50mp (Warhammer 40,000 9th Edition) [50 PL, 1CP, 1,070pts]

Patrol Detachment 0CP (Necrons) [50 PL, 1CP, 1,070pts]

Configuration [3CP]

Battle Size [3CP]
Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

Detachment Command Cost

Dynasty Choice
Selections: Dynasty: Szarekhan

HQ [6 PL, -2CP, 140pts]

Overlord [6 PL, -2CP, 140pts]
Selections: Hand of the Phaeron [-2CP], Relic: Veil of Darkness, Resurrection Orb [30pts], Voidscythe [15pts], Warlord, Warlord Trait (Szarekhan): The Triarch's Will

Troops [18 PL, 390pts]

Necron Warriors [12 PL, 260pts]

20x Necron Warrior (Gauss Reaper) [260pts]
Selections: 20x Gauss Reaper

Necron Warriors [6 PL, 130pts]

10x Necron Warrior (Gauss Flayer) [130pts]
Selections: 10x Gauss Flayer

Fast Attack [10 PL, 270pts]

Canoptek Wraiths [5 PL, 135pts]

3x Canoptek Wraith (Claws/Transdimensional Beamer) [135pts]
Selections: 3x Transdimensional Beamer [30pts], 3x Vicious Claws

Canoptek Wraiths [5 PL, 135pts]

3x Canoptek Wraith (Claws/Transdimensional Beamer) [135pts]
Selections: 3x Transdimensional Beamer [30pts], 3x Vicious Claws

Heavy Support [16 PL, 270pts]

Doomsday Ark [10 PL, 170pts]

Lokhust Destroyers [6 PL, 100pts]

   2x Lokhust Destroyer [6 PL, 100pts]

      Selections: 2x Gauss Cannon

New Roster (Warhammer 40,000 9th Edition) [50 PL, 3CP, 1,053pts]

Battalion Detachment 0CP (Aeldari - Craftworlds) [50 PL, 3CP, 1,053pts]

Configuration [3CP]

Battle Size [3CP]
Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]
Categories: C. NFIGURATION

Craftworld Attribute
Categories: CONFIGURATION, FACTION: <CRAFTWORLD>, FACTION: ASURYANI

Custom Craftworld
Selections: Expert Crafters, Hail of Doom
Abilities: *Expert Crafters, Hail of Doom*

Abilities	Description	Ref
Expert Crafters	When a unit with this attribute fires Overwatch or is chosen to shoot or fight with, you can re-roll a single hit roll and you can re-roll a single wound roll.	
Hail of Doom	When resolving an attack made with a shuriken weapon by a model with this attribute against an enemy unit within 12" of that model, improve the Armour Penetration characteristic of that weapon by 1 (e.g. AP 0 becomes AP -1). This does not affect the abilities of that shuriken weapon (i.e. a wound roll of 6+ is still resolved at AP-3). A shuriken weapon is any weapon whose profile includes the word 'shuriken' (shuriken pistol, Avenger shuriken catapult etc.), a scorpion's claw (shooting) and any Relic that replaces a shuriken weapon (e.g. Kurnous' Bow).	

Detachment Command Cost
Categories: CONFIGURATION

HQ [11 PL, 210pts]

Autarch with Swooping Hawk Wings [5 PL, 90pts]
Selections: Children of Baharroth, Forceshield, Fusion Pistol, Mandiblasters (Autarch), Plasma Grenades, Power sword, Skyleap, The Path of Command
Categories: FACTION: AELDARI, AUTARCH, CHARACTER, FLY, HQ, INFANTRY, JUMP PACK, FACTION: WARHOST, FACTION: ASURYANI
Rules: *Ancient Doom*
Abilities: *Battle Focus, Children of Baharroth, Forceshield, Mandiblasters (Autarch), Skyleap, The Path of Command*, **Unit:** *Autarch with Swooping Hawk Wings*, **Weapon:** *Fusion Pistol, Plasma Grenade, Power sword*

Abilities	Description	Ref
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.	
Children of Baharroth	During deployment, you can set up this model in the skies instead of on the battlefield. At the end of any of your Movement phases this model can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Forceshield	This model has a 4+ invulnerable save.	
Mandiblasters (Autarch)	At the beginning of each Fight phase, you can pick a single enemy INFANTRY unit within 1" of this model and roll a D6. On a roll of 6, that unit suffers a mortal wound.	
Skyleap	At the beginning of your Movement phase, if this model is not within 1" of an enemy model it can leap back into the skies. Remove this model from the battlefield. It can return to the battlefield as described in the Children of Baharroth ability. This model may not both Skyleap and descend on Swooping Hawk wings in the same turn. If the battle ends while this model is in the skies, it is considered to be slain.	
The Path of Command	You can re-roll hit rolls of 1 for friendly <CRAFTWORLD> units within 6" of this model. In addition, if your army is Battle-forged and this model is your Warlord and on the battlefield, roll a D6 for each Command Point spent when using Stratagems; on a 6 that Command Point is immediately refunded. Note that for Prince Yriel, the first effect of this ability applies specifically to IYANDEN units.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Autarch with Swooping Hawk Wings	14"	2+	2+	3	3	5	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fusion Pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Plasma Grenade	6"	Grenade D6	4	-1	1	Blast	
Power sword	Melee	Melee	+1	-3	1	-	

Farseer [6 PL, 120pts]
Selections: 0. Smite, 2. Doom, 4. Executioner, 6: Seer of the Shifting Vector, Ghosthelm, Psyker (Farseer), Rune Armour, Runes of the Farseer, Shuriken Pistol, Singing Spear [5pts], Warlord
Categories: FACTION: AELDARI, CHARACTER, FARSEER, HQ, INFANTRY, PSYKER, FACTION: WARHOST, FACTION: ASURYANI, CRAFTWORLDS WARLORD, WARLORD
Rules: *Ancient Doom*
Abilities: *6: Seer of the Shifting Vector, Battle Focus, Ghosthelm, Rune Armour, Runes of the Farseer*, **Psychic Power:** *Doom, Executioner, Smite*, **Psyker:** *Psyker (Farseer)*, **Unit:** *Farseer*, **Weapon:** *Shuriken pistol, Singing Spear (melee), Singing Spear (shooting)*

Faolchu's Wing
Selections: Remnant of Glory
Abilities: *Faolchu's Wing*

Abilities	Description	Ref
6: Seer of the Shifting Vector	Once per battle round, you can re-roll a single hit roll, wound roll, save roll, Psychic test or Deny The Witch test made for your Warlord.	
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.	
Faolchu's Wing	INFANTRY model only. The bearer of Faolchu's Wing has a Move characteristic of 12" and can FLY.	
Ghosthelm	Roll a D6 whenever this model suffers a mortal wound, adding 3 to the roll if the mortal wound was inflicted as a result of the psyker suffering Perils of the Warp. On a roll of 5+, that wound is ignored.	
Rune Armour	This model has a 4+ invulnerable save.	
Runes of the Farseer	Once in each Psychic phase, you can re-roll any number of dice used for this model's attempt to manifest or deny a psychic power.	

Psychic Power	Warp Charge	Range	Details	Ref
Doom	7	24"	If manifested, choose an enemy unit within 24" of the psyker. You can re-roll failed wound rolls for attacks made by Asuryani units from your army against that unit until the start of your next Psychic phase.	
Executioner	7	18"	If manifested, the nearest enemy unit within 18" of the psyker suffers D3 mortal wounds. If a model in the target unit is slain as a result of this, the target units suffers an additional D3 mortal wounds.	Codex: Craftworlds p125
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker (Farseer)	2	2	2 powers from Runes of Fate and one from Runes of Fortune		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Farseer	7"	2+	2+	3	3	5	2	9	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	
Singing Spear (melee)	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+.	
Singing Spear (shooting)	12"	Assault 1	9	0	D3	This weapon always wounds on a roll of 2+.	

