half the chits are removed [round down] on a failed check).

Heresy: Complete

11. To move while suppressed (may not move if check is failed).

Most checks are taken immediately after the situation occurs. The exceptions are 8 and 9, which are taken in the end phase.

RALLY

A commander may attempt to rally any battlegroup that is at fatigued level or lower in the end phase. It may rally a number of battlegroups equal to its command bonus +1. To rally the player must roll a d10 and roll equal to or lower than the battlegroups current morale level target number. The commander may add its command bonus to the battlegroups morale characteristic.

Example:

> An IG battlegroup has had enough of combat and has fallen to routed status (target number 3). A nearby Commissar (leadership 7) tries to rally them. It rolls a d10 and gets a 5. The player adds the commissar's command bonus of +2 to the morale characteristic of the routed battlegroup (raising the target number from 3 to 5). Since the rally score is equal to the modified morale characteristic of the routed battlegroup, the IG unit stops its headlong run and raises its morale from Routed to Fatigued.

Rallying is not without risk. Rolling a natural 10 (where the die shows a 10 on its face, not counting any modifiers) on any attempt to rally means that further morale loss has occurred. The affected battlegroup will lose an additional morale level; if the battlegroup was already routed, it collapses and is removed from the tabletop as casualties.

A natural roll of 1, however, produces an inspirational effect on the battlegroup. The battlegroups morale level will rise to fresh state regardless of its current level.

Commanders can rally themselves in lieu of rallying a friendly battlegroup.

BATTLEGROUP MORALE

The morale of a battlegroup is that of the most common morale value in the battlegroup. IF there are an equal amount of models with differing morale values, then use the LOWEST of both values.

Example:

> A battlegroup composed of IG tactical troops with a morale value of 5 confers to the battlegroup a morale value of 5.

> A battlegroup of mixed SM tactical and veterans would have the morale of the majority troop type. If they are equal use the LOWER of the two.

PSYCHOLOGY

The rigors of the battlefield, while traumatic, pale in comparison with the true horrors that can appear in the 40k universe. These rules deal with some of those special effects.

LOSS OF LEADERS

The lost of command models may impact greatly on a battlegroups performance. The exact effects of the loss of leaders are detailed in each army list.

Fear: some models, by their reputation, appearance, or deeds, cause fear in their foes. When a model that causes fear charges an enemy model that battlegroup must make morale check. A failed check means the battlegroup immediately loses one morale level with attendant penalties. Battlegroups that desire to charge a battlegroup that causes fear must also make a check. A failed check means it cannot charge the battlegroup that causes fear and it loses its turn. *Fearless* models are immune to the effects of fear, as are models that cause fear or terror themselves.

Heresy: Complete

Terror: the horror that these models inspire defies explanation. When a model that causes terror charges an enemy model, that battlegroup must make a morale check. A failed check means the battlegroups morale is immediately reduced to the routed level with attendant penalties. Battlegroups that desire to charge a battlegroups that causes terror must also make a check. A failed check means it cannot charge the unit that causes terror and it loses its turn. Units that are fearless or cause terror are immune to the effects of terror. Models that cause terror may affect models that cause fear, but the effects suffered are those of fear, not terror.

Fearless: these models are immune to the effects of fear and terror. Note they do suffer standard morale penalties that are required for other events (reaching break point, casualties, etc).

Routed battlegroups that fail another check versus fear or horror are destroyed and removed from play.

Model Skills

These are special perks and abilities some of the units may possess to enhance combat performance. Skills and their effects will be listed in each army list. Some common skills are listed below.

Note: Command model skills also apply to any transport vehicles or tanks they may occupy as well as its accompanying models (bodyguards).

Archaic troops: these are models with next to no technology to relay precise or complex instructions. Usually they have no ranged attacks or have low penetration, although they may have an area effect. Archaic troops with ranged weapons cannot suppress. They may NOT target units with the stealth skill.

Armored unit: these models are encased in armor. The models are resilient to anti-infantry weapons. Note that a model need not be an actual vehicle to receive this skill, since Titans and Knights may also have it.

Artificial intelligence: these troops are immune to *fear* and *terror* and are assumed to pass any morale checks required of them. They must be totally wiped out to award points to your opponent.

Battlefield repairs: a model with this skill may repair damaged or destroyed units within 20cm by rolling 7+ on a d10. Only armored/light units and walkers are eligible for repairs. A unit with this skill may repair one point of DR per model per turn. Note that some races have varying levels of technology, which may affect the target number for repairs. These exceptions are noted in the individual races' army list.

Close support: models with close support add their full assault value to an assault combat when they are within 15cm, instead of the standard 1 point. These units also double their assault value when directly engaged in close combat. They require line of sight to the supported unit(s) and may support even if they fired previously in the turn.

Demon hunters: such models are adept at fighting the minions of chaos. These models double their assault value when assaulting major or minor demons in assault combat and do not suffer the morale penalties these creatures may cause. They are also immune to fear and terror.

Enhanced fire control: some of the larger more sophisticated vehicles have elaborate fire control systems. Unlike other armored models, these models may fire all weaponry during the same activation and are thus able to fire both main weapons and anti-personnel guns in the same turn.

First Strike: model is equipped with a short ranged attack that occurs just prior to engage in assault combat. Each model with this skill may "fire" an attack and roll for penetration immediately (anti-infantry weapon type). If the attack penetrated the targets armor the model is removed and does NOT participate in assault combat. This skill does not negate the rampage skill.

Flak: these models may fire at flyers without penalty.

Flight packs: models with this skill can over fly terrain, thus ignoring terrain modifiers and modifiers for cover. This ability also extends to fortifications.

Frenzied Assault: models with this skill have superior assault combat capabilities. Models with this skill have their assault value increased by +2 when determining the appropriate interval on the Assault Bonus Table; this bonus does not apply when taking casualties in close combat. If the Frenzied Assault only comes into play versus a specific race, the skill will indicate in parenthesis what army the bonus applies to.

Heavy tank: models with this skill gain a defensive fire versus units that assault it in assault combat. Any models eliminated by the defensive fire may NOT participate in assault combat, thus they are removed as the firing occurs. They may fire all its anti-personnel weapons ONLY, as a bonus fire. This applies even if the unit has been activated previously that turn. Heavy tanks are immune to suppression.

Hero: these models may move and act independently of command models. Also, they may command battlegroups that have lost their own commanders. They are limited to commanding one other battlegroup. Heroes possess a leadership of 7 and command radius of 35cm.

Infiltrate: at deployment, these models may be placed anywhere within double their standard move, as long as they do not come within 20cm of an enemy unit. These models can only use this skill if in a battlegroup with models with the same skill.

Independent unit: such models can reliably remain outside command radius to perform missions. Models with this skill do not suffer the penalties associated with being outside command radius. They also do not enjoy any leadership bonuses the leader may have, and cannot be rallied while outside command radius. To fully use this skill such detachments need to belong to battlegroups solely made up by independent detachments.

Inspiring presence: models with this skill can evoke great efforts from the units they are attached to. Each model in the unit receives +3 its assault value for the purposes of determining the assault score (use the base assault value when determining assault combat casualties). The model(s) with this skill must be part of the battlegroup (within unit coherency) for it to benefit from this skill.

Invulnerability: models with this skill treat armor-piercing fire as normal (all-purpose) fire. They ignore the penetration bonus associated with these weapons.

Jump packs: troops with jump packs ignore terrain modifiers and move 50% more than units without jump packs (already factored into the unit description). Jump packs negate the defender's bonuses for assault combat in soft and hard cover, but not fortified cover.

Knight: these models can deploy in an extended coherency range of 10cm instead of the standard 5cm. Knights also possess a shield, which grants the unit a limited version *Invulnerability* skill, which only applies in the Knight's front arc. Knights are immune to suppression. Knights may use their armor or assault value in assault combat (whichever is greater) for purposes of determining casualties (player's choice).

Light unit: these represent very agile fast attack vehicles such as bikes and landspeeders. Due to these models speed and agility, all incoming fire suffers a –2 penalty to the shooter's accuracy. If the light unit remains stationary, however, the bonus is lost.

Medic: a model with this skill may heal casualties within 20cm by rolling 7+ on a d10. Only foot/cavalry units are eligible for healing. A unit with this skill may heal one point of DR per turn. Note that only one medic may benefit one model at a given time, and a single model may not benefit from two or more medics within range. This bonus may extend to close combat casualties, but the medic must be involved in the assault to confer it.

Mobile artillery: artillery may move AND fire in the same activation. Mobile artillery can track its own line of sight to the target as well as receive coordinates from command/recon models.

Psyker: model has psychic powers it may use in attack or defense.

Psychic immunity: model with skill are impervious to psychic attack.

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Rampage: models with this skill are relentless and always fight at least one round of assault combat, even if gunned down by units who successfully made reaction fire or first strike against them. After assault combat they are removed regardless if they are hit in assault combat of not (assuming they were hit by reaction fire).

Rapid fire: the models firepower dice are doubled for the purpose of determining suppression.

Recon: models with this ability may spot for artillery support by making leadership test. For purposes of spotting for artillery strikes recon units have a Leadership of 5. Recon units may also spot within 30cm.

Regeneration: models with this ability may regenerate one or more points of DR lost during combat. Regeneration occurs immediately after the DR loss occurs (do not wait until the end phase). Roll one dice per DR lost; the roll must equal or exceed the target number listed besides the skill in parenthesis. For units with DR greater than 1, note that any DR points not regenerated at the time they are lost may not be regenerated later—those DR points are lost for the remainder of the game.

> *Example*: A Hive Tyrant with a DR of 3 is shot at multiple times and loses all three DR points. It must immediately check to see how many it can regenerate by rolling 3d10s (one for each DR point). The target number for the Hive Tyrant's Regeneration skill is 5. The player rolls a 9, 5 and 3, thus regenerating 2 of 3 lost DR points. For the remainder of the game, that Hive Tyrant has a DR of 2. Next time the Tyrant is shot at, it may only regenerate a maximum of 2 DR.

Siege: artillery with this skill inflicts D3 DR points per penetrating hit on buildings and fortifications. And negate some forms of cover when they apply suppression.

Sniper: model is trained in hunting for priority targets such as commanders and other units with stealth. In order to successfully target a unit with stealth, it needs to roll higher than its target on a d10 roll. The target receives none of its usual bonuses. If the sniper wins the roll it may target the command unit. This does not by pass the "look out sir!" effect.

Static: the model may not move on its own and may only move if towed by a model capable of towing. Static models are destroyed with required to retreat or their morale is lowered to rout level.

Stealth: the model has jamming devices, camouflage and other equipment in order to pass undetected. Units attempting to fire upon a stealthy unit must beat the stealthy unit's unmodified d10 roll with an unmodified d10 roll of their own. If the stealthy unit wins the roll-off, the firing unit loses its fire for the turn. Leaders or psykers may add their leadership bonus (as per the table on page 23) and Mastery Level to the roll.

Stubborn: these models have a high degree of motivation. Once per turn they may re-roll one failed morale check. This applies ONLY to morale checks involving morale loss. It does NOT extend to any other check that uses the morale like reaction fire for example.

Tank-Killer: models with this skill are very effective in assaulting armored vehicles. In assault combat each model with this skill adds ONE extra hit die in assault combat. These extra dice can only be used versus armored vehicles.

Transport: the model may carry a certain amount of troops, as determined by the vehicle (see individual vehicle descriptions). When a vehicle that is transporting units is destroyed, roll a d10 to penetrate each transported model's armor. The target number will be the transports armor value, or the models own if it is higher. If the roll equals or exceeds the armor value the carried model is destroyed; otherwise, place it within 5 cm of the destroyed transport. It costs a model its transports as well as the model with the transport skill 5cm of movement to embark or disembark. Normally, only units designated as foot can board transports.

Tunneler: these models deploy off-table and may surface anywhere on the tabletop. A command model or recon model must have line of sight to the point they will surface, a successful leadership check is needed for the tunneler to surface on target. If the roll is failed, the tunneler does not surface that turn. If successful it surfaces on target. Tunnelers may surface in areas where the command/recon model has no line a sight. In this case a successful leadership checks the tunneler will surface 2D10cm away from the intended area in a random direction. If the check is failed, the tunneler may not surface that turn. When a tunneler surfaces under a structure of any type, roll for

penetration against that structure. If the structure is penetrated the tunneler inflicts D3 damage points to the structure. If the structure is destroyed by this then the tunneler suffers no damage as it surfaces. However if the building is not destroyed the tunneler receives D3 damage points when penetrated (roll one D10 to see if it penetrates armor. Troops may ONLY disembark if the structure is destroyed.

Unreliable: models with this "skill" have a chance of having their weapons malfunction and perhaps blowing themselves up. Roll to hit as normal; if the *natural* number rolled (not counting any modifiers) is equal to or lower than the number listed in parentheses after the skill, a malfunction occurs and the unit takes a hit.

> *Example:* Unreliable (2) means a to-hit roll of 2 or 1 results in malfunction.

Winning the Game

The conditions for victory as well as deployment and game duration depend on what type of game will be played. All these games do have the following concepts in common:

Victory Points: they represent an award to the player who "breaks" or wipes out an opposing player's unit.

Break Point: this is the point after which the battlegroups fighting resolve starts to crumble at a rapid pace. Broken battlegroups confer a certain amount of victory points, which is printed on the army cards. The break point is dependent on the battlegroups morale. The amount of casualties it can sustain before reaching this point is determined as follows:

1. Multiply the battlegroups fresh state morale target number by 10.

2. Express the result as a percentage.

3. The result is the percentage of losses the battlegroup has to suffer to become "broken" (round to nearest whole number)

Example:

> A battlegroup of Terminators consists of 8 Terminator stands and 4 Land Raiders. Their morale target number at fresh state is 8 x 10 is 80%

> The Terminator unit must suffer 80% casualties before it breaks. In other words, 10 models must be destroyed before the unit breaks (12 models x 80% = 9.6, rounding to nearest whole number = 10 models).

Broken and destroyed units: routed units are worth the same amount of victory points as broken units if they fail to rally from routed status by game's end. Destroyed units confer a higher amount of victory points than broken units. Each army card has two victory point values listed. The lower value is given for breaking the unit, the higher for destroying it. These values are not cumulative. If a broken unit is destroyed, award Victory Points equal to the difference between the Broken and Destroyed scores to the opponent.

Tyranids and Necron, given their special nature have set break points and increased VP yield.

Roughly speaking there are three types of games:

Set piece battle

This is your usual "I'll meet you here and duke it out" kind of battle. The armies are not really fighting over an objective; the goal is to destroy the enemy's army.

Deployment: the players may deploy forces within 30cm of their table edge. Up to 25% of the total force may be held in reserve. Before the orders phase of any turn, players may commit reserves by placing them within 10cm of their table edge. Players may attempt a flanking move by rolling a 9 or higher on a d10, adding any leadership

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bonuses the highest-ranking leader in their army has. Note units attempting flank movement must be a complete unit with a commander. A failed check means the committed reserves do not appear (but may attempt again next turn). If successful, the player may place the reserves within 10cm of any table edge, including enemy table edges. No flanking maneuvers are allowed in a game's first turn

Victory conditions: the first player to reach or exceed a preset amount of victory points. The amount of victory points needed to achieve victory varies according the *lethality level* the players choose before the games start and total army points played.

There are three lethality levels: minor contact, fully engaged, and bloodbath. Each level requires more victory points for a given army point total to achieve victory as well as lengthening the amount of time the game will last.

CONSULT THE FOLLOWING TABLE FOR THE VICTORY POINT LEVELS:

TABLE 7. VICTORY POINT LEVELS

Total points played per side	Minor contact	Fully engaged	Bloodbath
Up to 500 points	13 VP	25 VP	38 VP
Up to 1000 points	25 VP	50 VP	75 VP
Up to 1500 points	38 VP	75 VP	113 VP
Up to 2000 points	50 VP	100 VP	150 VP
Up to 2500 points	63 VP	125 VP	188 VP
Up to 3000 points	75 VP	150 VP	225 VP
Up to 3500 points	88 VP	175 VP	263 VP
Up to 4000 points	90 VP	200 VP	300 VP
Up to 4500 points	103 VP	225 VP	338 VP
Up to 5000 points	115 VP	250 VP	375 VP
Up to 5500 points	128 VP	300 VP	418 VP
Each additional 500 points	+13 VP	+25 VP	+ 38 VP

SEIZE THE OBJECTIVE

Encompasses all the games where the victor is determined by who hold the vital "objective". Army destruction is still important, but victory can be obtained more quickly if most of the objectives are captured.

Deployment: One objective counter should be placed per 1000 points played. Objectives should be placed at least 30cm apart. Players may set up within 30cm of their table edge and keep up to 25% of their forces in reserve. Flanking maneuver rules apply as normal.

Victory conditions: a player can claim objective if friendly units are within 10cm of the objective and no non-routed enemy units are within the same radius. Each objective is 20 victory points when claimed. Consult the victory point table for lethality level and total VPs needed for victory.

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Any scenario where one player has numerical advantage over the other and one player is already in control of the game's objectives.

Deployment: the defending player sets up first, roughly in the center of the tabletop. The player may arrange the terrain and objectives (1 per 1000 points played) as desired. The defender may deploy in any fashion desired, but may not withhold any reserves; the entire force must be deployed. The attacker should have at least twice as many points to spend as the attacker. The attacker deploys after the defender, but may not place units closer than 75cm to the defender's units.

Victory conditions: the attacker receives 20 victory points for every objective taken (follow rules for claiming objectives above) in addition to VPs for breaking and destroying defending units. The defender earns VPs for breaking and destroying attacking units, as well as for game duration. The longer the defender can stave off the attack, the more bonus points he receives. For every turn beyond the third, the defender receives 10 victory points.

The game may end in two ways: one side reaches the VP total for the lethality level played, or the defender loses control of all objectives.

These game scenarios are just recommendations. Feel free to change them to your particular gaming style and taste.

Model deployment

Regardless of the type of game, the actual deployment of troops (placing the models on the tabletop) is roughly the same. Each player takes turns placing a single *battlegroup* at a time. A battlegroup is defined as a group of models. Thus, size may vary greatly between armies but still constitute one battlegroup. The player with the lowest overall commander leadership places battlegroups first. In case of equal leadership, roll a d10; lowest roll places first. The player with the higher leadership also gets to place one battlegroup last, regardless of the number of battlegroups the opponent has. Players will alternate placing battlegroups (following the dispositions of deployed forces as stated in each "type" of game (set piece battle, attack and defend, etc.) until all units are placed.

Psychic Combat Rules (optional)

If only very basic rules for Psykers just add an additional "hit" die in assault combat for every psyker on your side.

All models designated as "psyker" or equivalent may engage in psychic combat. Their Mastery Level rates all models with this capability. Mastery Level determines how many psi-points a unit may receive per turn and how many effects may be activated in one turn.

Psi-points: this represents the amount of raw power a psyker has to cast spells. The Psyker obtains a fixed amount of psi-points at the beginning of the game equal to the psyker's mastery level x 3 (see table 10). At the beginning of EACH turn their psychic reserve is replenished at a rate of 3 point per mastery level. Psykers may consume an amount of points each turn up to its maximum it has available. Points not used that turn are NOT lost and may be transferred or "saved" to the next turn. The psyker may store psi-points equal to the amount it started the game with. Some effects or wargear may a permit a psyker to save extra psi-points. If the psyker has no wargear to store psi-points the psyker may NOT do so.

TABLE 8. PSYCHIC MASTERY LEVEL POINTS

Mastery level	Psi points per turn
1	3
2	6
3	9
4	12

SETUP

Before play begins, each player randomly draws one psychic effects card for each mastery level the model has. The player may discard this first card if it is something he can't use (as in the case of a mastery level one psyker drawing a non-spell card). These cards represent the unit's abilities for that game and only the model those cards were drawn for may use them. In large games with many psykers, it is allowed to have duplicate decks of psychic powers of the appropriate type. Note that this only applies to large games where the standard single deck is all used up. You may not use multiple decks unless the first whole deck is used. A player may discard a card that offers equipment (such as a psi-rod) for an actual power that can be cast. This is to help low-level psykers not get stuck with helpful equipment but not powers to cast.

Example:

A Space Marine Librarian with Mastery level 3 may draw 3 spell cards from the Marine psyker deck, has a total of 9 psi-points available per turn, and may activate 3 effects each turn.

Each army/race will have its own deck of psychic powers to draw from. Some units have fixed abilities and do not draw from a deck (e.g., greater demons).

Some armies (chaos) may have a limited spell selection due to their particular patron god. These select only from those spells not the whole deck.

GAME PLAY

A psyker model may use a psychic power when it is activated. The power may be used at any point during movement. The model may fire its conventional attacks as well as its psychic attacks in the same activation. The psyker may activate one power per mastery level as long as it has psi-points to do so. The psyker may "reaction fire" psychic powers if the morale check is successful.

To activate a psychic power the unit spends an amount of points equal to the "cost" printed on the psychic power card. Usually the success of the attack is guaranteed if there is no enemy psyker within range to thwart the attempt. If a power is cast at an enemy model that has a psyker attached to it, or if there is an enemy psyker within 20cm of the target of the psychic attack, it may be dispelled. To determine the attempt's success or failure, each model rolls a d10 and adds its psychic mastery level. If the activating psyker's roll equals or exceeds the dispelling psyker's roll, the activation succeeds; otherwise, the attack is dispelled.

Some skills may render units immune to psychic attack.

Psychic power cards have their psi-point cost listed on them, along with the effects of the power. Powers may have a static value or a variable point cost depending on how powerful the activating player wishes to make it.

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Once a psyker model runs out of psi-points it may no longer activate psychic powers that turn. Other abilities, such as the psyker's increased assault ability, remain unchanged.

<u>Assault Combat</u>

Psyker models are very strong in assault combat. This is reflected by their high assault values, but also by the fact that they increase the damage done against their opponents. During assault combat, the player with the highest total amount of psychic mastery levels gains a favorable shift on the Assault Bonus Table. Psykers also add one "attack die" per psyker to the assaulting force, over and above those normally determined on the Hits table.

Example:

A Battlegroup of Orks and Space Marines meet in assault combat. The Marine player has 3 psyker models (with Mastery levels 1, 1, and 3 respectively, for a total of 5 Mastery levels), while the Orks have 2 (with Master levels of 1 and 2, totaling 3). Since the Marine player has more total mastery level points than the Ork player, the Marines receive one favorable shift on the Assault Bonus Table. In addition, each player receives 1 extra "attack die" per psyker stand in the assaulting force. This means the Marine player gains 3 extra dice (one per psyker model) and the Orks 2.

Only psykers engaged in assault combat may add their mastery levels in this manner.

Flier and AA Rules

<u>Organization</u>

Flier and AA models must form part of a battlegroup like any other model. However fliers must belong to battlegroups solely composed of fliers. AA units may form part of any battlegroup as support "groups" so long as the army restrictions permit it.

<u>Movement</u>

AA models move just like any other ground unit. Fliers, however, behave differently. Fliers spend a brief time over the battlefield accomplish a chosen task and leave the vicinity for their airbase. Therefore, fliers do NOT have a "move" characteristic. The player must choose what mission the fliers are on and they will act accordingly:

1. Air superiority mission- Battlegroups of fliers are on stand by to fly intercept missions to shoot down enemy aircraft. They must pass an activation test and if successful they may fly up to within the range of its weapons and fire them at the enemy flier battlegroup. The intercept course is a straight line from the player's table edge to the enemy models. Once it fires it then returns to base. Enemy models may only fire in defense AFTER it has endured the fire of the fliers on air superiority mission. Note that fliers may be intercepted by AA fire or other battlegroups on air superiority missions as they move in to intercept.

2. Bombing runs- Battlegroups of fliers may attack specific points or models on the battlefield. Once a target is selected the strafing run is a straight line from the player's table edge to the target area. Note that fliers may be intercepted by AA fire or other battlegroups on air superiority missions as they move in to strafe. They may only fire at other fliers in defense, but AFTER they are shot at first. Once the mission is done they return to base.

3. Troop drop- Battlegroups of fliers fly deep into enemy territory to land troops. Once a target is selected the troop drop is a straight line from the player's table edge to the target area. Note that fliers may be intercepted by AA fire or other battlegroups on air superiority missions as they move in to troop drop. The fliers may fire all their weapons prior to landing its troops to clear the landing zone. Troops with the jump/flight pack skill may "drop" to their drop zones without the flier landing. It needs to land for all other troop types. The flier will spend the rest of turn on the ground after it lands and may take off in the next turn. During this time they are vulnerable to all types of ground fire.

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Fliers use the same rules for fire resolution as ground units do. See the appropriate section. Fliers cannot be suppressed.

ASSAULT COMBAT

Fliers do not have assault values and never participate in assault combat. They instead shoot at each other with direct fire weapons. Grounded troop drop ships assaulted on the ground have an assault value of ZERO.

ANTI-AIRCRAFT WEAPONS

Due to their speed fliers can not be targeted by most models. It requires sophisticated tracking systems to accurately fire on them. Thus, only models with the AA skill may fire at fliers without penalty. Models with this skill are activated like any other ground model (they act when the battlegroup it belongs to is activated). However, models with the AA skill may activate independently of the battlegroup they belong to in order to provide defensive fire from incoming aircraft. This only affects the specific AA models and not the rest of the battlegroup which can activate on its own if it hasn't done so (just keep track of its activation). Unlike other models AA that remains stationary may activate as reaction fire as many times as it successfully can to provide defensive anti-air cover. AA models that move however do not receive this bonus.

Anti-aircraft weapons can't fire at ground models and aircraft in the same activation.

Battlegroups and models without the flak ability fire at fliers with a -4 penalty.

FLIERS' SKILLS

Intercept: This skill shows how adept at this sort of mission the flier is. The number is parenthesis is a bonus to the reaction roll to determine if an interception is successful. This bonus also applies to morale checks when the flier is hit in combat, since fighter pilots are more capable to handle such danger.

Flying Fortress: flyers with this skill are veritable gun-platforms in the air. This provides great defensive power when the flyer is coming in to land troops or a strafing run. Fliers with this skill shoot BEFORE fliers with air superiority mission do (normally fliers fire AFTER ones with air superiority missions).

FLIERS' AND MORALE

Fliers have morale values like any other unit, however the morale checks and resolution are PER MODEL, not as a battlegroup as per ground battlegroups. The reasons for a check vary from ground battlegroups. All fliers check for morale if HIT by incoming fire (be it from interceptors of ground fire). If the check fails the individual flier aborts and they return to base. Their morale level is lowered one step if the check fails. Note that the check is made if HIT. Even if the armor is not penetrated and the unit survives, it makes a check when a successful hit is made.

Fliers may rally to increase morale, but take ONE full turn to do so. This means fliers cannot participate in missions on the turn they rally (they must be kept inactive the whole turn to attempt rallying in the end phase- a big risk!).

Fliers that rout are removed from play and are counted as eliminated for VP purposes.

Wargear Cards

Each army will have a specialized deck of 15 cards with which the player can further fine-tune his army. Each player will receive one wargear card per 1000 points in his army. Cards are drawn at random. All cards are assigned to a specific battlegroup at the start of the game and may not be reassigned. Very large games may field the whole deck, but no matter the size of the game, there will never be more than 15 cards in play on each side (you may not use multiple copies if the same deck).

Units eligible to receive wargear are stated on the card. Titans may NEVER receive the benefits of wargear cards.

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Basic Army construction

Although each army/race has its own organizational structure, they all follow the same basic rules for army construction.

All battlegroups start with a unit commander: the first step is to purchase commanders to build your army around. Each race/army list has several commander types of different levels of organization. These will have gradually higher leadership characteristics, but more importantly have ability to attach more battlegroups.

Each commander type is limited as to how many battlegroups it may attach. The composition of a battlegroup will vary from army to army.

All unit cards are strictly classified: army detachments come in three types: line, support, and special. Each commander limits the number of each type of detachment that can be bought. A certain amount of detachments make a battlegroup. Line detachments are the standard troops in any army; no limits are placed on how many may be attached to a given command. Support and special detachments are limited due to resource constraints. A commander can locate and field more of these assets if the commander's organizational level is higher.

The detachments themselves will list the type and number of models they are composed of.

Chaos Army List

Army Organization

Chaos brings a high degree of flexibility and versatility to its army composition. The forces of Chaos are divided into three "branches": Traitor Legions, Cultists and the Daemonic Horde.

The organization of each branch is as follows:

Traitor Legions

These are the remnants of the original marine chapters that betrayed the Emperor 10,000 years ago. They combine the best of loyal Marines with the otherworldly might of Chaos. Due to their thousands of years of battle and attrition they are fewer in number than loyal marines. They have formations known as a "Battle" which can be led by a Traitor lord or a Greater Demon/Primarch.

Traitor champion: the traitor champion may attach up to 4 battlegroups. Each battlegroup may contain up to 2 detachments. The detachments may be line or support in any combination. A maximum of one special card may be added to each battlegroup.

Traitor Lord: the traitor champion may attach up to 6 battlegroups. Each battlegroup may contain up to 2 detachments. The detachments may be line or support in any combination. One special card per battlegroup may be added. Only one traitor lord per army may be fielded.

Greater Dæmon or Primarch: detailed below in the Dæmonic Horde section.

Traitor Legions may take up to 25% of its total force from the Daemonic Horde section.

Traitor command radius is 50cm.

Cultists

Chaos Cultists represent the vast hordes of betrayers of the Imperium, from renegade priests to Imperial governors. They are typically equipped with Imperial Guard supplies similar to those fielded by planetary defense forces, now used against the Imperium. Their command consists of:

<u>Demagogue:</u> may attach only one battlegroup. The battlegroup may attach up to three detachments that MUST be line detachments. NO support or special cards may be attached.

<u>Cultist lord:</u> may attach up to three battlegroups. The battlegroup may attach up to three detachments that may be line or support in any combination. A maximum of one special card per battlegroup may be added.

<u>Greater Dæmon or Primarch:</u> detail below in the Dæmonic Horde section.

There may be only ONE cultist lord per cultist army and any number of demagogues.

Cultist command radius is 30cm.

Dæmonic Hordes

They represent all the supernatural creatures that infest the warp and the Dæmonic home worlds. There are three types of horde: Dæmons, Minions, and war engines. Regardless of type, all Dæmon units share the same command structure.

<u>Greater Dæmons:</u> Lords and masters of Chaos, they rule with fear and terror. Greater Dæmons can command a number of battlegroups equal to their sacred number. Each battlegroup may be composed of up to three detachments that may be line or support in any combination. A maximum of one special card per battlegroup may be added.

<u>Primarch:</u> they are the masters of their chapter and may attach any number of battlegroups up to the sacred number of the Chaos power they worship (described below). Primarchs may command a traitor legion or a demonic army (therefore the player must decide if the army is a traitor force or demonic army in order to determine what detachments will form the battlegroup). They will NEVER command cultist forces. Detachment compositions and restrictions are the same as for greater demons.

Greater Dæmons and Primarchs all have a leadership and morale of ten. All Dæmons, Greater and minor, are immune to suppression. Primarchs are unique and only one may be fielded of each type.

Greater Demons and Primarchs have a command radius of 60cm.

Table 9. Dæmon Sacred Numbers

Khorne	8
Tzeentch	7
Slaanesh	9
Nurgle	6

Chaos Morale

Traitor forces possess the legendary steadfastness of Marines, therefore when a battlegroup suffers the loss of their leader they must take a morale check. If the check is failed they lose one morale level. When battlegroups are out of their leaders command radius they still may act but receive a -2 penalty to all activation rolls

Compared to Traitor forces, Cultists are far less reliable and far more cowardly. Cultist morale is similar to loyal Imperial Guard forces; therefore they automatically lose one moral level when their leader is destroyed. If the army losses it's cultist lord all battlegroups in the army lose one morale level. Cultist forces lose one morale level for every turn they spend out of command radius until they rout. The morale loss lasts until a new commander takes control.

Heresy: Complete

Greater Dæmons, Primarchs, and all minor Dæmon detachments from the Dæmonic force list have a morale value of 10. This means they never check for morale and never rout. These detachments possess no morale levels must be destroyed to be removed from battle. In addition, they are immune to fear and terror (and many of these units *cause* fear or terror themselves).

Greater Dæmons and Primarchs all have DR ratings to reflect their supernatural endurance. While DR ratings in other models represent how much damage they can withstand before being destroyed, in the case of Greater Dæmons and Primarchs the DR rating reflects the amount of energy available for maintaining their physical form. As the Dæmon takes damage, its form wavers, until suddenly it is destroyed and vanishes. While DR loss does not affect the Dæmon's abilities, it does affect the morale of its followers. Each time a Greater Dæmon or Primarch loses a DR point, all battlegroups attached to it must make a morale check; battlegroups failing this check lose one morale level. Upon the destruction of a Greater Dæmon or Primarch, all battlegroups attached to it automatically lose one morale level (or rout if they are cultist forces).

Note: the above rules only apply to Traitor forces if their Primarch is leading them. The death or wounding of Greater Dæmons in command does not concern Traitor Marines, only those of their master and progenitor the Primarch.

Traitors, Minions, and war engines all have standard morale levels and follow the basic rules of leadership and morale as listed in the Heresy core rules.

Chaos Model Skills

In addition to the general skills listed in the Heresy core rules, Chaos forces can possess some skills unique to them.

Dæmonic Engine: these machines blend technology and magic into one. They enjoy the favor of the Chaos gods and receive certain benefits according to the power they serve.

Khorne: +1 to accuracy and penetration rolls.

Tzeentch: Re-roll a single die per turn (only one re-roll even if model has multiple weapons)

Nurgle: Cloud of flies. Enemy models firing at the Nurgle engine have a –2 penalty to accuracy rolls (cumulative with range modifiers)

Slaanesh: Glamour of Slaanesh- dissipates the force of the shot. On a roll of 7+ on a d10 the hit is ignored.

Dæmonic powers: being led by Greater Dæmons or Primarchs not only gives their followers the benefit of their leadership but also confers power. Such powers can be used by all battlegroups attached to the Greater Dæmon or Primarch and are lost if they are slain. The powers vary depending on the Chaos god granting them and whether or not the units are Traitor Marines. Primarchs have an additonal power they may grant in lieu of the ones listed, but may only grant it to Traitor Marine infantry forces only.

Khorne: Bloodlust. All models gain a +2 bonus to their assault value.

Tzeentch: Brightly patterned skin. Enemy units suffer a –2 penalty to their accuracy when firing upon these units (cumulative with range modifiers).

Nurgle: Reslience. All models gain +1 to their armor rating (maximum of 10).

Slaanesh: Soporific mist. The resolve of enemy battlegroups is weakened. All enemy battlegroups within 15cm of these units suffer a –3 penalty to morale checks.

Note that these powers are conferred to attached battlegroups and are not usable by the Greater Dæmons or Primarchs themselves; these units have their own powers, listed below. These powers are in additon to any the model may already have.