Troops [15 PL, 337pts]

Dire Avengers [5 PL, 115pts]

Selections: Defence Tactics
Categories: Faction: Aeldari, Aspect Warrior, Dire Avengers, Infantry, Troops, Faction: Asuryani
Rules: Ancient Doom
Abilities: Battle Focus, Defence Tactics

9x Dire Avenger [99pts]
Selections: 9x Avenger Shuriken Catapult, 9x Plasma Grenades
Unit: Dire Avenger, **Weapon:** Avenger Shuriken Catapult, Plasma Grenade

Dire Avenger Exarch [16pts]
Selections: Plasma Grenades, Shimmershield & Power Glaive [5pts]
Abilities: Shimmershield, **Unit:** Dire Avenger Exarch, **Weapon:** Plasma Grenade, Power Glaive

Exarch Power
Selections: Avenging Strikes
Abilities: Avenging Strikes

Abilities	Description	Ref
Avenging Strikes	Whilst this unit contains a Dire Avenger Exarch and any models from this unit have been destroyed, when resolving an attack made by a model in this unit, add 1 to the hit roll and wound roll.	
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.	
Defence Tactics	When this unit fires Overwatch, it hits successfully on a roll of 5 or 6, instead of only 6.	
Shimmershield	A unit which includes a model with a shimmershield has a 5+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	
Dire Avenger Exarch	7"	3+	3+	3	3	2	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Avenger Shuriken Catapult	18"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	
Plasma Grenade	6"	Grenade D6	4	-1	1	Blast	
Power Glaive	Melee	Melee	+1	-2	1	-	

Dire Avengers [5 PL, 110pts]

Selections: Defence Tactics
Categories: Faction: Aeldari, Aspect Warrior, Dire Avengers, Infantry, Troops, Faction: Asuryani
Rules: Ancient Doom
Abilities: Battle Focus, Defence Tactics

9x Dire Avenger [99pts]
Selections: 9x Avenger Shuriken Catapult, 9x Plasma Grenades
Unit: Dire Avenger, **Weapon:** Avenger Shuriken Catapult, Plasma Grenade

Dire Avenger Exarch [11pts]
Selections: Plasma Grenades, Two Avenger Shuriken Catapults
Unit: Dire Avenger Exarch, **Weapon:** Avenger Shuriken Catapult, Plasma Grenade

Exarch Power
Selections: Bladestorm
Abilities: Bladestorm

Abilities	Description	Ref
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.	
Bladestorm	Whilst this unit contains a Dire Avenger Exarch, when resolving an attack made with a ranged weapon that does not have the Grenade type by a model in this unit, an unmodified hit roll of 6 scores 1 additional hit.	
Defence Tactics	When this unit fires Overwatch, it hits successfully on a roll of 5 or 6, instead of only 6.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	
Dire Avenger Exarch	7"	3+	3+	3	3	2	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Avenger Shuriken Catapult	18"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	
Plasma Grenade	6"	Grenade D6	4	-1	1	Blast	

Guardian Defenders [5 PL, 112pts]

Categories: Faction: <Craftworld>, Faction: Aeldari, Infantry, Troops, Faction: Warhost, Guardian, Faction: Asuryani
Rules: Ancient Doom
Abilities: Battle Focus

10x Guardian Defender [80pts]
Selections: 10x Plasma Grenades, 10x Shuriken Catapult
Categories: Guardian Defenders
Unit: Guardian Defender, **Weapon:** Plasma Grenade, Shuriken Catapult

Guardian Heavy Weapons Platform [1 PL, 32pts]
Selections: Bright Lance [20pts]
Categories: Heavy Weapons Platform, Artillery
Abilities: Crewed Weapon, **Keywords:** Heavy Weapon Platform - Keywords, **Unit:** Guardian Heavy Weapons Platform, **Weapon:** Bright Lance

Abilities	Description	Ref
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.	
Crewed Weapon	A Heavy Weapon Platform can only fire its ranged weapon if a Guardian from this unit is within 3" and 'fires' it instead of shooting any of their own weapons. A single Guardian cannot operate multiple Heavy Weapon Platforms in this way in a single turn.	

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
Heavy Weapon Platform - Keywords	Aeldari, Asuryani, Warhost, <CRAFTWORLD>	Infantry, Artillery, Guardian, Heavy Weapons Platform	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardian Defender	7"	3+	3+	3	3	1	1	7	5+	
Guardian Heavy Weapons Platform	7"	6+	3+	3	3	2	1	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bright Lance	36"	Heavy 1	8	-4	D6	-	
Plasma Grenade	6"	Grenade D6	4	-1	1	Blast	
Shuriken Catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	

Elites [11 PL, 230pts]

Fire Dragons [6 PL, 100pts]

Selections: Assured Destruction
Categories: FACTION: AELDARI, ASPECT WARRIOR, INFANTRY, ELITES, FIRE DRAGONS, FACTION: ASURYANI
Rules: *Ancient Doom*
Abilities: *Assured Destruction, Battle Focus*

4x Fire Dragon [80pts]
Selections: 4x Fusion Gun, 4x Melta Bombs
Unit: *Fire Dragon*, **Weapon:** *Fusion Gun, Melta bomb*

Fire Dragon Exarch [20pts]
Selections: Fusion Gun, Melta Bombs
Unit: *Fire Dragon Exarch*, **Weapon:** *Fusion Gun, Melta bomb*

Exarch Power
Selections: Crack Shot
Abilities: *Crack Shot*

Abilities	Description	Ref
Assured Destruction	You can re-roll wound rolls of 1 in the Shooting phase for attacks this unit makes that target a MONSTER or VEHICLE.	
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.	
Crack Shot	You can re-roll hit rolls of 1 for a Fire Dragon Exarch's ranged weapons.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Fire Dragon	7"	3+	3+	3	3	1	1	8	3+	
Fire Dragon Exarch	7"	3+	3+	3	3	2	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fusion Gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon when targeting a VEHICLE.	

Shadow Spectres [5 PL, 130pts]

Selections: Shade of Twilight, Shadow of Death (Aura), Spectre Holo-field
Categories: ELITES, FACTION: <CRAFTWORLD>, FACTION: AELDARI, ASPECT WARRIOR, FLY, INFANTRY, SHADOW SPECTRES, JUMP PACK, FACTION: ASURYANI
Rules: *Ancient Doom*
Abilities: *Battle Focus, Shade of Twilight, Shadow of Death (Aura), Spectre Holo-field*

5x Shadow Spectre [130pts]
Selections: 5x Plasma Grenades, 5x Prism Rifle
Unit: *Shadow Spectre*, **Weapon:** *Plasma Grenade, Prism Rifle (Dispersed), Prism Rifle (Focused)*

Abilities	Description	Ref
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.	
Shade of Twilight	During deployment, you can set up this unit in the shadows instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can setup this unit anywhere on the battlefield that is more than 9" away from any enemy models.	
Shadow of Death (Aura)	While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.	
Spectre Holo-field	Enemy units must subtract 1 from hit rolls made against a unit with this ability.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Shadow Spectre	12"	3+	3+	3	3	1	1	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plasma Grenade	6"	Grenade D6	4	-1	1	Blast	
Prism Rifle (Dispersed)	18"	Assault D6	5	-1	1	Blast	
Prism Rifle (Focused)	24"	Assault 1	6	-3	3	-	

Heavy Support [13 PL, 276pts]

Dark Reapers [5 PL, 106pts]

Selections: Inescapable Accuracy
Categories: FACTION: AELDARI, ASPECT WARRIOR, HEAVY SUPPORT, INFANTRY, DARK REAPERS, FACTION: ASURYANI
Rules: *Ancient Doom*
Abilities: *Inescapable Accuracy*

2x Dark Reaper [64pts]
Selections: 2x Reaper Launcher
Unit: *Dark Reaper*, **Weapon:** *(Reaper) Starshot Missile, (Reaper) Starswarm Missile*

Dark Reaper Exarch [42pts]
Selections: Tempest Launcher [10pts]
Unit: *Dark Reaper Exarch*, **Weapon:** *Tempest Launcher*

Exarch Power
Selections: Rapid Shot
Abilities: *Rapid Shot*

Abilities	Description	Ref
Inescapable Accuracy	Models in this unit always hit on a 3+ when firing a ranged weapon in the Shooting phase, regardless of any modifiers.	
Rapid Shot	When this unit's Dark Reaper Exarch shoots, add 1 to the number of attacks made with that model's ranged weapon.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Dark Reaper	6"	3+	3+	3	3	1	1	8	3+	
Dark Reaper Exarch	6"	3+	3+	3	3	2	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
(Reaper) Starshot Missile	48"	Heavy 1	8	-2	3	-	
(Reaper) Starswarm Missile	48"	Heavy 2	5	-2	2	-	
Tempest Launcher	36"	Heavy 2D6	4	-2	1	This weapon can target units that are not visible to the bearer. ; Blast	

Wraithseer [8 PL, 170pts]

Selections: 0. Smite, 4. Protect/Jinx, D-cannon [40pts], Eldritch Wraith Construct, Ghostspear, Psyker, Wraithshield

Categories: Faction: Aeldari, Faction: Spirit Host, Monster, Psyker, Wraithseer, Wraith Construct, Faction: <Craftworld>, Faction: Asuryani, Heavy Support

Rules: *Ancient Doom*

Abilities: *Eldritch Wraith Construct, Wraithshield*, **Psychic Power:** *4.1 Protect, 4.2 Jinx, Smite*, **Psyker:** *Psyker*, **Unit:** *Wraithseer*, **Weapon:** *D-cannon, Ghostspear*

Abilities	Description	Ref
Eldritch Wraith Construct	Each time an attack with an Armour Penetration characteristic of -1 is allocated to this model, that attack has an Armour Penetration characteristic of 0 instead.	
Wraithshield	This model has a 5+ invulnerable save.	