Heresy: Complete

Greater Dæmon and Primarch personal powers are as follows:

Bloodthirster of Khorne: *Chaos armor*. This armor renders the wearer immune to psychic attack (psychic immunity) and adds one point of DR to the Dæmon (factored in).

Lord of Change (Tzeentch): *Firestorm of Tzeentch*. This power has a range of 35cm and uses a standard barrage template. Models covered by the template are hit on a d10 roll of 6+; roll one penetration die for this hit. If the penetration die roll is 9 or higher (assuming this is enough to damage the target), substitute a Pink Horror Dæmon for the slain model. Units with multiple DR must have their DR reduced to zero for this effect to take place.

Note that the Lord of Change is also a Mastery level 4, power 10 psyker and may draw psychic powers as such. It may use its psychic or Dæmonic powers in the same turn.

Great unclean One (Nurgle): *Stream of Corruption*. This power uses the large flamer template. All units covered by the template are automatically affected and roll a penetration die with a +3 bonus. Models with multiple DR roll one penetration die per point of DR.

Keeper of Secrets (Slaanesh): *Aura of Pleasure*. This power has a range of 35cm and hits on a d10 roll of 6+. Roll one die for penetration, but treat the affected unit's armor as half its actual value.

Angron, Primarch of the World Eaters (Khorne): *Fearsome Roar*. The Primarch can project fear as a ranged weapons with the same effects as the *Terror* skill. The range is 35cm and the area of effect is a standard sized barrage template. All units in area of effect must make a morale check to avoid the effects of *Terror*.

Traitor Marine infantry under Angron's command have their assault value doubled (maximum value of 10) while Angron is alive.

Magnus the Red, Primarch of the Thousand Sons (Tzeentch): *Beam of Power*. A single powerful beam shoots to a range of 70cm. Its accuracy is a 4+ and penetration bonus is +5 and is considered armor piercing. Magnus is also a powerful psyker of mastery level 4 and power 10. It may draw psychic powers as a standard psyker and use both psychic and Dæmonic powers in the same turn.

Traitor Marine infantry under Magnus' command may use the Firestorm of Tzeentch Dæmonic power once per turn while Magnus is alive.

Mortarion, Primarch of the Death Guard (Nurgle): *Nurgle's Wind*. This power functions as a ranged Nurgle's Rot spell. Range is 35cm; it covers an area the size of the converging barrage template.

Traitor Marine infantry under Mortarion's command are imbued with Nurgle's Rot while Mortarion is alive.

Fulgrim Primarch of the Emperor's Children (Slaanesh): *Mind dominance*. This power has a range of 35cm. One battlegroup may be targeted. The targeted battlegroup must make a morale check with a –2 penalty. If the morale check is failed, the battlegroup is under Fulgrim's control. It may act immediately even if the battlegroup acted previously in the turn. Each end phase, the battlegroup may attempt to rally to break the effect.

Traitor Marine infantry under Fulgrim's command have their morale raised to 10 and no longer need to make morale checks.

Empathic attack: the model with this skill psychically assaults its victim sending powerful messages of pleasure or pain to its nerve centers, weakening resolve. When engaged or engaging in assault combat, each model with this skill may halve the assault value of one enemy model (player's choice) for the duration of that assault combat.

Heresy: Complete

Nurgle's Rot : The model spreads rot and pestilence wherever it moves. Any model with a armor rating of 6 or lower can be affected. The Rot is transmitted via close contact during assault combat. The Rot affects ONE model in assault combat. Once the Rot is passed to a model, mark it with a plague counter. In the end phase, roll for each model with the plague . On a roll of 7+, that stand dies of the Rot. If the result is a 10, replace the slain model with one of a plague-bearer. The plague-bearer is under the Chaos Player's control. These newly formed plaguebearers form their own battlegroup and do not need a commander. They function as an independent battlegroup.

Duplicate: when a model with this skill is slain, the model is replaced with two models (usually less powerful than the original creature) that take the place of the slain figure and will continue to fight as normal. The replacement models are removed when destroyed as normal. These newly formed models form part of the same battlegroup the originating models did.

Unit Listings

Weapons

Weapon arc abbreviations are as follows: FT-full turret (360°), TT- traverse turret (180°), SW-swivel mount (90°), FX-fixed mount (45).

Line Units

Traitor

Traitor Marines (all chapters)
Traitor land raider detachments
Traitor rhino detachments
Traitor bike detachments
Traitor terminator detachments

Cultist

As per PDF army list

Dæmon

Troll hordes
Minotaur horde
Beastmen horde
Juggernauts of Khorne horde
Tzeentch disc rider horde
Slaanesh Beast rider horde

Support Units

Traitor

Whirlwind detachments
Predator detachments
Vindicator detachments
Landspeeder detachments
Talon fighter squadrons
Dreadnought detachments

Cultist

As per PDF army list

Dæmon

Flesh hound of Khorne horde
Bloodletters of Khorne horde
Flamers of Tzeentch horde
Pink Horrors of Tzeentch horde
Plaguebearers of Nurgle horde
Beast of Nurgle horde
Fiends of Slaanesh horde
Dæmonette of Slaanesh horde
Chaos squat horde
Chaos androids horde

Special Units

Traitors

Warphawk

Cultists

As per PDF army list
Chaos sorcerer

Dæmonic Hordes

Cannon of Khorne battery
Blood Reaper Khorne Dæmon engines
Brass Scorpion Khorne Dæmon engines
Cauldron of Blood Khorne Dæmon engines

Heresy: Complete

Death Dealer Khorne Dæmon engines   Contagion artillery battery
Tower of Skulls Khorne Dæmon engines   Slaanesh Hell Strider Dreadnoughts
Doomwing Tzeentch flyer squadron   Slaanesh Hell Scourge Knights
Firelord of Tzeentch bomber   Slaanesh Hell Knights
Silver Tower of Tzeentch detachment

Unit Descriptions

Table 10. Commanders

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Traitor champion	10	7	7	5	Dæmon weapon	8/7/6	6	Foot, stubborn, rapid fire, stealth
Traitor lord	10	8	8	5	Dæmon weapon	9/8/7	8	Foot, stubborn, rapid fire, stealth
Demagogue	10	4	5	7	Lasgun	6/5/4	4	Foot, stealth, psyker
Cultist Lord	10	5	6	6	Lasgun	7/6/5	6	Foot, stealth, psyker
Bloodthirster	20	8	10	-	Chaos whip and axe	10	10	Invulnerability, terror, Dæmonic power, Chaos armor, DR 4, Flight pack, rampage, tank killer, armored unit, psychic immunity
Angron	20	9	10	-	Dæmon sword	10	10	Invulnerability, terror, Dæmonic power, DR 3, Flight pack, rampage, tank killer, armored unit
Lord of change	20	7	7	6	Firestorm of Tzeentch	10	10	Invulnerability, terror, Dæmonic power, DR 3, Flight pack, psyker, archaic troops, armored unit
Magnus	20	9	10	4	Beam of power	10	10	Invulnerability, terror, Dæmonic power, DR 3, Flight pack, psyker, armored unit
Great Unclean One	10	9	8	-	Stream of corruption	10	10	Invulnerability, terror, Dæmonic power, DR 3, archaic troops, armored unit
Mortarion	20	8	10	-	Nurgle's wind	10	10	Invulnerability, terror, Dæmonic power, DR 3, Flight pack, armored unit
Keeper of Secrets	15	8	9	6	Aura of pleasure	10	10	Invulnerability, terror, Dæmonic power, DR 3, archaic troops, armored unit
Fulgrim	20	9	10	-	Mind dominance	10	10	Invulnerability, terror, Dæmonic power, DR 3, Flight pack, armored unit

* Treat Greater Dæmons that can fly as if they had the flight pack skill.

Heresy: Complete

Greater demons and Primarchs may use their assault value or armor value in assault combat (player's choice).

Weapon	Range	Weapon arc	Firepower	Penetration Bonus	Designation
Lasgun	20/35	Infantry 360°	1	0	Anti-infantry
Dæmon weapon	15/25	Infantry 360°	1	+1	All purpose
Chaos whip and axe*	-	Assault combat	-	-	Doubles assault value
Dæmon sword*	-	Assault combat	-	-	Doubles assault value
Firestorm of Tzeentch	35	Infantry 360°	template	0	Special
Beam of power	70	Infantry 360°	1	+5	Armor piercing
Stream of corruption	template	Infantry 360°	template	+2	All purpose
Nurgle's wind	35	Infantry 360°	template	special	Ranged Nurgle's rot
Aura of pleasure	35	Infantry 360°	1	0	Special
Mind dominance	35	Infantry 360°	-	-	Special

* This makes the Greater Dæmon's assault value 20 for assault purposes.

Unit composition	Unit cost
1 Traitor champion and one marine stand with 1 rhino	110
1 Traitor Lord with three marine stands and two rhinos	220
1 Demagogue Mastery level 2 with Leman Russ tank	90°
1 Cultist Lord Mastery level 4 with one demagogue mastery level 2 and 2 Leman Russ tanks	180°
1 Primarch	400
1 Greater Dæmon	350
1 Primarch Magnus the Red	500
1 Greater Dæmon of Khorne (Bloodthirster)	400

* IGNORE MASTERY LEVELS IF OPTIONALPSYCHIC RULES ARE NOT USED.

TABLE 11. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Traitor Marines	10	6	6	6	Bolters	7/6/5	Foot, stubborn, rapid fire
Traitor Heavy Marines	10	6	5	5	Heavy Weapons	7/6/5	Foot, stubborn, rapid fire

Heresy: Complete

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Land raider	25	8	5	6	Twin-linked Las-cannon Heavy Bolter	7/6/5	Tracked, stubborn, rapid fire, transport (2), armored unit, close support
Rhino	30	6	2	7	Heavy bolter	7/6/5	Tracked, stubborn ,rapid fire, armored unit, transport (2), close support
Bike	35	6	6	7	Bolter	7/6/5	Wheeled, light unit, rapid fire, stubborn, independent
Terminator	10	8	9	5	Assault cannon	8/7/6	Foot, stubborn, rapid fire, hero, tank killers
Tactical	10	3	3	8	Las gun	5/4/3	Foot
Assault	15	3	5	8	Las pistol	5/4/3	Jump packs, foot
Heavy	10	3	3	7	Heavy weapons	5/4/3	Foot
Rough Rider	20	3	5	-	Power lance	5/4/3	Cavalry, independent
Bike	30	4	5	8	Las gun	5/4/3	Light vehicle, independent, wheeled
Leman Russ	25	7	5	7	Battle cannon Las cannon Heavy bolter	5/4/3	Armored vehicle, tracked
Troll	10	5	7	-	Clubs	6/5/4	Foot. Archaic troops, regenerate (7)
Minotaur	10	6	7	-	Axe	6/5/4	Foot, archaic troops
Beastmen	10	4	5	-	Sword	6/5/4	Foot, archaic troops
Juggernauts	20	6	8	7	Bolter	6/5/4	Cavalry, rampage
Disc rider	30	4	5	7	Heavy bolter	6/5/4	Grav
Beast riders	25	5	7	-	Bolter	6/5/4	Cavalry

Weapon	Range	Arc of fire	Firepower	Penetration Bonus	Designation
Las gun	20/35	Infantry 360°	1	0	Anti-infantry
Las pistol	10/20	Infantry 360°	1	0	Anti-infantry
Bolter	25/40	Infantry 360° Bike TT	1	0	Anti-infantry

Heresy: Complete

Heavy bolter	35/50	Rhino TT Land raider FX, front Leman Russ TT Disc riders 360°	2	+1	Anti-infantry
Assault cannon	25/40	Terminators 360°	3	0	All purpose
Las cannon	50/70	Leman Russ FT	1	0	All purpose
Twin linked las cannon	50/70	Land raider SW left, right	1	+3	Armor piercing
Power lance	assault	Infantry 360°	-	-	Doubles assault value when charging in open ground (not if charged).
Heavy weapons	40/60	Infantry 360°	2	+1	Armor piercing
Battle cannon	50/70	Leman Russ FT	1	+2	All-purpose

Unit composition	Unit cost
5 Traitor Marines stands	120
5 Traitor Marine heavy stands	160
3 Land raider tanks	210
3 Rhino troop carriers	120
3 Bike stands	110
4 Terminator stands	230
2 Land raiders	140
5 Cultist tactical stands	40
5 Cultist assault stands	60
5 Cultist heavy stands	90
4 Cultist rough rider stands	70
4 Cultist Bike stands	90
3 Leman Russ tanks	110
5Troll stands	100
5 Minotaur stands	80
5 Beastmen stands	50
5 Juggernauts	100
5 Disc riders	80

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	5 Beast riders	80

TABLE 12. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Whirlwind	25	6	1	artillery	Rocket Launcher	7/6/5	Tracked, Armored unit, mobile artillery, stubborn
Predator	30	7	3	7	Battle-cannon Las-cannons (2)	7/6/5	Tracked, armored unit, stubborn, rapid fire
Vindicator	25	8	2	6	Heavy Battle-cannon	7/6/5	Tracked, armored unit, stubborn
Landspeeder	40	6	6	6	Light Multi-melta Heavy bolter	7/6/5	Grav, stubborn, rapid fire, light unit, independent
Dreadnought	10	7	7	6	Assault cannon Heavy bolter	7/6/5	Armored unit, walker, stubborn, rapid fire
Sentinel	20	6	4	7	Multi-laser	5/4/3	Walker
Flesh hound	20	4	5	-	-	10	Fear, cavalry, psychic immunity, archaic troops
Bloodletters	10	5	7	-	Sword	10	Foot, fear, regenerate (7), archaic troops
Flamers	25	4	4	6	Light Flamer	10	Grav, fear, archaic troops
Pink Horrors	10	5	7	-	-	10	Foot, fear, duplication, archaic troops
Blue Horrors*	10	4	4	-	-	10	Foot, fear, archaic troops
Plaguebearers	10	5	7	-	Sword	10	Foot, fear, Nurgle's rot, archaic troops
Beast of Nurgle	10	6	8	-	-	10	Foot, fear, Nurgle's rot, archaic troops
Fiends	20	4	4	-	-	10	Cavalry, fear, archaic troops
Dæmonette	10	5	7	-	-	10	Foot, fear, empathic attack, archaic troops
Chaos squats	10	4	4	6	Heavy weapons	6/5/4	Foot, stubborn
Androids	10	6	5	7	Bolters	5/4/3	Foot, stubborn
Talon fighter	-	7	-	6	Assault cannon (2)	7/6/5	Flyer, interceptor (2)

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Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Bolter	25/40	Infantry 360°	1	0	Anti-infantry
Heavy bolter	35/50	Landspeeder TT Dreadnought SW left	2	+1	Anti-infantry
Assault cannon	25/40	Dreadnought SW left Talon FX	3	0	All purpose
Las cannon	50/70	Predator SW right and left	1	0	All purpose
Battle cannon	50/70	Predator FT	1	+1	All-purpose
Heavy battle cannon	50/70	Vindicator FX	1	+3	Armor piercing
Multi-laser	35/50	Rapier TT	3	0	All-purpose
Light multi-melta	25/40	Landspeeder TT	2	+3	Armor piercing
Light flamer	Small flamer template	Infantry 360°	-	+1/0*	Flamer, ignores cover
Heavy weapons	40/60	Infantry 360°	2	+1	Armor piercing
Rocket launcher	20/100	Whirlwind FT	-	HEF only	-

*First value is for non-armored units, second for all others.

Unit composition	Unit cost
2 Whirlwind artillery	90
3 Predator tanks	140
3 Vindicator tanks	120
3 Landspeeders	150
3 Dreadnoughts	110
3 Sentinels	50
5 Flesh hounds	90
5 Bloodletters	130
5 Flamers	90
5 Pink Horrors	160
5 Plaguebearers	130
5 Beast of Nurgle	140
5 Fiends	80

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5 Dæmonette	130
5 Chaos squats	100
5 Androids	80
3 Talon Fighters	300

Two types of ordnance are available to artillery detachments: High explosive (HEF) and multiple armor killers (MAK). The price of the artillery detachment already includes HEF ordnance. To purchase MAK ordnance, increase the cost of the detachment is increased by 50%.

All artillery units may fire smoke and blind munitions in lieu of their standard combat ordnance.

TABLE 13. SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Warphawk	-	7	-	6	Battle-cannon Melta-bombs	7/6/5	Flyer, transport (8), stubborn, rapid fire
Ogryn	10	5	8	8	Ripper gun	7/5/3	Foot, Hero
Sorcerer	10	3	3	8	Las gun	6/5/4	Foot, psyker, Hero
Cannon of Khorne*	5	6	2	artillery	Warp artillery	7/6/5	Wheeled, towed, armored unit, Dæmon engine, unreliable (1)
Blood Reaper†	20	6	3	artillery	Heavy artillery	7/6/5	Tracked, armored unit, Dæmon engine
Brass Scorpion‡	20	7	7	6	Assault cannon Battle cannon	7/6/5	Tracked, armored unit, Dæmon engine
Cauldron of Blood	20	7	6	6	Heavy flamer	7/6/5	Wheeled, armored unit, Dæmon engine
Death Dealer	20	8	7	6	Assault cannon Battle cannon Heavy bolter	7/6/5	Wheeled, armored unit, Dæmon engine, enhanced fire control
Tower of Skulls	20	8	7	6	Battle cannon (5) Heavy bolter (2)	7/6/5	Wheeled, armored unit, Dæmon engine, enhanced fire control
Doomwing	-	6	-	6	Light flamer	8/7/6	Flyer, Dæmon engine, interceptor (1)
Firelord	-	8	-	5	Heavy flamers (2) Melta-bombs Las cannon (2)	8/7/6	Flyer, Dæmon engine, DR 2, flying fortress

Heresy: Complete

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Silver Tower *	30	8	6	6	Flak battery	7/6/5	Grav, Dæmon engine, armored unit, flak
				5	Beam of power		
Contagion	20	5	2	artillery	Nurgle's Rot	7/6/5	Wheeled, Dæmon engine, archaic troops
Hell Strider	25	6	6	6	Light multi-melta	7/6/5	Walker, armored unit, Dæmon engine
Hell Scourge	25	8	7	6	Heavy battle cannon	7/6/5	Walker, knight, Dæmon engine, hero, armored unit, DR 2
					Assault cannon		
Hell Knights	25	8	7	6	Heavy multi-melta	7/6/5	Walker, knight, Dæmon engine, hero, armored unit, DR 2
					Assault cannon		

* Brass Scorpion may attack buildings with a penetration bonus of +1 when in base-to-base contact, in addition to its standard attacks. It may move through woods at normal speed (no penalty) and clears a track for units following it.

† The silver tower can only be engaged in assault combat by other grav-drive models or models with jump/flight packs. Silver towers may act as flak batteries and fire their flak batteries at incoming flyers. The beam of power is solely a ground attack weapon.

‡ Dæmon engine artillery may never converge-fire.

Weapon	Range	Weapon Arc	Firepower	Penetration	Designation
Warp artillery	150*	FX forward	-	+2	All purpose
Heavy artillery	25/100	FX forward	-	+1	All purpose
Melta-bombs	-	-	-	+1	All purpose
Heavy bolter	35/50	Tower of skulls TT	2	+1	Anti-infantry
Assault cannon	25/40	Death dealer FX	3	0	All purpose
		Brass scorpion FX			
		Hell Scourge TT			
		Hell knight TT			
Battle cannon	50/70	Warphawk FT	1	+2	All-purpose
		Tower of skulls TT			
		Death dealer FX			
Heavy battle cannon	50/70	Hell scourge FX	1	+3	Armor piercing
Las gun	20/35	Infantry 360°	1	0	Anti-infantry
Ripper gun	10/20	Infantry 360°	3	0	Anti-infantry

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Weapon	Range	Weapon Arc	Firepower	Penetration	Designation
Light flamer	Template	Doomwing FX	-	+1/0†	Flamer, ignores cover
Heavy flamer	Template	Firelord FX forward / Cauldron of blood FX	-	+2/+1	Flamer, ignores cover
Light multi-melta	25/40	Hell Strider FX	2	+3	Armor piercing
Heavy multi-melta	35/50	Hell knight FX	3	+5	Armor piercing
Nurgle's rot	25/75	FX forward	template	Special	Ranged Nurgle's rot
Beam of power	70	360°	1	+3	Armor piercing
Flak battery	35/50	360°	4	+2	Armor piercing

* Unlike most artillery, Cannons of Khorne have no minimum range since it can fire in grapeshot fashion at close range.

† Use for first value for non-armored units and second value for all others.

Unit composition	Unit cost
1 Warphawk	70
2 Ogyrn stands	70
1 Chaos Sorcerer level 2	35
1 Cannon of Khorne*	90
1 Blood Reaper*	60
2 Brass Scorpion*	100
2 Cauldron of Blood	110
2 Death Dealer	120
2 Tower of Skulls	170
3 Doomwing	240
1 Firelord	230
2 Silver Tower *	180
3 Contagion artillery	90
3 Hell Strider	130
1 Hell Scourge	170
1 Hell Knights	180

Heresy: Complete

Eldar Army List

Army Organization

The Eldar by nature are independent and individualistic. Commanders provide guidance and support rather than discipline and harsh leadership. The Eldar dogma of battle is to hit hard and fast with minimal casualties and their skills are aimed at furthering that end. Due to their psychic leaders, they can channel their resources to best face their opponents. These advantages, coupled with their superior technology, make the Eldar dangerous adversaries.

The Eldar command structure has only two levels:

Warlocks: they are they guiding force behind the Craftworld's efforts in battle. They may attach up to 5 battlegroups. Each battlegroup may contain 1-2 detachments. These detachments may be line or support or any combination of these. A battlegroup SOLEY composed of line units may contain up to 3 detachments. One special detachment per battlegroup may be added.

Warlocks, like all command units, possess the stealth skill, but since warlocks are also psykers they may add their leadership bonus AND mastery level bonus to the roll (cumulative) making them very difficult to target.

Farseer: there may be only one Farseer per Eldar army. It may command up to 7 battlegroups. Each battlegroup may contain up to 2 detachments. Detachments may be line or support or any combination of these. A battlegroup SOLEY composed of line units may contain up to 3 detachments. One special card per battlegroup may be added.

Eldar command radius is 60cm due to their psychic prowess.

Eldar Morale

The Eldar are powerful in combat, but few in number. They fight wars of "hit and run" not attrition. Therefore when they suffer casualties it affects their morale more so than other armies. When an Eldar battlegroup is wiped out (all models destroyed) all Eldar battlegroups within 30cm lose one morale level.

Due to their intense hatred of Chaos and the fate that awaits fallen Eldar should they lose, the above penalty does not apply when Eldar are fighting a Chaos force.

Although leaders offer benevolent guidance and advice their loss does not impact them as greatly as other armies due to the Eldar sense of personal individuality and initiative. Loss of the battlegroups commander does not affect the eldar, but they receive a -2 penalty to activation rolls for being outside the command radius.

Unit Skills

The Eldar possess several unique skills in addition to the general skills in the Heresy core rules.

The Eldar psykers are able to see into the future and predict the best deployment for their troops. To reflect this Eldar deploy all their troops AFTER the opponent player has done so. If the opponent also has this power or a similar one, then, they nullify each other and deployment is done in the standard fashion.

Orbital insertion: this skill is akin to the famed halo-jump, but in this case the jump is from orbit. The detachment may land anywhere on the tabletop right on target (no scatter). The detachment may immediately attack in assault combat or shoot. Note only battlegroups composed solely of detachments with this skill can effectively use it.

Ambush attack: the Eldar's superior grav motors permit grav-drive detachments to cut off power and reconnect at blinding speeds. Detachments with this skill can shoot up from over an obstacle and fire its weapons then descend down behind the obstacle before the enemy can retaliate (pop-up attack). Only stationary detachments may ambush attack. The grav-drive detachment ascends to a height of 25cm and may fire at all it sees from that vantage point. You may not reaction fire AND ambush attack in the same activation. Enemy units may only reaction fire versus detachments as they ambush attack. In other words either the opponent immediately fires (as reaction fire) a detachment that attacks this way or they may NOT do it later in the turn.

Enhanced fire arc: the Eldar prize maneuverability and thus even vehicles with weapons of restricted arc can fire at a wider range of targets due to speed and maneuverability. Models with this skill treat their weapons as traversing turrets (180° forward arc); even when they are fixed or swivel mounted.

Fast target scanners: Eldar technology affords great accuracy, even when tracking fast moving targets. Models with this skill negate the defensive bonuses relating to light vehicles.

Hipshot: Models with this skill may fire their weapons while moving ignoring the –1 penalty to its accuracy.

Warp jump: the model can travel faster by traveling through the warp. Instead of its standard move, the model may elect to warp jump. This is done by rolling a d10 and multiplying the result by five to see how far (in cm) the unit can travel. The result is the total distance the unit may move that turn. Thus the model could use its full roll to reach a far off point and stay there or use half to reach a target and half to get away. Regardless of the final use of the move, the model may fire its weapons prior to returning (should it choose to do so). Reactionary fire may be taken when the model arrives, but the activation roll receives a -4 penalty.

Prescience: the commander looks into the future and sees the best course of action. The player can pre-measure the distance to a target for ONE battlegroup per activation as it fires.

Holosuit: the suit makes it difficult to target the model. All incoming shots receive a –2 to the accuracy roll (cumulative with other penalties). The model cannot be shot at the weapons long range.

Weapons

Warp Hunter: this model opens an unstable warp hole near enemy models, which are sucked into it and suffer an uncertain (but probably horrible) fate. The model uses a standard barrage template and all models even partially under it may be affected. Roll a d10 for each model under it; if the score is equal to or greater than the targets armor value, the model is sucked into the warp and destroyed. Models with more than one DR may be affected, but roll for each DR point the model has. The model is destroyed only if all the rolls fail; partial failures inflict no damage. Shielded models are immune to this weapon. A crater is created where the weapon hits; the crater is the size of a standard barrage template and is treated as rough ground. Treat buildings as models with multiple DR points for purposes of damage; the building collapses if all DR points are lost.

Doomweaver: the model fires an iron hard web that slices through all it touches. It uses the standard template; all models under it are hit with a +3 penetration bonus. The effect of the web is instantaneous and the template removed after its effects are determined, just like a standard barrage attack. Buildings can be affected if at least half the building is under the template. Shielded models are immune to this attack.

Vibro-cannon: these models fire a high frequency beam that rips through the ground. Any model caught in its path and hit (roll for penetration, no bonus). For each cannon beyond the first that fires at the same target, add +1 to the accuracy and +1 to the penetration bonus and it counts as armor piercing. Up to three cannons may fire in unison. Buildings are vulnerable to this weapon and successful hits cause a d3 DR loss per penetrating hit. Shielded models are immune to this effect.

Heresy: Complete

Eldar Units

Line Units

Guardians
Seekers
Falcon Grav tank
Jet-bikes
Vyper assault jet-bikes
Tempest heavy grav tank
Dreadnought detachments

Support Units

Dire Avenger Aspect warriors
Fire Dragon Aspect warriors
Striking Scorpion Aspect warriors
Howling Banshees Aspect warriors
Swooping Hawks Aspect warriors
Dark Reapers Aspect warriors
Warp Spider Aspect warriors
War walker squadron
Wraithguard detachments

Doomweaver artillery battery
Warp Hunter detachments
Wave Serpent assault transport
Lascannon battery
Vibro-cannon battery
Deathstalker Prism cannon detachments
Firestorm AA gun battery
Nightwing sqaudrons
Phoenix bomber squadrons
Vampyre troops carrier squadrons

Special Units

Exarch aspect warriors
Scouts
Harlequin Troupe
Fire Knight battle groups
Bright Warrior battle groups
Towering Destroyer battle groups
Avatar

Unit Descriptions

Table 14. Commanders

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Warlock	15	5	5	5	Shuriken pistol	8/7/6	7	Stealth, prescience, psyker, foot
Farseer	15	6	6	5	Shuriken pistol Power staff	9/8/7	9	Stealth, prescience, psyker, foot

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Shuriken pistol	10/20	Infantry 360°	1	0	Anti-infantry
Power staff	10/20	Infantry 360°	2	0	All-purpose

Unit composition	Unit cost
1 Warlock stand Mastery level 2 and one Falcon tank	130

Heresy: Complete

1 Farseer Mastery level 4 and one Falcon tank					170	

TABLE 15. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Guardian	15	4	3	7	Shuriken catapult	6/5/4	Foot
Seekers	15	4	3	6	Heavy weapons	6/5/4	Foot
Falcon	30	7	4	6	Enhanced lascannon	6/5/4	Armored vehicle, grav, transport (3), enhanced fire arc, ambush attack
Jet bike	40	5	6	7	Shuriken catapult	6/5/4	Grav, light vehicle, independent, hipshot, ambush attack
Vyper	40	5	7	6	Heavy shuriken	6/5/4	Grav, light vehicle, independent, hipshot, ambush attack
Dreadnought	15	8	6	6	Enhanced lascannon Heavy shuriken	AI	Walker, AI, enhanced fire arc, armored unit
Tempest	30	9	6	5	Tempest laser Heavy shuriken	6/5/4	Grav, armored unit, heavy tank, ambush attack, enhanced fire control, DR 2

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Shuriken	20/35	Infantry 360°	1	0	Anti-infantry
Heavy shuriken	35/50	Vyper TT Tempest TT Dreadnought SW left	2	+1	Anti-infantry
Heavy weapons	40/60	Infantry 360°	2	+1	Armor piercing
Enhanced lascannon	50/70	Falcon FX forward Dreadnought SW right	1	+1	Armor piercing
Tempest laser	70/100	Tempest FT	2	+5	Armor piercing

Unit composition	Unit cost
5 guardian stands	40
5 seeker stands	90
2 Falcon tanks	100

Heresy: Complete

3 jet bike stands	140
2 vyper stands	100
One tempest tank	200
3 dreadnought stands	150

TABLE 16. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Dire Avenger	15	5	5	6	Shuriken catapult	7/6/5	Foot, rapid fire
Fire Dragon	15	5	5	5	Light multi-melta	7/6/5	Foot, fast target scanners
Striking Scorpion	15	5	8	7	Shuriken pistol	7/6/5	Foot,, first strike
Howling Banshees	15	5	6	7	Shuriken pistol	7/6/5	Foot, fear, first strike
Swooping Hawks	20	4	6	7	Shuriken catapult	7/6/5	Foot, flight pack, orbital insertion
Dark Reapers	10	7	5	5	Heavy weapon	7/6/5	Foot, fast target scanner, flak
Warp Spider	10	5	5	5	Death web	7/6/5	Foot, warp jump, hipshot
War walker	20	7	5	6	Enhanced lascannon Scatter laser	7/6/5	Walker, armored unit
Wraithguard	15	7	6	5	D-cannon	AI	Walker, AI
Doomweaver	20	6	2	Special	Iron web	6/5/4	Grav, armored unit, artillery
Warp Hunter	20	6	2	5	Warp gun	6/5/4	Grav, ambush attack, armored unit
Wave Serpent	25	8	6	6	Heavy shuriken	6/5/4	Grav, transport (6), shield* , heavy tank, armored unit
Lascannon	10	3	1	6	Enhanced lascannon	6/5/4	Grav
Vibro-cannon	10	3	1	6	Vibro-cannon	6/5/4	Grav
Deathstalker	20	6	2	5	Prism cannon	6/5/4	Grav, ambush attack, armored unit
Firestorm	20	7	4	6	AA gun	6/5/4	Grav, flak, armored unit
Nightwing	-	6	-	6	Heavy shuriken	7/6/5	Flyer, armored unit, interceptor (2)
Phoenix	-	7	-	5	Enhanced lascannon (2) Melta bombs	7/6/5	Flyer, armored unit

Heresy: Complete

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Vampyre	-	7	-	6	Heavy shurikens (2)	7/6/5	Flyer, transport (6), stealth*, armored unit

* The wave serpent has a shield that encompasses the vehicle and has an armor of 10. In addition, the shield absorbs armor-piercing rounds; negating armor-piercing bonuses (treat it as if it had the invulnerability skill). The shield regenerates at the beginning of each turn if knocked down.

* A standard stealth roll needs to be passed in order to fire or engage the Vampyre in assault combat. This applies to AA fire directed at it as well.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Shuriken pistol	10/20	Infantry 360°	1	0	Anti-infantry
Shuriken catapult	20/35	Infantry 360°	1	0	Anti-infantry
Heavy shuriken	35/50	Wave serpent TT / Nightwing TT / Vampyre TT	2	+1	Anti-infantry
Heavy weapon	40/60	Infantry 360°	2	+1	Armor piercing
Light multi-melta	25/40	Infantry 360°	2	+3	Armor piercing
Enhanced lascannon	50/70	Warwalker SW right / Lascannon TT / Phoenix TT	1	+1	Armor piercing
Scatter laser	35/50	Warwalker SW left	2	0	All purpose
D-cannon	20/35	Infantry 360°	1	+2	Armor piercing
Death web	20/30	Infantry 360°	Small flame template	+2	Armor piercing
Iron web	30/150	Artillery TT	Template	+2	Artillery
Warp gun	40/60	Warp hunter FX forward	Template	special	Special
Vibro-cannon	40/60	TT	1	0	Armor piercing varies
Prism cannon	50/70	FX	1	+5	Armor piercing
AA gun	60/90	TT	3	+1	All purpose
Melta-bombs	-	-	-	+1	All purpose

Unit composition	Unit cost
3 Dire Avenger stands	50

Heresy: Complete

Unit composition	Unit cost
3 Fire Dragon stands	110
3 Striking Scorpion stands	70
3 Howling Banshees stands	80
3 Swooping Hawks stands	110
2 Dark Reapers stands	80
3 Warp Spider stands	130
3 War walker walkers	100
3 Wraithguard stands	90
1 Doomweaver artillery	80
2 Warp Hunter cannons	100
1 Wave Serpent transport	50
3 Lascannon cannons	30
3 Vibro-cannon cannons	50
2 Deathstalker cannons	80
1 Firestorm AA gun	50
3 Nightwing fighters	200
2 Phoenix bombers	150
1Vampyre transport	60

TABLE 17. SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Avatar	20	10	10	5	Spear	10	Invulnerability, terror, inspiring presence, Hero, demon hunter, DR 3, armored unit
Exarch	2	8	8	5	Ancient weapons	8/7/6	Flight pack, orbital insertion, Hero
Scouts	15	4	4	6	Sniper lasgun	7/6/5	Foot, holosuit, sniper, infiltrate, recon
Harlequin *	15	5	6	6	Shuriken pistol	7/6/5	Foot, holosuit, frenzied attack (chaos), fearless, demon hunters
Fire Knight	30	7	6	6	Maelstrom laser Heavy shuriken	7/6/5	Walker, Knight, hero, armored vehicle, DR 2

Heresy: Complete

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Bright Warrior	40	7	7	6	Pulse laser Heavy shuriken	7/6/5	Walker, Knight, hero, armored vehicle, DR 2
Towering Destroyer	30	8	8	6	Maelstrom laser Death blossom	7/6/5	Walker, Knight, hero, armored vehicle, DR 2

* Only applies when fighting Chaos.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Spear	20/30	Infantry 360°	1	+5	Armor piercing
Ancient weapons	35/50	Infantry 360°	3	+1	Armor piercing
Sniper lasgun	35/55	Infantry 360°	1	+1	Anti-infantry
Shuriken pistol	10/20	Infantry 360°	1	0	Anti-infantry
Heavy shuriken	35/50	Fire Knight SW left Bright Warrior TT	2	+1	Anti-infantry
Maelstrom laser	50/70	Fire Knight SW right Towering destroyer SW right	2	+1	All purpose
Pulse laser	50/70	Bright Warrior TT	3	0	All purpose
Death blossom	Barrage*	360°	-	+3	Armor piercing

* One-shot device. The blast is centered on the Knight model (but does not affect it). All models in the radius are affected.