Psychic Power	Warp Charge	Range	Details	Ref
4.1 Protect	7	18"	Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker - add 1 to the saving throws made for that unit until your next Psychic phase.	
4.2 Jinx	7	18"	Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all saving throws made for that unit against attacks made by Asuryani units from your army until the start of your next Psychic phase.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	One power from Runes of Battle and one from Runes of Fortune		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Wraithseer	8"	3+	3+	7	8	9	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
D-cannon	24"	Heavy D3	12	-4	D6	This weapon can target units that are not visible to the firer. ; Blast	
Ghostspear	Melee	Melee	+3	-3	D3+3	-	

Selection Rules

Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units. (Codex: Craftworlds)

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+++ First Blood Knights (Warhammer 40,000 9th Edition) +++

++ Super-Heavy Detachment 0CP (Imperium - Imperial Knights) [48 PL, 3CP, 955pts] ++

+ Configuration [3CP] +

Battle Size [3CP]: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

Detachment Command Cost

Household Choice: Questor Mechanicus
. House Krast: Household Tradition: Cold Fury

+ Lord of War [48 PL, 955pts] +

Armiger Warglaives [14 PL, 280pts]
. Armiger Warglaive [7 PL, 140pts]: Meltagun [5pts], Reaper Chain-Cleaver, Thermal Spear
. Armiger Warglaive [7 PL, 140pts]: Meltagun [5pts], Reaper Chain-Cleaver, Thermal Spear

Knight Crusader [26 PL, 520pts]: Character (Knight Lance), Heavy Stubber, Heirloom: Endless Fury, Ironstorm
Missile Pod [15pts], Titanic Feet, Warlord, Warlord Trait (Krast): First Knight
. Avenger Gatling Cannon w/ Heavy Flamer: Avenger Gatling Cannon, Heavy Flamer
. Rapid-Fire Battle Cannon w/ Heavy Stubber [30pts]: Heavy Stubber, Rapid-Fire Battle Cannon

Knight Moiraxes [8 PL, 155pts]
. Knight Moirax [8 PL, 155pts]: 2x Lightning Lock

++ Total: [48 PL, 3CP, 955pts] ++

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++ Patrol Detachment 0CP (Chaos - Death Guard) [50 PL, 3CP, 1,050pts] ++

+ Configuration [3CP] +

Battle Size [3CP]: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

Detachment Command Cost

Plague Company: The Inexorable

+ HQ [11 PL, 220pts] +

Lord of Contagion [6 PL, 125pts]: 3. Hulking Physique, Fugaris' Helm, Manreaper and orb of desiccation [5pts], Warlord

Malignant Plaguecaster [5 PL, 95pts]: 1. Miasma of Pestilence, 5. Curse of the Leper, Blight grenades, Bolt pistol, Corrupted staff, Krak grenades, Smite

+ Troops [4 PL, 100pts] +

Poxwalkers [2 PL, 50pts]
. 10x Poxwalker [50pts]: 10x Improvised weapon

Poxwalkers [2 PL, 50pts]
. 10x Poxwalker [50pts]: 10x Improvised weapon

+ Elites [17 PL, 380pts] +

Blightlord Terminators [10 PL, 210pts]
. Blightlord Champion [40pts]: Bubotic Axe, Combi-bolter
. Blightlord Terminator [45pts]: Flail of corruption [5pts]
. Blightlord Terminator [45pts]: Blight launcher [5pts], Bubotic Axe
. Blightlord Terminator [40pts]: Bubotic Axe, Combi-bolter
. Blightlord Terminator [40pts]: Bubotic Axe, Combi-bolter

Deathshroud Terminators [7 PL, 170pts]
. Deathshroud Champion [70pts]: Chimes of contagion [15pts], Manreaper, 2x Plaguespurt gauntlet [5pts]
. 2x Deathshroud Terminator [100pts]: 2x Manreaper, 2x Plaguespurt gauntlet

+ Heavy Support [18 PL, 350pts] +

Plagueburst Crawler [9 PL, 175pts]: 2x Entropy cannon [10pts], Heavy slugger, Plagueburst Mortar

Plagueburst Crawler [9 PL, 175pts]: 2x Entropy cannon [10pts], Heavy slugger, Plagueburst Mortar

++ Total: [50 PL, 3CP, 1,050pts] ++

Battalion Detachment 0CP (Aeldari - Harlequins) [50 PL, 1CP, 1,080pts]

Configuration [3CP]

Battle Size [3CP]
    Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

Detachment Command Cost

Masque Form
    Selections: The Midnight Sorrow: The Art of Death

HQ [10 PL, -2CP, 190pts]

Shadowseer [6 PL, 120pts]
    Selections: Mirror of Minds, Neuro Disruptor [5pts], Shield From Harm, Veil of Tears

Troupe Master [4 PL, -2CP, 70pts]
    Selections: 4: Player of the Light, Choreographer of War, Destiny's Jest, Fusion Pistol [5pts], Great Harlequin [-2CP], Harlequin's Blade, Warlord

Troops [20 PL, 500pts]

Troupe [5 PL, 125pts]
  Player [1 PL, 25pts]
    Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]
  Player [1 PL, 25pts]
    Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]
  Player [1 PL, 25pts]
    Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]
  Player [1 PL, 25pts]
    Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]
  Player [1 PL, 25pts]
    Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

Troupe [5 PL, 125pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

Troupe [5 PL, 125pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

Troupe [5 PL, 125pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

    Player [1 PL, 25pts]
        Selections: Fusion Pistol [5pts], Harlequin's Kiss [6pts]

Elites [11 PL, 200pts]

Death Jester [3 PL, 50pts]
    Selections: The Jest Inescapable

Death Jester [3 PL, 50pts]
    Selections: Harvester of Torment

Solitaire [5 PL, 100pts]
    Selections: Blitz

Fast Attack [5 PL, 110pts]

Skyweavers [5 PL, 110pts]

  Skyweaver [55pts]
    Selections: Haywire Cannon [5pts], Zephyrglaive [5pts]

  Skyweaver [55pts]
    Selections: Haywire Cannon [5pts], Zephyrglaive [5pts]

Dedicated Transport [4 PL, 80pts]

Starweaver [4 PL, 80pts]

Total: [50 PL, 1CP, 1,080pts]

50PL Mechanikum Test (Warhammer 40,000 9th Edition) [50 PL, 2CP, 1,160pts]

Battalion Detachment 0CP (Imperium - Adeptus Mechanicus) [50 PL, 2CP, 1,160pts]

Configuration [3CP]

Battle Size [3CP]
Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]
Categories: C. NFIGURATION

Detachment Command Cost
Categories: CONFIGURATION

Forge World Choice
Selections: Forge World: Mars
Categories: CONFIGURATION
Rules: *Dogma - Masters of the Forge*

Stratagems [-1CP]

Stratagem: Host of the Intermediary [-1CP]
Selections: Host of the Intermediary [-1CP]
Categories: STRATAGEMS

HQ [10 PL, 175pts]

Skitarii Marshal [3 PL, 45pts]
Selections: Control Stave, Radium Serpenta, Relic: The Purgation's Purity, Warlord, Warlord Trait (Codex 2): Battle-Sphere Uplink
Categories: HQ, FACTION: ADEPTUS MECHANICUS, FACTION: <FORGE WORLD>, FACTION: IMPERIUM, FACTION: SKITARII, INFANTRY, CHARACTER, DOCTRINA ASSEMBLER, SKITARII MARSHAL, WARLORD
Rules: *Doctrina Imperatives*
Abilities: *Battle-Sphere Uplink, Control Edict, Enhanced Bionics, Servo-skull Uplink*, Unit: *Skitarii Marshal*, Weapon: *Control Stave, Radium Serpenta, The Purgation's Purity*

Abilities	Description	Ref
Battle-Sphere Uplink	In your Command phase, select one friendly <FORGE WORLD> SKITARII CORE unit within 9" of this WARLORD, or select one friendly <FORGE WORLD> CORE DATA TETHER unit on the battlefield. Until the start of your next Command phase, models in that unit do not suffer the penalty to hit rolls incurred for firing: • Heavy weapons in the same turn that their unit has moved • Assault weapons in the same turn that their unit has advanced.	
Control Edict	In your Command phase, you can select one friendly <FORGE WORLD> SKITARII unit within 9" of this model or you can select one friendly <FORGE WORLD> SKITARII DATA-TETHER unit anywhere on the battlefield. Until the start of your next Command phase, that unit ignores the Deprecation effect of the currently active Doctrina Imperative.	
Enhanced Bionics	This model has a 5+ invulnerable save.	Codex: Adeptus Mechanicus
Servo-skull Uplink	While a friendly <FORGE WORLD> SKITARII CORE unit is within 6" of this model each time a model in that unit makes an attack, re-roll a wound roll of 1.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Skitarii Marshal	6"	3+	2+	3	3	4	3	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Control Stave	Melee	Melee	+3	-2	1	-	
Radium Serpenta	18"	Assault 1	3	0	1	Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.	
The Purgation's Purity	24"	Assault 3	4	-2	2	Each time an attack is made with this weapon, an unmodified hit roll of 4+ automatically wounds the target.	Codex: Adeptus Mechanicus