Unit composition	Unit cost
1 Avatar	350
2 Exarch stands	110
2 Scouts stands	80
3 Harlequin stands	100
1 Fire Knights	190
1 Bright Warrior Knights	210
1 Towering Destroyer Knights	250

Heresy: Complete

Imperial Guard

Army Organization

The Imperial Guard is the enormous standing army of the Imperium. Although huge beyond belief and of vast resources, it suffers from a rigid chain of command and uneven resource distribution.

The Imperial Guard commanders are of three levels:

Company commander: represents the lowest echelon of command. A Company commander may attach 1 battlegroup. The battlegroup can ONLY be composed of line units. Battlegroups may be up to 3 detachments in size. No support or special detachments are allowed at this level.

Battalion commander: for every two company commanders in play one battalion commander must be present. A battalion commander may attach 2 battlegroups. The battlegroup's detachments may be line or support and in any combination so long as the number of line detachments are equal to or greater than the number of support detachments. Up to three detachments may form part of the battlegroup. Only ONE special detachment may be added total (NOT per battlegroup, just one per battalion commander).

Regimental commander: for every three battalion commanders in play one regimental commander must be present. A regimental commander may attach 3 battlegroups of up to three detachments each. The detachments may be line or support. One special detachment per battlegroup may be attached.

Knight Baron: this commander may only attach knight detachments. The Baron may attach up to 3 battlegroups of one detachment of knights of any type.

Imperial command radius is 30cm.

Chain of command

Unlike most armies, the Imperial Guard commanders of lower level must be in contact with commanders of greater rank. The command section of a Company must be in contact with a Battalion commander, and the Battalion commander must be in line with a Regimental commander (if one is present).

To be considered "in contact," a particular commander section must be within 10 times its leadership characteristic (in centimeters) of the command section of higher status (if any are present).

Example:

An Imperial Guard Company commander with leadership of 3 needs to be within 30cm of a Battalion commander.

Note the measurement is made from any stand that makes the command section (including non-commander staff).

Penalties for commanders "out of contact"

At the beginning of each turn, determine if all commanders are in contact. Battlegroups attached to an out-of-contact commander fight at reduced effectiveness. The penalties are:

- May not initiate assault combat (but may support).

- Morale checks are at –1 to the roll.

- Activation checks are at -1 to the roll

Penalties remain in effect until commanders are in contact again.

Regimental Command

When Regimental command is present, the "in-contact" radius increases by 15cm at all levels. And all battlegroups receive a +1 bonus to their activation roll.

Unfortunately, the loss of Regimental command can be devastating. If all Regimental commands in play are destroyed or routed, the whole army suffers "out-of-command" penalties for one full turn.

Commissars

These detachments come included at the Battalion and Regimental level. Battalion commands come with one Commissar; Regimental commands come with two. These detachments are independent and may command one battlegroup with up to 3 detachments. Commissars may also attach to a specific detachment that then benefits from the Commissar's many skills. A Commissar model can attach itself to a detachment by moving into coherency. When attached to a detachment in this fashion, the Commissar benefits from the "look out sir" rule usually applied to commanders (see Heresy core rules for details). Note that its skills only apply when attached to one detachment; otherwise, the Commissar functions as a commander that can command one battlegroup (albeit with an extremely high leadership characteristic).

Imperial Guard Morale

Imperial Guard battlegroups have disastrous penalties while outside their commander's command radius. Battlegroups will lose one level of morale for each turn they remain outside their leaders command radius. This will continue until they rout and flee the battlefield. If they suffer the loss of their commander they automatically lose one morale level and then suffer the penalties for being out of command. They suffer all penalties associated with their current morale level and may be rallied as normal.

Model skills

In addition to the basic skills in the Heresy core rules the Imperial Guard have skills unique to them:

Jungle fighters: troops are trained to maximize cover and they're fighting skill while in forest/jungle terrain. Troops with this skill receive "hard cover" bonuses when in forest or dense jungle terrain. These models may also ignore cover bonuses given to enemy models in such terrain, unless the enemy models also have this skill.

Direct fire: artillery with this feature may fire directly at units like any other direct fire weapon. A unit with this skill may not direct fire and make artillery attacks in the same turn.

Devastating fire: artillery with this skill may only use concentrated artillery fire, but cover a larger area than standard concentrated attacks (use 12cm barrage template for this attack). Due to the size of this attack it can only be use on alternating turns (it may fire one turn, reload the next and fire the turn after).

Bunker Buster: artillery with this skill are designed to take out fortified positions as a direct fire weapon. They cause D6 DR points per penetrating hit. This negated all cover modifiers for suppression.

Immobile: Immobile models can't move on their own and must be towed. If an immobile detachment routs it must limber immediately. If all its transporters have been destroyed or if it routs in an assault the unit is destroyed.

Weapons

Weapon arc abbreviations are: FT-full turret (360°), TT- traverse turret (180°), SW-swivel mount (90°), FX-fixed mount (45°).

Heresy: Complete

Unit Classification

Line Units

Tactical detachments
Assault detachments
Heavy detachments
Chimera detachments
Rough Rider detachments
Bike squadrons
Landspeeder detachments
Leman Russ tank detachments
Predator tank detachments
Vindicator tank detachments
Baneblade heavy tank detachments
Shadowsword heavy tank detachments
Paladin Knights detachments

Support Units

Rhino detachments
Beastmen detachments
Ogryn detachments
Gorgon assault carriers
Chimedon assault carriers
Chimerax assault carriers
Chimerro assault carriers
Termite detachments
Mole detachments
Robot detachments
Sentinel detachments
Hellhound assault flame-thrower tank
detachments
Demolisher assault tank detachments
Mole mortar artillery battery
Rapier battery
Thudd gun artillery battery
Tarantula gun battery
Basilisk rapid-fire artillery battery

Static basilisk rapid fire artillery battery
Bombard siege gun battery
Griffon heavy artillery battery
Manticore rocket battery
Static manticore rocket battery
Medusa heavy gun battery
Whirlwind artillery battery
Hydra anti-air battery
Static hydra anti-air battery
Executioner tank squadrons
Vanquisher tank squadrons
Conqueror tank squadrons
Destroyer tank squadrons
Salamander scout squadrons
Stormhammer heavy assault tank detachments
Stormblade heavy tank destroyer detachments
Stormsword heavy tank siege detachments
Errant Knights
Lancer Knights
Castellan Knights
Crusader Knights
Valkyrie ground support squadrons
Vulture transport squadrons
Thunderbolt fighter squadrons
Marauder bomber squadrons

Special Units

Adeptus psyker
Deathstrike missile battery
Ratling snipers
Medic
Inquisitor
Grey Knights
Stormtroopers
Knight Baron
Trojan recovery vehicle
Off table support

Unit Descriptions

TABLE 18. COMMANDERS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Commissar	10	4	7	6	Las pistol	9/8/7	7	Stealth, inspiring presence, foot, Hero
Company commander	10	4	5	7	Las pistol	6/5/3	3	Stealth, foot
Company Rough Rider commander	20	4	6	-	Power lance	6/5/3	3	Stealth, cavalry

Heresy: Complete

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Company Bike commander	35	4	6	7	Las pistol	6/5/3	3	Stealth, light vehicle, wheeled
Battalion commander	10	4	5	6	Las pistol	7/5/3	5	Stealth, foot
Knight Baron	30	8	10	5	Heavy battle cannon Shock lance	8/6/4	7	Knight, walker, armored unit, DR 2, hero, inspiring presence
Regimental commander	10	5	6	6	Las pistol	7/6/4	6	Stealth, foot

Weapon	Range	Weapon arc	Firepower	Penetration Bonus	Designation
Las pistol	10/20	Infantry 360°	1	0	Anti-infantry
Power lance	assault	Infantry 360°	-	-	Doubles assault value when charging in open ground (not if charged).
Heavy Battle-cannon	50/70	SW right	1	+3	Armor piercing
Shock lance	Assault	Assault	1	+3	Armor piercing

Unit composition	Unit cost
1 Company commander stand and 2 tactical stands	40
1 Company rough rider command stand and 2 rough rider stands	65
1 Company bike command stand and 2 bike stands	80
1 Company commander with one tactical stand and one chimera transport	60
1 Company commander and one Leman Russ tank*	60
1 Company commander and one predator tank*	60
1 Battalion commander and 2 tactical stands one commissar	100
1 Battalion commander, one tactical stand with chimera and one commissar with rhino	150
1 Battalion commander with one Leman Russ tank* and one commissar with rhino	150
1 Battalion commander and one predator tank* and one commissar with rhino	150
1 Knight Baron	275
1 Regimental commander with 3 stormtroopers and 2 chimeras. 2 commissars with rhinos	260

Heresy: Complete

*THE TANKS ATTACHED TO THE COMMANDERS HAVE STANDARD CHARACTERISTICS. UNLIKE NORMAL VEHICLES OF THESE TYPES THEY MAY SERVE AS A TRANSPORT TO THE COMMANDER AND THE COMMANDER ONLY.

TABLE 19. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Tactical	10	3	3	8	Las gun	5/4/3	Foot
Assault	15	3	4	8	Las pistol	5/4/3	Jump packs, foot
Heavy	10	3	3	7	Heavy weapons	5/4/3	Foot
Chimera	25	7	4	8	Heavy bolter	5/4/3	Armored vehicle, tracked, transport (2)
Rough Rider	20	4	5	-	Power lance	5/4/3	Cavalry, independent, first strike
Bike	30	4	5	8	Las gun	5/4/3	Light vehicle, independent, wheeled
Landspeeder	35	4	5	7	Heavy bolter Light multi-melta	5/4/3	Light vehicle, recon, grav
Leman Russ	25	7	5	7	Battle cannon Las cannon Heavy bolter	5/4/3	Armored vehicle, tracked
Predator	30	7	3	8	Battle cannon Las cannon (2)	5/4/3	Armored vehicle, tracked
Vindicator	25	8	2	7	Heavy battle cannon	5/4/3	Armored vehicle, tracked
Baneblade	20	9	8	7	Heavy battle cannon Battle cannon Las cannon Heavy bolters (3)	6/4/3	Armored vehicle, tracked, independent, enhanced fire control, DR 2, heavy tank
Shadowsword	20	9	6	5	Volcano cannon Heavy bolter	6/4/3	Armored vehicle, tracked, independent, enhanced fire control, DR 2, heavy tank
Paladin Knights	30	7	8	7	Battle cannon Close combat weapon	6/4/3	Armored vehicle, walker, hero, Knight, DR 2

Heresy: Complete

Weapon	Range	Arc of fire	Firepower	Penetration Bonus	Designation
Las gun	20/35	Infantry 360°	1	0	Anti-infantry
Las pistol	10/20	Infantry 360°	1	0	Anti-infantry
Heavy weapons	40/60	Infantry 360°	2	+1	Armor piercing
Heavy bolters	35/50	Chimera TT Leman Russ TT Landspeeder TT Baneblade TT, SW right, SW left Shadowsword TT	2	+1	Anti-infantry
Power lance	assault	Infantry 360°	-	-	Doubles assault value when charging in open ground (not if charged by enemy).
Light multi-melta	25/40	Landspeeder FT	2	+3	Armor piercing
Battle cannon	50/70	Predator FT Leman Russ FT Baneblade FX, forward Paladin SW right	1	+2	All purpose
Las cannon	50/70	Predator SW right and left Leman Russ FX forward Baneblande FT	1	+1	All purpose
Heavy battle cannon	50/70	Vindicator FX Baneblade FT	1	+3	Armor piercing
Volcano cannon	70/100	Shadowsword FX forward	1	+5	Armor piercing
Close combat weapon	Assault	Assault combat	-	-	Adds +3 to assault value*

* Already included in unit's assault value

Unit composition	Unit cost
10 Tactical stands	70
5 Assault stands	60
5 Heavy stands	85
3 Chimera transports	85

Heresy: Complete

5 Rough rider stands	100
5 Bike stands	110
5 Landspeeder stands	200
3 Leman Russ tanks	110
3 Predator tanks	100
3 Vindicator tanks	95
1 Baneblade heavy tank	165
1 Shadowsword heavy tank	165
1 Paladin Knights	175

TABLE 20. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Rhino	30	6	2	8	Heavy bolter	5/4/3	Tracked, armored unit, transport (2)
Beastmen	10	3	5	8	Las pistol	5/4/3	Foot
Ogryn	10	5	8	8	Ripper gun	7/5/3	Foot, Independent
Gorgon	20	10*	5	7	Heavy bolter	5/4/3	Armored vehicle, tracked, transport (5)
Chimedon	25	7	4	7	Battle cannon	5/4/3	Armored vehicle, tracked, transport (2), close support
Chimerax	25	7	4	7	Autocannon	5/4/3	Armored vehicle, tracked, transport (2), close support
Chimerro	25	7	4	7	Multi-laser Hunter killer missile	5/4/3	Armored vehicle, tracked, transport (2), close support
Termite	20*	6	2	7	Heavy bolter	5/4/3	Tunneler, armored vehicle, transport (2)
Mole	20*	7	3	7	Auto cannon	5/4/3	Tunneler, armored vehicle, transport (5)
Robot	10	7	5	5	Las-cannon	AI	Walker, AI, armored unit
Sentinel	20	6	4	7	Multi-laser	5/4/3	Walker
Hellhound	25	7	6	-	Heavy flamer	5/4/3	Armored unit, close support, tracked
Executioner	20	7	5	7	Plasma gun	5/4/3	Tracked, armored unit

Heresy: Complete

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Conqueror	30	6	4	7	Battle cannon Las-cannon Heavy bolter	5/4/3	Tracked, armored unit
Vanquisher	20	7	5	7	Heavy battle cannon Las-cannon Heavy bolter	5/4/3	Tracked, armored unit
Destroyer	20	7	3	7	Heavy battle cannon	5/4/3	Tracked, armored unit
Demolisher	20	8	7	7	Heavy battle cannon Heavy bolter	5/4/3	Armored unit, close support, tracked
Salamander	25	6	2	7	Heavy bolter	5/4/3	Tracked, armored unit
Mole mortar	5	3	1	artillery	Mole mortar	5/4/3	Foot, towed
Rapier	5	3	1	6	Multi-laser	5/4/3	Tracked, towed
Thudd gun	5	3	1	artillery	Thudd-cannon	5/4/3	Wheeled, towed
Tarantula	5	3	1	5	Twin linked Las-cannon	AI	Grav, AI, towed
Basilisk	20	6	1	6	Artillery and direct fire	5/4/3	Armored vehicle, tracked, direct fire
Basilisk, static	0	6	1	6	Artillery and direct fire	5/4/3	Immobile, direct fire
Bombard	20	6	1	artillery	Artillery	5/4/3	Armored vehicle, tracked, siege
Griffon	20	6	1	artillery	Artillery	5/4/3	Armored vehicle, tracked
Manticore	20	6	1	artillery	Rocket battery	5/4/3	Armored vehicle, tracked, devastating fire
Manticore, static	0	6	1	artillery	Rocket battery	5/4/3	Immobile, devastating fire
Whirlwind	25	6	1	artillery	Rocket Launcher	5/4/3	Tracked, Armored unit, mobile artillery
Medusa	20	6	1	6	Heavy siege gun	5/4/3	Tracked, armored unit, bunker buster
Hydra	25	6	3	7	Anti-aircraft	5/4/3	Armored unit, tracked, flak, mobile artillery
Hydra, static	0	6	3	7	Anti-aircraft	5/4/3	Immobile, flak

Heresy: Complete

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Stormhammer	20	9	9	7	Twin linked battle cannon (2) Heavy bolters (5)	6/4/3	Armored vehicle, tracked, independent, enhanced fire control, DR 2, heavy tank, close support
Stormblade	20	9	7	6	Plasma blastgun Hunter killer missiles (4) Heavy bolter	6/4/3	Armored vehicle, tracked, independent, enhanced fire control, DR 2, heavy tank
Stormsword	20	9	8	6	Heavy siege gun Las-cannon (2)	6/4/3	Armored vehicle, tracked, independent, enhanced fire control, DR 2, heavy tank, bunker buster
Errant Knights	30	7	10	7	Heavy multi-melta Power glove	6/4/3	Armored vehicle, walker, hero, Knight, DR 2
Lancer Knights	30	7	7	7	Shock lance	6/4/3	Armored vehicle, walker, hero, Knight, DR 2
Castellan Knights	20	8	5	6	Macro cannon Heavy battle cannon	6/4/3	Armored vehicle, walker, hero, Knight, DR 2
Crusader Knights	20	8	5	6	Macro cannon Twin linked las cannon	6/4/3	Armored vehicle, walker, hero, Knight, DR 2
Thunderbolt	-	6	-	7	Autocannon	5/4/3	Flyer, armored unit, interceptor (1)
Marauder	-	7	-	5	Battle-cannon Melta-bombs	5/4/3	Flyer, armored unit
Valkyrie	-	6	-	7	Rocket launchers (2) Heavy Bolters (2)	5/4/3	Flyer, armored unit, transport (2)
Vulture	-	7		6	Hunter Killer missiles (2) Auto cannons (2) Heavy bolter	5/4/3	Flyer, armored unit, close support (value of 7)

* The bulldozer blade confers a +2 to its armor for a total armor value of 10.

* Tunnelers may only move the amount specified, regardless of orders.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Las pistol	10/20	Infantry 360	1	0	Anti-infantry
Ripper gun	10/20	Infantry 360	3	0	Anti-infantry

Heresy: Complete

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Heavy bolter	35/50	Gorgon TT Termite TT Demolisher TT Stormhammer TT, SW right (2), SW left (2) Stormblade TT Valkyrie FX Vulture FX Conqueror TT Vanquisher TT Salamander TT	2	+1	Anti-infantry
Battle cannon	50/70	Chimedon TT Marauder TT Conqueror FT	1	+2	All purpose
Heavy battle cannon	50/70	Demolisher FT Castellan SW left Destroyer FX Vanquisher FT	1	+3	Armor piercing
Twin Linked battle cannon	50/70	Stormhammer FT	2	+3	Armor piercing
Macro cannon	70/100	Castellan SW right Crusader SW right	1	+4	Armor piercing
Las cannon	50/70	Robot TT Stormsword TT Conqueror FX Vanquisher FX	1	+1	All purpose
Twin linked las cannon	50/70	Tarantula fixed Crusader SW left	1	+3	Armor piercing
Multi-laser	35/50	Rapier FX forward	3	0	All purpose

Heresy: Complete

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Autocannon	40/60	Chimerax TT Thunderbolt TT Vulture FX	2	0	All purpose
Heavy flamer	Template	Hellhound TT	-	+2/+1	Flamer, ignores cover
Hunter killer missile	70	Stormblade FX Vulture FX	1	+2	Armor piercing
Mole mortar	20/70	FX	-	HEF only	Ignores cover
Thudd gun	20/100	FX	-	HEF only	-
Basilisk artillery Or static	30/150	FX	- 1	As ammo type +3	Artillery and direct fire All purpose
Bombard artillery	30/150	FX	-	As ammo type	Siege
Griffon artillery	30/150	FX	-	As ammo type	
Rocket battery Or static	50/200	FX	-	HEF only	Devastating Fire
Rocket launcher	20/100	Whirlwind FT Valkyrie FX	-	HEF only	-
Heavy siege gun	100	Medusa FX forward Stormsword FX	1	+5	Armor piercing Bunker buster
Plasma gun	40/60	Executioner FT	1	+3	Armor piercing
Plasma blastgun	40/60	Stormblade FX forward	2	+4	Armor piercing
Heavy multi-melta	35/50	Errant Knight SW right	3	+5	Armor piercing
Power glove	Assault	Assault combat	-	-	Adds +5 to assault value*
Shock lance	Assault	Assault combat	1	+3	Armor piercing
Melta-bombs	-	-	-	+2	Armor piercing
Hydra AA-gun Or static	50/70	Hydra FT	4	+1	All purpose

*Already included in unit's assault score. Hunter-killer missiles may be fired one at a time or in multiple-missile volleys. Hunter-killer missiles are one-shot weapons.

*Shock lance- prior to resolving assault combat, the Knight must resolve a penetration + 3 hit on its target. If eliminated, the target is removed prior to the beginning of assault combat.

Heresy: Complete

*Flamers have a penetration Bonus of +2 versus infantry and +1 versus vehicles.

Unit composition	Unit cost
5 beastmen stands	45
4 Ogryn stands	120
1 Gorgon transport	30
3 Chimedon transport	100
3 Chimerro transport	120
3 Chimerax transport	100
3 Termite tunnelers	100
1 Mole tunneler	50
5 Robots	180
5 Sentinel walkers	120
3 Hellhound tanks	130
3 Demolisher tanks	140
3 Executioner tanks	110
3 Vanquisher tanks	120
3 Conqueror tanks	110
3 Destroyer tanks	90
3 Salamanders	60
3 Mole mortar guns	80
3 Rapier guns	40
3 Thudd gun	100
3 Tarantula guns	80
2 Basilisk artillery	190
2 Static basilisk artillery	160
2 Bombard artillery	180
2 Griffon artillery	140
2 Manticore artillery	190
2 Static manticore artillery	160

Heresy: Complete

Unit composition	Unit cost
3 Whirlwind artillery	140
3 Medusa siege guns	150
2 Hydra AA guns	160
2 Static hydra AA guns	130
1 Stormhammer heavy tank	175
1 Stormblade heavy tank	200
1 Stormsword heavy tank	175
1 Errant Knights	245
1 Lancer Knights	185
1 Castellan Knight	265
1 Crusader Knight	265
3 Thunderbolt fighters	160
3 Marauder bombers	240
3 Valkyrie flyers	200
3 Vulture flyers	260

Two types of ordnance are available to artillery units: High explosive (HEF) and multiple armor killers (MAK). The price of the artillery unit already includes HEF ordnance. To purchase MAK ordnance, increase the cost of the unit is increased by 50%.

All artillery units may fire smoke and blind munitions in lieu of their standard combat ordnance.

TABLE 21. SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Adeptus psyker	10	3	3	8	Las pistol	6/4/3	Psyker, foot, hero
Deathstrike missile	10	4	0	Per ammo type*	Per ammo type	AI	AI, tracked
Ratling snipers	10	3	2	6	Sniper rifle	5/4/3	Sniper, foot, independent
Stormtroopers	10	4	4	7	Bolter	6/4/3	Tank killers, jungle fighters, foot
Medic	10	3	3	8	Las pistol	6/4/3	Medic, foot

Heresy: Complete

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Inquisitor	10	7	9	5	Special weapons	9/8/7	Foot, teleport, rapid fire, stealth, stubborn, demon hunter, inspiring presence, hero
Grey Knight	10	7	9	5	Psi-weapons	9/8/7	Foot, teleport, stealth, psyker, rapid fire, stubborn, demon hunter, hero
Trojan recovery vehicle	25	5	0	-	none	5/4/3	Tracked, armored units, battlefield repairs

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Bolter	25/40	Infantry 360	1	0	Anti-infantry
Special Weapons	25/40	Infantry 360	2	+1	Anti-infantry
Psi-weapons	25/40	Infantry 360	2	+1/+2	Anti-infantry
Las pistol	10/20	Infantry 360	1	0	Anti-infantry
Sniper rifle	35/55	Infantry 360	1	+1	Anti-infantry

Note that the psi-weapons have a dual penetration bonus: +1 for all models except other psykers and demons (for which the penetration bonus is +2).

Deathstrike Missiles

Each missile moves 1D10 x 10cm in the direction of the player's choice when fired. The missile has fuel for only three turns and must engage a target by the end of the third turn. If a 10 is rolled on the movement roll, the missile's fuel has run out prematurely and it must engage a target that turn.

Deathstrike missiles may mount several different types of warheads:

HEF Heavy Barrage: Counts as a HEF attack. Use 2 of the large converging barrage template. Cost: 100 points.

Stasis: All models within the radius of effect are rendered immobile and invulnerable to fire. No points are awarded for these models, since they are not destroyed. The effect lasts until a roll of 7+ on a d10 is made; roll once in each end phase. Add +1 to the roll for each turn beyond the first the stasis field is in effect. Once the effect dissipates, models may act normally. Use large converging barrage template. Cost: 100 points.

Vortex: Use standard barrage template. All models touched (actual model, not just the base) are affected by a single hit with a penetration bonus of +6. Cost: 250 points.

Victory points are awarded for shooting down missiles. Only flak-capable units can shoot down missiles. Due to their high speed, all fire directed at Deathstrike missiles is at -2 to the firing model's Accuracy.

Heresy: Complete

The carriers confer no victory points and have no offensive or defensive capabilities. Remove them once the missile fires.

Cost of the battery depends on the missiles deployed.

Unit composition	Unit cost
1 Adeptus psyker Mastery level 2	35
1Deathstrike missile	Per missile type
2 Ratling snipers	70
4 Stormtroopers	70
1 Medic	15
1Inquisitor and one rhino	125
4 Grey Knight Mastery level 4	340
1 Trojan recovery vehicle	30

Off table ordnance has the same rules and restrictions as for Space Marines (see Space Marine army list for details).

Ork Army List

Army organization

For all their ferocity, Orks are a gregarious race. Their whole cultural structure revolves around living closely to one another. To make this work, they have a rigid caste and rank system. Every Ork knows his place and who is Boss. Their allegiance is first to their immediate brethren that form the warband and ultimately to the warclan itself. Since each warband tends to its own needs, it has a remarkable amount of resources at even the lowest levels, making warclans very versatile. At the heart of these groups are the Ork nobles. They are the hardcore veterans of infighting for power and the many Ork wars. Two such levels of power exist in Ork society related to how many troops a leader can assemble (and thus, the leader's status):

Warband Boss: these are the nobles that form the core of the warband. The boss may attach one battlegroup composed from up to 4 detachments. A battlegroup may never have less than 2 detachments. The detachments may either be all line or all support, but may not be mixed in the same warband. The warband boss has a total of TWO special cards which he may assign to any of its battlegroups.

Warlord: there is only one Warlord in any army. They represent one group of Ork nobles that have subjugated all the clans of a region or entire world. Its resources are almost limitless; drawings upon the best clans have to offer. A Warlord must be purchased if more than 8 warbands are present. A warlord may attach up to 4 battlegroups composed from up to 4 detachments that may be line or support or any mix of the two. One special card may be attached per warband.

Ork command radius is 20cm.

Ork Morale

Orks do not lose morale levels or receive a morale penalty to their rolls when they are out of command. Unfortunately the player does lose all control over them and they act in a random fashion that is not necessarily to the player's benefit.

Heresy: Complete

Orks that are out of command determine their actions randomly for that turn. They continue to receive random actions until they are in command radius.

Ork battlegroups activate automatically if they are to enter assault combat.

TABLE 22. ORK RANDOM BEHAVIORS

Die roll	Orders
1-3	Remain stationary and fire at closest unit
4-6	Move and fire at closest unit
7-9	Double move and assault closest unit (if possible)
10	Player's choice

ORKS AND SUPPRESSION

Orks don't mind getting shot at as much as other races seem to (except for Tyranids). Therefore, although they may be suppressed, they always remove all suppression counters in the end phase without need for a morale check.

MALFUNCTIONS

Ork technology is far from reliable and safe. During the heat of battle Ork weapons are known to explode, maiming and killing the user almost as often as the enemy is. On the other hand, some times the Mekboyz' tweaking yields surprising results.

The Ork player may select one detachment to receive *kustom weapons* for each Mekaniak special detachment being fielded that game. That detachment may roll once on the kustom weapon table; the effects apply for the duration of the game.

Any time an Ork model with kustom weapons fires rolls a 1 or 2 on the unmodified accuracy roll, a malfunction occurs; roll on the Malfunction Table to determine what happens.

In case of artillery, roll a d10 before firing; if a 1-2 is rolled, refer to the Malfunction Table.

TABLE 23. MALFUNCTIONS

Die Roll	Malfunction
1-3	Jam: something clogs the weapon and all shots are lost
4-6	Overheats: the weapon is too hot to hold unit loses all shots this turn and the next turn all shots are at a –2 to the accuracy roll
7-9	Misfire: weapon explodes and eliminates the model
10	Major explosion: weapon bursts apart eliminating the firing model and inflicting 1 hit to all models within 5cm.

TABLE 24. KUSTOM WEAPONS RESULTS

Die Roll	Mekboy tweaking result
1-3	Rocket ordnance: some Mekboy thought it was a good idea to put rocket propelled bullets in the weapons. Add +20cm to one weapon system's range for the duration of the entire game.

Heresy: Complete

4-6	Salvo: multiple munitions fly out of the barrel. Add +2 to the weapon's firepower for the entire game.
7-9	Armor piercing shots: someone loaded the weapon with AP rounds by mistake. The weapon gains armor-piercing bonus of +2 for the entire game.
10	Kustom weapon: the weapon gains +2 to fire power and to the accuracy rolls for the entire game.

Malfunction and tweaking counters will be provided to keep track of these events. Note that model skills or wargear may render weapons immune to malfunction.

Ork Model Skills

Mekaniak: models with this skill may grant one-unit *kustom weapons*. The Mekaniak may repair destroyed light/armored models within 15cm on a roll of 7+ on a d10 (a maximum of 1-DR point per vehicle per turn may be repaired). On a roll of 1, an armored unit within 15cm, chosen by the Ork player, has been broken down for parts. Any armored unit except command units is eligible.

Reliability: the detachment has the means (or the luck) to have many skilled Mekaniaks on hand, so there is less chance for the Kustom weapons it may have to malfunction. Malfunctions only occur on a roll of 1.

Ork Artificial Intelligence: these troops are immune to *Fear* and *Terror* and are assumed to pass any morale checks required of them. They must be totally wiped out to award points to your opponent. Since Ork technology is unreliable, roll a d10 each time they are activated. On a roll of 1 or 2, the detachment remains in place in a "disabled" state until the next turn, when it comes online and is available again.

Ork Medic: an Ork Medic may heal one casualty (or one point of DR from an eligible model) per turn. Only models designated as foot or cavalry can be affected. The medic may heal any eligible model with 20cm by rolling a 7+ on a d10. A given model may only benefit from one medic each turn, and each medic may only affect one model each turn. Medics may use their skill in close combat, but the medic must be engaged in the assault to do so. Ork medics sometimes have weird ideas about what constitutes healing. If a natural 1 is rolled on the healing skill check, it kills the model it was attempting to heal and one additional model of the same type within 5cm (if no such models are in range, ignore that part of the result).

Weapons

Weapon arc abbreviations are as follows: FT-full turret (360°), TT- traverse turret (180°), SW-swivel mount (90°), FX-fixed mount (45°).

Shokk attack guns: these weapons have poor firepower and accuracy, but enormous penetration. They do not, however, affect fields or shields of any type since there is nothing solid to affect. Once the shields are taken down by other means, however the model is vulnerable to attack.

Lifta-droppas: these come in light and heavy versions. The weapon uses electro-magnetic energy to lift a target off the ground and make it fall on another nearby target. These weapons have no penetration value because they don't need to penetrate armor to cause damage. Once a model is hit, it may fall upon another model within 5cm. Roll a d10; if the roll is 7 or higher, the lifted model lands on top of the target and destroys both (no penetration rolls needed), if the target model has a lower armor value that the one thrown at it. If the armor is better than or equal to the thrown unit there is no effect. If the roll is 6 or less, the initial model falls to the ground (scattering d10cm in a random direction) and takes a hit with a penetration bonus of +3

Pulsa rokkit: this artillery model fires a special type of ordinance known as a pulse-shot. Once it lands, it affects models under its template as per standard rules. Models that are hit are burst apart by the pulse's high penetration. Titan class models and structures are particularly affected due to their large size, and are hit d10 times if successfully hit. This attack uses the converging-fire template and the attack always scatters 2d10cm regardless of a successful leadership roll for calling in artillery strikes (line-of-sight to the target,

by a command/recon unit is mandatory for the Pulsa Rokkit to fire. It cannot fire at targets out of line of sight). Each model may fire only once per game.

Hop splat gun: this artillery piece follows the standard rules for spotting and shooting. Resolve the first attack normally; then, 'hop' the template d10cm in a random direction and resolve the attack a second time. After the second attack, remove the template. Hop splat guns fire HEF and smoke rounds only.

Dragsta speedsta: this "weapon" is purely defensive. It radiates a powerful force field in a 10cm radius from the vehicle; the field as an armor value of 10. This field will protect any models within its radius until brought down by a penetrating hit. The shield itself must be targeted first and penetrated before units protected by it can be fired upon. The fields will re-set itself at the end of the turn and be fully functional at the beginning of the next turn. The shield it self has the invulnerability skill that negates armor piercing bonuses.

Beam machine: formerly known as the bubble chukka, the beam machine's new role is as a crude directed-energy weapon. It fires a powerful (but short ranged) beam with a penetration bonus of +2 and is considered armor piercing. The firepower is 2 attack dice. It is, however, prone to malfunctions and does so on a roll of 1 or 2 on a d10 (instead on the standard 1).

Traktor kannon: This weapon fires a magnetic ray that has varying effects according to the target's current speed. If the target is stationary (or has not been activated) it loses its turn and may not fire or move (if its hasn't already done so). If engaged in assault combat, it fights at half its assault value (round down). Targets hit while moving run into the nearest hard obstacle. Just move the model until it comes into contact with the nearest terrain/obstacle (example: buildings, trees, rocks, etc) within 30cm. The model slams into the obstacle, receiving a hit with a penetration bonus of +3. If there are no suitable terrain features, assume that the model gets run into the ground. Surviving units have their assault scores reduced to 0 until the end of the turn. This weapon does not affect shielded targets.

Unit Listings

As with all armies, the Ork units are divided into special, support and line troops. Additionally, some units are only available to certain warclans and may not be normally used by other warclans. The Deathskull clan may select any unit, regardless of affiliation.