Tech-Priest Dominus [4 PL, 75pts]
Selections: Macrostubber, Omnissian Axe, Volkite Blaster
Categories: CHARACTER, INFANTRY, TECH-PRIEST, TECH-PRIEST DOMINUS, FACTION: CULT MECHANICUS, FACTION: ADEPTUS MECHANICUS, FACTION: <FORGE WORLD>, FACTION: IMPERIUM, HQ, DOCTRINA ASSEMBLER
Rules: *Canticles of the Omnissiah*
Abilities: *Lord of the Machine Cult (Aura), Master of Machines, Refractor Field*, Unit: *Tech-Priest Dominus*, Weapon: *Macrostubber, Omnissian Axe, Volkite Blaster*

Abilities	Description	Ref
Lord of the Machine Cult (Aura)	While a friendly <FORGE WORLD> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	Codex: Adeptus Mechanicus
Master of Machines	At the end of your Movement phase this model can repair one friendly <FORGE WORLD> model within 3". That model regains up to D3 lost wounds. Each model can only be repaired once per turn.	Codex: Adeptus Mechanicus
Refractor Field	This model has a 5+ invulnerable save.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tech-Priest Dominus	6"	3+	2+	4	4	5	3	8	2+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Macrostubber	12"	Pistol 5	4	0	1	-	Codex: Adeptus Mechanicus
Omnissian Axe	Melee	Melee	+2	-2	2	-	Codex: Adeptus Mechanicus
Volkite Blaster	24"	Heavy 3	6	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target in addition to any normal damage.	Codex: Adeptus Mechanicus

Technoarchaeologist [3 PL, 55pts]

Selections: Eradication pistol, Servo-arc claw
Categories: FACTION: IMPERIUM, FACTION: ADEPTUS MECHANICUS, FACTION: <FORGE WORLD>, FACTION: CULT MECHANICUS, INFANTRY, CHARACTER, DOCTRINA ASSEMBLER, TECH-PRIEST, TECHNOARCHEOLOGIST, HQ
Rules: *Canticles of the Omnissiah*
Abilities: *Brotherhood of the Cog, Enhanced Bionics, Machine Focus, Master of Machines, Omni-Scrambler,* **Unit:** *Technoarchaeologist,* **Weapon:** *Eradication pistol (dispersed), Eradication pistol (focused), Servo-arc claw*

Abilities	Description	Ref
Brotherhood of the Cog	If your army is Battle-forged, then for each TECH-PRIEST DOMINUS or TECH-PRIEST MANIPULUS unit included in a Detachment, one TECH-PRIEST ENGINSEER or TECHNOARCHEOLOGIST unit can be included in that Detachment without taking up an additional Battlefield Role slot.	
Enhanced Bionics	This model has a 5+ invulnerable save.	Codex: Adeptus Mechanicus
Machine Focus	In your Command phase, select one friendly <FORGE WORLD> CORE, <FORGE WORLD> KATAPHRON SERVITORS or <FORGE WORLD> SERVITORS unit within 6" of this model. Until the start of your next Command phase: • If that unit has the KATAPHRON SERVITORS keyword, it can perform actions as if it had the INFANTRY keyword. • While that unit is performing an action, it can make ranged attacks without that action failing.	
Master of Machines	At the end of your Movement phase this model can repair one friendly <FORGE WORLD> model within 3". That model regains up to D3 lost wounds. Each model can only be repaired once per turn.	Codex: Adeptus Mechanicus
Omni-Scrambler	Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Technoarchaeologist	6"	4+	3+	4	4	4	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Eradication pistol (dispersed)	12"	Pistol D3	6	-2	1	Blast	
Eradication pistol (focused)	6"	Pistol D3	6	-3	2	Blast	
Servo-arc claw	Melee	Melee	+3	-2	3	Each time the bearer fights, no more than one attack can be made with each Servo-arc claw. Each time an attack is made with this weapon against a VEHICLE unit, that attack has a damage characteristic of 4 and and an unmodified would roll of 4+ successfully wounds the target.	

Troops [22 PL, 550pts]

Kataphron Destroyers [14 PL, 300pts]

Categories: FACTION: IMPERIUM, TROOPS, FACTION: CULT MECHANICUS, FACTION: ADEPTUS MECHANICUS, FACTION: <FORGE WORLD>, KATAPHRON DESTROYERS, KATAPHRON SERVITORS, BIKER
Rules: *Canticles of the Omnissiah*
Abilities: *Bionics, Tracked Mobility*

Kataphron Destroyer [50pts]
  Selections: Phosphor Blaster, Plasma Culverin [10pts]
  Unit: *Kataphron Destroyer,* **Weapon:** *Phosphor Blaster, Plasma Culverin (Standard), Plasma Culverin (Supercharge)*

Kataphron Destroyer [50pts]
  Selections: Phosphor Blaster, Plasma Culverin [10pts]
  Unit: *Kataphron Destroyer,* **Weapon:** *Phosphor Blaster, Plasma Culverin (Standard), Plasma Culverin (Supercharge)*

Kataphron Destroyer [50pts]
  Selections: Phosphor Blaster, Plasma Culverin [10pts]
  Unit: *Kataphron Destroyer,* **Weapon:** *Phosphor Blaster, Plasma Culverin (Standard), Plasma Culverin (Supercharge)*

Kataphron Destroyer [50pts]
  Selections: Phosphor Blaster, Plasma Culverin [10pts]
  Unit: *Kataphron Destroyer,* **Weapon:** *Phosphor Blaster, Plasma Culverin (Standard), Plasma Culverin (Supercharge)*

Kataphron Destroyer [50pts]
  Selections: Phosphor Blaster, Plasma Culverin [10pts]
  Unit: *Kataphron Destroyer,* **Weapon:** *Phosphor Blaster, Plasma Culverin (Standard), Plasma Culverin (Supercharge)*

Kataphron Destroyer [50pts]
  Selections: Phosphor Blaster, Plasma Culverin [10pts]
  Unit: *Kataphron Destroyer,* **Weapon:** *Phosphor Blaster, Plasma Culverin (Standard), Plasma Culverin (Supercharge)*

Abilities	Description	Ref
Bionics	Models in this unit have a 6+ invulnerable save.	
Tracked Mobility	Models in this unit can move through walls, girders, foliage and terrain features with the Breachable terrain trait without impediment.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kataphron Destroyer	6"	4+	4+	5	5	3	3	7	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Phosphor Blaster	24"	Rapid Fire 1	5	-1	1	Each time an attack is made with this weapon, the target does not receive the benefit of Dense Cover against that attack.	Codex: Adeptus Mechanicus
Plasma Culverin (Standard)	36"	Heavy D6	7	-3	1	Blast	Codex: Adeptus Mechanicus
Plasma Culverin (Supercharge)	36"	Heavy D6	8	-3	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.	Codex: Adeptus Mechanicus

Skitarii Rangers [4 PL, 125pts]
  Selections: Enhanced Data-Tether [5pts]
  Categories: TROOPS, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARII, INFANTRY, SKITARII RANGERS, FACTION: IMPERIUM, CORE, DATA-TETHER
  Rules: *Doctrina Imperatives*
  Abilities: *Bionics, Enhanced Data-Tether, Rangers*

  Ranger Alpha [13pts]
    Selections: Arc Maul [5pts], Galvanic Rifle, Host of the Intermediary, Warlord Trait (Codex 1): Multitasking Cortex
    Categories: SKITARII RANGERS
    Abilities: *Multitasking Cortex*, **Unit:** *Ranger Alpha*, **Weapon:** *Arc Maul, Galvanic Rifle*

  6x Skitarii Ranger [48pts]
    Selections: 6x Galvanic Rifle
    Unit: *Skitarii Ranger*, **Weapon:** *Galvanic Rifle*

  Skitarii Ranger (Arc Rifle) [18pts]
    Selections: Arc Rifle [10pts]
    Unit: *Skitarii Ranger*, **Weapon:** *Arc Rifle*

  Skitarii Ranger (Plasma caliver) [18pts]
    Selections: Plasma Caliver [10pts]
    Unit: *Skitarii Ranger*, **Weapon:** *Plasma Caliver , Supercharge, Plasma Caliver, Standard*

  Skitarii Ranger (Transuranic Arquebus) [23pts]
    Selections: Transuranic Arquebus [15pts]
    Unit: *Skitarii Ranger*, **Weapon:** *Transuranic Arquebus*