Line Units

General Units

Boyz warbands
Warbikes warbands
Warbuggies warbands
Stormboy warband
Dreadnought warband
Battlewagon warband
Gretchen warband
Wildboyz warband

Goff Units

Lungbursta warbands
Gutrippa warbands

Blood Axes

Rhino warbands

Land raider warbands

Snakebites

Boarboyz

Support Units

General Units

Bonebreaka warbands
Bonecruncha warbands
Braincrusha warbands
Scorcher warbands
Wartrack warbands
Hop-splat battery
Tracktor battery
Stompa warband
Gibletgrinda battlefortess
Skullhamma battlefortress
Fighta-bomma squadron

Heresy: Complete

Flak wagon warband
Copter squadrons
Doomdiver warband

EVIL SUNZ

Bowelburna warbands
Gobsmasha warbands
Spleenrippa warbands

SNAKEBITES

Squiggoth warbands
Squig katapult battery

SPECIAL UNITS

GENERAL UNITS

Dragsta speedsta

Lifta-droppa speedsta
Artillery speedsta
Kustom cannon speedsta
Beam machine speedsta
Painboys
Mekaniak
Shock attack gun
Soopa Gun
Rocket transport

BAD MOONZ

Wierdboy psychic battletower
Pulsa rokkit
Madboyz warband

BLOOD AXES

Tinbotz warband

TABLE 25. COMMANDERS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Warband Boss	10	5	6	7	Combi-shootas	6/5/4	4	Reliability, stealth, foot
Warband Boss warbike	30	6	7	7	Combi-shootas	6/5/4	4	Reliability, stealth, light vehicle, wheeled
Warlord	10	7	8	5	Combi-shootas	8/7/6	7	Reliability, stealth, foot

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Combi-shootas	40/60	Infantry 360	3	+2	Armor piercing

Unit composition	Unit cost
1 Warband Boss stand and 3 boyz stands and 2 battlewagons*	140
1 Warlord stand with 2 warboss stands and 3 boyz stands and 2 battlewagons	275
1 Warband Boss and 3 boyz on warbikes	145

* If the Boss is from the Blood Axes clan, substitute the Battlewagons for 2 Rhinos (same cost). The bigboss can never be from the Blood Axes clan.

All boyz escorts are from the appropriate clan, but have the same "Goff boy" statistics for the sake of uniformity.

Heresy: Complete

TABLE 26. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Goff boyz	10	4	5	8	Shootas	5/4/3	Foot
Bad moon boyz	10	4	4	7	Kustom shootas	5/4/3	Reliability, foot
Snakebite boyz	10	3	5	8	Shootas	5/4/3	Foot
Deathskull boyz	10	3	4	8	Shootas	5/4/3	Foot
Blood axe boyz	10	3	4	8	Shootas	5/4/3	Reliability, foot
Evil sunz boyz	10	3	4	8	shootas	5/4/3	Foot
Wildboyz	10	3	6	-	-	5/4/3	Foot archaic troops, frenzied assault
Warbikes	30	5	6	8	Shootas	5/4/3	Light vehicle, tracked, recon
Warbuggies	35	4	5	8	Shootas	5/4/3	Light vehicle, wheeled, independent
Stormboy	15	4	5	7	Shootas	6/5/4	Reliability, jump packs, foot
Dreadnought	10	7	7	7	Big shoota Zap gun	6/5/4	Walker, armored unit, unreliable (1)
Battlewagon	30	6	3	8	Dakka-shoota	5/4/3	Wheeled, light unit, transport (3)
Gretchin	10	2	2	7	Archaic weapon	5/4/3	Foot, archaic troops
Lungbursta	25	7	3	7	Kannon	5/4/3	Tracked, armored unit
Gutrippa	25	7	6	7	Kannon	5/4/3	Tracked, armored unit
Rhino	30	6	2	8	Big shoota	5/4/3	Tracked, armored unit, transport (2)
Land raider	25	8	5	7	Twin zap gun (2) Big shoota	5/4/3	Tracked, armored unit, transport, (2)
Boarboyz	20	5	7	8	Shootas	5/4/3	Cavalry

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Kustom shootas	40/60	Infantry 360°	2	+1	Armor piercing
Shootas	25/40	Infantry 360° All non-infantry TT	1	0	Anti-infantry
Big shootas	35/50	Dreadnought SW left Rhino TT	2	+1	Anti-infantry

Heresy: Complete

Dakka-shootas	40/60	Battlewagon FT War bikes FT	2	0	All purpose
Kannon	50/70	Lungbursta FT Gutrippa FT	1	+2	All purpose
Twin-zap gun	50/70	Land raider SW left and right	1	+3	Armor piercing
Archaic weapon	15/25	Infantry 360°	1	-2	-2 on penetration rolls, affects foot troops only
Zap gun	50/70	Dreadnought SW right	1	0	Armor piercing

Unit composition	Unit cost
6 goff boyz stands	60
6 bad moonz boyz stands	120
6 blood axe boyz stands	55
6 snakebite boyz stands	55
6 evil sunz or deathskull boyz stands	50
4 Wildboyz stands	30
3 Warbikes stands	80
3 Warbuggy stands	70
4 Stormboy stands	70
3 Dreadnought stands	85
2 Battlewagons	50
10 Gretchen stands	20
3 Lungburstas	80
3 Gutrippas	85
3 Rhinos	75
2 Land raider	130
4 Boarboyz stands	50

TABLE 27. SUPPORT UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Bonebreaka	25	7	7	7	Dakka-shootas	5/4/3	Tracked. Armored unit
Bonecruncha	25	7	7	7	Kannon	5/4/3	Tracked. Armored unit

Heresy: Complete

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Braincrusha	20	6	2	6	Big gunz	5/4/3	Tracked. Armored unit
Scorcher	30	5	5	-	Light flama	5/4/3	Tracked, light vehicle
Wartrack	30	5	3	8	Dakka-shootas	5/4/3	Tracked, light vehicle, may tow artillery, independent
Hop-splat gun	5	3	1	Artillery	Hop splat gunz	5/4/3	Towed, wheeled, unreliable (1)
Doomdiver AA-gun	25	6	1	8	Magno-shoota	5/4/3	Wheeled, light unit, flak, unreliable (2)
Flakwagon	25	6	2	7	Big dakka gun	5/4/3	Tracked, light unit, flak
Fighta-bomma	-	6	-	7	Dakka Shoota	6/5/4	Flyer, reliability, armored unit, interceptor (1)
Tracktor cannon	5	3	1	7	Tracktor gun	5/4/3	Towed, wheeled, unreliable (1)
Stompa *	10	9	10	7	Big gunz Cutta	6/5/4	Walker, armored unit, reliability, DR 2, hero
Gibletgrinda battlefortess	20	9	9	7	Kannon (5)	6/5/4	Tracked, armored unit, reliability DR 2, transport (6), independent
Skullhamma battlefortress	30	9	6	7	Big gunz (2)	6/5/4	Tracked, armored unit, reliability DR 2, independent
Bowelburna	30	5	7	-	Light flama	5/4/3	Wheeled, light unit
Gobsmasha	30	5	3	8	Dakka-shootas	5/4/3	Wheeled, light unit
Spleenrippa	30	6	3	6	Kannon	5/4/3	Wheeled, light unit
Squiggoth	20	6	7	8	Huge shoota	5/4/3	Cavalry, armored unit, archaic troops, DR 2, frenzied assault
Squig Katapult	5	3	1	Artillery	katapult	5/4/3	Wheeled, archaic troops, towed
Copters	35	4	4	7	Dakka shootas	5/4/3	Light vehicle, recon, grav

Heresy: Complete

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Dakka-shoota	40/60	Bonebreaka and wartracks FT Gobsmasher FX Copters FX Fighta-bomma TT	2	0	All purpose
Kannon	50/70	Bonecrunsha FT Gibletgrinda TT	1	+2	All purpose
Big gunz	50/70	Braincrusha FX Stompa SW right Skullhamma TT	1	+3	Armor piercing
Light flama	Small flamer template	Infantry 360	-	+1/0*	Flamer, ignores cover
Cutta	Assault combat	Assault combat	-	-	Adds +3 to assault value during assault combat*
Hop-splat gun	20/100	FX	-	HEF only	-
Magno-shoota	75/100	FX	1	+1	Against flyers only
Big dakka gun	50/70	TT	2	0	All purpose
Tracktor gun	40/60	FX	1	special	-
Huge shoota	20/75	FX	-	HEF ONLY	-2 to penetration all purpose
Squig katapult	10/50	FX	-	-2	-2 to penetration only affects foot troops

*Flamer has +1 bonus versus infantry and 0 versus vehicles.

*Assault bonus for close combat weapon is already figured in the unit's assault value.

Unit composition	Unit cost
3 Bonebreakas	80
3 Bonecrunchas	80
3 Braincrushas	95
3 Scorcher	70
3 Wartrack	80
3 Hop-splat guns	90
3 Tracktor cannons	45
2 Stompas	180

Heresy: Complete

Unit composition	Unit cost
1 Gibletgrinda battlefortess	140
1 Skullhamma battlefortress	115
3 Bowelburna	70
3 Gobsmasha	60
3 Spleenrippa	80
1 Doomdiver AA-gun	60
2 flakwagons	100
3 Fighta-bomma	180
2 Squiggoth	160
3 Squig Katapult	50
5 Copters	100

TABLE 28. SPECIAL UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Dragsta speedsta	35	8	4	-	Powa-feeld	6/5/4	Wheeled, armored unit, reliability
Lifta-droppa speedsta	35	8	4	6	Lifta-dropper	6/5/4	Wheeled, armored unit, reliability
Artillery speedsta	35	8	4	Artillery	Rokkits	6/5/4	Wheeled, armored unit, reliability
Kustom cannon speedsta	35	8	4	6	Blasta	6/5/4	Wheeled, armored unit, reliability
Beam machine speedsta	35	8	4	6	Big zappa gun	6/5/4	Wheeled, armored unit, reliability
Pulsa Rokkit	5	3	1	Artillery	Pulse rocket	6/5/4	Wheeled
Shokk attack gun	10	3	1	9	Shokk attack gun	6/5/4	Foot, unreliability (2)
Wierdboy battletower	20	6	4	-	Psychic attacks	6/5/4	Wheeled, light unit, psyker, unreliability (1)
Wierdoy	10	3	3	-	Psychic attacks	5/4/3	Foot, psyker
Madboyz*	10	3	5	8	Shootas	special	Foot
Painboys	10	4	5	6	Shootas	6/5/4	Foot, hero, reliability, medic, stealth
Mekaniak	10	4	5	6	Combi-shootas	6/5/4	Foot, hero, reliability, Mekaniak, stealth

Heresy: Complete

Rocket Transport*	200	6	1	-	None	-	Flyer, transport 2 warbands, DR 2, armored vehicle
Tinbotz	10	7	7	6	Combi-shootas	AI	Walker, AI, unreliability (2), independent
Soopa Gun	0	5	0	5	Soopa gun	6/5/4	Towed, static, armored unit

* The rocket may transport any two warbands, as long as the models in the unit do not have more than one damage rating point.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Shootas	25/40	Infantry 360°	1	0	Anti-infantry
Rokkits	20/100	Artillery speedsta FX	-	HEF ONLY	-
Pulse rocket	50/200	Pulsa rokkit FX	-	+2	Armor piercing
Blasta	40/60	Kustom cannon speedta FX	6	0	All purpose
Big zappa gun	50/70	FX	2	+3	Armor piercing
Lifta-dropper	50/70	FX	1	special	Armor piercing
Shock attack gun	50/70	Infantry 360°	1	+4	Armor piercing
Combi-shootas	40/60	Tinbot FX	3	+2	Armor piercing
Soopa gun	20/150	Soopa Gun FX	1	+5	Armor piercing, +2 to damage table rolls

Unit composition	Unit cost
1 Dragsta speedsta	50
1 Lifta-droppa speedsta	35
1 Artillery speedsta	65
1 Kustom cannon speedsta	40
1 Beam machine speedsta	45
1 Pulsa Rokkit	60
3 Shock attack gun	45
1 Weirdboy battletower mastery level 2	35
1 wierdboy and 2 boyz*	40
1 Painboys	45
1 Mekaniak	55

Heresy: Complete

Unit composition	Unit cost
4 Madboyz	20
1 Rocket Transport	70
3 Tinbotz	135
2 Soopa guns	100

* Rocket transport: It has a minimum range of 50cm and a maximum range of 200cm as measured from the player's table edge. There must be a command/recon unit with line of sight to the intended landing point. No check is required. The rocket transport scatters 4d10 in a random direction. Detachments within may leave the rocket and attack immediately.

The rocket is slow flying and may be attacked by AA-guns on appropriate orders as it follows its path (which is a straight line from the table edge to landing zone) to land. If destroyed, all transported models are also destroyed. Once the models disembark the rocket is useless.

* Madboyz always receives random orders as if they were out of command (but must be in command to even function). Use the random order generator for them each turn. Any turn they take casualties they must roll on the random orders table (Table 1) to see how they will act for the next turn. They will continue on those orders until more casualties are inflicted. Madboyz never roll for morale and thus are never routed. They must be all slain for the opponent to receive any points for them. If they are ever out of command radius they remain stationary and do not move or fire. They may only defend in assault combat.

* The boyz accompanying the wierdoy use Goff stats.

For those who prefer standard weapon names to the colorful Ork names here is the list of Ork weapons with standard names:

Shoota	Bolter
Big shoota	Heavy bolter
Kustom shoota	Heavy weapons
Kannon	Battle cannon
Big Gunz	Heavy battle cannon
Zap gun	Lascannon
Twin zap gun	Twin linked lascannon
Combi-shootas	Combi-weapons
Dakka-shoota	Autocannon
Blasta	Rapid fire autocannon
Big dakka gun	Flak battery
Soopa gun	Super gun

Heresy: Complete

Planetary Defense Force

Army Organization

The Planetary Defence Force is the Imperium's first line of defence against alien and traitor incursions. Imperial Guard troops are recruited from the elite of the Planetary Defence Forces. Often mediocre or poorly trained and lacking front line equipment the PDF is nonetheless supposed to hold its ground until Imperial Guard and Space Marine reinforcements arrive.

The Planetary Defense Force commanders are of three levels:

Company commander: represents the lowest echelon of command. A Company commander may 1 battlegroup composed of up to 3 detachments. Detachments may ONLY be line detachments. No support or special detachments are permitted at this level.

Hive Gang Boss: Represents the leader of one of the bands of lowlife crawling at the underhives. A Gang boss may attach 1 battlegroup composed from up to 2 detachments. They must be made up of hive gang detachments only. A maximum of one hive gang boss per regimental commander may be brought to play.

Battalion commander: they may attach up to 2 battlegroups composed of up to 3 detachments. The may attach line or support units (not both in the same battlegroup), but not special units.

Regimental commander: they may attach up to 3 battlegroups composed of up to 3 detachment that may be line or support. One special detachment per battlegroup is permitted.

For every two company commander there must be one battalion commander. For every two battalion commanders there must be one regimental commander.

PDF command radius is 20cm.

Chain of command

Unlike most armies, the PDF commanders of lower level must be in contact with commanders of greater rank. The command section of a Company must be in contact with a Battalion commander, and the Battalion commander must be in line with a Regimental commander (if one is present).

To be considered "in contact," a particular commander section must be within 10 times its leadership characteristic (in centimeters) of the command section of higher status.

Example:

A PDF commander with leadership of 3 needs to be within 30cm of a Battalion commander.

Note the measurement is made from any stand that makes the command section (including non-commander staff).

Penalties for commanders "out of contact"

At the beginning of each turn, determine if all commanders are in contact. Units attached to an out-of-contact commander fight at reduced effectiveness. The penalties are:

- May not initiate assault combat (but may support).

- Morale checks are at –2 to the roll.

- Activation checks are at -2 to the roll

Penalties remain in effect until commanders are in contact again.

Regimental Command

When Regimental command is present, the "in-contact" radius increases by 15cm at all levels. And all battlegroups receive a +1 bonus to their activation roll.

Unfortunately, the loss of Regimental command can be devastating. If all Regimental commands in play are destroyed or routed, the whole army suffers "out-of-command" penalties for one full turn.

Commissars

These detachments come included at the Battalion and Regimental level. Battalion commands come with one Commissar; Regimental commands come with two. These detachments are independent and may command one battlegroup. Commissars may also attach to a specific detachment that then benefits from the Commissar's many skills. A Commissar model can attach itself to a detachment by moving into coherency. When attached to a detachment in this fashion, the Commissar benefits from the "look out sir" rule usually applied to commanders (see Heresy core rules for details). Note that its skills only apply when attached to one detachment; otherwise, the Commissar functions as a commander that can command one detachment (albeit with an extremely high leadership characteristic).

Planetary Defense Force Morale

Imperial Guard battlegroups have disastrous penalties while outside their commander's command radius. Battlegroups will lose one level of morale for each turn they remain outside their leaders command radius. This will continue until they rout and flee the battlefield. If they suffer the loss of their commander they automatically lose one morale level and then suffer the penalties for being out of command. They suffer all penalties associated with their current morale level and may be rallied as normal.

Model skills

In addition to the basic skills in the Heresy core rules the Planetary Defense Force have skills unique to them:

Auto re-loader: artillery with this feature may fire twice in every turn.

Explosive collars: This disciplinary device enables the battlegroup to re-roll each failed morale and rally check once. However, if the re-roll fails the battlegroup loses one stand as a few heads blow off (literally). If a battlegroup with explosive collars is ever out of command it scatters and is removed from play as the troopers scramble for safety. The battlegroup is counted as destroyed.

Frenzon: These troops are equipped with combat drug dispensers. Once per game the player controlling them can activate the frenzon dispensers and the detachment is treated as having the frenzied assault -skill for the rest of the turn. The detachment must be in command to use this ability. This can be activated at any time, even during your opponent's activation if you wish.

Human bomb: These troops seek death to atone for their crimes against the Emperor and Humanity. They are not bound by unit coherency and are both fearless and immune to morale checks.

Immobile: Immobile models can't move on their own and must be towed. If an immobile detachment routs it must limber immediately. If all its transporters have been destroyed or if it routs in an assault the unit is destroyed.

Heresy: Complete

<u>Undisciplined:</u> these troops have received little or no military training and can't quite take the heat of battle. If the battlegroup ever routs it scatters and is removed from play. The battlegroup counts as destroyed.

WEAPONS

Weapon arc abbreviations are: FT-full turret (360°), TT- traverse turret (180°), SW-swivel mount (90°), FX-fixed mount (45°).

UNIT CLASSIFICATION

LINE UNITS

Tactical detachments
Militia detachments
Rocket detachments
Penal detachments
Sabre tank hunter detachments
Leman Russ tank detachments
Ragnarok heavy tank detachments

Rapier battery
Mole mortar battery
Thudd gun artillery battery
Tarantula gun battery
Earthshaker artillery battery
Anti-aircraft gun battery
Baneblade heavy tank detachments
Shadowsword heavy tank detachments
Thunderbolt fighter squadrons
Marauder bomber squadrons

SUPPORT UNITS

Assault detachments
Bike squadrons
Recon detachments
Sentinel detachments
Heavy detachments
Human bomb detachments
Sentinel detachments
Salamander assault flame-thrower tank detachments
Vindicator tank detachments
Infantry Gun battery

SPECIAL UNITS

Adeptus psyker
Hive gang
Medic
Inquisitor
Grey Knights
Basilisk rapid-fire artillery battery
Bombard siege gun battery
Griffon heavy artillery battery
Manticore rocket battery
Stormhammer heavy assault tank detachments
Off table support

UNIT DESCRIPTIONS

TABLE 29. COMMANDERS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Commissar	10	4	7	6	Las pistol	9/8/7	7	Stealth, inspiring presence, foot
Hive Gang Boss	10	4	5	7	Bolter	6/5/3	3	Stealth, foot, frenzied assault
Company commander	10	4	5	7	Las pistol	6/5/3	3	Stealth, foot
Company Bike commander	35	4	6	7	Las pistol	6/5/3	3	Stealth, light vehicle, wheeled
Battalion commander	10	4	5	6	Las pistol	7/5/3	5	Stealth, foot
Gang Boss bodyguard	10	4	4	7	Bolter	6/4/3	n/a	foot, frenzied assault

Heresy: Complete

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Stormtroopers*	10	4	4	7	Bolter	6/4/3	n/a	Tank killers, jungle fighters, foot
Regimental commander	10	5	6	6	Las pistol	7/6/4	6	Stealth, foot

*Stormtropers are in regimental commander's bodyguard only.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Bolter	25/40	Infantry 360	1	0	Anti-infantry
Las pistol	10/20	Infantry 360°	1	0	Anti-infantry

Unit composition	Unit cost
1 Company commander stand and 2 tactical stands	35
1 Company commander with one tactical stand and one chimera transport	55
1 Company commander and one Leman Russ tank*	55
1 Company commander and one Mammoth tank*	70
1 Hive Gang boss with 3 bodyguard stands	70
1 Battalion commander and 2 tactical stands one commissar	100
1 Battalion commander, one tactical stand with chimera and one commissar with rhino	150
1 Battalion commander with one Leman Russ tank* and one commissar with rhino	150
1 Battalion commander and one Mammoth tank* and one commissar with rhino	160
1 Regimental commander with 3 Stormtroopers and 2 chimeras. 2 commissars with rhinos	260

*THE TANKS ATTACHED TO THE COMMANDERS HAVE STANDARD CHARACTERISTICS. UNLIKE NORMAL VEHICLES OF THESE TYPES THEY MAY SERVE AS A TRANSPORT TO THE COMMANDER AND THE COMMANDER ONLY.

TABLE 30. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Tactical	10	3	3	8	Las gun	5/3/2	Foot
Militia	10	3	2	8	Shotgun	4/3/2	Foot, undisciplined
Rocket	10	3	2	7	Recoilless rifle	5/3/2	Foot
Penal	10	3	3	8	Las gun	6/5/4	Foot, Explosive collars, Frenzon
Artillery tractor	20	5	1	7	Heavy bolter	5/4/3	tracked

Heresy: Complete

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Sabre	30	6	3	7	Autocannon	5/4/3	Tracked, armored unit
Leman Russ	25	7	5	7	Battle cannon Las cannon Heavy bolter	5/4/3	Armored vehicle, tracked
Ragnarok	30	7	3	7	Heavy Battle cannon Auto cannon (2) Heavy bolters (2)	5/4/3	Armored vehicle, tracked, enhanced fire control

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Las gun	20/35	Infantry 360°	1	0	Anti-infantry
Las pistol	10/20	Infantry 360°	1	0	Anti-infantry
Shotgun	10/20	Infantry 360°	1	+1	Anti-infantry
Recoilless rifle	20/35	Infantry 360°	2	+1	Armor piercing
Heavy bolters	35/50	Chimera TT Leman Russ TT Mammoth SW left and right	2	+1	Anti-infantry
Autocannon	40/60	Mammoth TT	2	0	All-purpose
Heavy Battle-cannon	50/70	Mammoth FT	1	+3	Armor piercing
Battle cannon	50/70	Leman Russ FT	1	+2	All-purpose
Las cannon	50/70	Leman Russ FX forward	1	+1	All purpose

* Already included in unit's assault value

Unit composition	Unit cost
10 Tactical stands	70
10 Militia stands	30
6 Rocket stands	70
5 Penal stands	50
3 artillery tractors	40
4 artillery tractors	55
3 Leman Russ tanks	110

Heresy: Complete

3 Sabre tanks	90
3 Ragnarok tanks	150

TABLE 31. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Recon trooper	10	3	3	8	Las gun	5/4/3	Foot, independent
Bike	30	4	5	8	Las gun	5/4/3	Light vehicle, independent, wheeled
Rhino	30	6	2	8	Heavy bolter	5/4/3	Tracked, armored unit, transport (2)
Chimera	25	7	4	8	Heavy bolter	5/4/3	Armored vehicle, tracked, transport (3)
Assault	15	3	4	8	Las pistol	5/3/2	Jump packs, foot
Heavy	10	3	3	7	Heavy weapons	5/3/2	Foot
Human Bomb	10	3	3	n/a	Explosive Harness	n/a	Foot, Human bomb
Recon vehicle	30	5	4	7	Heavy bolter	5/3/2	transport (1), wheeled, Independent
Baneblade	20	9	8	7	Heavy battle cannon Battle cannon Las cannon Heavy bolters (3)	6/4/3	Armored vehicle, tracked, independent, enhanced fire control, DR 2, heavy tank
Shadowsword	20	9	6	5	Volcano cannon Heavy bolter	6/4/3	Armored vehicle, tracked, independent, enhanced fire control, DR 2, heavy tank
Vindicator	25	8	2	7	Heavy battle cannon	5/4/3	Armored vehicle, tracked
Sentinel	20	6	4	7	Multi-laser	5/4/3	Walker
Salamander	25	6	6	-	Heavy flamer	5/4/3	Armored unit, close support, tracked
Infantry gun	5	5	(1)*	7	Autocannon	5/4/3	Foot, towed, close support
Mole mortar	5	3	1	artillery	Mole mortar	5/4/3	Foot, towed
Rapier	5	3	1	6	Multi-laser	5/4/3	Tracked, towed
Thudd gun	5	3	1	arteillery	Thudd-cannon	5/4/3	Wheeled, towed

Heresy: Complete

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Tarantula	5	3	1	5	Twin linked Las-cannon	AI	Grav, AI, towed
Earthshaker	0	5	(1)*	artillery	Artillery	5/4/3	Immobile, towed, auto-reloader
Anti-aircraft gun	0	5	(1)*	7	Hydra AA-gun	5/4/3	Immobile, towed, flak
Thunderbolt	100	6	5	7	Autocannon	5/4/3	Flyer, armored unit, interceptor (1)
Marauder	100	7	4	5	Battle-cannon Melta-bombs	5/4/3	Flyer, armored unit

* Units with bracketed assault value use it only when they are assaulted.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Las pistol	10/20	Infantry 360	1	0	Anti-infantry
Explosive harness	-	n/a	-	HEF**	Anti-infantry
Volcano cannon	70/100	Shadowsword FX forward	1	+5	Armor piercing
Heavy bolter	35/50	Baneblade TT, SW right, SW left Shadowsword TT Artillery Tractor TT	2	+1	Anti-infantry
Battle cannon	50/70	Baneblade FX, forward Marauder TT	1	+2	All-purpose
Heavy battle cannon	50/70	Vindicator FX Baneblade FT	1	+3	Armor piercing
Twin linked las cannon	50/70	Tarantula fixed	1	+3	Armor piercing
Multi-laser	35/50	Rapier FX forward	3	0	All-purpose
Autocannon	40/60	Infantry Gun TT Thunderbolt TT	2	0	All-purpose
Heavy flamer	Template	Salamander TT	-	+2/+1	Flamer, ignores cover
Mole mortar	20/70	FX	-	HEF only	Ignores cover
Thudd gun	20/100	FX	-	HEF only	-
Earthshaker	30/150	FX	-	As ammo type	Fires twice
Melta-bombs	-	-	-	+1	All purpose

Heresy: Complete

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Hydra AA-gun	50/70	Hydra FT	4	+1	All purpose

*Flamers have a penetration of 2 versus infantry and 1 versus vehicles.
**The Human bomb explosive harness has a penetration of 1 against infantry.

Unit composition	Unit cost
4 Bike stands	90
5 Assault stands	60
5 Heavy stands	85
4 Recon trooper stands and 4 Recon vehicles	260
4 Human bomb stands	30
4 Chimera APCs	110
3 Vindicator tanks	95
1 Baneblade heavy tank	165
1 Shadowsword heavy tank	165
3 Sentinel walkers	45
3 Salamander tanks	110
4 Infantry Guns	40
3 Mole mortar guns	80
3 Rapier guns	40
3 Thudd gun	100
3 Tarantula guns	80
2 Earthshaker artillery + 2 artillery tractors	125
2 Anti-aircraft guns + 2 artillery tractors	75
3 Thunderbolt fighters	160
2 Marauder bombers	160

Two types of ordnance are available to artillery units: High explosive (HEF) and multiple armor killers (MAK). The price of the artillery unit already includes HEF ordnance. To purchase MAK ordnance, increase the cost of the unit is increased by 50%.

All artillery units may fire smoke and blind munitions in lieu of their standard combat ordinance.

Heresy: Complete

TABLE 32. SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Adeptus psyker	10	3	3	8	Las pistol	6/4/3	Psyker, foot
Basilisk	20	6	1	artillery	Artillery	5/4/3	Armored vehicle, tracked, auto-reloader
Bombard	20	6	1	artillery	Artillery	5/4/3	Armored vehicle, tracked, siege
Manticore	20	6	1	artillery	Rocket battery	5/4/3	Armored vehicle, tracked, mobile artillery
Stormhammer	20	9	9	7	Twin linked battle cannon (2) Heavy bolters (5)	6/4/3	Armored vehicle, tracked, independent, enhanced fire control, DR 2, heavy tank, close support
Hive Gang	10	3	4	8	Las gun	5/3/2	Foot, undisciplined
Medic	10	3	3	8	Las pistol	6/4/3	Medic, foot
Inquisitor	10	7	9	5	Special weapons	9/8/7	Foot, teleport, rapid fire, stealth, stubborn, demon hunter, inspiring presence, hero
Grey Knight	10	7	9	5	Psi-weapons	9/8/7	Foot, teleport, stealth, psyker, rapid fire, stubborn, demon hunter, hero

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Special Weapons	25/40	Infantry 360	2	+1	All purpose
Psi-weapons	25/40	Infantry 360	2	+1/+2	All purpose
Las pistol	10/20	Infantry 360	1	0	Anti-infantry
Rocket battery	50/200	FX	-	HEF only	
Basilisk artillery	30/150	FX	-	As ammo type	Fires twice
Bombard artillery	30/150	FX	-	As ammo type	Siege
Twin Linked battle cannon	50/70	Stormhammer FT	2	+3	Armor piercing
Heavy bolter	35/50	Stormhammer TT, SW right (2), SW left (2)	2	+1	Anti-infantry

Note that the psi-weapons have a dual penetration: +1 for non demonic units, +2 for demonic units.

Heresy: Complete

Unit composition	Unit cost
1 Adeptus psyker Mastery level 2	35
1 Stormhamer heavy assault tank	175
2 Bombard siege guns	140
2 Basilisk artillery	180
2 Manticore artillery	140
5 Hive Gang stands	25
1 Medic	15
1 Inquisitor and one rhino	125
4 Grey Knight Mastery level 4	340

Off table ordinance has the same rules and restrictions as for Space Marines (see Space Marine army list for details).

Prætorian Army List

Prætorian Rules

Prætorians represent extremely large armored vehicles. They function as mobile command centers and fortresses. Banks of shields, much like those found on Titans commonly protect them, although this is not always the case.

Prætorians are large, very large — they are often seen from miles away. Units firing at Prætorians at long range incur no long-range penalties. Weapons fired within the short-range band receive a +2 bonus to the shooter's accuracy rolls

However, their size gives them a large advantage in assault combat, where their assault value is doubled (in some cases reaching a total value 20 points). Additionally, the many anti-infantry batteries keep potential attackers cautious. All anti-infantry weapons on a Prætorian may fire at incoming infantry during assault combat. This fire is taken even if the unit has fired previously during the turn, making this "free fire" action. Infantry units eliminated this way are removed before assault combat begins.

Like Titans, Prætorians may suffer catastrophic damage upon a penetrating hit. Appropriate tables and effects are listed under each type.

All Prætorians can be brought to battle in numbers that do not exceed the number of "higher" ranking commanders in play. These units do not occupy or consume conventional slots the commanders may have, but are in addition to them. What defines a "higher level" commander will be clarified with each type of Prætorian.

Prætorians are not affected by anti-infantry weapons and are never suppressed.

Prætorians only check for morale when catastrophic damage is suffered or the have lost half their total DR.

Imperial Prætorians

For each regimental command/chapter master in play one Prætorian may be brought to battle. Both Space Marines and Imperial Guard may purchase Prætorians.

Heresy: Complete

Leviathan

Leviathans are mobile command centers and function as regimental commanders while in play. They may command any units within a command radius of 50cm. This may be done even though these units are not attached to the Leviathan. Leviathans have limited transport capabilities: thus they may carry up to four battlegroups of infantry or 2 of vehicles. The Leviathan has its own artillery command centers, and may call in its own support for itself with a leadership characteristic of 7. The Leviathan has 4 void shields. Each shield has an armor value of 5.

Capitol Imperialis

The Imperialis is, literally, a mobile fortress. It may house 6 battlegroups of infantry or 3 of vehicles. These stands may fire from specially prepared firing positions. When the Capitol Imperialis is engaged in assault combat, the housed infantry may elect to disembark and "assist" in close combat. The Imperialis has 6 void shields. Each shield has an armor value of 5.

The Imperialis may serve as a rally point and may rally troops within 50cm of it as if it were a commander (which it is not).

Hellbore

The Hellbore is the largest tunneler in existence. It may carry up to 6 battlegroups of troops (and ONLY infantry) and like the Imperialis can serve as a rally point for Imperial troops. The Hellbore has limited surface movement and mostly anti-infantry weapons to cover its troop's advance. The Hellbore has no shields.

Adeptus Mechanicus Vehicles

Although slow in coming, Imperial technology does advance. These vehicles all support exotic prototype weapons not yet small enough to mount on any other land unit. In fact, the vehicle is just a necessity to make the weapon mobile. Unlike most Prætorians, these vehicles have relatively low assault factors and little protective armament. The weapons are so large that there is no room for heavy armor or additional weapons. Their great weapons make up in range what they lack in protection. All Adeptus vehicles have 2 void shields. Each shield has an armor value of 5. There are three types of Adeptus Mechanicus vehicles:

Golgotha missile carrier: this vehicle has the power of several heavy artillery units. It can fire a total of 4 volleys of missiles during a game. Each volley consists of three missiles. Each rocket causes a large explosion (use the larger converging barrage template). The three templates fired must be placed touching each other (in any form the player wishes). The Golgotha houses its own equipment for calling in artillery strikes. It leadership is 7 for calling in artillery strikes. Once out of missiles it may not fire any longer.

Armageddon Plasma cannon carrier: it carries a huge prototype plasma cannon that fires its blast in controlled bursts rather than one gushing blast. Due to the narrow arc of fire all shots must be directed at units within a 10cm radius or the primary target. This is a direct fire weapon; therefore it needs line of sight.

Mars Super defense laser carrier: this is a larger version of the orbital defense lasers that are used in static defenses. The weapon fires the laser in pulses much like its Armageddon counterpart, but over a much greater range. The laser is mounted on a turret giving it a better arc of fire.

Squat Prætorians

One Prætorian may be brought to battle for every Warlord commander in play.

Leviathan and Hellbore

They are virtually identical to their Imperial counterparts.

Heresy: Complete

Colossus

This represents a heavier armed, more potent variant of the popular Leviathans. Although lacking troop transport capability, it makes up for it with extra firepower. It carries its own equipment for calling in artillery strikes and has a leadership of 7. In addition, the Colossus has a gyrocopter with the additional skills of *recon* and *stealth* to relay coordinates to the Cyclops for artillery bombardments. The gyrocopters is an unarmed version of the Iron eagle gyrocopter (use the same characteristics, sans the weapons). The colossus has 4 void shields. Each shield has an armor value of 6.