Abilities	Description	Ref
Bionics	Models in this unit have a 6+ invulnerable save.	
Enhanced Data-Tether	Add 1 to the Leadership characteristic of models in the bearer's unit.	Codex: Adeptus Mechanicus
Multitasking Cortex	In your Command phase, select one friendly <FORGE WORLD> SKITARII CORE unit within 9" of this WARLORD, or select one friendly <FORGE WORLD> CORE DATA TETHER unit on the battlefield. Until the start of your next Command phase, if that unit is performing an action it can make ranged attacks without that action failing.	
Rangers	At the start of the first battle round, models in this unit can make a Normal Move up to 3". They cannot end this move within 9" of enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+	Codex: Adeptus Mechanicus
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Arc Maul	Melee	Melee	+3	-2	1	Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4 successfully wounds the target.	Codex: Adeptus Mechanicus
Arc Rifle	30"	Rapid Fire 1	6	-2	D3	Each time an attack is made with this weapon that targets a VEHICLE unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4 successfully wounds the target.	Codex: Adeptus Mechanicus
Galvanic Rifle	30"	Heavy 2	4	-1	1	-	Codex: Adeptus Mechanicus
Plasma Caliver , Supercharge	30"	Assault 2	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	Codex: Adeptus Mechanicus
Plasma Caliver, Standard	30"	Assault 2	7	-3	1	-	Codex: Adeptus Mechanicus
Transuranic Arquebus	60"	Heavy 1	7	-2	D3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made using this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound in addition to its normal damage.	Codex: Adeptus Mechanicus

Skitarii Rangers [4 PL, 125pts]
  Selections: Enhanced Data-Tether [5pts]
  Categories: TROOPS, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARII, INFANTRY, SKITARII RANGERS, FACTION: IMPERIUM, CORE, DATA-TETHER
  Rules: *Doctrina Imperatives*
  Abilities: *Bionics, Enhanced Data-Tether, Rangers*

  Ranger Alpha [13pts]
    Selections: Galvanic Rifle, Power sword [5pts]
    Categories: SKITARII RANGERS
    Unit: *Ranger Alpha*, **Weapon:** *Galvanic Rifle, Power sword*

  6x Skitarii Ranger [48pts]
    Selections: 6x Galvanic Rifle
    Unit: *Skitarii Ranger*, **Weapon:** *Galvanic Rifle*

  Skitarii Ranger (Arc Rifle) [18pts]
    Selections: Arc Rifle [10pts]
    Unit: *Skitarii Ranger*, **Weapon:** *Arc Rifle*

  Skitarii Ranger (Plasma caliver) [18pts]
    Selections: Plasma Caliver [10pts]
    Unit: *Skitarii Ranger*, **Weapon:** *Plasma Caliver , Supercharge, Plasma Caliver, Standard*

  Skitarii Ranger (Transuranic Arquebus) [23pts]
    Selections: Transuranic Arquebus [15pts]
    Unit: *Skitarii Ranger*, **Weapon:** *Transuranic Arquebus*

Abilities	Description	Ref
Bionics	Models in this unit have a 6+ invulnerable save.	
Enhanced Data-Tether	Add 1 to the Leadership characteristic of models in the bearer's unit.	Codex: Adeptus Mechanicus
Rangers	At the start of the first battle round, models in this unit can make a Normal Move up to 3". They cannot end this move within 9" of enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+	Codex: Adeptus Mechanicus
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Arc Rifle	30"	Rapid Fire 1	6	-2	D3	Each time an attack is made with this weapon that targets a VEHICLE unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4 successfully wounds the target.	Codex: Adeptus Mechanicus
Galvanic Rifle	30"	Heavy 2	4	-1	1		Codex: Adeptus Mechanicus
Plasma Caliver , Supercharge	30"	Assault 2	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	Codex: Adeptus Mechanicus
Plasma Caliver, Standard	30"	Assault 2	7	-3	1	-	Codex: Adeptus Mechanicus
Power sword	Melee	Melee	+1	-3	1	-	
Transuranic Arquebus	60"	Heavy 1	7	-2	D3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made using this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound in addition to its normal damage.	Codex: Adeptus Mechanicus

Elites [18 PL, 435pts]

Corpuscarii Electro-Priests [6 PL, 150pts]

Categories: FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: CULT MECHANICUS, CORPUSCARII, ELECTRO-PRIESTS, INFANTRY, FACTION: IMPERIUM, ELITES, CORE
Rules: *Canticles of the Omnissiah*
Abilities: *Fanatical Devotion, Motive Force Sight, Voltagheist Blast, Voltagheist Field*

10x Corpuscarii Electro-Priest [150pts]
Selections: 10x Electrostatic Gauntlets
Categories: FACTION: <FORGE WORLD>
Unit: *Corpuscarii Electro-Priest*, **Weapon:** *Electrostatic Gauntlets (melee), Electrostatic Gauntlets (shooting)*

Abilities	Description	Ref
Fanatical Devotion	Each time a model in this unit loses a wound, roll a D6; on a roll of 5+, that wound is not lost.	Codex: Adeptus Mechanicus
Motive Force Sight	Each time a model in this unit makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers.	
Voltagheist Blast	After this unit finishes a charge move, select one enemy unit within Engagement Range of this unit and roll one D6 for each model from this unit that is within Engagement Range of that enemy unit; for each 6+, that enemy unit suffers 1 mortal wound.	
Voltagheist Field	Models in this unit have a 5+ invulnerable save.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Corpuscarii Electro-Priest	6"	4+	3+	3	3	1	2	8	6+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Electrostatic Gauntlets (melee)	Melee	Melee	+2	-1	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.	Codex: Adeptus Mechanicus
Electrostatic Gauntlets (shooting)	12"	Assault 3	5	-1	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.	Codex: Adeptus Mechanicus

Secutarii Hoplites [4 PL, 100pts]

Categories: FACTION: ADEPTUS MECHANICUS, FACTION: SECUTARII, FACTION: SKITARII, INFANTRY, SECUTARII HOPLITES, FACTION: IMPERIUM, ELITES
Rules: *Doctrina Imperatives*
Abilities: *Kryptopatris Field Generator, Secutarii, Titan Guard*

Hoplite Alpha [10pts]
Selections: Arc Lance, Mag-inverter Shield
Abilities: *Mag-inverter Shield*, **Unit:** *Hoplite Alpha*, **Weapon:** *Arc Lance (melee), Arc Lance (shooting)*

9x Secutarii Hoplite [90pts]
Selections: 9x Arc Lance, 9x Mag-inverter Shield
Abilities: *Mag-inverter Shield*, **Unit:** *Secutarii Hoplite*, **Weapon:** *Arc Lance (melee), Arc Lance (shooting)*

Abilities	Description	Ref
Kryptopatris Field Generator	Models in this unit have a 5+ invulnerable save.	Forgeworld Datasheet
Mag-inverter Shield	This model has a 4+ invulnerable save against melee attacks. Each time you make an unmodified invulnerable saving throw of 6 against a melee attack for the bearer, the attacking model's unit suffers 1 mortal wound after the unit has finished making all of its attacks.	Forgeworld Datasheet
Secutarii	If your army is Battle-forged, this unit can be included in an Adeptus Mechanicus Detachment without preventing other units in that Detachment from gaining a forge world dogma. Note, however, that this unit can never itself benefit from a forge world dogma.	Forgeworld Datasheet
Titan Guard	Whilst this model is within 6" of any friendly <TITANIC LEGION> TITANIC models, it can perform Heroic Interventions as if it were a CHARACTER. This unit is eligible to perform Heroic Interventions if it is within 6" horizontally and 5" vertically of any enemy unit. Each time this unit makes Heroic Interventions it can move 6" instead of 3". All other rules for Heroic Interventions still apply.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hoplite Alpha	6"	3+	3+	3	3	1	3	7	4+	Forgeworld Datasheet
Secutarii Hoplite	6"	3+	3+	3	3	1	2	6	4+	Forgeworld Datasheet

Weapon	Range	Type	S	AP	D	Abilities	Ref
Arc Lance (melee)	Melee	Melee	+3	-1	1	Each time an attack made with this weapon targets a VEHICLE unit, it has a damage characteristic of D3.	Imperial Armour: Compendium p93
Arc Lance (shooting)	12"	Assault 1	6	-1	1	Each time an attack made with this weapon targets a VEHICLE unit, it has a damage characteristic of D3.	Imperial Armour: Compendium p93

Secutarii Hoplites [4 PL, 100pts]

Categories: FACTION: ADEPTUS MECHANICUS, FACTION: SECUTARII, FACTION: SKITARII, INFANTRY, SECUTARII HOPLITES, FACTION: IMPERIUM, ELITES
Rules: *Doctrina Imperatives*
Abilities: *Kryptopatris Field Generator, Secutarii, Titan Guard*

Hoplite Alpha [10pts]
Selections: Arc Lance, Mag-inverter Shield
Abilities: *Mag-inverter Shield*, **Unit:** *Hoplite Alpha*, **Weapon:** *Arc Lance (melee), Arc Lance (shooting)*

9x Secutarii Hoplite [90pts]
Selections: 9x Arc Lance, 9x Mag-inverter Shield
Abilities: *Mag-inverter Shield*, **Unit:** *Secutarii Hoplite*, **Weapon:** *Arc Lance (melee), Arc Lance (shooting)*