Cyclops

This vehicle is a new Squat design that supports an enormous laser weapons that fire in a continuous stream (although for a short time). It is usually assigned an anti-titan role. Its main weapon may only target one model (usually another Prætorian or Titan) and may engage no other targets with its main gun that turn. The weapon requires clear line of sight to the target. The beam is very wide compared to other standard laser beams (1cm in game terms) making it difficult for large targets (Titans and Prætorians) to escape the beam's effects. The Cyclops gains a +2 to its accuracy rolls for this weapon ONLY versus enemy titans and Prætorians. Although it has a low firepower (1) its continuous stream makes it ideal to hunt shielded targets. Roll to hit as normal; if the beam hits a shielded target it will automatically hit each shield in succession. If any one shield is not penetrated, the attack is stopped (unlikely due to its very high armor piercing capability). If all shields are penetrated the target itself (titan or Prætorian) receives one hit. The hit is resolved in the standard fashion as per the core rules. The Cyclops has 4 void shields. Each shield has an armor value of 6. It carries its own equipment for calling in artillery strikes and has a leadership of 7.

Behemoth

Ever the innovators, Squats are now mastering the complexity of electro magnetically propelled ordinance (rail guns). However, due to the prodigious energy requirements, they have only been able to mount railguns on a Prætorian class chassis. The Behemoth has 4 void shields. Each shield has an armor value of 6.

Chaos Prætorian

One Nurgle Prætorian may be fielded for every Great Unclean One fielded.

Plague Tower

This is a shrine of Nurgle as much as it is a war machine. Although it carries many archaic weapons it carries the deadly Nurgle's Rot. It also serves as a troop carrier for infantry and demons. It may also house one Great Unclean one in addition to its normal carrying allowance of 3 battlegroups. The tower has no shields but it is granted the skill of invulnerability as well as a morale of 10.

Slann Prætorian

One Prætorian may be fielded for every commander in play (any type).

Spawnmaster

Slann railguns are greatly feared, but to have 4 of their largest guns placed on a fearsome Necron chassis is awesome to behold. As a Necron it has all the abilities they enjoy.

Prætorian Tables

TABLE 33. PRÆTORIAN CONFIGURATIONS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Leviathan	20	8	8	5	Heavy Siege gun Heavy battle cannon Twin linked lascannons (6) Heavy bolters (8)	8/7/6	Tracked, Prætorian, armored unit, transport (10), enhanced fire control, siege, DR 4
Capitol Imperialis	20	9	9	5	Volcano cannon Heavy bolters (8)	8/7/6	Tracked, Prætorian, armored unit, transport (30), enhanced fire control, DR 5
Hellbore	10	9	9	5	Heavy bolters (8)	8/7/6	Tracked, Prætorian, armored unit, transport (30), enhanced fire control, tunneler, DR 4
Golgotha	20	6	5	5	Heavy missiles (12) Heavy bolters (2)	8/7/6	Tracked, Prætorian, armored unit, enhanced fire control, DR 3
Armageddon	20	6	5	5	Pulse plasma cannon Heavy bolter (2)	8/7/6	Tracked, Prætorian, armored unit, enhanced fire control, DR 3
Mars	20	6	5	5	Nova-laser Heavy bolter (2)	8/7/6	Tracked, Prætorian, armored unit, enhanced fire control, DR 3
Cyclops	20	9	9	5	Sustained laser cannon Heavy multi-meltas (2) Heavy Rockets (6) Heavy battlecannon Heavy bolter (8)	8/7/6	Tracked, Prætorian, armored, enhanced fire control, siege, DR 5
Colossus	20	9	9	5	Heavy Siege gun Heavy battle cannon Twin-inked las cannon (8) Heavy Rockets (6) Heavy bolters (8)	8/7/6	Tracked, Prætorian, armored unit, enhanced fire control, siege, gyrocopter recon, DR 5
Behemoth	20	9	8	5	Rail gun Heavy bolters (8)	8/7/6	Tracked, Prætorian, armored unit, enhanced fire control, siege, DR 4

Heresy: Complete

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Plague Tower	20	8	9	5	Hell cannon Rot gun Rot catapult Heavy bolters (4)	10	Tracked, Prætorian, armored unit, transport (20), enhanced fire control, siege, DR 4
Spawnmaster	25	9	8	5	Heavy gauss cannon (4) Gauss mini-guns (6)	10	Tracked, armored unit, regeneration (6), energy armor (3), enhanced fire control, DR 4

TABLE 34. PRÆTORIAN WEAPONS

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Heavy bolters	35/50	All Vehicles 360	2	+1	Anti-infantry
Gauss mini-gun	40/60	All vehicles 360	3	+2	Anti-infantry
Heavy battle cannon	50/70	Leviathan, Cyclops and Colossus, TT	1	+3	Armor piercing
Twin linked las cannon	50/70	Leviathan 3 SW right, 3 SW left Colossus 4 SW right, 4 SW left	1	+3	Armor piercing
Heavy multi-melta	35/50	Cyclops FX forward	3	+5	Armor piercing
Heavy Siege gun	50/200	Leviathan and Colossus FX forward	-	+2	All purpose
Volcano cannon	70/100	Capitol Imperialis TT	1	+5	Armor piercing (4) and +2 to catastrophic target number roll
Rail gun	70/100	Behemoth FT	2	+6	Armor piercing
Nova laser	90/125	Mars TT	6	+2	All purpose
Heavy missiles	50/150	Golgotha FX forward	-	+1	All purpose
Pulse plasma cannon	70/100	Armageddon FX forward	4	+5	Armor piercing
Sustained laser cannon	100*	Cyclops FX forward	1	+6	Armor piercing
Heavy Barrage Rockets	50/200	Cyclops, Colossus, FX forward	-	+1	All purpose*
Hell cannon	50/100	Plague tower FX	-	+1	All purpose
Rot gun	50/70	Plague tower TT	1	+1	All purpose
Rot catapult	50/70	Plague tower FX	-	-	As per Nurgle's Rot
Heavy gauss cannon	70/100	Spawnmaster FT	2	+6	Armor piercing

Heresy: Complete

*There is no long-range penalty for this weapon.

*Heavy Barrage missiles may be fired one at a time or any combination up to the total of 6 rockets. Uses standard barrage template. Multiple barrages fired in one turn MUST touch each other.

Catastrophic Damage tables

Table 35. Catastrophic Damage Target Numbers

Unit	Catastrophic damage target number
All except adeptus mechanicus vehicles	8
Adeptus Mechanicus vehicles	6

Table 36. Catastrophic Damage

Die Roll	Catastrophic damage
1-2	Fire control damaged, may not use enhanced fire control skill
3-4	Targeters damamged, -2 to accuracy rolls for rest of game
5-6	Hull integrity compromised, permanently reduce armor by 3
7-8	Shield generator lost, shields permanently damaged. If no shields suffer one extra DR point loss
9-10	Explosion: lose 1 extra DR point and roll again on table

Table 37. Prætorian Costs

Unit composition	Unit cost
1 Leviathan	500
1 Capitol Imperialis	600
1 Hellbore	350
1 Golgotha	350
1 Armageddon	300
1 Mars	300
1 Cyclops	600
1 Colossus	700
1 Behemoth	450
1 Plague Tower	350
1 Spawnmaster	450

Heresy: Complete

Sisters of Battle Army List

Army Organization

The Sisters of Battle are the fighting arm of the Adeptus Ministorum - the holy church of the Imperium. Trained to the highest standards, they are utterly dedicated to the protection of the Imperial Faith. The Sisterhood armies travel all over the Imperium in tireless search of heretics and faithless. They are often used to fight in crusades against traitors where their fanaticism is put to good use. Since one of the main tasks of battle sisters is to protect Imperial shrines they are specialized in urban and close quarter fighting.

The sisters of battle are a monastic order with three levels of command:

Canoness: is the company level commander of the Battle Sisters. She may command up to 2 battlegroups composed of 1-2 detachments each. Detachments may be line ONLY. No special or support detachments allowed at this level.

Prioress: commands the equivalent of a battalion: a *Convent*. She may command up to 3 battlegroups composed of 1-2 detachments each. Detachments may be line or support. One special card may be attached ONLY.

Mother superior: commands an entire *Order* of Battle sisters. She may command up to 4 battlegroups composed of 1-2 detachments each. Detachments may be line or support. One special deatchment per battlegroup may be attached.

You can purchase any amount of commanders as long as the following rule is satisfied:

No. Of Canonesses > No. Of Prioresses > No. Of Mother Superiors

More Canonesses than Prioresses must be fielded, and the number of Mother Superiors must be fewer than the number of Prioresses.

Sisters of Battle Morale

Loss of leaders forces a morale check and if failed they lose one morale level. Battlegroups out of command radius suffer a -3 penalty to activation.

Model Skills

In addition to the general skills given in the Heresy core rules, Sister Detachments can possess some skills unique to them.

Urban fighter: troops are trained to maximize cover and their fighting skill while in urban terrain. Troops with this skill receive the bonuses as if they were in fortified cover when in buildings. Also, since they are experts in firing through windows, firing ports and other small openings to get the enemy inside, the cover their target is in counts as one level *less* than it normal is (fortified becomes hard etc.) unless the target also has this skill.

Fanatic: these detachments are totally dedicated to selfless sacrifice and ignores the adverse effects of fatigued morale. However, their morale level still drops eg. They DO use the lower morale score until rallied.

Weapons

Flame weapons: troops armed with such weapons are very effective in assault combat. Their base assault value doubled during assault combat for purposes of determining the assault combat score. Its base value is still used to determine how many damage points are required to "kill" it. For suppression purposes a hand flamer suppresses at firepower of 3, light flamer at 6 and a heavy flamer at 12. Note that hand flamer does NOT use a template.

Weapon arc abbreviation is as follows: FT-full turret (360), TT- traverse turret (180), SW-swivel mount (90), FX-fixed mount (45).

Unit Classification

What follows is a list stating whether a unit is line, support or special.

Line Units

Novitiate detachments
Sister detachments
Seraphim detachments
Retributor detachments
Punisher detachments
Immolator detachments
Rhino detachments

Support Units

Banisher detachments
Cardinal detachments
Cleanser detachments
Protector detachments
Predator detachments

Purifier detachments
Robot detachments
Vindicator detachments
Thunderbolt Squadron
Marauder Squadron

Special Units

Archangel detachments
Celestial detachments
Cleric detachments
Eradicator detachments
Grey Knight Detachments
Hospitaler detachments
Inquisitor Detachment
Justifier detachments

Unit Descriptions

Table 38. Commanders

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Canoness	10/15/25	5	6	6	Assault Bolt pistols	8/7/6	5	Stealth, stubborn, fanatic, frenzied assault (chaos), foot

Heresy: Complete

Seraphim Canoness	15/25/35	5	7	6	Hand flamers	8/7/6	5	Stealth, stubborn, fanatic, frenzied assault (chaos), foot, jump packs
Punisher Canoness	35/50/65	5	7	7	Light flamer	8/7/6	5	Stealth, stubborn, fanatic, frenzied assault (chaos), light vehicle
Prioress	10/15/25	5	6	6	Assault Bolt pistols	8/7/6	6	Stealth, stubborn, fanatic, Frenzied assault (chaos), foot
Mother Superior	10/15/25	5	6	6	Assault Bolt pistols	8/7/6	7	Stealth, stubborn, fanatic, frenzied assault (chaos), foot, inspiring presence

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Light flamer	Small flamer template	Bike FX	-	+1/0*	Flamer, ignores cover
Hand flamer	15	Infantry 360	1**	+1/0*	Flamer, ignores cover
Assault Bolt pistol	15/25	Infantry 360	2	0	Anti-infantry

* +1 bonus versus non-armoured units and 0 bonus die versus armored units.

**Hand flamer SUPPRESSES at firepower 3.

Unit composition	Unit cost
1 Canoness stand and 1 rhino	90
1 Seraphim Canoness stand and 1 rhino	100
1 Punisher Canoness stand	60
1 Prioress stand, 1 Sister stand and 1 rhino	120
1 Mother superior stand, 3 Celestial stands and 2 rhinos	340

TABLE 39. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
NOVITIATE	10/15/25	4	4	7	Bolters	6/5/4	Foot, recon
SISTER	10/15/25	4	5	7	Bolters	7/6/5	Foot, stubborn, frenzied assault (chaos)
SERAPHIM	15/25/35	4	6	7	Hand flamers	7/6/5	Foot, jump packs, stubborn, frenzied assault (chaos)
Retributor	10/15/25	4	4	6	Heavy weapons	7/6/5	Foot, stubborn, urban fighter, frenzied assault (chaos)

Heresy: Complete

Punisher	30/45/60	4	6	7	Light flamer	7/6/5	Wheeled, light vehicle, stubborn, independent, frenzied assault (chaos)
Immolator	25/35/50	7	6	6	Heavy flamer	7/6/5	Armored unit, stubborn, close support, tracked
Rhino	30/45/60	6	2	7	Heavy bolter	7/6/5	Tracked, stubborn, armored unit, transport (2), close support

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Bolter	25/40	Infantry 360	1	0	Anti-infantry
Heavy Bolter	35/50	Rhino TT	2	+1	Anti-infantry
Heavy flamer	Template	Immolator TT	-	+2/+1*	Flamer, ignores cover
Heavy weapons	40/60	Infantry 360	2	+1	Armour piercing
Light flamer	Small flame template	Bike FX	-	+2 /+1*	Flame weapon, ignores cover

* +2 bonus versus non-armoured units and +1 versus armoured units.

Unit composition	Unit cost
4 Novitiate stands	60
4 Sister stands	95
4 Seraphim stands	120
4 Retributor stands	125
2 Immolator tanks	80
2 rhino armored personnel carriers	80
4 Punisher stands	160

TABLE 40. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Banisher	25/35/50	6	1	3 BP's	Twin Thudd Gun	7/6/5	Tracked, Armored unit, stubborn
Cardinal	25/35/50	6	1	3 BP's	Sanctifier Rocket Launcher	7/6/5	Tracked, Armored unit, stubborn

Heresy: Complete

Cleanser	30/45/60	7	3	7	Heavy multi-melta Heavy bolters (2)	7/6/5	Tracked, armored unit, stubborn
Protector	25/35/50	6	1	2 BP	AA gun	7/6/5	Tracked, armored unit, stubborn
Predator	30/45/60	7	3	7	Battle-cannon Las-cannons (2)	7/6/5	Tracked, armored unit, stubborn, rapid fire
Purifier	10/15/25	7	7	7	Light flamer s (2)	8/7/6	Walker, stubborn, armored unit, Fanatic, frenzied assault (chaos)
Vindicator	25/35/45	8	2	6	Heavy Battle-cannon	7/6/5	Tracked, armored unit, stubborn
Robot	10/15/25	7	5	5	Las-cannon	10	Walker, AI, armored unit
Thunderbolt	-	6	-	7	Autocannon	7/6/5	Flyer, stubborn, armored unit, interceptor (1)
Marauder	-	7	-	5	Battle-cannon Melta-bombs	7/6/5	Flyer, stubborn, armored unit

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
AA-gun	50/70	Protector FT	2 BP	0	All purpose
Battle-cannon	50/70	Marauder TT Predator FT	1	+1	All-purpose
Heavy Battle-cannon	50/70	Vindicator FX	1	+3	Armor piercing
Heavy bolter	35/50	Cleanser SW right and left	2	+1	Anti-infantry
Heavy multi-melta	35/50	Cleanser FT	3	+5	Armor piercing
Las-cannon	50/70	Robot TT	1	+1	All purpose
Light flamer	Small flamer template	Purifier SW right and left	-	+2/+1*	Flamer, ignores cover
Melta-bombs	-	-	4 BP	+1	All purpose
Sanctifier Rocket launcher	20/100	Cardinal TT	3 BP	+2/+1*	Flame weapon, ignores cover
Twin Thudd-gun	20/100	Banisher FX front	3 BP	As ammo type	-

Heresy: Complete

* Use two-penetration die versus non-armored units and 1 die versus armored units.

Unit composition	Unit cost
2 Banisher artillery vehicles	105
2 Cardinal artillery vehicles	105
3 Cleanser tanks	220
3 Protector AA vehicles	105
3 Purifier dreadnought stands	170
3 vindicator tank destroyers	125
3 Robots	180
3 thunderbolt fighters	200
2 Marauder bombers	175

Two types of ordinance are available to Banisher artillery units: High explosive (HEF) and multiple armor killers (MAK). The price of the artillery unit already includes HEF ordinance. If MAK is desired increase the cost of the unit is increased by 50%.

Banisher artillery units may fire smoke and blind munitions in lieu of their standard combat ordinance.

Cardinal rocket artillery only fires the special incendiary rockets and nothing else. The rockets suppress as a heavy flamer.

TABLE 41. SPECIAL UNITS

UNIT NAME	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Archangel	15/30/45	5	8	6	Plasma pistol	8/7/6	Foot, stubborn, flight pack, rearguard action, fanatic, frenzied assault (chaos)
Celestial	10/15/25	5	7	6	Light multi melta	8/7/6	Foot, stubborn, independent, Fanatic, urban fighter, frenzied assault (chaos)
Cleric	10/15/25	5	5	6	Bolter	8/7/6	Foot, stubborn, Psyker, stealth, hero, frenzied assault (chaos)
Eradicator	10/15/25	5	6	6	Executioner rifle	8/7/6	Foot, stubborn, Sniper, stealth, independent, frenzied assault (chaos)

Heresy: Complete

Grey Knight	10/15/25	7	9	5	Psi-weapons	9/8/7	Foot, teleport, psyker, rapid fire, stubborn, Demon hunter, hero
Hospitaler	10/15/25	5	5	6	Bolter	8/7/6	Foot, stubborn, Medic, stealth, Frenzied assault (chaos)
Inquisitor	10/15/25	7	9	5	Special weapons	9/8/7	Foot, teleport, Rapid fire, stealth, stubborn, demon hunter, inspiring presence, hero
Justifier	40/55/70	6	6	6	Light Multi-melta Light flamer	7/6/5	Grav, stubborn, rapid fire, fanatic, Light vehicle, independent

Weapon	Range	Arc or fire	Firepower	Penetration	Designation
Bolter	25/40	Infantry 360	1	0	Anti-infantry
Executioner rifle	45/65	Infantry 360	1	+1	Anti-infantry
Light flamer	Small flamer template	Justifier FT	-	+1/0*	Flamer, ignores cover
Light Multi-melta	25/40	Infantry 360 Justifier TT	2	+3	Armor piercing
Plasma pistol	10/15	Infantry 360	1	+1	All purpose
Psi-weapons	25/40	Infantry 360	2	+1/+2	All purpose
Special Weapons	25/40	Infantry 360	2	+1	All purpose

* +1 bonus versus non-armored units and 0 bonus die versus armored units.

Note that the psi-weapons have a dual penetration, +1 bonus for all units except other Psykers and demons in which case its +2.

Unit composition	Unit cost
4 Archangel stands	220

Heresy: Complete

4 Celestial stands	255
1 Cleric stand, mastery level 2	75
2 Eradicator stands	120
4 Grey knight stands act as single mastery level 4 psyker	340
1 Hospitaler stand and 1 rhino	85
1 Inquisitor stand and 1 rhino	140
4 Justifier Landspeeders	280

Off-table ordinance

This represents ordinance fired from orbit or far-off artillery. A spotter with line of sight to the point of intended attack is required to perform and off-table attack (no check required, only line of sight). This type of attack is very inaccurate and will always scatter 4d10cm in a random direction. It makes up for this in the size of the area covered that is a 20cm diameter circle.

There are several ordinance types and effects:

HEF Heavy Barrage: counts as a 9-barrage point HEF attack. Cost 200 points

Stasis: All units within the radius of effect are rendered immobile and invulnerable to fire. No points are awarded for these units since they are not destroyed. The effect lasts until a roll of 7+ on a d10 is made in each end phase. Add +1 to the roll for turn beyond the first it is in effect. Once the effect is gone units may act normally. Cost 200

Vortex: the radius of effect is only a 15cm circle, but all models in the area of effect are automatically hit with a penetration 3, armor piercing (4) blast. Cost 300

Off table support of this nature may only be called in by a Mother Superior and each attack bought is counted as a special unit.

Slann Army List

Army Organization

The Slann are the eldest of the space faring races of the universe. They have mastered technologies that are beyond the wisest of the Eldar. The Slann have returned to this galaxy to confront the Tyranid menace that sweeps across countless stars. The Slann doctrine of war is one of fast, powerful attack and bewildering technology. There are four levels of command:

Time Magus: the most revered of leaders, Time Magi are psychically aware females melded into powerful Mech-Knight suits. A Time Magus may command up to 6 battlegroups. Each battlegroup is composed of one detachment. Only knight detachments (of any type) may be added.

Slann Lord: these are Slann citizens that don ancient powered battle suits. They represent Slann nobility and lead fellow Slann detachments into battle. Slann Lords may attach up to 6 battlegroups. Each battlegroup may add up to 2 detachments. The detachments may be line or support, not mixed. One special detachment per battlegroup may be added. Only slann detachments may be added. No knight detachments can be added.

Slandroid Lord: similarly clad in powered Mech-Knight suits, they command elite assault and armored forces into battle. They may command up to 4 Slandroid battlegroups. Each battlegroup may add up to 3 Necron detachments. The detachments may be line or support, not mixed. One special detachment per battlegroup may be added. Only Slandroid detachments may be added.

Exodite Lord: these are slann from low-tech systems that have been brought back to the fold of the Slann Empire. They may command up to 3 exodite slann or dracon battlegroups. Each battlegroup may add up to 3 detachments. The detachments may be line or support, but not mixed. One special detachment may be added per battlegroup. Only exodite slann and Dracon detachments may be added.

Command radius for the Slann is 60cm.

Command radius for the Necron, exodites and Dracon is 40cm.

Slann Morale

Slann and Exodite that lose their commanders must make a morale check or lose one morale level. Slann and Exodite units outside command radius suffer a -3 penalty to activation rolls.

The Slandroids, being sentient machines, ignore the effects of *Fear* and *Terror*. Like Tyranids, they have a morale of 10 and automatically pass any checks dependent on morale. Unlike Tyranids, they remain at functional battlefield readiness until completely wiped out. Necron have a breakpoint of 75% and confer a bonus to VPs in the same way as Tyranid units (see Tyranid army list for details).

Slandroids outside of command radius assume a defensive posture: they remain stationary (but may fire) until they are within command radius.

Saurian battlegroups automatically lose one level of morale if they are outside their command radius. This loss occurs every turn that they are in command or until they rout and flee the battle.

Unit Skills

In addition to the general skills given in the Heresy core rules, Slann can possess some skills unique to them.

The Slann deploy all their battlegroups after the opponent has deployed his troops. This applies even if the opposing force is Eldar.

Slandroids have auto-repair capabilities than mimic regeneration, so most Necrons have the *Regeneration* skill. Slandroid transports may carry troops designated as *Walkers*, in addition to foot troops.

Warp gate: models with this skill can open stable and invisible warp gates to advance upon the enemy. Models may move up to their standard move through a warp gate. The model ignores intervening terrain between the point of origin and target point. No line of sight is required. Models may charge into assault combat after exiting the warp gate, but do NOT gain a double move through the warp gate. Due to the suddenness of the attack, no reaction fire may be brought to bear against models using this skill.

Energy armor: Slann armor is more than just the material it is made of. Their armor has a energy field that reduces the penetration of incoming shots. The number that appears in parenthesis besides this skill is the modifier to the penetration roll. Subtract this value from all penetration dice rolled. In case of armor piercing weapons subtract the value first from the armor piercing bonus. If the weapon loses all its armor piercing bonuses and their remains a further energy armor bonus remember to subtract it from the die rolls.

Weapons

Gauss weaponry: particle accelerated ammunition is the sole province of the Slann. Even their anti-infantry weapons are superior to most races' armament due to gauss technology. On average, gauss weapons fire farther, more accurately, and with higher penetration than their non-Slann equivalent.

Mantis missiles: Slann do not use conventional explosive or armor piercing ordinance. They use electromagnetic pulse technology to fry the electronic equipment of the enemy units. While very effective versus armored units (penetration bonus +3), it does not affect infantry. Units with multiple DR are affected as per an armor piercing weapon and may lose multiple DR points. They also lose their activation for the turn (only if damaged). Units with these missiles may never converge-fire, only open sheaf. This weapon may affect shields.

Unit Classification

Line Units

Mech-Knights

Great Toad Mech-Knights
Bullfrog Mech-Knights

Slann

Slann Vanguard Battlesuits
Slann Spawnguard Battlesuits

Exodite slann

Exodite Warriors Brood
Mantis Transport Detachments
Frog Support Detachments

Saurian

Saurian regulars

Slandroids

Necron combat suit cube
Necron assault suit cube
Protector armored transport carriers
Cubemaster armored transport carrier
Nemesis main battle tank detachments
Necron Knight Stalker Detachments

Support Units

Mech-Knights

Tadpole recon Mech-Knight

Slann

Arachnid heavy assault dreadnought
Slann Gravguard Battlesuits

Exodite slann

Warp Walker Brood
Ghost Warrior Brood
Coldones Riders detachments
Dragoons Detachments
Taradon Beast Riders Detachments
Raptor Detachments
Salamander Fast Attack Detachments
Dragon Fly Mobile Air Support Detachments
Tiger Moth Mobile Support Detachments

Saurian

Fang heavy detachments
Kroxigor assault detachments

Slandroids

Scarab dreadnoughts
Cubekeeper battlesuit close support vehicle
Venom tank destroyer detachments
Silverstrike assault tank detachments
Mantis launcher battery
Warp locust anti-aircraft battery

Special Units

Slandroids

Silverspawn heavy tank detachment
Cloud dragon fighter squadron
Moon dragon bomber squadron
Ethereal dragon aerial transport squadron

Exodite slann

Stagadon Assault Beast

Heresy: Complete

Unit Descriptions

TABLE 42. COMMANDERS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Time Magus	25	8	9	5	Gauss cannon Mantis missiles Plasma flamer Gauss mini-gun	8/7/6	8	Knight, armored unit, warp gate, energy armor (3), DR 2, enhanced fire control, inspiring presence, psyker, stealth
Slann Lord	15	7	7	5	Gauss mini-gun	8/7/6	7	Walker, warp gate, armored unit, energy armor (2), psyker, stealth
Slandroid Lord	15	7	8	5	Gauss mini-gun	10	6	Walker, armored unit, energy armor (2), stealth, regenerate (6)
Exodite Lord	10	6	6	6	Gauss minigun	8/7/6	6	Foot, energy armor (2), stealth

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Gauss mini-gun	40/60	Infantry 360° Time magus TT	3	+2	Anti-infantry
Gauss cannon	70/100	Time magus SW right	2	+5	Armor piercing
Plasma flamer	Template	Time magus SW left	Large flamer template	+2	All purpose
Mantis missiles	100	Time magus FX	-	+3	Armored units only

Unit composition	Unit cost
1 Time magus mech Knight Mastery level 4	370
1 Slann lord mastery level 3, 4 Slann vanguard stands	390
1 Slandroid lord and 4 Slandroid assault suits	290
1 Exodite lord and 5 exodite warriors	130

Heresy: Complete

TABLE 43. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Great Toad	25	7	6	5	Gauss cannon Plasma flamer	8/7/6	Walker, armored unit, Knight, warp gate, DR 2, energy armor (2)
Bull-frog	25	7	7	5	Gauss cannon (2) Mantis missiles	8/7/6	Walker, armored unit, Knight, warp gate, DR 2, energy armor (2)
Stalker	25	8	8	5	Gauss cannon (2) Gauss Mini-gun	10	Walker, armored unit, knight, warp gate, DR 2, energy armor (2), regenerate (6)
Slann vanguard	15	7	7	5	Gauss mini-gun	8/7/6	Walker, armored unit, energy armor (1), warp gate
Slann Gravguard	15	5	5	5	Gauss heavy weapon	7/6/5	Walker, armored unit, energy armor (1), warp gate
Slann Spawnguard	15	6	6	6	Gauss rifle	7/6/5	Walker, armored unit, energy armor (1), warp gate
Exodite Warrior	10	5	5	6	Gauss rifle	7/6/5	Foot
Mantis APC	25	6	3	6	Gauss mini-gun (2) Electro-stinger	7/6/5	Grav, armored unit, transport (3)
Frog Support Tank	25	7	4	6	Gauss cannon Gauss Mini-gun	7/6/5	Grav, armored unit
Saurian regulars	10	4	4	7	Gauss rifles	5/4/3	Foot
Protector	25	6	3	5	Gauss mini-gun	10	Tracked, armored unit, transport (6), energy armor (1), regenerate (7), close support
Cubemaster	25	7	4	5	Plasma flamer	10	Tracked, armored unit, transport (6), energy armor (1), regenerate (7), close support
Nemesis	25	8	5	5	Gauss cannon Gauss mini-gun	10	Tracked armored unit, energy armor (2), regenerate (7)
Slandroid combat suits	15	7	6	5	Gauss rifle	10	Walker, armored unit, energy armor (1), regenerate (7)
Slandroid assault suits	15	7	8	5	Gauss rifle	10	Walker, armored unit, energy armor (1), regenerate (7)

Heresy: Complete

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Gauss rifle	25/40	Infantry 360°	1	+1	Anti-infantry
Gauss mini-gun	40/60	Infantry 360° Protector TT Nemesis TT	3	+2	Anti-infantry
Gauss heavy weapons	50/70	Infantry 360°	2	+4	Armor piercing
Gauss cannon	70/100	Great Toad SW right Bull-frog SW right and left Nemesis FT	2	+5	Armor piercing
Plasma flamer	Template	Great Toad SW left Cubemaster FT	Large flamer template	+2	All purpose
Electro-stinger	25/40	Mantis APC TT	2	0	All purpose
Mantis missiles	100	Bull-frog FX	-	+3	Armored units only

Unit composition	Unit cost
1 Great Toad Mech-Knight	280
1 Bull-frog Mech-Knight	300
1 Stalker Mech-Knight	350
5 Slann Vanguard battlesuits	300
5 Slann Gravguard battlesuits	340
5 Slann Spawnguard battlesuits	280
5 Exodite Warriors	80
2 Mantis APC	90
2 Frog Support Tank	100
10 Saurian regulars	100
1 Protector	60
1 Cubemaster	80
2 Nemesis tanks	170

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5 Slandroid combat suits	230
5 Slandroid assault suits	250

TABLE 44. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Slann Gravguard	15	6	4	6	Gauss cannon	7/6/5	Walker, armored unit, energy armor (1), warp gate
Tadpole	30	6	6	5	Plasma flamer Gauss Mini-gun (2)	8/7/6	Walker, Knight, armored unit, recon, DR 2, energy armor (1), warp gate
Arachnid	25	7	7	5	Plasma flamer Gauss Mini-gun	8/7/6	Walker, armored unit, energy armor (1), warp gate, independent
Warp Walker	10	5	6	6	Gauss Mini-gun	7/6/5	Foot, warp gate
Ghost Warrior	10	6	5	6	Heavy gauss weapon	7/6/5	Foot
Coldones Rider	20	5	7	6	Gauss Rifle	7/6/5	Cavalry
Dragoon	20	6	6	6	Heavy Gauss weapon	7/6/5	Cavalry
Taradon Rider	30	5	5	6	Gauss Mini-gun	7/6/5	Grav
Raptor	10	7	7	6	Gauss cannon Gauss Mini-gun	7/6/5	Walker, armored unit
Salamander	30	6	5	6	Gauss Mini-gun (2)	7/6/5	Wheeled, light vehicle
Dragon Fly AA	30	6	5	6	Light flak gun	7/6/5	Wheeled, light vehicle, flak
Tiger Moth	30	6	5	6	Heavy gauss weapon	7/6/5	Wheeled, light vehicle
Fangs	15	4	3	6	Heavy gauss weapon	5/4/3	Foot
Kroxigor	15	5	8	7	Gauss pistol	5/4/3	Foot, jump packs
Scarab	15	7	7	5	Plasma flamer	10	Walker, jump packs, armored unit, energy armor (1)
Cubekeeper	25	8	6	6	Gauss heavy weapon Gauss mini-gun	10	Tracked, armored unit, energy armor (1), close support, regenerate (7)
Venom	25	7	4	5	Gauss cannon Mantis missiles	10	Tracked, armored unit, energy armor (1), regenerate (7)
Silverstrike	25	8	7	5	Plasma flamers Gauss mini-gun (2)	10	Tracked, armored unit, energy armor (1), regenerate (7), close support

Heresy: Complete

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Mantis	25	6	1	artillery	Mantis missiles	10	Tracked, armored unit, energy armor (1), regenerate (7), mobile artillery
Warp Locust*	25	6	1	5	AA gun	10	Tracked, armored unit, energy armor (1), regenerate (7), towed

*Movement of the Warp Locust is while limbered. The unit may unlimber and fire in the same turn.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Gauss pistol	15/20	Infantry 360°	1	+1	Anti-infantry
Gauss rifle	25/40	Infantry 360° Cavalry 360°	1	+1	Anti-infantry
Gauss heavy weapons	50/70	Infantry 360° Cavalry 360° Tiger Moth FT	2	+4	Armor piercing
Gauss mini-gun	40/60	Tadpole SW right and left Silverstrike FX and TT Taradon TT Salamander FT	3	+2	Anti-infantry
Gauss cannon	70/100	Infantry 360° Venom FT	2	+5	Armor piercing
Plasma flamer	Template	Tadpole FX Arachnid FX Scarab FX Venom FT	Large flamer template	+2	All purpose
Mantis missiles	100	Venom TT Mantis FT	-	+3	Armored units only
Light flak gun	70	Dragon Fly FT	-	0	All purpose
AA gun	100	Warp Locust FT	4	+3	Armor piercing

Heresy: Complete

Unit composition	Unit cost
5 Slann Gravguard battlesuits	320
1 Tadpole Mech-Knights	210
1 Arachnid	90
5 Warp Walkers	150
5 Ghost Warriors	150
5 Coldones Riders	100
5 Dragoons	170
4 Taradon Riders	100
3 Raptors	120
3 Salamander	80
3 Dragon Fly AA	100
3 Tiger Moth	90
5 Fangs	180
10 Kroxigor	200
3 Scarabs	200
2 Venom tanks	200
2 Silverstrike tanks	200
2 Mantis artillery	160
1 Warp locust AA gun	100

TABLE 45. SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Silverspawn	25	9	7	5	Heavy gauss cannon Mantis missile Gauss min-gun (2)	10	Tracked, armored unit, energy armor (2), regenerate (7), heavy tank, DR 2
Stagadon	20	9	8	6	Gauss cannon (2) Gauss Mini-gun (2)	7/6/5	Cavalry, armored unit, DR 2
Cloud dragon	-	7	-	5	Gauss mini-gun	10	Flyer, armored unit, energy armor (1), regenerate (7), interceptor (3)

Heresy: Complete

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Moon dragon	-	8	-	5	Gauss cannon Mantis missiles Gauss min-guns (4)	10	Flyer, armored unit, energy armor (1), regenerate (7)
Ethereal dragon	-	7	-	5	Gauss cannon Gauss mini-gun	10	Flyer, transport (6), energy armor (1), stealth, regenerate (7)

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Gauss mini-gun	40/60	Silverspawn FX and TT Moon dragon FT Ethereal dragon FT Stagadon TT	3	+2	Anti-infantry
Gauss cannon	70/100	Moon dragon TT Ethereal dragon TT Stagadon TT	2	+5	Armor piercing
Mantis missiles	100	Silverspawn TT Moon dragon FT	-	+3	Armored units only
Heavy gauss cannon	70/100	Silverspawn FT	2	+6	Armor piercing

Unit composition	Unit cost
1 Silverspawn heavy tank	300
1 Stagadon	100
3 Cloud dragons	300
2 Moon dragons	300
1 Ethereal dragon	120

Heresy: Complete

Space Marine Army List

Army Organization

The Space Marines are the elite warriors of the Imperium. As such, they command an amount of resources that is not readily available to their Imperial Guard counterparts. This is reflected in their organization by the attachment of support and special assets at relatively low levels of command.