Abilities	Description	Ref
Kryptopatris Field Generator	Models in this unit have a 5+ invulnerable save.	Forgeworld Datasheet
Mag-inverter Shield	This model has a 4+ invulnerable save against melee attacks. Each time you make an unmodified invulnerable saving throw of 6 against a melee attack for the bearer, the attacking model's unit suffers 1 mortal wound after the unit has finished making all of its attacks.	Forgeworld Datasheet
Secutarii	If your army is Battle-forged, this unit can be included in an Adeptus Mechanicus Detachment without preventing other units in that Detachment from gaining a forge world dogma. Note, however, that this unit can never itself benefit from a forge world dogma.	Forgeworld Datasheet
Titan Guard	Whilst this model is within 6" of any friendly <TITANIC LEGION> TITANIC models, it can perform Heroic Interventions as if it were a CHARACTER. This unit is eligible to perform Heroic Interventions if it is within 6" horizontally and 5" vertically of any enemy unit. Each time this unit makes Heroic Interventions it can move 6" instead of 3". All other rules for Heroic Interventions still apply.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hoplite Alpha	6"	3+	3+	3	3	1	3	7	4+	Forgeworld Datasheet
Secutarii Hoplite	6"	3+	3+	3	3	1	2	6	4+	Forgeworld Datasheet

Weapon	Range	Type	S	AP	D	Abilities	Ref
Arc Lance (melee)	Melee	Melee	+3	-1	1	Each time an attack made with this weapon targets a VEHICLE unit, it has a damage characteristic of D3.	Imperial Armour: Compendium p93
Arc Lance (shooting)	12"	Assault 1	6	-1	1	Each time an attack made with this weapon targets a VEHICLE unit, it has a damage characteristic of D3.	Imperial Armour: Compendium p93

Sicarian Ruststalkers [4 PL, 85pts]

Categories: Faction: <Forge World>, Faction: Adeptus Mechanicus, Faction: Skitarii, Infantry, Sicarian Ruststalkers, Faction: Imperium, Elites, Sicarian, Core

Rules: *Doctrina Imperatives*

Abilities: *Enhanced Bionics, Optimised Gait, Wasteland Stalkers*

Ruststalker Princeps (Blades) [17pts]
    Selections: Chordclaw, Transonic Blades
    Unit: *Ruststalker Princeps*, **Weapon:** *Chordclaw, Transonic Blades*

4x Sicarian Ruststalker (Blades) [68pts]
    Selections: 4x Transonic Blades
    Unit: *Sicarian Ruststalker*, **Weapon:** *Transonic Blades*

Abilities	Description	Ref
Enhanced Bionics	This model has a 5+ invulnerable save.	Codex: Adeptus Mechanicus
Optimised Gait	This unit can ignore any or all modifiers to its Move characteristic, with the exception of that incurred due to the Deprecation effect of the Bulwark Imperative. This unit can ignore any or all modifiers to its Advance and charge rolls.	
Wasteland Stalkers	Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ruststalker Princeps	8"	3+	3+	4	3	2	4	7	4+	
Sicarian Ruststalker	8"	3+	3+	4	3	2	3	6	4+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chordclaw	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Adeptus Mechanicus
Transonic Blades	Melee	Melee	+1	-3	1	Each time an attack is made with this weapon, an umodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.	Codex: Adeptus Mechanicus

Selection Rules

Canticles of the Omnissiah:
1. Shroudpsalm:
While this canticle is active, this unit counts as receiving the benefits of Light Cover.

2. Chant of the Remorseless Fist:
While this canticle is active, each time a model in this unit makes a melee attack, add 1 to the Strength characteristic of this attack.

3. Incantation of the Iron Soul:
While this canticle is active:
- Each time a Combat Attrition test is made for this unit, ignore all modifiers.
- Each time a model in this unit would lose a wound as a result of a Mortal Wound, roll one D6; on a 5+ that wound is not lost. If this unit has the Refusal to Yield Dogma, that wound is not lost on a 4+ instead.

4. Benediction of the Omnissiah
While this canticle is active, each time a unit is selected to shoot, when resolving its attacks you can
- Re-roll a hit roll
- Re-roll a wound roll
- Re-roll a damage roll

5. Invocation of Machine Might
While this canticle is active, each time an Advance roll or Charge roll is made for this unit, roll an additional D6 and discard the lowest result.

6. Litany of the Electromancer
While this canticle is active, each time a melee attack is made against this unit, subtract 1 from the hit roll. (Codex: Adeptus Mechanicus p85)

Doctrina Imperatives:
Protector Imperative: +1 BS/-1 WS
Conqueror Imperative: +1 WS/-1 BS

Bulwark Imperative: +1 Save/-3" Move
Aggressor Imperative: +3" Move/-1 Save (Codex: Adeptus Mechanicus p85)

Dogma - Masters of the Forge:
• SKITARII units in this detachment gain the Canticles of the Omnissiah ability.
• Each time a unit with this dogma is selected to shoot or fight, you can re-roll one hit roll when resolving that unit's attacks. (Codex: Adeptus Mechanicus p51)

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First Blood 3 (Warhammer 40,000 9th Edition) [50 PL, 3CP, 1,070pts]

Patrol Detachment 0CP (Imperium - Adeptus Custodes) [51 PL, 3CP, 1,070pts]

Configuration [3CP]

Battle Size [3CP]

Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Detachment Type / Shield Host

Selections: Adeptus Custodes, Solar Watch

Categories: CONFIGURATION, FACTION: SOLAR WATCH

Rules: *Adeptus Custodes, Emperor's Legion, Host of Heroes, Shield Host Fighting Style, Watchers of the Throne*

Abilities: *Shield Host Fighting Style: Talon Sortie*

Abilities	Description	Ref
Shield Host Fighting Style: Talon Sortie	Trait 1: Add 1 to Advance and charge rolls made for units with this trait. If a unit with this trait has the Implacable Vanguard ability, add 7" to the Move characteristic of models in this unit instead of 6". Trait 2: Units with this trait are eligible to declare a charge in a turn in which they Fell Back. Martial Ka'tah: Calistus	Codex: Adeptus Custodes p58

HQ [15 PL, , 280pts]

Blade Champion [6 PL, -1CP, 110pts]

Selections: (Solar Watch): Sally Forth, Stratagem: The Emperor's Heroes [-1CP], Vaultswords

Categories: Faction: Imperium, Faction: <Shield Host>, Infantry, Character, Blade Champion, HQ, Stratagems

Rules: Aegis of the Emperor, Martial K'atah, Objective Secured

Abilities: Consummate Swordsman, Legacy of Combat, Martial Inspiration, Sally Forth, Stratagem: The Emperor's Heroes, Vaultswords, **Unit:** Blade Champion, **Weapon:** Vaultswords - Behemor, Vaultswords - Hurricanis, Vaultswords - Victus

Abilities	Description	Ref
Consummate Swordsman	Each time a melee attack is made against this model, an unmodified hit roll of 1-3 always fails. Each time a melee attack is allocated to this model, add 1 to the armour saving throw.	Codex: Adeptus Custodes p92
Legacy of Combat	At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase. This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit. Each time this model makes a Heroic Intervention move, so long as it ends that move closer to the closest enemy model or within Engagement Range of an enemy CHARACTER unit, it can move up to 6". All other rules for Heroic Interventions still apply.	Codex: Adeptus Custodes p92
Martial Inspiration	Each time a friendly <SHIELD HOST> unit declares a charge against an enemy unit that is within Engagement Range of this unit, add 1 to the charge roll made for that unit.	Codex: Adeptus Custodes p92
Sally Forth	At the start of your Charge phase, select one friendly SOLAR WATCH INFANTRY unit within 6" of this WARLORD. Until the end of the phase, that unit is eligible to charge in a turn in which it Advanced.	Codex: Adeptus Custodes p58
Stratagem: The Emperor's Heroes	Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS CUSTODES or ANATHEMA PSYKANA keyword. Select one ADEPTUS CUSTODES CHARACTER model or one ANATHEMA PSYKANA CHARACTER model from your army and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model is only regarded as your WARLORD for the purposes of that Warlord Trait. Each Warlord Trait from your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).	Codex: Adeptus Custodes p61
Vaultswords	Before selecting targets, select one of the profiles below to make attacks with	Codex: Adeptus Custodes p92

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Blade Champion	6"	2+	2+	5	5	7	6	11	3+	Codex: Adeptus Custodes p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Vaultswords - Behemor	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon profile against a MONSTER or VEHICLE unit, an unmodified hit roll of 4+ automatically wounds the target.	Codex: Adeptus Custodes p92
Vaultswords - Hurricanis	Melee	Melee	User	-1	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.	Codex: Adeptus Custodes p92
Vaultswords - Victus	Melee	Melee	+1	-4	3	Each time an attack is made with this weapon profile against a CHARACTER unit, you can re-roll the wound roll.	Codex: Adeptus Custodes p92

Trajann Valoris [9 PL, 1CP, 170pts]

Selections: Misericordia, Watcher's Axe

Categories: HQ, FACTION: ADEPTUS CUSTODES, FACTION: IMPERIUM, INFANTRY, CHARACTER, TRAJANN VALORIS, FACTION: <SHIELD HOST>, CAPTAIN-GENERAL