The Space Marine commanders are of three levels:

Company Commander: they may attach up to 3 battlegroups composed of 1-2 detachments. Detachments may be line or support. One special card per battlegroup may be added.

Chapter Master: they may attach up to 4 battlegroups composed of 1-2 detachments. The detachments may be line or support. One special card per battlegroup may be added. There may be only one chapter master on the battlefield at any given time.

Command radius is 50cm.

Space Marine Morale

Space Marines make morale checks whenever their command is destroyed and lose one morale level if it fails. Marine units outside of command radius or without commanders have a -2 penalty to their activation checks.

Model Skills

In addition to the general skills given in the Heresy core rules, Marine can possess some skills unique to them.

Teleport: the detachment need not deploy with the other troops at the game's start. During any movement phase, the player may teleport the detachment anywhere on the battlefield if a command unit or recon unit (designated as "spotters") has line of sight to it. If the spotter makes a successful morale check, the troops land on target. If the check fails, the touchdown point scatters 2D10 cm (they cannot displace into structures like buildings but may be displaced into impassible or dangerous terrain). Teleporting takes place when the detachment is activated. Reaction fire can be taken against teleporting detachments as they appear, but the activation check is at -3 to the roll.

Weapons

Weapon arc abbreviations are as follows: FT-full turret (360°), TT- traverse turret (180°), SW-swivel mount (90°), FX-fixed mount (45°).

Unit Classification

What follows is a list stating whether a unit is line, support or special.

Line Units

Tactical Detachments
Assault Detachments
Devastator Detachments
Scout Detachments
Land Raider Detachments
Bike Detachments
Landspeeder Detachments
Dreadnought Detachments
Rhino Detachments
Terminator Detachments

Support Units

Whirlwind Detachments
Predator Detachments

Vindicator Detachments
Razorback Detachments
Attack Bike Detachments
Flamer Marines
Rapier Battery
Tarantula Battery
Robot Detachment
Thudd Gun Battery
Mole Mortar Battery
Hunter AA Gun Battery
Thunderbolt Squadron
Marauder Squadron

SPECIAL UNITS

Medic Detachment
Tech-Marine Detachment
Chaplain Detachment
Librarian Detachment
Inquisitor Detachment
Grey Knight Detachment
Drop Pods
Thunderhawk Assault ship

UNIT DESCRIPTIONS

TABLE 46. COMMANDERS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Company Commander	10	6	6	5	Assault Bolt pistols	8/7/6	5	Stealth, rapid fire, stubborn, foot
Terminator Company Commander	10	7	9	5	Storm bolters	8/7/6	7	Stealth, Foot, teleport, stubborn, rapid fire, hero, tank killers
Company Commander mounted on bike	35	6	7	5	Bolter	8/7/6	5	Stealth, rapid fire, stubborn, light vehicle
Company commander mounted on landspeeder	40	6	7	5	Light Multi-melta Heavy bolter	8/7/6	5	Stealth, rapid fire, stubborn, light vehicle
Chapter Master	10	6	8	5	Assault Bolt pistols	8/7/6	8	Stealth, rapid fire, stubborn, foot

Weapon	Range	Weapon arc	Firepower	Penetration Bonus	Designation
Light multi-melta	25/40	Landspeeder FT	2	+3	Armor piercing
Bolter	25/40	Infantry 360	1	0	Anti-infantry
Storm bolter	25/40	Infantry 360	2	0	Anti-infantry
Heavy Bolter	35/50	Landspeeder TT	2	+1	Anti-infantry
Assault Bolt pistol	15/25	Infantry 360	2	0	Anti-infantry

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Unit composition	Unit cost
1 company command stand and 1 Rhino	80
1 terminator company command stand	80
1 bike company commander stand	50
1 landspeeder company command stand.	75
1 Chapter Master stand, 3 Tactical stands and 2 Rhino	210
1 Company command and 1 Land Raider	110
1Chapter Master stand, 3 Tactical stands and 2 Land Raiders	270

TABLE 47. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Tactical	10	5	5	7	Bolters	7/6/5	Foot, stubborn, rapid fire
Assault	15	5	7	7	Bolt pistols	7/6/5	Foot, jump packs, rapid fire, stubborn
Devastator	10	5	4	6	Heavy weapons	7/6/5	Foot, stubborn, rapid fire
Scout	10	4	4	7	Bolters	6/5/4	Foot, recon , infiltrate
Land Raider	25	8	5	6	Twin-linked Las-cannon (2) Heavy Bolter	7/6/5	Tracked, stubborn, rapid fire, transport (2), armored unit, close support
Bike	35	6	6	7	Bolter	7/6/5	Wheeled, light unit, rapid fire, stubborn, independent
Landspeeder	40	6	6	6	Light Multi-melta Heavy bolter	7/6/5	Grav, stubborn, rapid fire, light unit, independent
Dreadnought	10	7	7	6	Light flamer Heavy weapon	8/7/6	Walker, stubborn, rapid fire, armored unit
Rhino	30	6	2	7	Heavy bolter	7/6/5	Tracked, stubborn ,rapid fire, armored unit, transport (2), close support
Terminator	10	7	8	5	Storm bolters	8/7/6	Foot, teleport, stubborn, rapid fire, hero, tank killers

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Bolt pistols	15/20	Infantry 360	1	0	Anti-infantry

Heresy: Complete

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Bolter	25/40	Infantry 360 Bike TT	1	0	Anti-infantry
Heavy Bolter	35/50	Rhino TT Land Raider FX, front Landspeeder TT	2	+1	Anti-infantry
Heavy weapons	40/60	Infantry 360 Dreadnought SW right	2	+1	Armor piercing
Storm bolter	25/40	Infantry 360	2	0	Anti-infantry
Light flamer	Small flame template	Dreadnought SW left	-	+1/0*	Flame weapon, ignores cover
Light multi-melta	25/40	Landspeeder FT	2	+3	Armor piercing
Twin-linked Las-cannon	50/70	Land Raider SW right and left	1	+3	Armor piercing

* The +1 bonus is towards targets that are infantry and no bonus for vehicles.

Unit composition	Unit cost
6 Tactical stands	130
6 Tactical stands and 3 rhinos	250
6 Assault stands	160
6 Assault stands and 3 rhinos	280
6 Devastator stands	210
6 Devastator stands and 3 rhinos	330
3 Rhinos	120
6 Scout stands	110
3 Land Raider tanks	210
5 bike stands	190
4 dreadnought stands	200
5 Landspeeder stands	250
4 Terminator stands	230

Heresy: Complete

Unit composition	Unit cost
4 Terminator stands and 2 Land Raider tanks	370

TABLE 48. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Whirlwind	25	6	1	-	Rocket Launcher	7/6/5	Tracked, Armored unit, stubborn, mobile artillery
Predator	30	7	3	7	Battle-cannon Las-cannons (2)	7/6/5	Tracked, armored unit, stubborn, rapid fire
Vindicator	25	8	2	6	Heavy Battle-cannon	7/6/5	Tracked, armored unit, stubborn
Razorback	30	7	3	7	Light multi-melta	7/6/5	Tracked, armored unit, stubborn, transport (1)
Attack Bike	30	6	5	6	Light multi-melta	7/6/5	Wheeled, light unit, stubborn
Flamer Marines	10	5	5	Small template	Light flamer	7/6/5	Foot, stubborn
Rapier	5	3	1	6	Multi-laser	7/6/5	Tracked, stubborn, rapid fire, towed
Tarantula	5	3	1	5	Twin linked Las-cannon	10	Grav, AI, towed
Robot	10	7	5	5	Las-cannon	10	Walker, AI, armored unit
Thudd Gun	5	3	1	artillery	Thudd-cannon	7/6/5	Wheeled, towed, stubborn
Mole Mortar	5	5	1	artillery	Mole mortar	7/6/5	Foot, stubborn, towed
Hunter AA Gun	25	6	1	6	AA gun	7/6/5	Tracked, armored unit, stubborn, AA
Thunderbolt	-	6	-	7	Autocannon	7/6/5	Flyer, stubborn, rapid fire, armored unit, interceptor (2)
Marauder	-	7	-	5	Battle-cannon Melta-bombs	7/6/5	Flyer, stubborn, rapid fire, armored unit

Heresy: Complete

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Heavy bolter	35/50	TT on all vehicles	2	+1	Anti-infantry
Autocannon	40/60	TT	2	0	All purpose
Multi-laser	35/50	FX	3	0	All purpose
Battle-cannon	50/70	Predator FT Marauder TT	1	+2	All purpose
Las-cannon	50/70	Predator SW right and left Robot TT	1	+1	All purpose
Light Multi-melta	25/40	Attack bike TT Razorback TT	2	+3	Armor piercing
Light flamer	Small flamer template	Infantry 360	-	+1/0*	Flamer, ignores cover
Heavy battle-cannon	50/70	Vindicator FX	1	+3	Armor piercing
Twin-linked las-cannon	50/70	Tarantula fixed	1	+3	Armor piercing
Rocket launcher	20/100	Whirlwind FT	-	As ammo type	-
Thudd-gun	20/100	FX	-	As ammo type	-
Mole mortar	20/70	FX	-	As ammo type	Ignores cover
Melta-bombs	-	-	-	+2	Armor piercing
AA-gun	50/70	Hunter FT	4	0	All purpose

Unit composition	Unit cost
3 whirlwind artillery vehicles	135
3 Predator tanks	135
3 vindicator tank destroyers	125
6 Razorback armored transports	250
4 Attack bike stands	175
6 Flamer Marines	250
3 Rapier mobile guns	60
3 Tarantula robotic guns	80

Heresy: Complete

Unit composition	Unit cost
5 Robots	185
3 Thudd artillery guns	125
3 Mole mortars	100
3 Hunter AA guns	150
3 thunderbolt fighters	200
2 Marauder bombers	175

Two types of ordnance are available to artillery units: High explosive (HEF) and multiple armor killers (MAK). The price of the artillery unit already includes HEF ordnance. To purchase MAK ordnance, increase the cost of the unit is increased by 50%.

All artillery units may fire smoke and blind munitions in lieu of their standard combat ordinance.

TABLE 49. SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Medic	10	6	6	6	Bolter	8/7/6	Foot, stubborn, rapid fire, medic, stealth, hero
Tech-Marine	10	6	6	6	Bolter	8/7/6	Foot, stubborn, Rapid fire, battlefield repairs, stealth, hero
Chaplain	10	6	7	6	Bolter	8/7/6	Foot, stubborn, Rapid fire, inspiring presence, stealth, hero
Librarian	10	6	6	6	Bolter	8/7/6	Foot, stubborn, Rapid fire, psyker, stealth, hero
Inquisitor	10	7	9	5	Special weapons	9/8/7	Foot, teleport, rapid fire, stealth, stubborn, demon hunter, inspiring presence, hero
Grey Knight	10	7	9	5	Psi-weapons	9/8/7	Foot, teleport, psyker, rapid fire, stubborn, demon hunter, hero
Drop Pods	-	6	1	7	Light Plasma-cannon Death-wind	7/6/5	Transport, armored unit
Thunderhawk Assault ship	-	7	-	6	Battle-cannon Melta-bombs	7/6/5	Flyer, transport (8), stubborn, rapid fire, flying fortress, armored unit

Heresy: Complete

Weapon	Range	Arc or fire	Firepower	Penetration	Designation
Bolter	25/40	Infantry 360	1	0	Anti-infantry
Special Weapons	25/40	Infantry 360	2	+1	Anti-infantry
Psi-weapons	25/40	Infantry 360	2	+1/+2	Anti-infantry
Light plasma cannon	40/60	Infantry 360	1	+3	Armor piercing
Death-wind	20cm radius	FT	-	0	All purpose
Battle-cannon	50/70	FT	1	+2	All purpose
Melta-bombs	-	-	-	+2	Armor piercing

Note that Psi-weapons have a dual penetration bonus: +1 for all targets except demonic models where the bonus is +2.

Unit composition	Unit cost
1 Medic stand and 1 Rhino	100
1 Chaplain stand and 1 Rhino	110
1 Tech-Marine stand and 1 Rhino	100
1 Psyker, mastery level 2	120
1 Inquisitor stand and 1 Rhino	140
4 Grey Knight stands act as single mastery level 4 psyker	340
3 Assault, 1 Support, and 1 Deathwind pod	125
1 Thunderhawk Assault ship	115

Drop Pods

Drop pods come in three varieties: assault, support and deathwind. Assault pods may carry up to 2-foot stands. Support pods possess a light plasma gun. Deathwind pods are one-shot weapons that clear the landing zone. Once fired, the Deathwind pod has no further attack capability for the rest of the game.

Drop pods descend when activated. Troops may only disembark and attack normally. The landing point is determined by placing a counter within line of sight of a command/recon unit in your army. If the leadership check is successful, the counter deviates 2d10cm in a random direction. If the check fails, the counter scatters 4d10cm. Once the exact landing site is determined, place all pods within a 15cm radius of the counter. Note that the Deathwind pod always lands before the other pods. Resolve its attack, and then land the remaining pods.

Teleporting units: the cost for teleporting is included in the units cost. If a player decides to use the teleport skill, any transports that are a part of the unit remains behind with the unit's commander and may reunite with it later in the game. The teleporting units act as a separate detachment while separated from their commander.

Off-table ordnance

This represents ordnance fired from orbit or far-off artillery. A spotter with line of sight to the point of intended attack is required to perform any off-table attack (no check is required, only line of sight). This type of attack is very

inaccurate and will always scatter 4d10cm in a random direction. It makes up for this in the size of the area covered: a 20cm diameter circle.

There are several ordnance types and effects:

HEF Heavy Barrage: Use 2 converging barrage templates, HEF attack. Costs 100 points

Stasis: All models within the radius of effect are rendered immobile and invulnerable to fire. No points are awarded for these models since they are not destroyed. The effect lasts until a roll of 7+ on a d10 is made in each end phase. Add +1 to the roll for turn beyond the first it is in effect. Once the effect is gone units may act normally. Costs 200 points.

Vortex: the radius of effect is only a 15cm diameter circle, but all models in the area of effect automatically suffer a hit with a penetration bonus of +6. Costs 300 points.

Off-table support of this nature may only be called in at the regimental command level, and each attack bought is counted as a special unit.

Squat Army List

Army Organization

Squat organization revolves around their reverence and admiration for their leaders. There are three command levels:

Hearthguard: they are the leaders of the Brotherhoods (battlegroup). They may attach up to two battlegroups composed of 1-3 detachments. Detachments must be line ONLY.

Bike lord: they may attach up to 3 battlegroups. Battlegroups are composed of 1-3 bike type detachments (any type as long as they are "bikes"). These formations are called Guild Expeditionary Forces.

Warlord: for every 4 brotherhoods/guilds one warlord commanding a Squat host must be purchased. They may attach up to 4 hosts (battlegroups) composed of 1-3 detachments that may be line or support (not mixed). One special card per battlegroup may also be added.

Grand Warlord: only one Grand Warlord may be fielded in a game. He is an old and revered leader with many battles under his belt. The warlord of one Host is substituted by the Grand Warlord. The Grand Warlord has a leadership of 10 and receives one extra firepower die. The number of battlegroups and composition is the same as under the warlord listing.

Squat command radius is 40cm.

Squat Morale

Due to the Squat reverence of their leaders, their loss is a devastating blow. When the commander is eliminated, all detachments that were attached to it immediately lose one full morale level (routed units are destroyed) and will suffer a –3 penalty to morale and activation until another leader assumes command. The loss of the Grand Warlord means ALL battlegroups suffer the penalty.

Model Skills

The squats have several skills unique to them besides the general skills in the Heresy core rules.

Rugged defense: squats are legendary in their tenacity to hold on to vital objectives. When defending an objective (whether it is a siege battle or standard battle) they receive +2 bonuses to their assault value and never check for morale for purposes of retreat (withdrawal from assault combat).

<u>Squat Battlefield repairs:</u> models with this skill may repair destroyed light/armored models or walkers within 20cm on a roll of 6+ on a d10 (a maximum of 1 DR point per vehicle per turn may be repaired).

Weapons

<u>Goliath Siege Gun:</u> this weapon is akin to the legendary Big Bertha guns made by the Germans. They have the express function of utterly destroying fortresses. As a standard siege gun it causes more DR points per penetration; each penetrating hit causes the loss of d10 DR versus any structure (buildings, fortresses, etc.). The Goliath's gun causes three chits of suppression per template. The Goliath gun never uses converging shots and only fires a special siege shot (Penetration bonus +4, use large titan barrage template).

<u>Overlord Gunship:</u> this model is deployed at the beginning of the game as a regular ground model. The gunship may move up to 30cm in any direction and fire all its armament. Due to its position it may fire at fliers without penalty as a model with the flak ability. It may also fire first at fliers that attack it. It also may serve as an observation post for artillery and the leadership characteristic for this purpose is 7.

The gun ship's ingenious construction affords it a high DR rating, and it also has engineers that may perform battlefield repairs on it in mid-air.

<u>Iron Eagle:</u> Although classified as a grav vehicle, the iron eagle flies very high off the ground and thus may only be assaulted by grav models and models with jump packs or flight packs.

<u>Land train:</u> this detachment is composed of the Land Train engine and zero to four battlecars. The train functions as one detachment/battlegroup. The assault ratings of the engine and all attached cars are cumulative. The cars have different functions:

> *Siege battlecar:* has a siege gun that functions similar to the Imperial bombard. The train houses the artillery spotting equipment (leadership 7 for purposes of accurate artillery strikes).

> *Assault battlecar:* transport up to 5 stands of infantry into battle; has an autocannon.

> *Bombard battlecar:* has a one-shot radiation missile that uses the 10cm diameter template. The weapon has a penetration bonus of +2. It ignores cover modifiers and the area becomes "radioactive" for the rest of the game: all units ending their movement inside the region take a hit.

Note: while the battlecars are joined to the Land Train, they are immune to suppression fire as if they had the Heavy Tank skill.

Weapon arc abbreviations are as follows: FT-full turret (360°), TT- traverse turret (180°), SW-swivel mount (90°), FX-fixed mount (45°).

Unit Classification

Line Units

Warrior detachments
Berserker detachments
Thunderer detachments
Bike detachments
Robot detachments
Ironshield transport detachments
Ironhammer tank detachments

Support Units

Tarantula detachments

Mole Mortar detachments
Rapier detachments
Thudd gun detachments
Iron eagle detachments
Goliath Siege Gun detachments
Thunderfire AA gun detachments
Overlord Zeppelin detachments
Termite detachments
Mole detachments
Grudgekeeper self propelled gun detachments
Hellfury heavy transport detachments
Hearthlord heavy tank
Rhino detachments
Trike squadrons

Heresy: Complete

Special Units

Living ancestor

Ancestor lord
Land train
Techmaster

Unit Descriptions

Table 50. Commanders

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Hearthguard	10	5	6	6	Plasma pistol	7/6/5	4	Stealth, stubborn, rugged defense, frenzied assault (ork), foot
Warlord	10	7	8	5	Storm bolter	8/7/6	7	Stealth, stubborn, rugged defense, frenzied assault (ork), foot
Warlord bike	30	8	10	5	Las-cannon	8/7/6	7	Stealth, stubborn, rugged defense, frenzied assault (ork), light vehicle
Grand Warlord	10	8	9	5	Storm bolter	9/8/7	9	Stealth, stubborn, rugged defense, frenzied assault(ork) , inspiring presence, foot

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Plasma pistol	10/15	360	1	+1	Anti-infantry
Storm bolter	25/40	Infantry 360	2	0	Anti-infantry
Las-cannon	50/70	Warlord bike FX forward	1	+1	Anti-infantry

Unit composition	Unit cost
Hearthguard and two warriors	70
Hearthguard, two warriors and one ironshield transport	110
Hearthguard and one Ironhammer tank	80
Hearthguard artillery commander and two warriors	70
1 Warlord and five warriors	110
1 Warlord and five warriors with 2 Ironshield transports	210
1 Warlord bike and two bikes	110
1 Grand warlord with 5 berserkers	160
1 Grand warlord and 5 berserkers with two Ironshield transports	240

Heresy: Complete

TABLE 51. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Warrior	10	3	3	7	Las gun	6/5/4	Stubborn, frenzied assault (ork) , rugged defense, foot
Berserker	10	3	5	7	Las pistol	6/5/4	Stubborn, frenzied assault (ork), rugged defense, foot
Thunderers	10	3	3	6	Heavy weapons*	6/5/4	Stubborn, frenzied assault (ork) , rugged defense, foot
Bikes	30	4	5	7	Heavy bolter	6/5/4	Stubborn, frenzied assault (ork), rugged defense, light vehicle, independent
Robot	10	8	4	6	Las-cannon Heavy bolter	AI	AI, armored unit, foot
Ironshield	20	7	3	7	Autocannon Heavy bolter	6/5/4	Stubborn, rugged defense, armored vehicle, transport (3), close support
Ironhammer	20	8	5	7	Heavy battle cannon Heavy bolters (2)	6/5/4	Stubborn, rugged defense, armored vehicle

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Las gun	20/35	Infantry 360°	1	0	Anti-infantry
Las pistol	10/20	Infantry 360°	1	0	Anti-infantry
Heavy weapons*	40/60	Infantry 360°	3	+1	Armor piercing
Las-cannon	50/70	Robot SW right	1	+1	All purpose
Heavy bolter	35/50	Robot TT Ironhammer TT Ironshield TT Bike TT	2	+1	Anti-infantry
Autocannon	40/60	Ironshield TT	2	0	All purpose
Heavy battlecannon	50/70	Ironhammer FT	1	+3	Armor piercing

* The higher firepower is due to the greater amount of heavy weapons in unit.

Heresy: Complete

Unit composition	Unit cost
5 Warrior stands	80
5 Berserker stands	90
5 Thunderers stands	160
5 Bikes stands	130
5 Robot stands	210
2 Ironshield transports	80
3 Ironhammer tanks	140

TABLE 52. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Tarantula	5	3	1	5	Twin linked Las-cannon	AI	Grav, AI, towed
Mole Mortar	5	3	1	artillery	Mole mortar	6/5/4	Foot, towed
Rapier	5	3	1	6	Multi-laser	6/5/4	Tracked, towed
Thudd gun	5	3	1	artillery	Thudd-cannon	6/5/4	Wheeled, towed
Iron eagle	40	7	4	7	Autocannon Heavy bolter	6/5/4	Grav, stubborn, armored unit
Goliath Siege Gun	5	8	3	artillery	Goliath siege gun	6/5/4	Tracked, armored unit, stubborn
Thunderfire AA gun	No move	5	1	5	AA gun	6/5/4	Immobile, armored unit, stubborn*
Overlord Zeppelin	30	9	7	6	Battlecannon (6) Melta bombs	6/5/4	Flyer, stubborn, DR 2, battlefield repairs, flak
Termite	20*	6	2	7	Heavy bolter	6/5/4	Tunneler, transport (3), armored unit, stubborn
Mole	20*	7	4	7	Autocannon	6/5/4	Tunneler, transport (5), armored unit, stubborn
Oathbinder	20	8	4	7	Heavy battlecannon Light multi-melta	6/5/4	Tracked, armored unit, stubborn
Grudgekeeper	20	5	3	6	Hunter killer missiles (10) *	6/5/4	Tracked, stubborn, armored unit

Heresy: Complete

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Hellfury	20	8	5	7	Autocannon Heavy bolter (2)	6/5/4	Tracked, armored unit, stubborn, transport (5), DR2, heavy tank, enhanced fire control
Hearthlord	20	9	7	5	Volcano cannon Heavy bolter (2)	6/5/4	Tracked, armored unit, stubborn, heavy tank, enhanced fire control, DR 2
Rhino	35	6	2	7	Heavy bolter	6/5/4	Tracked, stubborn , armored unit, transport (2)
Trike	25	5	5	6	Light multi-melta	6/5/4	Wheeled, stubborn, light vehicle, frenzied assault (ork), independent

* If a Thundefire battery reaches routed status or is forced to retreat it is destroyed. A gunship that is routed moves at full speed until it goes off table, never to return.

* Tunnelers may NOT double move.

* Hunter-Killer Missiles are one-shot weapons

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Mole mortar	20/70	FX	-	As ammo type	Ignores cover
Twin linked lascannon	50/70	Tarantula fixed	1	+3	Armor piercing
Multi-laser	35/50	Rapier FX forward	3	0	All purpose
Thudd gun	20/100	FX	-	As ammo type	-
Autocannon	40/60	Iron eagle TT Mole TT Hellfury FT	2	0	All Purpose
Battlecannon	50/70	Overlord SW right (3) SW left (3)	1	+2	All purpose
Heavy battlecannon	50/70	Oathbinder FT	1	+3	Armor piercing
Volcano cannon	70/100	Hearthlord FT	1	+5	Armor piercing
Light multi-melta	25/40	Oathbinder TT	2	+3	Armor piercing
Hunter killer missiles*	70	Grudgekeeper FX forward	1	+2	Armor piercing *

Heresy: Complete

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Heavy bolter	35/50	Iron eagle TT Termite TT Hellfury TT Hearthlord TT	2	+1	Anti-infantry
Melta-bombs	-	Overlord	-	+2	Armor piercing
AA gun	50/70	Thunderfire 360	4	+1	All purpose
Goliath siege gun	50/tabletop	FX forward	-	+4	Armor piercing

* Hunter-killer missiles may be fired individually or in clusters of up to 4 missiles. They are one-shot weapons.

Unit composition	Unit cost
5 Tarantula stands	150
5 Mole Mortar stands	150
3 Rapier stands	45
3 Thudd guns	100
2 Iron eagle gyrocopters	70
1 Goliath Siege Gun	150
1 Thunderfire AA gun	60
1 Overlord Zeppelin	150
2 Termite tunnelers	70
1 Mole tunneler	40
3 Oathbinder tanks	110
1 Grudgekeeper artillery	60
1 Hellfury heavy transport	120
1 Hearthlord heavy tank	170
2 Rhino transports	60
3 Trikes	100

TABLE 53. SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Living ancestor	10	7	4	5	Las pistol	8/7/6	Psyker, foot, stubborn, inspiring presence, stealth
Ancestor lord	10	8	5	5	Las pistol	9/8/7	Psyker, foot, stubborn, inspiring presence, stealth, Hero
Land train	20	9	7	6	Siege gun Battlecannon (2)	6/5/4	Tracked, armored unit, stubborn, heavy tank, DR 2, 2 void Shields*
Siege battlecar	20	9	5	artillery	Siege gun	6/5/4	Tracked, armored unit, stubborn, siege
Assault battlecar	20	9	5	6	Rapid fire Autocannon	6/5/4	Tracked, armored unit, stubborn, transport (5)
Bombard battlecar	20	9	5	artillery	Radiation missile	6/5/4	Tracked, armored unit, stubborn
Dragon Battlecar	20	9	5	Large Flame template	Heavy flamer	6/5/4	Tracked, armored unit, stubborn
Techmaster	10	4	4	7	Las pistol	6/5/4	Foot, stubborn, battlefield repairs, stealth, Hero

* The Land train has 2 void shields that regenerate on a roll of 6+ on a d10. The armor value of each shield is 6. The shields encompass ALL the attached battle cars as well.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Las pistol	10/20	Infantry 360	1	0	Anti-infantry
Battlecannon	50/70	Land train FT	1	+2	All-purpose
Rapid fire autocannon	40/60	Battlecar 360	6	0	All purpose
Siege gun	30/150	Battlecar 360 Land train FX forward	-	As ammo type	Siege
Heavy Flamer	Large flame template	Battlecar 360	template	+2/+1	Flamer, ignores cover
Radiation missile	30/150	Battlecar 360	-	+2	Special

Unit composition	Unit cost
1 Living ancestor Mastery level 2 and rhino	80
1 Ancestor lord mastery level 3 and rhino	100
1 Land train	200

Heresy: Complete

Unit composition	Unit cost
1 Siege battlecar	80
1 Assault battlecar	40
1 Bombard battlecar	60
1 Techmaster and rhino	50

Two types of ordnance are available to artillery units: High explosive (HEF) and multiple armor killers (MAK). The price of the artillery unit already includes HEF ordnance. To purchase MAK ordnance, increase the cost of the unit is increased by 50%.

All artillery models may fire smoke and blind munitions in lieu of their standard combat ordinance.

Tau Army List

Army Organization

The Tau is a young, but technologically advanced race in the eastern fringe of the galaxy. They have recently come into contact with the Imperium of man and while not overly hostile they are capable, ferocious fighters. The Tau ally frequently with the Kroot, a hunter race that excels at hand to hand combat for which the Tau is ill suited. There are four levels of command:

Shas'el commander: these are capable warriors that have been elevated to basic command duties. They normally command their forces donning battle suits. A Shas'el commander may command one battlegroup. Each battlegroup is composed of 1-3 detachments. Only line detachments may be added. No special units may be added at this level.

Shas'o commander: these are higher ranking fire caste commanders that also don battle suits. They represent the highest command for non-ethereal Tau. Shas'o commanders may attach up to 3 battlegroups. Each battlegroup may add 1-3 detachments. The detachments may be line or support, any combination. One special detachment per battlegroup may be added.

Ethereal Lord: these are from the ethereal caste, the Tau rulers. They may command up to 6 battlegroups. Each battlegroup may add 1-3 detachments. The detachments may be line or support, any combination. One special detachment per battlegroup may be added.

Kroot Shaper: these lead the hordes of kroot into battle. They may command one battlegroup composed of 1-3 line detachments. One support detachment may be added. Only kroot detachments may be added. There are no special kroot units.

Command radius for non-ethereal commander is 40cm. For ethereal commanders it is 50cm.

Command radius for the Kroot is 20cm.

Tau Morale

Tau that loses their non-ethereal commanders must make a morale check or lose one morale level. If a ethereal commander is eliminated all battlegroups attached to it automatically lose one morale level or are destroyed if already routed. Tau units outside command radius suffer cannot be activated and function as if a failed activation attempt had been made (they may either move or shoot as per standard rules for failed activation).

Kroot Morale

The Kroot are primitive, but cunning and ferocious. If the kroot leader is destroyed or they are outside the command radius the kroot will double move towards the nearest enemy and engage it in assault combat. Only a shaper can rally them and bring them under control.

Unit Skills

Defensive Fire: The Tau loathes close combat and has developed defensive techniques to gun down the enemy as they close in. Tau infantry with this skill can reaction fire at assaulting units without need of a reaction roll (it is automatically passed). This fire may be taken even if the unit has fired previously in its turn.

Markerlights: Some Tau units can "paint" their targets with markerlights. The markerlight causes no damage to the target per se, but it makes it easier for other units and weapons to hit the target with markerlights placed. A markerlight attack is made in place of the unit's standard attack. If hit the target unit receives a markerlight counter which confers a +2 bonus to all incoming shots from Tau units. This effect lasts until the target is destroyed or the game ends. Markerlight bonuses are NOT cumulative

Weapons

Seeker missiles: They are missiles which home on to the markerlight signal and unerringly strike their target. If the target has a markerlight counter the seeker missile will strike it automatically with no hit roll needed. The seeker missile does not need line of sight to its target as long as the target has been painted with markerlights. Seeker missiles may be fired at non-painted targets, but are limited to line of sight and the firer's accuracy.

Unit Classification

Line Units

TAU

Fire Warriors
Pathfinders
Crisis Battlesuit
Devilfish
Hammerhead
Tetras
Piranhas

KROOT

Kroot Carnivores
Kroot Vultures
Kroot Hounds

Support Units

TAU

Broadside Battlesuit
Skyray AA vehicles

Barracuda superiority fighter
Tiger Shark Drone Carrier
Gun Drones
Drone Sentry Turrets
Hammerhead variants (Type III – VI)

KROOT

Kroot Hunter
Kroot Stalker
Krootox

Special Units

TAU

Pathfinder Snipers
Tau Stealthsuit
Orca Dropship
Tau Swordfish
Manta Missile Cruiser

Unit Descriptions

TABLE 54 COMMANDERS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Shas'el	20	7	7	4	Twin-linked plasma rifles Missile pods	7/6/5	5	Stealth, walker, defensive fire, armored unit
Shas'o	20	8	8	4	Twin-linked plasma rifles Missile pods	8/7/6	6	Stealth, walker, defensive fire, armored unit
Ethereal	10	6	6	4	Close assault weapons	9/8/7	8	Stealth, foot, inspiring presence, first strike
Kroot Shaper	10	5	7	6	Kroot Rifle	7/6/5	4	Stealth, foot, infiltrate

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Twin-linked plasma rifles	35/50	Infantry 360	2	+3	Armor piercing
Missile pods	35/50	Infantry 360	1	+1	All purpose
Close assault weapon	-	-	-	-	Grants first strike skill
Kroot Rifle	25/40	Infantry 360	1	0	Anti-infantry

Unit composition	Unit cost
1 Shas'el	80
1 Shas'o	110
1 Ethereal with 4 fire warrior stand retinue	225
1 Kroot shaper with 3 krootox retinue	115

TABLE 55 LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Fire Warriors	10	4	2	6	Pulse Rifle	6/5/4	Foot, defensive fire
Pathfinders	10	4	2	6	Pulse Rifle	6/5/4	Recon, infiltrate, markerlights
Crisis Battlesuit	20	6	4	6	Plasma Rifle Burst cannon	7/6/5	Walker, armored unit, defensive fire

Heresy: Complete

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Devilfish	20	6	3	6	Burst cannon	6/5/4	Grav, armored unit, transport (2), defensive fire
Hammerhead	20	7	4	5	Ion cannon Burst cannon	6/5/4	Grav, armored unit, defensive fire
Hammerhead Type II	20	7	4	5	Rail gun Seeker missiles	6/5/4	Grav, armored unit, defensive fire
Tetras	35	4	4	5	Burst cannon	6/5/4	Grav, defensive fire, light vehicle, independent
Piranhas	30	5	4	5	Burst cannon (2)	6/5/4	Grav, defensive fire, light vehicle, independent
Kroot Carnivores	10	3	5	8	Kroot rifle	7/6/5	Foot, infiltrate, archaic
Kroot Vultures	15	3	6	8	Kroot rifle	7/6/5	Foot, flight pack, infiltrate, archaic
Kroot Hounds	20	3	7	-	-	7/6/5	Foot, rampage, infiltrate

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Pulse Rifle	25/40	Infantry 360	1	0	Anti-infantry
Plasma Rifle	25/40	Crisis battlesuit 360	1	+2	All purpose
Burst cannon	25/40	Crisis battlesuit 360 Devilfish FT Hammerhead FT Tetra TT Piranhas TT	2	+1	All purpose
Ion cannon	50/70	Hammerhead FT	1	+3	Armor piercing
Rail gun	50/70	Hammerhead Type II FT	1	+4	Armor piercing
Kroot rifle	25/40	Infantry 360	1	0	Anti-infantry
Seeker missiles	70/100*	Hammerhead Type II FX	1	+3	Armor piercing

*If target has marketlight counter line of sight is not needed and hits automatically.