Rules: Aegis of the Emperor, Martial K'atah, Objective Secured

Abilities: Adamantine Mantle, Captain-General, Legendary Commander (Aura), Moment Shackle, **Unit:** Trajann Valoris, **Weapon:** Misericordia, Watcher's Axe (Melee), Watcher's Axe (Shooting)

Warlord

Selections: 1. Master of Martial Strategy, 2. Champion of the Imperium

Categories: WARLORD, SOLAR WATCH WARLORD

Abilities: Champion of the Imperium, Master of Martial Strategy

Abilities	Description	Ref
Adamantine Mantle	Each time this model would lose a wound, roll one D6: on a 5+, that wound is not lost.	Codex: Adeptus Custodes p90
Captain-General	If your army is Battle-forged, this model must be your army's WARLORD. If more than one model from your army has a rule to this effect, then one of these model's must be your army's WARLORD. If this model is your WARLORD and every unit from your army is ADEPTUS CUSTODES (excluding ANATHEMA PSYKANA, AGENT OF THE IMPERIUM and UNALIGNED units), you receive 1 additional Command point and this model gains 2 Warlord Traits instead of 1.	Codex: Adeptus Custodes p90
Champion of the Imperium	- This WARLORD is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit. - Each time this WARLORD makes a Heroic Intervention move, it can move up to 6" instead of 3". All other rules for Heroic Interventions still apply. - Each time this WARLORD makes an attack, you can re-roll the hit roll.	Codex: Adeptus Custodes p66
Legendary Commander (Aura)	While a friendly ADEPTUS CUSTODES CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll and wound roll of 1.	Codex: Adeptus Custodes p90
Master of Martial Strategy	While this WARLORD is on the battlefield, each time you spend a Command point to use a Stratagem, you can roll one D6: on a 5+, that command point is refunded. - Once per battle in the Command phase, if units from your army are using the Martial Ka'tah ability (pg 89), before selecting a ka'tah stance for your army, you can change the order of your martial ka'tahs, i.e. primary, secondary or tertiary. Note that this does not allow you to select ka'tah stances more than once.	Codex: Adeptus Custodes p66
Moment Shackle	Once per battle, you can do one of the following: - At the end of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight again. - When a saving throw is failed for this model, the Damage characteristic of that attack is changed to 0. - After an enemy unit has fought, if this model is eligible to fight, youc an fight with it next.	Codex: Adeptus Custodes p90

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Trajann Valoris	6"	2+	2+	5	5	8	6	11	2+	Codex: Adeptus Custodes p90

Weapon	Range	Type	S	AP	D	Abilities	Ref
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Adeptus Custodes p101
Watcher's Axe (Melee)	Melee	Melee	x2	-3	3		Codex: Adeptus Custodes p90
Watcher's Axe (Shooting)	24"	Rapid Fire 1	5	-1	2	-	Codex: Adeptus Custodes p90

Troops [7 PL, 148pts]

Custodian Guard Squad [7 PL, 148pts]

Categories: Faction: Imperium, Faction: Adeptus Custodes, Faction: <Shield Host>, Infantry, Core, Custodian Guard, Troops

Rules: *Aegis of the Emperor, Martial K'atah, Objective Secured*

Custodian w/ Guardian Spear & Misericordia [48pts]

Selections: Guardian Spear, Misericordia [3pts]

Unit: *Custodian Guard*, **Weapon:** *Guardian Spear (Melee), Guardian Spear (Shooting), Misericordia*

2x Custodian w/ Sentinel Blade & Praesidium Shield [100pts]

Selections: 2x Praesidium Shield [10pts], 2x Sentinel Blade

Abilities: *Praesidium Shield*, **Unit:** *Custodian Guard*, **Weapon:** *Sentinel Blade (Melee), Sentinel Blade (Shooting)*

Abilities	Description	Ref
Praesidium Shield	Add 1 to armour saving throws made for the bearer.	Codex: Adeptus Custodes p90

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Custodian Guard	6"	2+	2+	5	5	3	3	11	2+	Codex: Adeptus Custodes p94

Weapon	Range	Type	S	AP	D	Abilities	Ref
Guardian Spear (Melee)	Melee	Melee	+2	-3	2		Codex: Adeptus Custodes p101
Guardian Spear (Shooting)	24"	Rapid Fire 1	4	-1	2	-	Codex: Adeptus Custodes p101
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Adeptus Custodes p101
Sentinel Blade (Melee)	Melee	Melee	+1	-3	2	-	Codex: Adeptus Custodes p101
Sentinel Blade (Shooting)	12"	Pistol 2	4	-1	2	-	Codex: Adeptus Custodes p101

Elites [16 PL, 363pts]

Allarus Custodians [9 PL, 204pts]

Categories: FACTION: ADEPTUS CUSTODES, FACTION: IMPERIUM, INFANTRY, TERMINATOR, FACTION: <SHIELD HOST>, CORE, ALLARUS, TELEPORT HOMER, CUSTODIANS, ELITES

Rules: *Aegis of the Emperor, From Golden Light, Martial K'atah, Objective Secured*

Abilities: *Slayers of Tyrants*

3x Allarus w/ Castellan Axe & Misericordia [9 PL, 204pts]

Selections: 3x Balistus Grenade Launcher, 3x Castellan Axe, 3x Misericordia [9pts]
Unit: *Allarus Custodian*, **Weapon:** *Balistus Grenade Launcher, Castellan Axe (Melee), Castellan Axe (Shooting), Misericordia*

Abilities	Description	Ref
Slayers of Tyrants	Each time this unit piles in or consolidates, each model in the unit can move towards an enemy CHARACTER model instead of the closest enemy model, so long as one or more models finish that move within Engagement Range of that CHARACTER model.	Codex: Adeptus Custodes p95

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Allarus Custodian	6"	2+	2+	5	5	4	4	11	2+	Codex: Adeptus Custodes p95

Weapon	Range	Type	S	AP	D	Abilities	Ref
Balistus Grenade Launcher	12"	Assault D3	5	-3	1	Blast	Codex: Adeptus Custodes p101
Castellan Axe (Melee)	Melee	Melee	+3	-2	2	--	Codex: Adeptus Custodes p101
Castellan Axe (Shooting)	24"	Rapid Fire 1	4	-1	2		Codex: Adeptus Custodes p101
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Adeptus Custodes p101

Custodian Wardens [7 PL, 159pts]

Categories: FACTION: ADEPTUS CUSTODES, FACTION: IMPERIUM, INFANTRY, CUSTODIAN WARDENS, CORE, FACTION: <SHIELD HOST>, ELITES

Rules: *Aegis of the Emperor, Martial K'atah, Objective Secured*

Abilities: *Binding Oaths, Watchmen*

3x Warden w/ Castellan Axe & Misericordia [159pts]

Selections: 3x Castellan Axe, 3x Misericordia [9pts]
Unit: *Custodian Warden*, **Weapon:** *Castellan Axe (Melee), Castellan Axe (Shooting), Misericordia*

Abilities	Description	Ref
Binding Oaths	Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost.	Codex: Adeptus Custodes p95
Watchmen	While a friendly <SHIELD HOST> CHARACTER unit is within 3" of this unit, enemy units cannot target that CHARACTER unit with ranged weapons.	Codex: Adeptus Custodes p95

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Custodian Warden	6"	2+	2+	5	5	3	4	11	2+	Codex: Adeptus Custodes p95

Weapon	Range	Type	S	AP	D	Abilities	Ref
Castellan Axe (Melee)	Melee	Melee	+3	-2	2	--	Codex: Adeptus Custodes p101
Castellan Axe (Shooting)	24"	Rapid Fire 1	4	-1	2		Codex: Adeptus Custodes p101
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Adeptus Custodes p101

Fast Attack [12 PL, 279pts]

Vertus Praetors [12 PL, 279pts]

Categories: Biker, Fly, Faction: Imperium, Faction: Adeptus Custodes, Praetors, Core, Vertus, Faction: <Shield Host>, Fast Attack

Rules: *Aegis of the Emperor, Martial K'atah*

Abilities: *Implacable Vanguard*

3x Praetor w/ Salvo Launcher & Misericordia [12 PL, 279pts]

Selections: 3x Interceptor Lance, 3x Misericordia [9pts], 3x Salvo Launcher [15pts]

Unit: *Vertus Praetor*, **Weapon:** *Interceptor Lance, Misericordia, Salvo Launcher*

Abilities	Description	Ref
Implacable Vanguard	Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.	Codex: Adeptus Custodes p91,99

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Vertus Praetor	14"	2+	2+	5	6	5	4	11	2+	Codex: Adeptus Custodes p99

Weapon	Range	Type	S	AP	D	Abilities	Ref
Interceptor Lance	Melee	Melee	+2	-3	2	Each time the bearer makes an melee attack with this weapon, if it made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.	Codex: Adeptus Custodes p101
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Adeptus Custodes p101
Salvo Launcher	24"	Heavy 1	8	-4	D3+3	-	Codex: Adeptus Custodes p101