Unit composition	Unit cost
4 Fire Warriors	50
4 Pathfinders	120
4 Crisis Battlesuit	160
2 Devilfish vehicles	70
3 Hammerhead tanks	120
3 Hammerhead Type II tanks	150
3 Tetra grav bikes	150
2 Piranhas grav sleds	100
4 Kroot Carnivores	55
4 Kroot Vultures	70
4 Kroot Hounds	80

TABLE 56 SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Broadside Battlesuit	20	7	4	5	Twin-linked rail gun Seeker missiles	7/6/5	Walker, armored units, defensive fire
Skyray AA vehicle	20	6	4	5	Seeker missiles	6/5/4	Grav, armored unit, flak
Barracuda superiority fighter	-	7	-	5	Ion Cannon Burst Canon	7/6/5	Flier, intercept (2), armored unit
Tiger Shark Drone Carrier	-	7	-	5	Ion Cannon Burst Cannon Seeker Missiles	7/6/5	Flier, armored unit, transport (4)
Hammerhead Type III	20	7	4	5	Burst cannon (2)	6/5/4	Grav, armored unit, defensive fire
Hammerhead Type IV	20	7	4	5	Fusion Blaster (2)	6/5/4	Grav, armored unit, defensive fire
Hammerhead Type V	20	7	4	5	Plasma Rifles (2)	6/5/4	Grav, armored unit, defensive fire
Hammerhead Type VI	20	7	4	5	Missile Pods (2)	6/5/4	Grav, armored unit, defensive fire
Gun Drones	20	5	1	5	Pulse Rifle	10	Grav, AI, independent

Heresy: Complete

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Drone Sentry Turrets**	-	5	0	5	Burst Cannon Missle Pods Plasma Rifle Fusion Bllaster	10	Grav, AI, static
Kroot Hunter	10	3	4	7	Kroot Rifle*	7/6/5	Foot, infiltrate
Kroot Stalker	10	3	5	7	Kroot Rifle*	7/6/5	Foot, infiltrate, sniper, independent
Krootox	15	5	6	7	Kroot Gun*	7/6/5	Foot, infiltrate

*Kroot hunters, stalkers and krootox have non-archaic weaponry.

** As per weapon type (one type

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Kroot Rifle	25/40	Infantry 360	1	0	Anti-infantry
Kroot Gun	25/40	Krootox FT	2	1	All purpose
Pulse Rifle	25/40	Infantry 360	1	0	Anti-infantry
Burst Cannon	25/40	Barracuda FX Tiger shark FX Drone sentry FT Hammerhead variants	2	+1	All purpose
Plasma Rifle	25/40	Drone sentry FT Hammerhead variants	1	+2	All purpose
Missile pods	35/50	Drone sentry FT Hammerhead variants	1	+1	All purpose
Fusion Blaster	35/50	Drone sentry FT Hammerhead variants	3	0	All Purpose
Ion Cannon	50/70	Barracuda FX Tiger shark FX	1	+3	Armor piercing
Twin-linked rail gun	50/70	Broadside battlesuit 360	1	+5	Armor piercing
Seeker missiles	70/100*	Skyray FT Tiger shark FX Broadside Battlesuit 360	1	+3	Armor piercing

Heresy: Complete

Unit composition	Unit cost
4 Broadside Battlesuits	240
2 Skyray AA vehicle	90
3 Barracuda superiority fighter	420
1 Tiger Shark Drone Carrier	155
4 Gun Drones	100
4 Drone Sentry Turrets	70
4 Kroot Hunter	70
4 Kroot Stalker	160
4 Krootox	100

TABLE 57 SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Pathfinder Snipers	10	4	2	5	Pulse Rifle	7/6/5	Foot, stealth, infiltrate, sniper, markerlights, independent
Tau Stealthsuit	20	7	6	5	Burst cannon (2)	7/6/5	Walker, stealth, infiltrate, armored unit, independent
Orca Dropship	-	7	-	5	Burst Cannon (2) Seeker missiles	6/5/4	Flier, armored unit, transport (8) DR 2
Tau Swordfish	15	8	6	4	Heavy Ion Cannon Burst Cannon (2)	7/6/5	Grav, armored unit, heavy tank, enhanced fire control, defensive fire, independent, DR 2
Tau Swordfish Type II	15	8	6	4	Rail Cannon Burst Cannon (2)	7/6/5	Grav, armored unit, heavy tank, enhanced fire control, defensive fire, independent, DR 2
Manta Missile Cruiser	-	9		5	Rail Cannon Heavy Ion Cannon (3) Burst Cannon (6) Seeker missiles	8/7/6	Flier, armored unit, transport (20), flying fortress, enhanced fire control, DR 6

Heresy: Complete

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Burst Cannon	50/70	Stealthsuit 360 Orca dropship FT Tau swordfish FT Tau swordfish type II FT Manta Missile Cruiser FT	2	+1	All purpose
Heavy Ion Cannon	70/100	Tau swordfish FT Manta Missile Cruiser FT	1	+5	Armor piercing +1 to damage table rolls
Rail Cannon	70/100	Tau swordfish type II FT Manta Missile Cruiser FT	1	+6	Armor piercing +2 to damage table rolls
Seeker Missiles	70/100	Orca dropship FX Manta Missile Cruiser FX	1	+3	Armor piercing

Unit composition	Unit cost
4 Pathfinder Snipers	220
4 Tau Stealthsuit	260
1 Orca Dropship	200
1 Tau Swordfish	180
1 Tau Swordfish Type II	200
1 Manta Missile Cruiser	680

Titan Army List

Titan Rules

Titans are the largest ground units available to any army. With their size comes immense power. Armed with many shields and extremely potent weapons. Titans are the match of many times the number of regular troops. They are outside the normal command schemes and form an organization unto themselves. Titans are purchased separately and in any number. Titan only armies are permitted, but are usually severely limited in the types of battle they may engage. **All titans are considered independent units.**

Titans can form battlegroups of one or more titans. Multiple titans of one battlegroup have a coherency of 25cm.

Heresy: Complete

Titans possess the same characteristics as other units. They follow the same procedures for fire combat and assault combat as all other ground units.

They do have several differences:

Morale: this functions as for all other ground troops, but what causes a check is very different. Titan morale checks occur when it suffers any catastrophic damage or more than 50% loss of its total DR (damage rating). All penalties related to losing morale levels apply in full.

Armor value: although they possess a single armor value, it applies to all parts of the Titan. Unlike most units, Titans rarely succumb to one penetrating hit since a Titan has multiple DR points. *Damage rating* works as wounds or hit points; the Titan is not destroyed until its DR has been reduced to zero.

Shields: most Titans have some "extra" protection in the form of void shields or other methods of shunting aside damage. All shields must be eliminated before the Titan receives damage. Specific types and effects will be discussed under the appropriate Titan type.

Damage control: unlike most units in the game, Titans can repair damage during battle. These repairs occur in the end phase and have different levels of success depending on the Titan type.

Game play

Titans are constructed according to the player's desire prior to the battle. The player selects the hull type as per his army list and then proceeds to arm the Titan from a list of eligible weapons. Once completely outfitted, the total point cost is calculated for that Titan.

These rules are intended for guaranteeing balance and fairness when arming titans. However they aren't always necessary and may be discarded if neither player has a problem with how the opponent's titan is armed. In case of disagreement use these rules as written.

Weapons have an *availability factor* that determines how easy or hard it is to find a particular weapon. Weapons are further classified into *common*, *hard to find* and *extremely rare*. Common weapons are easily obtainable and require no roll for availability for the first two weapons of the same type fitted. Extra weapons of the same type require a roll. A total of four common weapons of the same type may be fitted onto a Titan (if it has that many slots to fit weapons). Hard to find weapons always require availability roll for every weapon beyond the first. Additional "hard to acquire" weapons can be obtained, but only two can be fitted on one Titan. Extremely rare weapons always require a roll and only one of its type will be fitted to a Titan. Additional rolls for more weapons of a same type incur a penalty. The penalty varies according to the scarcity of the weapon (consult the table below). Once availability is determined, tabulate the total cost of the Titan.

TABLE 58. TITAN WEAPON AVAILABILITY

Availability	Availability roll for first weapon	Availability roll for extra weapons
Common	Automatic	Automatic for the second and 5 for the third weapon, 7 for the fourth weapon
Hard to get	Automatic	7
Extremely rare	7	N/A

Some titans have a narrow or fixed selection of weapons and thus all their weapons are considered common, but NO ROLL is required for these titans and their weapons. Such titan types will be specifically designated.

Heresy: Complete

Titans are fielded as individual units and are their own command units. Therefore, they are always considered to be in command radius and may rally themselves in the end phase when needed. They can be deployed at the game's start or be held in reserve.

Titans are activated like any other unit and may fire all their weapons at any point of their move. They count as walkers for movement penalties and restrictions. Titans have limits on how many turns they make during a turn; these limits are specific per Titan type.

Since Titans typically mount several weapons systems, they may nominate targets during activation on a weapon-by-weapon basis. Firing is resolved before the target for the next weapon system is announced. This gives a tremendous amount of tactical flexibility to Titans. Each weapon causes suppression individually, so a unit hit by several Titan weapons will be suppressed multiple times.

Assault combat is resolved in the standard way; of course, certain skills and modifiers make Titans deadly in assault combat versus non-Titan units.

Movement

Titans have different amounts of maneuverability (turns they may achieve in one turn of movement). This is noted in their individual descriptions. Any change of facing up to 90 degrees is considered one turn.

Firing at Titans

Titans are very large compared to standard ground troops. Therefore, no long-range penalties apply when firing at a Titan. Hits fired from weapons in short range allow the firing player to select the hit's location (see below). Once a hit occurs, roll to penetrate the Titan's armor. Each penetrating hit causes the loss of one point of DR. Once a Titan's DR reaches zero it is destroyed. Weapons with armor piercing qualities may add their bonus to the roll for penetrating the armor and may cause more than one DR point of damage per penetrating hit as per the core rules.

Each penetrating hit also has a chance to cause catastrophic damage. For each penetrating hit, roll a d10. If the roll equals or surpasses the Titan's catastrophic damage value, catastrophic damage has been inflicted. Only titan assault combat weapons may modify the catastrophic damage target number by a number designated in the weapons characteristics. Otherwise, this target number is a fixed value. In case of an armor piercing weapon causing more than one DR point of damage on one penetrating hit, roll for possible catastrophic damage for each DR point of damage.

When catastrophic damage occurs, roll on the appropriate chart to determine the effects. Effects vary from minor damage to destruction of the Titan. Repairable catastrophic damage (see table) may be repaired in the end phase by rolling a d10; the roll must equal or exceed the damage control target number (listed for each Titan type).

When catastrophic damage occurs, the location of the damage is randomly determined, as well as its effects. However, if the weapon that caused the catastrophic damage fired within its *short-range band* the firing player may shift the die roll plus or minus a modifier listed in the table below. This modifier depends on the shooter's accuracy rating. This increases the likelihood of hitting a very sensitive area or an area that is tactically important.

TABLE 59. ACCURACY MODIFIERS TO CATASTROPHIC DAMAGE

Firing unit's accuracy	Catastrophic damage table location bonus
9-10	No modifier
7-8	+/-1
5-6	+/-2
1-4	+/-3

Heresy: Complete

Shields deflect incoming shots. Depending on the shield and Titan type, shields also have an armor value. If a hit on a Titan with active shields occurs, the weapon must attempt to penetrate the shields by rolling its penetration dice. Each die that is equal to or greater to the shield's armor value takes down one shield. This means that weapons with high penetration can potentially take down multiple shields with one shot. Once all shields are down, successive hits reduce DR as appropriate. Shields do not function in assault combat. Some shields can be regenerated in the end phase while others may not. Each type of shield is discussed under the appropriate Titan type.

Anti-infantry weapons cannot affect shields and Titans. Titans cannot be suppressed.

Each weapon on the Titan has its own fire arc that is described under the appropriate Titan type.

Catastrophic Damage and Assault Combat

The likelihood of causing catastrophic damage in assault combat is greatly increased in comparison to damage caused by shooting. The Titan's catastrophic damage target number is reduced by half (round down) during assault combat. Any Titans using close combat weapons may modify this further. In some cases the combination of assault combat weapons and halving the catastrophic damage target number may result in an automatic catastrophic damage.

Titan weapons and suppression

Titan weapons are large and powerful and cause disruption to units unlucky enough to get fired by one. Their suppression is way beyond what their firepower may indicate. Therefore ALL titan weapons cause ONE chit of suppression regardless of firepower to eligible units (those that can be suppressed). Titan weapons that are artillery based cause 3 chits or suppression to eligible units.

Command and control

Titans carry their own command and control with them. While they may not command or units or titans they do have a leadership score of 7 for those times they may need to rally themselves or call artillery strikes (see below).

Artillery command control

Titans carry their own command control systems for firing their barrage weapons. Titans have a leadership value of 7 for firing their artillery-based systems. If the check is not successful the weapon fails to lock on target and scatters 2d10cm in a random direction. IF the check is successful it falls on target. Titan based artillery weapons can only fire at targets in line of sight.

Titan Skills

Enhanced Assault: use of this skill confers a powerful assault combat bonus. Titans multiply their assault value by a certain value (listed for each Titan) when determining the assault score during assault combat. A Titan with an assault value of 7 and a multiplier of 4 would have an assault score of 28. This represents a Titan's awesome assault ability. The multiplier used is listed in parenthesis besides this skill in the Titan's profile. When a Titan forms part of a mixed force (infantry or vehicles) in assault combat, treat the Titan like any other unit and add its higher modified assault value to the player's total.

Electro-hull: a Titan's Princeps can channel some of the machine's electrical power around the Titan's external hull in order to shock and kill infantry units that engage it in assault. Units so armed may roll one penetration die per stand engaged. Casualties are removed before assault combat begins. Survivors may then continue assault combat. This affects light vehicles but not armored vehicles.

Holofield: Eldar Titans do not use shields but a field that hides them from enemy sensors, making target acquisition very difficult. Unlike shields, the holofield works as the Titan moves. A Titan standing still or one incapable or movement (through loss of its legs or catastrophic result) does not gain any of the holofield's benefits. Firing at a titan with holofields incurs in a –3 penalty. Note that although long range modifiers do not apply to titans in general,

they do apply to a titan with holofields. (Thus a long-range shot has a –5 penalty!). Holofields do not protect versus artillery or any attack with templates (they have no accuracy rolls). Locations where hits lands are ALWAYS determined randomly, even when firing at close range or in assault combat.

Maneuverable: the Titan may make as many turns as it needs during movement.

Psychic Immunity: Titans possess all sorts of psychic damping mechanisms to thwart psychic attacks and are usually immune to most psychic attacks. Note this protection is for the Titan per se, not its shields: these may be brought down by some psychic attacks. This protection extends to non-Titan psychic powers. Titan based psychic powers are much stronger and this skill does not afford protection from this type of attack unless specifically noted. Regardless of the source of the attack, a shielded Titan is immune to psychic assault.

Titan psychology

Titans are powerful machines of destruction that strike terror into the hearts of anything not also mounting within a titan. To reflect this all titans cause terror (as per psychology in core rules) to non-titan/praetorian units when a titan charges them. Charging a titan with non-titan/praetorian units is a risky proposition and takes much courage; therefore a morale check must be taken to even contemplate such a move. A failed check results in no movement and the unit counts as activated.

Imperial Titans

The catastrophic damage target number for Imperial Titans is 8.

Titan accuracy is 6.

Titan shield regeneration and repair is 6.

TABLE 60. IMPERIAL TITAN HULLS

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills
Warhound	30	6	4	7	8/7/6	As needed	Enhanced assault, electro-hull, psychic immunity, Maneuverability, DR 6
Reaver	25	7	6	7	8/7/6	2	Enhanced assault, electro-hull, psychic immunity, DR 10
Warlord	20	8	8	8	8/7/6	1	Enhanced assault, electro-hull, psychic immunity, DR 14

TABLE 61. IMPERIAL TITAN HIT LOCATIONS

Die Roll	Location Hit
1-2	Legs
3-4	Weapons
5-6	Carapace
7-8	Hull

Heresy: Complete

| 9 | Reactor |
| 10 | Head |

TABLE 62. IMPERIAL TITAN CATASTROPHIC DAMAGE

Die Roll	Location				
	Legs	Carapace	Hull	Reactor	Head
1-2	Minor damage: reduce movement by 5cm	Shields compromised: repair on a roll of 9+. May be repaired. Remaining shields functional.	Integrity of hull compromised, ignore this result on all following rolls on this table	Reactor leak: power compromised, all weapons have –2 penalty to their accuracy until repaired	Glancing hit: confusion in bridge, Titan loses its next activation
3-4	Major damage: reduce movement by 10cm	Shields damaged: repair on a 10+. May be repaired. Remaining shields functional.	Hull cracking Armor value reduced by 1 point. May not be repaired	Large leak: either weapons or shields may be powered, but not both (player's choice each turn). May be repaired	Mind impulse damaged: may move or fire, but not do both in the same turn. May be repaired
5-6	Gyroscope malfunction: move reduced to half, may not use double move until repaired	Shield generator fluctuating, shield armor reduced to half (round down). May be repaired.	Hull breached armor value reduced by 2 points. May not be repaired	Power drain: There is enough power to maintain one shield and fire one weapon. May be repaired	Mind impulse damaged: roll 6+ on d10 before moving or firing (successful roll means action can be carried out). Can be repaired
7-8	Leg locked in place: may not move but may turn up to 45°. May not be repaired	Shield generator irrevocably damaged, Titan without shields for rest of game. May not be repaired	Hull armor fails armor value reduced to half (round down). May not be repaired	Reactor offline: Titan is unpowered. Shields and weapons are inoperable until repaired. Titan may not move.	Mind impulse permanently damaged, roll 6+ on d10 before moving or firing (successful roll means action can be carried out)
9-10	Leg blown off: Titan destroyed	Generator explodes, inflicts d10 points of DR loss and shields no longer function for the rest of the game.	Hull shatters, Titan destroyed	Reactor goes critical: Titan blows up and is destroyed. All units within d10cm take a penetration 3 hit.	Head bursts, crew destroyed, Titan knocked out (the model may be left in place).

TABLE 63. IMPERIAL WEAPONS CATASTROPHIC DAMAGE

Die roll	Effect
1-5	Weapon damaged
7-9	Weapon destroyed
10	Weapon blown off 2d10cm; flashback to hull, roll once on hull table

Heresy: Complete

Always determine randomly, which weapon gets hit; choose from those weapons in line of sight of the firing units. A blown off weapon randomly falls 2d10cm from the titan and automatically hits any model it falls on for a strength penetration 2 hit.

TABLE 64. IMPERIAL HULL COSTS

Hull	Shields	Shield Armour	Weapon Mounts	Weapon Arcs	Cost
Warhound	2	7	2	Arms SW left and right	350
Reaver	4	7	3	Arms SW left and right Carapace mount TT	500
Warlord	6	7	4	Arms SW left and right Carapace mounts SW left and right	700

TABLE 65. IMPERIAL WEAPONS

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Barrage Missile Launcher	100/150	artillery	+2	Any	Hard to find	Reaver Warlord	One shot weapon Use 3 large barrage templates	150
Carapace Landing Pad	-	-	-	Carapace	Hard to find	Warlord	May use landspeeders LOS for direct fire	50
Carapace AA-guns	50/70	4	+1	Carapace	Common	Warlord	Occupies special back mounts Flak	50
Chain Fist	Assault	-	-	Arm	Common	Reaver Warlord	x 2 bonus to assault combat modifier and +2 versus the catastrophic target number	50
Corvus Assault pod/head	Assault	-	-	Arm Head	Hard to find	Warlord	May dismount when in contact with buildings, etc. Troops gain double their assault value for first round of combat ONLY. Carries up to 8 stands.	100
Devotional Bell	50	-	-	Carapace	Extremely rare	Warlord	Occupies special back mounts Troops within range are immune to fear and terror	100
Fire control center	-	-	-	Carapace	Hard to find	Warlord	All Titan weapons gain +2 to accuracy rolls	150

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Harpoon Missile	50/70	1	+3	Any	Hard to find	Reaver Warlord	Titans penetrated are under the shooting players control unless a 7+ is rolled in the end phase	50
Inferno gun	template	Titan flame template	+3	Any	Common	Warhound Reaver Warlord	Affects all units equally. Ignores cover.	100
Gatling Blaster	50/70	4	+2	Any	Common	Warhound Reaver Warlord	All purpose weapon	100
Laser Blaster	50/70	6	+1	Any	Common	Warhound Reaver Warlord	All purpose weapon	100
Laser Burner	Assault	-	-	Any	Common	Reaver Warlord	Adds d10 hits in assault combat (in addition to those normally determined)	50
Melta Cannon	35/50	4	+6	Any	Common	Reaver Warlord	Armor piercing	150
Multiple Rocket Launcher	70/100	artillery	2	Carapace	Common	Reaver Warlord	Artillery	150
Plasma Blastgun	50/70	2	+4	Arm	Common	Warhound Reaver Warlord	Armor piercing	150
Plasma Cannon	50/70	6	+5	Carapace	Common	Warlord	Armor piercing Shields are offline when fired for the turn. Return next turn.	200
Plasma Destructor	70/100	4	+7	Carapace	Common	Warlord	Armor piercing Shields are offline when fired and may not move for the turn	250

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Power Fist	Assault	-	-	Arm	Common	Reaver Warlord	x 3 bonus to assault combat modifier	50
Power Ram	Assault	-	-	Arm	Hard to find	Warlord	Causes d3 catastrophic damage hits (locations randomly determined)	50
Quake Cannon	70/100	2	+4	Any	Common	Reaver Warlord	Armor piercing, siege	100
Trident	50/70	1	+3	Any	Hard to find	Reaver Warlord	Determine location randomly and roll on catastrophic damage table once, if fitted with rubble claws gains +2 to damage roll	100
Turbo Laser	50/70	2	+3	Any	Common	Warhound Reaver Warlord	Armor piercing	100
Volcano Cannon	70/100	1	+5	Any	Common	Reaver Warlord	Armor piercing	150
Vortex Missile	100/150	artillery	+7	Carapace	Extremely rare	Reaver Warlord	Armor piercing, inflicts d10 hits on units even touched by the template. One shot weapon	250
Vulcan Mega-bolter	35/50	8	+1	Any	Common	Warhound Reaver Warlord	All purpose	100
Warp Missile	100/150	1	+3	Carapace	Hard to find	Reaver Warlord	If it penetrates causes d3 catastrophic damage hits, one shot missile.	200
Wrecker	Assault	-	+4	Arm	Hard to find	Reaver Warlord	Before assault combat begins may hit one target with a penetration 3 hit armor piercing	50
Rubble claws	-	-	-	Legs	Hard to find	Reaver Warlord	Permits Titan to move at greater speeds through difficult terrain, add 50% to movement in those terrain	50

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Close combat head	Assault	-	-	Head	Hard to find	Reaver Warlord	Adds +2 to assault value (note apply bonus then apply assault modifier)	50
Command head	-	-	-	Head	Hard to find	Warlord	May command all units within 50cm, leadership of 9	100
Custodian head	-	-	-	Head	Extremely rare	Warlord	Possess psyker powers mastery level 4, powers cast may also affect unshielded Titans	200
Deathstrike head	50/150	artillery	+3	Head	Extremely rare	Warlord	Artillery, siege	200
Weapon head	50/70	2	+2	Head	Hard to find	Reaver Warlord	All purpose	100

All head weapons have a FX weapon arc.

All artillery weapons use the special Titan barrage template.

Eldar Titans

Eldar catastrophic damage target number is 6.

Eldar Titan accuracy is 5.

Eldar repair is 5

TABLE 66. ELDAR TITAN HULLS

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills
Warlock	30	7	6	9	8/7/6	As needed	Enhanced assault, electro-hull, psychic immunity, holofield, Maneuverability, psyker, DR 10
Phantom	30	6	5	8	8/7/6	As needed	Enhanced assault, electro-hull, psychic immunity, holofield, Maneuverability, DR 10
Revenant	40	5	4	7	8/7/6	As needed	Enhanced assault, electro-hull, psychic immunity, holofield, Maneuverability, jump jets, DR 6

Jump Jets: The Titan may jump vertically 5cm for every 10cm of forward movement it sacrifices. It may not land in impassable terrain.

Heresy: Complete

TABLE 67. ELDAR TITAN HIT LOCATIONS

Die Roll	Location Hit
1-2	Legs
3-4	Weapons
5-6	Hull
7-8	Wing
9	Reactor
10	Head

TABLE 68. ELDAR TITAN CATASTROPHIC DAMAGE

Die Roll	Location				
	Legs	Hull	Wing	Reactor	Head
1-2	Minor damage: reduces movement by 5cm. May be repaired	Integrity of hull compromised. Ignore this result on all following rolls on this table	Minor damage: holofield bonuses reduced by one. May be repaired	Reactor leak: power compromised. All weapons have –2 penalty to their accuracy until repaired	Glancing hit: confusion on the bridge. Titan loses its next activation
3-4	Major damage: reduces movement by 10cm, bonus for holofields reduced by 1. May be repaired	Hull cracking: Armor value reduced by 1 point. May not be repaired	Major damage: holofield bonuses reduced by 2, weapons mounted on wing receive –2 to their accuracy rolls. May be repaired	Large leak: power for either weapons or holofields not both, player's choice. May be repaired	Mind impulse damaged: may move or fire, not both. Player's choice. May be repaired
5-6	Gyroscope malfunction: move reduced to half, holofield bonus reduced to -1. May be repaired	Hull breached: armor value reduced by 2 points. May not be repaired	Permanent damage: apply effects stated above. may not be repaired	Power drain: There is enough power for firing one weapon. Holofields non-functional. May be repaired	Mind impulse damaged: roll 6+ on d10 before moving or firing (successful roll means action can be carried out). Can be repaired
7-8	Leg frozen in place: may not move but may turn (45 degrees), No holofield bonuses. May not be repaired	Hull armor fails: armor value reduced to half (round down). May not be repaired	Wing blown off 2d10cm in random direction: any units in path take a penetration 3 hit. Holofields offline.	Reactor offline: Titan is defenseless. No holofields. No weapons until repaired.	Mind impulse permanently damaged: roll 6+ on d10 before moving or firing (successful roll means action can be carried out). May not be repaired.
9-10	Leg blown off: Titan destroyed	Hull shattered: Titan destroyed	Wing blown off: as above, and flashback to hull. Roll once on hull table	Reactor goes critical: Titan blows up and is destroyed. All units within d10cm take a penetration 3 hit.	Head bursts, crew destroyed, Titan knocked out (the model may be left in place).

Heresy: Complete

TABLE 69. ELDAR WEAPON CATASTROPHIC DAMAGE

Die roll	Effect
1-5	Weapon damaged
7-9	Weapon destroyed
10	Weapon blown off 2d10cm and flashback to hull roll once on hull table

Weapons affected are determined randomly from those in LOS of the firing unit.

TABLE 70. ELDAR TITAN HULL COSTS

Hull	# of shields	Armor value of shields	# of weapon mounts	Weapon arc	Cost
Warlock	Holofield	-	4	Arm SW left right Wing FX forward	550
Phantom	Holofield	-	4	Arm SW left right Wing FX forward	450
Revenant	Holofield	-	3	Arm SW left right Under head TT	350

Mastery level for the Warlock Titan is 4. Psyker effects from the Warlock may affect unshielded Titans.

TABLE 71. ELDAR TITAN WEAPONS

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
D-cannon	50/70	Barrage template	+6	Arm	Hard to find	Warlock Phantom	Armor piercing	150
Heat Lance	50/70	1	+5	Arm	Hard to find	Warlock Phantom	Armor piercing	100
Power Fist	Assault 35/50	4	+1	Arm	Common	Warlock Phantom	x 3 bonus to assault combat modifier All purpose weapon	100
Psychic Lance	50/70	1	+5	Arm	Extremely rare	Warlock	Armor piercing, ignores shields	100
Pulsar	70/100	10	+1	Arm	Common	Warlock Phantom	All purpose	200
Tremor Cannon	70/100	1	+3	Arm	Common	Warlock Phantom	Ignores shields, hits the leg location on Titans, may affect buildings and ground units	150
Wing Las cannon	50/70	2	+1	Wing	Common	Warlock Phantom	All purpose	100

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Wing Missile Launcher	25/100	Artillery	0	Wing	Common	Warlock Phantom	Artillery	100
Pulse Laser	70/100	5	+1	Arm	Common	Revenant	All purpose	100
Scatter Laser	50/70	6	0	Head	Common	Revenant	Anti-infantry	100

Barrage weapons use the special Titan barrage template.

The revenant has fixed weaponry.

ORK GARGANTS

Gargant catastrophic damage target number is 7.

Gargant accuracy is 7.

Power fields may not regenerate. Rigger repair is 8 (great gargants only)

TABLE 72. ORK GARGANT HULLS

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills
Great Gargant	15	9	8	8	7/6/5	1	Enhanced assault, psychic immunity, DR 18
Slasha Gargant	20	7	6	7	7/6/5	1	Enhanced assault, psychic immunity, DR 12
Mekboy Gargant	20	6	4	6	7/6/5	2	Enhanced assault, psychic immunity, DR 8

TABLE 73. ORK GARGANT HIT LOCATIONS

Die Roll	Location Hit
1	Foot
2-3	Weapons
4	Weapon mount
5-7	Hull
8	Head
9	Boiler
10	Ammo dump

Heresy: Complete

TABLE 74. ORK GARGANT CATASTROPHIC DAMAGE

Die roll	Location					
	Foot	Weapon mount	Hull	Head	Boiler	Ammo dump
1-2	Minor damage: ignore this result for the rest of the game	Minor damage: ignore this result for the rest of the game	Minor damage: ignore this result for the rest of the game	Minor damage: ignore this result for the rest of the game	Minor damage: ignore this result for the rest of the game	Minor damage: ignore this result for the rest of the game
3-4	Substantial damage: movement reduced by 5cm. May be repaired	Structure compromised: -2 penalty to accuracy rolls. May be repaired	Hull integrity compromised: armor value reduced by 1. May not be repaired	Minor damage: crew follows the same orders for the next turn	Minor damage: pressure loss, moves half speed. May be repaired	Fire starts in ammo, but is controlled: suffer one point of DR loss
5-6	Major damage: movement reduced by 10cm. May be repaired	Major damage: no weapons on mount may fire until repaired	Major integrity compromise: reduce armor to half its value (round down). May not be repaired	Major damage: some crew dead, coordinated fire control compromised. All weapons at –2 to accuracy. May be repaired	Major damage: pressure loss, Titan may not move. May be repaired	Minor explosion, quickly contained: d3 points of DR loss
7-8	Foot gyro destroyed: reduce movement to half. May not be repaired	Weapon mount blown off: all weapons on it are destroyed	Hull breached: suffer d3 points of DR loss. May not be repaired	Head blown off: all weapons at –2 to accuracy. May only move OR fire, not both. May not be repaired.	Boiler destroyed: may not move.	Major explosion: d6 points of DR loss. roll again in each end phase unless repaired
9-10	Foot blown off: gargant may not move, but turn in place (unless both feet are destroyed)	Weapon mount blown off and flashback to ammo: As above, and roll once on ammo dump	Hull cracks open: suffers d10 points of DR loss	Head blown off, flashback to ammo dump: As above, and roll once on ammo table	Boiler explodes causing d3 points of DR loss. Flashback to ammo, roll once on ammo table	Ammo dump explodes, destroying the Gargant. All units within 2d10cm receive a penetration 3 hit

TABLE 75. ORK WEAPON CATASTROPHIC DAMAGE

Die roll	Effect
1-5	Weapon damaged
7-9	Weapon destroyed
10	Weapon blown off 2d10cm and flashback to hull roll once on hull table

Weapons affected are determined randomly from those in LOS of the firing unit.

TABLE 76. ORK GARGANT HULL COSTS

Hull	# of shields	Armor value of shields	# of weapon mounts	Weapon arc	Cost
Great Gargant	12	7	6	Arms SW right and left Gutbuster or snapper FX Head FT	650

Heresy: Complete

Hull	# of shields	Armor value of shields	# of weapon mounts	Weapon arc	Cost
Slasha Gargant	8	7	3	Arms SW right and left Gutbuster FX	450
Mekboy Gargant	1	10	2	Arms SW left and right	350

The Mekboy Gargant's shield may be regenerated. The repair roll's target number is 4. This shield has the *invulnerability* skill: thus, no armor piercing bonuses apply to take it down.

TABLE 77. ORK GARGANT WEAPONS

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Kannon head	50/70	1	+3	Head	Common	G. Gargant	Armor piercing	50
Battle cannon	50/70	1	+2	Arm	Common	G. gargant Slasha	Armor piercing	50
Cluster Buster	50/70	5	+1	Arm	Common	Slasha	All purpose	100
Gork Head	50/70	2	0	Head	Common	G. Gargant	All purpose, contains observation turret	100
Mork Head	template	Heavy flame template	+1	Head	Common	G. Gargant	All purpose, grants the inspiring presence skill to unit within 25cm	100
Deth Kannon	70/100	1	+5	Arm	Common	Slasha	Armor piercing	100
Gatling Kannon	50/70	8	+1	Arm	Common	G. Gargant	All purpose, may not have more than one of this type weapon mounted	150
Gutbuster	25/100	artillery	+5	Gutbuster	Common	G. gargant Slasha	Armor piercing	150
Magnum Mega-kannon	70/100	2	+6	Arm	Common	G. Gargant	Armor piercing	150
Observation turret	-	-	-	Arm	Common	G. Gargant	May add +2 to accuracy roll to one weapon that turn	50
Ripper Fist	35/50	4	+1	Arm	Common	G. Gargant	x 2 to assault modifier +2 to catastrophic damage table roll Weapon is all purpose	100
Scorcher	template	Heavy flame template	+2/+1	Arm	Common	G. Gargant	Heavy flamer as per flamer rules	50

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Slasha attack gun	50/70	6	0	Arm	Common	Slasha	x 2 to assault modifier +2 to catastrophic damage table roll Weapon is all purpose	100
Snapper	template	Titan flame template	+3	Gutbuster	Common	G. Gargant	All purpose use Titan flame template, adds +10cm to base movement	100
Super lifta-dropper	50/70	Barrage template	+3	Arm	Common	G. Gargant	As per lifta-dropper rules	100
Krusha arm	Assault	-	-	Arm	Common	Mekboy	Add +2 to assault value	50
Buzz saw arm	35/50	2	+2	Arm	Common	Mekboy	x 2 to assault modifier +2 to catastrophic damage table roll Weapon is all purpose	100
Super kannon	50/70	8	1	Arm	Common	Mekboy	All purpose	100

Barrage weapons use special Titan barrage template.

All ork gargant weapons are *reliable*.

Tyranid Bio-Titans

Tyranid catastrophic damage target number is 9.

Tyranid accuracy is 6.

TABLE 78. TYRANID BIO-TITAN HULLS

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills
Hierophant	35	8	9	8	10	As needed	Enhanced assault, maneuverability, regeneration (6), psychic immunity, DR 15
Hierodule	35	6	7	7	10	As needed	Enhanced assault, maneuverability, regeneration (6), psychic immunity, DR 11

TABLE 79. TYRANID BIO-TITAN HIT LOCATIONS

Die Roll	Location Hit
1-2	Legs
3-4	Weapons

Heresy: Complete

Die Roll	Location Hit
5-6	Thorax
7-8	Abdomen
9-10	Head

TABLE 80. TYRANID BIO-TITAN CATASTROPHIC DAMAGE

Die roll	Location			
	Legs	Thorax	Abdomen	Head
1-7	Leg damaged: reduce movement by 5cm per leg damage.	Gaping wound: lose d3 additional DR per turn until regenerated	Vital fluids start to ooze: lose d6 DR until regenerated	Shot penetrates sensitive nerves: bio-Titan is paralyzed for one turn. Thereafter must roll a 6+ to move or fire until regenerated
8-10	Leg destroyed: immobilized if 2 or more legs are lost.	Thorax collapses under strain: lose d10 DR	Vital organs severely damaged: lose 2d10 DR	Head blown off: all DR points are lost must regenerate at least one point to continue in battle

Note: All damage can be regenerated.

TABLE 81. TYRANID WEAPON CATASTROPHIC DAMAGE

Die roll	Effect
1-6	Weapon damaged
7-10	Weapon destroyed

Weapons affected are determined randomly from those in LOS of the firing unit.

TABLE 82. TYRANID BIO-TITAN HULL COSTS

Hull	# of shields	Armor value of shields	# of weapon mounts	Weapon arc	Cost
Hierophant	-	-	3	Arms SW left and right Head TT	650
Hierodule	-	-	2	Arms SW left and right	550

TABLE 83. TYRANID BIO-TITAN WEAPONS

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Cluster Spines	50/70	artillery	0	Arm	Common	Hierophant Hierodule	Artillery	100
Pyro-acid spray	template	Titan flame template	+3	Arm	Common	Hierophant Hierodule	All purpose	100

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Stinger salvo	35/50	6	+1	Arm	Common	Hierophant Hierodule	All purpose	100
Bio-cannon	70/100	2	+5	Arm	Common	Hierophant Hierodule	Armor piercing	150
Bile launcher	35/50	artillery	+4	Arm	Common	Hierophant Hierodule	Armor piercing	150
Spore pod	50/70	artillery	+1	Arm	Common	Hierophant Hierodule	Use 3 standard barrage templates. All purpose	150
Razor claw	Assault	-	-	Arm	Common	Hierophant Hierodule	x 2 to assault modifier and +2 to catastrophic damage target number	50
Ripper tentacles	Assault	-	-	Head	Common	Hierophant	May negate the effects of one enemy close combat weapons OR add +3 to assault value	50

Barrage weapons use special Titan barrage template unless otherwise noted.

Slann Titans

Slann catastrophic damage target number is 10.

Slann accuracy is 5.

Slann repair is 4.

Table 84. Slann Titan Hulls

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills
Komodo Dragon	20	10	10	10	9/8/7	1	Enhanced assault, electro-hull, energy armor (3), DR 20
Lizard King	20	10	12	10	9/8/7	1	Enhanced assault, electro-hull, energy armor (3), DR 24
Razorfang	25	8	8	8	9/8/7	2	Enhanced assault, electro-hull, energy armor (2), DR 16
Necron Titan	25	8	8	8	10	As needed	Enhanced assault, electro-hull, energy armor (2), DR 12

Heresy: Complete

TABLE 85. SLANN TITAN HIT LOCATIONS

Die Roll	Location Hit
1-2	Legs
3-4	Weapons
5-8	Hull
9	Reactor
10	Head

TABLE 86. SLANN TITAN CATASTROPHIC DAMAGE

Die roll	Location			
	Leg	Hull	Reactor	Head
1-3	Leg suffers minor damage, ignore this result for rest of game	Hull receives minor damage ignore this result for the rest of game (re-roll)	Shot stopped by protective casing, but casing is destroyed. Ignore this result from now on	Grazing shot: the Titan loses its next activation
4-5	Major damage reduces movement by 10cm until repaired. May be repaired	Hull integrity compromised armor value reduced by one point. May not be repaired	Minor leak, all weapons receive –2 to accuracy until repaired	Minor damage: Titan may move or fire (not both) until repaired
6-7	Gyro malfunction reduced to half movement until repaired	Hull breached armor value reduced by 2 points. May not be repaired	Major leak, same as above plus energy armor is offline until repaired	Major damage: Titan must roll a 6+ on a d10 before it can move or fire until repaired
8-9	Gyro destroyed, leg froze in place may not move, but may turn in place. May not be repaired	Hull cracks open lose 3 DR points	Reactor shutdown, energy armor and weapons do not function until repaired	Mind interface permanently damaged: apply results above
10	Leg blown off: Titan destroyed	Hull starts to crumble under the strain: lose 10 DR points	Reactor goes critical and Titan is vaporized. All units in 3d10cm receive a penetration 3 hit	Shot shatters the head and kills crew. Titan is destroyed

TABLE 87. SLANN WEAPON CATASTROPHIC DAMAGE

Die roll	Effect
1-6	Weapon Damaged
7-9	Weapon destroyed
10	Weapon blown off flashback to hull: roll on the hull table

Weapons affected are determined randomly from those in LOS of the firing unit.

Heresy: Complete

TABLE 88. SLANN TITAN HULL COSTS

Hull	Shields	Armor value of shields	# of weapon mounts	Weapon arc	Cost
Komodo Dragon	-	-	6	Arms SW left and right Hull guns TT Overhead gun TT Head FX	800
Lizard King	-	-	6	Arms SW left and right Hull guns TT Overhead gun TT Head FX	900
Razorfang	-	-	3	Shoulders SW right and left Head TT	650
Necron Titan	-	-	2	Arms SW left and right	650

TABLE 89. SLANN TITAN WEAPONS

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Striking Asps	50/70	4	+1	Hull	Common	Komodo Lizard King	All purpose	100
Coiled Python	50/70	6	+2	Overhead	Common	Komodo Lizard King	Armor piercing	150
King Cobra	50/70	8	+2	Overhead	Common	Komodo Lizard King	Armor piercing	200
Dragons Breath	template	Titan flame template	+4	Head	Common	Komodo Lizard King	Armor piercing	100
Dragonstrike	100/150	5	+6	Arm	Common	Komodo Lizard King	Armor piercing	250
Lizards Tongue	100/150	artillery	+6	Arm	Common	Komodo Lizard King	Armor piercing	250
Gauss Rail gun	70/100	3	+5	Shoulder	Common	Razorfang	Armor piercing	200

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Gauss turbo mini-gun	30/50	6	+1	Head	Common	Razorfang	All-purpose	100
Mantis missile barrage	100/150	Titan template	+3	Shoulder	Common	Razorfang	Artillery	150
Talon	30/50	6	+1	Arm	Common	Necron titan	Armor piercing	150
Conversion cannon	70/100	4	+5	Arm	Common	Necron titan	Armor piercing	200

Barrage weapons use special Titan barrage template unless otherwise noted.

Chaos Titans

Chaos Titans use the same hulls and weapons and stats as their Imperial counterparts. Chaos has access to all the same weaponry as Imperial Titans with the exception of the Devotional Bell.

Titans are a strange meld of flesh and metal and may sprout more weaponry. Chaos Titan may roll once on the chaos reward table to find out what reward the chaos gods has bestowed.

Chaos Titans and weapons have the same characteristics as their Imperial counterparts, except for any chaos rewards.

TABLE 90. CHAOS TITAN PATRON REWARDS

Die roll	Chaos Reward
1-2	+2 to accuracy on ONE weapon
3-4	Chaos tail +3 to assault value
5-6	Chaos Head*
7-8	+1 to armor value
9-10	+1 to catastrophic damage target number

*If the patron god is Slaanesh, Tzeentch or Nurgle the head has a twin-linked Las cannon. In case of Khorne it confers a +3 to assault value.

Chaos also possesses its own unique Titan hulls and weapons.

The Banelord's accuracy is 6 and its catastrophic damage target number is 8.

The Banelord may repair and regenerate shields on a 6.

The Lord of Battle's accuracy is 5 and catastrophic damage target number is 9

The Lord of Battle may repair on a 3.

Slaanesh Scout Titans all have an accuracy of 6, catastrophic damage target number 8 and repair 5.

Heresy: Complete

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills
Banelord	20	8	9	8	8/7/6	1	Enhanced assault, electro-hull, psychic immunity *, DR 14
Lord of Battles	20	9	9	8	10	2	Enhanced assault, psychic immunity *, DR 14
Subjugator	30	7	4	7	8/7/6	As needed	Enhanced assault, electro-hull, psychic immunity, Maneuverability, DR 6
Questor	30	7	4	7	8/7/6	As needed	Enhanced assault, electro-hull, psychic immunity, Maneuverability, DR 6

* Psychic immunity in the Banelord and Lord of Battle protects versus all psychics, even the powerful psychic attacks emanating from Titans.

TABLE 91. CHAOS TITAN HIT LOCATIONS

Die Roll	Location Hit
1-2	Legs/wheels
3-4	Weapons
5-8	Hull
9	Reactor/Engine
10	Head

TABLE 92. CHAOS TITAN CATASTROPHIC DAMAGE

Die roll	Location			
	Leg/Wheel	Hull	Reactor/Engine	Head
1-3	Minor damage: reduce movement by 5 cm until repaired	Integrity of hull compromised: ignore this result on all following rolls on this table	Reactor leak: power compromised all weapons have –2 penalty to their accuracy until repaired	Glancing hit: confusion in bridge, Titan loses its next activation
4-5	Major damage: reduce movement by 10cm until repaired	Hull cracking: Armor value reduced by 1 point. May not repair	Large leak: power for either weapons or shields not both, player's choice. May be repaired	Mind impulse damaged: may move OR fire not both. Player's choice. May be repaired
6-7	Gyro permanently damaged: movement reduced to half	Hull breached: armor value reduced by 2 points. May not repair	Power drain: There is enough power for one shield and firing one weapon. May be repaired	Mind impulse damaged: roll 6+ on d10 before moving or firing (successful roll means action can be carried out). Can be repaired
8-9	Leg wheel frozen in place: may not move only turn in place. May not repair	Hull armor fails: armor value reduced to half (round down). May not repair	Reactor offline: Titan is defenseless. No shields or weapons until repaired. May be repaired	Mind impulse permanently damaged: roll 6+ on d10 before moving or firing (successful roll means action can be carried out)

Heresy: Complete

	Location			
10	Leg blown off: Titan destroyed, wheel blown off: Lord of Battle may not move or turn in place.	Hull shatters: Titan destroyed	Reactor goes critical: Titan blows up and is destroyed. All units within d10cm take a penetration 3 hit.	Head bursts: crew destroyed, Titan knocked out (the model may be left in place).

TABLE 93. CHAOS TITAN CATASTROPHIC DAMAGE

Die roll	Effect
1-6	Weapon Damaged
7-9	Weapon destroyed
10	Weapon blown off flashback to hull, roll on the hull table

Weapons affected are determined randomly from those in LOS of the firing unit.

TABLE 94. CHAOS TITAN HULL COSTS

Hull	# of shields	Armor value of shields	# of weapon mounts	Weapon arc	Cost
Banelord	6	6	5	Arms SW left and right Carapace SW left and right Head FX	750
Lord of Battles	-	-	3	Arms SW left and right Head FX	550
Subjugator	2	5	3	Arms SW left and right Head FX	350
Questor	2	5	3	Arms SW left and right Head FX	350

TABLE 95. CHAOS TITAN WEAPONS

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Bloodletter Head	35/50	3	+2	Head	Common	Banelord	All purpose	100
Chaos Energy Whip	Assault	-	-	Arm	Common	Warlord Reaver Banelord	May incapacitate one enemy assault combat weapon OR add +3 to Assault value	50
Deathstorm	50/70	1	+5	Arm	Common	Lord of Battle	Armor piercing	100

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Doomburner	template	Titan flame template	+4	Arm	Common	Lord of Battle	Armor piercing	100
Doomfist	35/50	3	+1	Arm	Common	Banelord	All purpose	100
Hellblade	Assault	-	-	Arm	Common	Lord of Battle	Adds +3 to assault value and +2 to catastrophic damage target number only	50
Havoc Missile Rack	70/100	artillery	+2	Carapace	Common	Banelord	Occupies two carapace hard points, uses two large barrage templates	150
Hellstrike Cannon	70/100	artillery	+5	Arm	Common	Banelord	Armor piercing	150
Power Saw	Assault	-	-	Arm	Common	Reaver Warlord	x 2 bonus to assault combat modifier and +2 versus the catastrophic target number	50
Power Claw	Assault	-	-	Arm	Common	Reaver Warlord	x 3 bonus to assault combat modifier	50
Psi-pulse Lance	50/70	1	+3	Arm	Common	Subjugator Questor	Ignores shields, armor piercing	100
Tormentor	50/70	4	+2	Arm	Common	Subjugator Questor	Armor piercing	150
Laser Blaster	50/70	6	+1	Any	Common	Subjugator Questor	All purpose	100

The Banelord may use its special weapons or standard Imperial weapons. The Lord of Battles and Slaanesh Scout Titans may only use their special weapons. All barrage weapons use the special Titan barrage template.

The subjugator and Questor titan have fixed weaponry.

Special Titan types

The Imperator and Mega-Gargant have fixed weapon types. That means they may never fit other weapons beyond those listed here for them. The cost includes all weapons mounted.

Imperator

The Imperator's accuracy is 5. Its catastrophic damage target number is 10. It repairs and regenerates shields on a 5 or more.

Table 96. Imperator Titan

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills

Heresy: Complete

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills
Imperator	20	10	12	10	9/8/7	1	Enhanced assault, electro-hull, psychic attack *, DR 20

* Imperator Titan is immune to powerful psychic attacks emanating from psychically endowed Titans.

TABLE 97. IMPERATOR HIT LOCATIONS

Die Roll 2d10	Location Hit
2-5	Legs
6-7	Main Weapons
8-12	Citadel
13-14	Tower guns
15-16	Hull
16-17	Sensorium
18-19	Reactor
20	Head

TABLE 98. IMPERATOR CATASTROPHIC DAMAGE (I)

Die roll	Location			
	Leg	Hull	Reactor	Head
1-3	Minor damage: ignore this result for rest of game	Minor damage: ignore this result for the rest of game	Shot stopped by protective casing, but casing is destroyed. Ignore this result from now on	Grazing shot: the Titan loses its next activation
4-5	Major damage: reduce movement by 10cm until repaired.	Hull integrity compromised: armor value reduced by one point.	Minor leak: all weapons receive –2 to accuracy until repaired	Minor damage: Titan may move or fire, not both, until repaired
6-7	Gyro malfunction: reduced to half movement until repaired	Hull breached: armor value reduced by 2 points.	Major leak: As above, and energy armor is offline until repaired	Major damage: Titan must roll a 6+ on a d10 before it can move or fire until repaired
8-9	Gyro destroyed: leg frozen in place may not move, but may turn in place. May not repair	Hull cracks open: lose 3 DR	Reactor shutdown: energy armor and weapons do not function until repaired	Mind interface permanently damaged: As above, but cannot be repaired.
10	Leg blown off: Titan destroyed. Any troops housed in the leg are destroyed.	Hull starts to crumble under the strain: lose 10 DR	Reactor goes critical and Titan is vaporized. All units in 3d10cm receive a penetration 3 hit	Shot shatters the head and kills crew, Titan is destroyed

TABLE 99. IMPERATOR CATASTROPHIC DAMAGE (II)

Die roll	Location	
	Citadel	Sensorium
1-3	Minor damage ignore this result on further rolls on this table	Minor damage ignore this result on following rolls on this table
4-5	Shot penetrates, each stand within receives a penetration 1 hit	Delicate circuitry damaged tower guns are at –2 to hit until repaired
6-7	Part of structure collapses each stand receives a penetration 2 hit	Major damage Titan vulnerable to psychic attack from enemy Titans until repaired
8-9	Major explosion all troops housed destroyed, citadel gun destroyed	Sensorium permanently damaged Titan vulnerable to all types of psychic attack
10	Explosions causes flashback into hull rolls on hull table once. Citadel gun destroyed	Sensorium destroyed all infantry on board receives a penetration 1 hit, all tower weapons permanently receive –2 to hit and is vulnerable to psychic attack

TABLE 100. IMPERATOR WEAPON CATASTROPHIC DAMAGE

Die roll	Effect
1-6	Weapon Damaged
7-9	Weapon destroyed
10	Weapon blown off flashback to hull, roll on the hull table

TABLE 101. IMPERATOR CONFIGURATION AND COST

Hull	# of shields	Armor value of shields	# of weapon mounts	Weapon arc	Cost
Imperator	12	7	13	Arms SW left and right Tower guns SW left and right front and back Citadel gun FT Hull guns FX forward	2000 includes weapons

TABLE 102. IMPERATOR WEAPONS

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Plasma Annihilator	70/100	8	+7	Arm	Common	Imperator	Armor piercing	400
Hellstorm Cannon	50/150	artillery	+5	Arm	Common	Imperator	Armor piercing	250
Main Gun	100/150	artillery	+5	Citadel	Common	Imperator	Armor piercing, siege	150
Volcano Cannon	70/100	1	+5	Citadel	Common	Imperator	Armor piercing	150

Heresy: Complete

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Tower guns (4)	50/70	2	+3	Tower	Common	Imperator	Armor piercing	100
Hull Guns (5)	50/70	1	+2	Hull	Common	Imperator	All purpose	100

The Imperator may house up to 5 stands in each leg bastion and 15 stands in the Citadel. They may fire independently as a separate activation. They must be purchased separately and yield victory points for their destruction. These units must have their own command units (the titan cannot command them) and may sally out to assault attackers. They may be shot separately from the titan and are considered to be in fortified cover. Note if the titan has active shields it will thwart firing at troops directly until shields are knocked down.

Mega-Gargant

The Mega-gargant's accuracy is 6.

The Mega-gargant rigger repair on a 7 or more. Power fields may NOT be regenerated.

Catastrophic damage target number is 8.

TABLE 103. MEGA-GARGANT

Name	Move	Assault value	Assault multiplier	Armor value	Morale	Turns	Unit skills
Mega-gargant	15	10	10	9	8/7/6	1	Enhanced attack, psychic immunity, DR 24

* Titan is immune even from powerful psychic attacks emanating from psychically endowed Titans.

TABLE 104. MEGA-GARGANT HIT LOCATIONS

Die Roll 2d10	Location Hit
2-3	Tracks
4-5	Mekboy weapons
6-7	Main weapons
8-9	Gun decks
10-14	Hull
15-16	Boiler
17-18	Ammo
19-20	Head

TABLE 105. MEGA-GARGANT CATASTROPHIC DAMAGE

Die roll	Location				
	Tracks	Hull	Head	Boiler	Ammo Dump
1-3	Minor damage, ignore this result for the rest of the game	Minor damage, ignore this result for the rest of the game	Minor damage, ignore this result for the rest of the game	Minor damage, ignore this result for the rest of the game	Minor damage, ignore this result for the rest of the game
4-5	Substantial damage movement reduced by 5cm until repaired	Hull integrity compromised armor value reduced by 1. May not be repaired	Minor damage, crew follows the same orders for the next turn	Minor damage, pressure loss, moves half speed until repaired	Fire starts in ammo, but is controlled suffer one point of DR loss
6-7	Major damage movement reduced by 10cm until repaired	Major compromise reduces armor to half its value (round down). May not be repaired	Major damage some crew dead, coordinated fire compromised all weapons at –2 to accuracy until repaired	Major damage, pressure loss, Titan may not move until repaired	Minor explosion, but quickly contained, d3 points of DR loss
8-9	Track gyro destroyed reduces movement to half. May not be repaired	Hull breached suffer d3 points of DR loss	Head blown off, all weapons permanently at –2 to accuracy, may only change orders on roll of 7+	Boiler destroyed, may not move	Major explosion, d6 points of DR loss, roll in each end phase unless repaired
10	Track blown off gargant may not move, but turn in place (unless both feet are destroyed)	Hull cracks open suffers d10 points of DR loss	Head blown off, flashback to ammo dump, roll once on ammo table	Boiler explodes causing d3 points of DR loss. Flashback to ammo, roll once on ammo table	Ammo dump explodes destroying the gargant all unit within 2d10cm receives a penetration 3 hit

TABLE 106. MEGA-GARGANT WEAPON CATASTROPHIC DAMAGE

Die roll	Effect
1-6	Weapon Damaged
7-9	Weapon destroyed
10	Weapon blown off flashback to hull, roll on the hull table

TABLE 107. MEGA-GARGANT CONFIGURATION AND COST

Hull	# of shields	Armor value of shields	# of weapon mounts	Weapon arc	Cost
Mega-gargant	12	9	17	Gun decks TT Hull guns SW left and right Arms SW left and right Mekboy weapons FX forward Mega weapons FX forward	1500 includes weapons

Heresy: Complete

TABLE 108. MEGA-GARGANT WEAPONS

Name	Range	Firepower	Penetration	Mount type	Availability	Titan type	Notes	Cost
Gun Decks (5)	50/70	2	+3	Gun decks	Common	M. Gargant	Armor piercing	150
Hull gunz (5)	50/70	1	2	Hull	Common		All purpose	100
Skullcrusha Mega-cannon	70/100	1	+6	Arm	Common	M. Gargant	Armor piercing	150
Krusha arm	Assault	-	-	Arm	Common	M. Gargant	+4 to assault value	50
Big-lobba	50/100	artillery	+5	Mega-weapon	Common	M. Gargant	All purpose, armor piercing versus buildings	150
Weirdboy tower	50/70	6	+1	Mega-weapon	Common	M. Gargant	All purpose	100
Krooz missile	100	artillery	+6	Mega-weapon	Common	M. Gargant	Armor piercing	150
Deth Ray	70/100	1	+4	Arm	Common	M. Gargant	Armor piercing, ignores shields	100
Super-Lifta dropper	50/70	Barrage template	+3	Arm	Common	M. Gargant	As per lifta-dropper rules	100

Up to 3 ork infantry battlegroups may board the Mega-gargant and fire in the same activation as the gargant. Victory points are awarded separately for their destruction. They may fire independently as a separate activation. They must be purchased separately and yield victory points for their destruction. These units must have their own command units (the titan cannot command them) and may sally out to assault attackers. They may be shot separately from the titan and are considered to be in fortified cover. Note if the titan has active shields it will thwart firing at troops directly until shields are knocked down.

VICTORY POINTS

As with standard units 1 Victory Point per 10 points the titan costs. This is determined after all weapons are selected.

The full VP award is given for a totally destroyed titan (all DR lost). Half the VP's are awarded if the titan has lost half its DR points.

TYRANID ARMY LIST

ARMY ORGANIZATION

The Tyranid army works as one mind in persecution of its goals on the battlefield. The will of the hive mind is transmitted through creatures known as swarm masters: the Tyranid equivalent of commanders. There are three levels of swarm masters:

Tyranid warriors: may command 1 swarm (battlegroups). Swarms are composed of up to 5 broods (detachments). All broods must be line broods. No support or special broods permitted at this level.

Hive Tyrant: may command up to 3 swarms. Swarms may attach up to 5 broods. Broods may be line or support. A total of ONE special brood may be added at this level. No special broods permitted at this level.

Dominatrix: may command up to 6 swarms. Swarms may have up to 5 broods. The broods may be line or support. One special brood per swarm may be added.. *Note*: the Dominatrix is a Praetorian class unit and follows any special rules for such units (see Praetorian Rules for more details).

Heresy: Complete

One Hive tyrant maybe brought per 3 tyranid warriors. One dominatrix may be brought per 3 hive tyrants.

Tyranid command radius 40cm.

Tyranid Morale

The Tyranid have no fear. The goals are determined by the hive mind and all its parts obey without thought or hesitation. Therefore, all Tyranids have a morale value of 10 and are immune to *Fear* and *Terror* (although they may cause it in others). Any action requiring a morale check is automatically successful. Tyranid units never check for morale after taking casualties in assault combat; they fight until destroyed.

Tyranid swarm masters have a leadership characteristic that reflects how well they can project their pheromones to control their swarms.

Control is not absolute, however. As the Tyranid suffer casualties and reach their break point it is difficult for the hive mind to reassert control. Once control is lost, swarms fall back to their instinctive behavior.

The break point for all Tyranid units is reached when 75% of the models that comprise the swarm are destroyed (unlike most battlegroups, where break point is dependent on morale value). Once the break point is reached, then a morale characteristic is reduced to 3 for the purposes of activation. A successfully activated swarm acts normally. If failed the swarm follows one of two instincts:

Hunt: the battlegroup will proceed with a double move towards the nearest enemy unit (selected before movement starts) and engage it in assault combat. The hunting Tyranid swarm will pursue that battlegroup until is destroyed unless another battlegroup fires at it or engages it in close combat.

Nest: the swarm will remain in place and not move. It will only fire at targets that fire at it or wander within 25cm of it; otherwise, it will not fire or act in any way.

These instincts REMAIN in place until they are rallied.

The Tyranid player may rally swarms acting instinctively in the end phase. Their morale as stated above is 3 for these purposes.

Note: the Tyranid leader does receive bonuses for high leadership and it may apply to rolls to avoid or rally swarms from instinctive behavior.

Swarms outside the swarm master's radius of command follow the same procedure for falling into instinctive behavior.

Swarm masters are a vital part of the hive mind and their loss disrupts the hive mind severely. Any time a swarm master is destroyed ALL units attached automatically (no check required) assume instinctive behavior.

Each Tyranid unit will have its instinctive behavior listed. Note that even models with the *Independent* skill may fall to instinctive behavior when broken or the swarm master they are attached to is destroyed (although not when out of command radius since they are "independent"). Instinctive behavior supercedes all other skills. Skills that require active use or a morale check may not be used while under instinctive behavior. Skills that are passive (*Stealth*, *Stubborn*, and the like) still apply.

Model Skills

The Tyranid player's opponent may not use orbital ordinance when fighting Tyranids, as it is assumed the Tyranid wait to achieve complete orbital dominance before assaulting a planet.

Heresy: Complete

In addition, the *Orbital Insertion* and *Teleport* skills may not be used, since they require the use of a safe orbital position. These skills are described in the Eldar and Space Marine rules respectively.

Swarm: detachments with this skill may move at TRIPLE their move rate to engage in assault combat, but only if the move will bring them into engagement with enemy models.

Since Tyranids have many strong advantages they yield a greater amount of victory points when broken or eliminated than standard battlegroups of other armies.

Tyranids and suppression

All Tyranids are immune to suppression.

Tyranid flyers

Unlike most other armies Tyranids don't have flyers as such. The hive mind has, however, evolved very effective means to deal with threats from the sky.

Harridan: in essence, this model is both a bomber and a transport (more like a super carrier).

The Harridan may carry up to 5 Gargoyle stands underneath its belly. These Gargoyles may glide to earth and assault troops on the ground or remain airborne and dogfight with enemy fliers. Gargoyles attack fliers by literally flying into the flier's engine! Each Gargoyle that attacks this way automatically hits the flier, roll for penetration normally. Regardless of the outcome the Gargoyle is destroyed.

In the case of aerial combat, the Gargoyles must return to the Harridan to be able to attack next turn. If the Harridan is destroyed all gargoyles still in the air are also destroyed. Gargoyles glide instead of fly, and the altitude at which most aerial combat takes place has a thin enough atmosphere that Gargoyles tend to burn up on re-entry rather than glide safely to land – such are the sacrifices to the hive mind!

Weapons

Bio-spores: these deadly munitions launched by biovores contain venomous spores that infect and kill the target in seconds. The spores are more suited as an anti-personnel weapon and are less effective against armored targets. This weapon has a penetration bonus of 3 versus infantry and 1 versus armored/light units.

Trygon pulse: these creatures discharge a pulse of electrical energy that travels in a straight line from the unit to its maximum range (50cm). The pulse is the size of a standard barrage template and any models in its way are hit with a penetration bonus of +2. The electrical nature of the Trygon makes it very dangerous in close assault, giving it a phenomenally high assault value.

Zoanthropes: although psychic, Zoanthropes are not psykers in the conventional sense. Rather, these models function as a psychic battery that discharges at regular intervals. Each Zoanthrope detachment fires one psychic blast attack (use a standard barrage template). The range and strength of the attack depend on the number of models in the battlegroup. A full detachment of Zoanthropes has three models. Their combined accuracy is a 6; the range of their attack is 60cm, with penetration strength of 3. Each Zoanthrope model eliminated penalizes the unit's attack by reducing range by 20cm, accuracy by 1 and penetration by 1. Note that unlike other units, the Zoanthropes attack as a unit, not individually.

Exocrine gun: these heavy weapons can deal anti-tank and flak fire as necessary.

Unit Classification

Line Units	Hormagant swarm
Termagant swarm	Genestealer swarm

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Gargoyle swarm

Exocrine swarm

SUPPORT UNITS

SPECIAL UNITS

Malefactor swarm

Lictor swarm

Haruspex swarm

Zoanthrope swarm

Carnifex swarm

Trygon swarm

Biovore swarm

Harridan swarm

Dactylis swarm

UNIT DESCRIPTIONS

TABLE 109. COMMANDERS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Leadership	Unit skills
Tyranid warriors	15	7	7	5	Bio-plasma	10	6	Foot, stealth, rampage
Hive Tyrant	15	9	9	5	Flesh eater	10	8	Foot, armored unit, psyker, rampage, terror, DR 3, regenerate (6)
Dominatrix	20	10	10	5	Bio-cannon (4) Flesh-render (4)	10	10	Foot, armored unit, psyker, rampage, terror, enhanced fire control, DR 6, regenerate (5)

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Bio-plasma	25/40	360 Infantry	2	+3	Armor piercing
Flesh eater	template	360 Infantry	Large template	+2	Use large flamer template; affects all units equally
Bio-cannon	50/70	Dominatrix FT	2	+4	Armor piercing
Flesh-render	35/50	FT	2	+1	Anti-infantry

Unit composition	Unit cost
3 Tyranid warrior stands	210
1 Hive tyrant Mastery level 4 model	350
1 Dominatrix Mastery level 4	900

Heresy: Complete

TABLE 110. LINE UNITS

Unit name	Move	Armor Value	Assault value	Accuracy	Weapons	Morale	Unit skills
Termagant	15	4	4	7	Flesh borer	10	Foot, rampage, swarm, hunt
Hormagant	25	4	6	-	-	10	Foot, rampage, jump pack, swarm, hunt
Genestealer	15	5	8	-	-	10	Foot, rampage, independent, tank killer, swarm, hunt
Gargoyle	15	4	4	-	-	10	Grav, flight pack, independent, swarm, hunt

Weapon	Range	Arc of fire	Firepower	Penetration	Designation
Flesh borer	25/40	Infantry 360	1	0	Anti-infantry

Unit composition	Unit cost
10 Termagants	160
5 Hormagants	120
5 Genestealers	140
5 Gargoyles	130

TABLE 111. SUPPORT UNITS

Unit name	Move	Armor	Assault value	Accuracy	Weapon	Morale	Unit skills
Malefactor	20	7	5	7	Flesh-render	10	Tracked, transport (5), armored unit, hunt
Haruspex	20	8	7	7	Bio-plasma	10	Tracked, armored unit, fear, hunt
Carnifex	15	9	9	6	Heavy bio-plasma	10	Tracked, armored unit, regenerate (7), DR 2, hunt
Biovore	15	6	4	artillery	Bio-spores	10	Tracked, armored unit, nest
Dactylis	15	6	4	artillery	Acid spores	10	Tracked, armored unit, nest
Exocrine *	15	6	4	6	Bio-cannon	10	Tracked, armored unit, flak, nest

* May fire direct weapons at flyers in a flak capacity.

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Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Flesh-render	35/50	Malefactor TT	2	+1	Anti-infantry
Bio-plasma	25/40	Haruspex TT	2	+3	Armor piercing
Heavy bio-plasma	35/50	Carnifex FX	3	+5	Armor piercing
Bio-spores	25/100	FX forward	-	+3/+1*	Artillery
Acid spores	50/150	FX forward	-	+1	All purpose artillery
Bio-cannon	50/70	Exocrine FX	2	+4	Armor piercing

Unit composition	Unit cost
1 malefactor transport	30
2 Haruspex attack creatures	100
1 Carnifex	120
2 Biovore artillery	100
2 Dactylis artillery	130
2 Exocrines	120

TABLE 112. SPECIAL UNITS

Unit name	Move	Armor	Assault Value	Accuracy	Weapon	Morale	Unit Skills
Lictor	20	5	7	-	-	10	Foot, independent, surprise attack, swarm, stealth, hunt
Zoanthrope	15	4	3	special	Psychic attack	10	Foot, psychic attack, nest
Trygon	20	9	10	template	Pulse	10	Tracked, armored unit, DR 2, hunt
Mycetic spore	-	6	1	-	-	-	Transport (5)
Harridan	70	7	6	5	Bio-cannon (2) Bio-bombs	10	Flyer, armored unit, transports (6), DR 3, independent, nest*

* A nesting Harridan is not available for aerial combat missions until it is brought under control.

Weapon	Range	Weapon arc	Firepower	Penetration	Designation
Bio-cannon	50/70	Harridan FX	2	+4	Armor piercing
Pulse	50	FX Forward	template	+2	All purpose
Bio- bombs	-	-	-	+1	All purpose

Heresy: Complete

Unit composition	Unit cost
4 Lictor stands	160
3 Zoanthropes	100
1 Trygon	130
1 Harridan	240
1 Mycetic spore	50

Mycetic spores serve as orbital troop drop vehicles. They may carry up to 5 models or stands any type, except for titans/praetorian-classed units.

Mycetic spores descend when activated. Any point on the battlefield may be selected and no line of sight is required. Mycetic spores always scatter 2d10 cm in a random direction when they land. Units may immediately disembark and attack. Due to the speed of entry and its stealth, no reaction fire may be taken at approaching Mycetic spores.