Selection Rules

Adeptus Custodes: - ADEPTUS CUSTODES Deatchments gain the Emperor's Legion, Host of Heroes and Watchers of the Throne abilities.
- ADEPTUS CUSTODES units in ADEPTUS CUSTODES Detachments gain the Shield Host Fighting Style ability.
- ADEPTUS CUSTODES INFANTRY and ANATHEMA PSYKANA Troops units in ADEPTUS CUSTODES Detachments gain the Objective Secured ability (this ability is described int he Warhammer 40,000 Core Book).
- Each ADEPTUS CUSTODES model counts as one additional model when determining control of an objective marker. This is cumulative with any other rules that makes them count as additional models. (Codex: Adeptus Custodes p52)

Aegis of the Emperor: - Models in this unit have a 4+ invulnerable save.
- Each time a model in this unit would lose a wound as a result of a mortal wound, roll a D6: on a 6, that would is not lost. (Codex: Adeptus Custodes p88)

Emperor's Legion: - You cannot include more ANATHEMA PSYKANA Troops units than you do ADEPTUS CUSTODES Troops units in each ADEPTUS CUSTODES Detachment from your army.
- You cannot include more ANATHEMA PSYKANA HQ units than you do ADEPTUS CUSTODES HQ units in each ADEPTUS CUSTODES Detachment from your army.
- You cannot select an ANATHEMA PSYKANA model as your WARLORD. (Codex: Adeptus Custodes p52)

From Golden Light: During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models. (Codex: Adeptus Custodes p88)

Host of Heroes: You can include a maximum of one of each type of SHIELD-CAPTAIN (i.e. GUARDIAN, ALLARUS and VERTUS) unit in each ADEPTUS CUSTODES Detachment from your army. (Codex: Adeptus Custodes p52)

Martial K'atah: Unless you're Henry Cavill, read -> (Codex: Adeptus Custodes p89)

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal. (Warhammer 40,000 Core Book p237)

Shield Host Fighting Style: Each shield host has its own way of waging war, suited to its particular combat traits. All ADEPTUS CUSTODES units with this ability, and all the models in them, gain a shield host fighting style so long as every unit in their Detachment that is assigned to a shield host is assigned to the same shield host. The fighting style gained depends upon which shield host they are assigned to, as shown on the following pages. (Codex: Adeptus Custodes p52)

Watchers of the Throne: For the purposes of the Look Out, Sir rule, each ADEPTUS CUSTODES INFANTRY and ADEPTUS CUSTODES BIKER model counts as 2 models for friendly ADEPTUS CUSTODES CHARACTER models of the same <SHIELD HOST>. (Codex: Adeptus Custodes p52)

Patrol Detachment 0CP (Chaos - Death Guard) [50 PL, 6CP, 1,003pts]

Configuration [6CP]

Battle Size [6CP]
Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Detachment Command Cost

Gametype
Selections: Narrative (Non Crusade)

Plague Company
Selections: Mortarion's Chosen Sons

HQ [11 PL, 215pts]

Lord of Virulence [6 PL, 120pts]
Selections: Inspiring Leader, Plague Skull of Glothila, Warlord

Malignant Plaguecaster [5 PL, 95pts]

Troops [18 PL, 370pts]

Death Guard Cultists [2 PL, 50pts]
  Death Guard Cultist Champion [5pts]
    Selections: Autogun
  9x Death Guard Cultist w/ Autogun [45pts]
    Selections: 9x Autogun

Death Guard Cultists [2 PL, 50pts]
  Death Guard Cultist Champion [5pts]
    Selections: Autogun
  9x Death Guard Cultist w/ Autogun [45pts]
    Selections: 9x Autogun

Plague Marines [12 PL, 220pts]

Plague Champion [21pts]
Selections: Boltgun, Plague knife

Plague Marine w/ blight launcher [31pts]
Selections: Blight launcher [10pts]

8x Plague Marine w/ boltgun [168pts]
Selections: 8x Blight grenades, 8x Boltgun, 8x Krak grenades, 8x Plague knife

Poxwalkers [2 PL, 50pts]

10x Poxwalker [50pts]
Selections: 10x Improvised weapon

Elites [11 PL, 220pts]

Deathshroud Terminators [7 PL, 150pts]

Deathshroud Champion [50pts]
Selections: Plaguespurt gauntlet

2x Deathshroud Terminator [100pts]
Selections: 2x Manreaper, 2x Plaguespurt gauntlet

Tallyman [4 PL, 70pts]

Fast Attack [1 PL, 23pts]

Chaos Spawn [1 PL, 23pts]
Selections: Chaos Spawn [1 PL, 23pts]

Heavy Support [9 PL, 175pts]

Plagueburst Crawler [9 PL, 175pts]
Selections: 2x Entropy cannon [10pts], Heavy slugger

Total: [50 PL, 6CP, 1,003pts]

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50 CP Turnier (Warhammer 40,000 9th Edition) [50 PL, 4CP, 1,123pts]

Patrol Detachment 0CP (Tyranids) [50 PL, 4CP, 1,123pts]

Configuration [6CP]

Army of Renown - Crusher Stampede

Categories: CONFIGURATION

Abilities: *Benefits, Hulking Behemoths, Restrictions, Shielded by the Hive Mind*

Abilities	Description	Ref
Benefits	• All units from your army gain the CRUSHER STAMPEDE keyword. • Units from your army without the MONSTER keyword gain the Shielded by the Hive Mind ability. • MONSTER units from your army gain the Hulking Behemoths ability. • You have access to the Crusher Stampede Warlord Traits (pg 99) and Stratagems (pg 100). • CRUSHER STAMPEDE PSYKERS can generate their powers from the Mass Convergence discipline (pg 101).	White Dwarf 471 p99
Hulking Behemoths	• This unit can never gain a Hive Fleet Adaptation. • Models in this unit have a 5+ invulnerable save. • Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). • Models in this unit count as a number of models equal to their remaining Wounds for the purpose of determining the control of objective markers.	White Dwarf 471 p99
Restrictions	• Your army cannot include any SWARM units and cannot contain any models with a Wounds charactersitic of 2 or less. • For each unit from your army that does not have the MONSTER keyword, your army must include at least one MONSTER unit. • All units from your army must have the TYRANIDS keyword and be drawn from the same <HIVE FLEET>.	White Dwarf 471 p99
Shielded by the Hive Mind	• This unit can never gain a Hive Fleet Adaptation. • Models in this unit have a 5+ invulnerable save.	White Dwarf 471 p99

Battle Size [6CP]

Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Hive Fleet

    Selections: Leviathan

    Categories: CONFIGURATION, LEVIATHAN

    Abilities: *Hive Fleet Adaptations*

Abilities	Description	Ref
Hive Fleet Adaptations	If your army is Battle-forged, all units in Tyranids Detachments gain a Hive Fleet Adaptation, so long as every unit in that Detachment is from the same hive fleet. The Hive Fleet Adaptation gained depends upon the hive fleet they are from, as shown in the table.	Codex: Tyranids p116

Stratagems [-1CP]

Progeny of the Hive [-1CP]

    Categories: STRATAGEMS

    Abilities: *Stratagem: Progeny of the Hive*

Abilities	Description	Ref
Stratagem: Progeny of the Hive	Use this Stratagem before the battle. Select one TYRANIDS INFANTRY unit or one TYRANIDS MONSTER model from your army that does not have an Adaptive Physiology, and then select one Adaptive Physiology to apply to that unit or model until the end of the battle. You can only use this Stratagem once per battle.	War Zone Octarius, Book 1: Rising Tide p102

HQ [11 PL, -1CP, 235pts]

Hive Tyrant [11 PL, -1CP, 235pts]

    Selections: Adrenal Glands [5pts], Monstrous Boneswords [20pts], Power: Catalyst, Power: Onslaught, Power: Paroxysm, Power: Smite, Prehensile Pincer Tail, Relic: The Void Crown, Stratagem: Alpha Leader-Beast [-1CP], Toxin Sacs [5pts], Two Deathspitters with Slimer Maggots [20pts], Warlord, Warlord Trait: Rampaging Beast, Warlord Trait: Strategic Adaptation, Wings [2 PL, 30pts]

    Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, HQ, CHARACTER, MONSTER, PSYKER, HIVE TYRANT, SYNAPSE, FLY, WARLORD, LEVIATHAN

    Abilities: *Adrenal Glands, Alpha Leader-Beast, Death Throes, Psychic Barrier, Rampaging Beast, Shadow in the Warp, Strategic Adaptation, Swooping Assault, Synapse, The Void Crown, The Will of the Hive Mind, Toxin Sacs*, **Psychic Power:** *Catalyst, Onslaught, Paroxysm, Smite*, **Psyker:** *Hive Tyrant*, **Stat Damage - M, WS & BS:** *Hive Tyrant with Wings (1), Hive Tyrant with Wings (2), Hive Tyrant with Wings (3)*, **Unit:** *Hive Tyrant*, **Weapon:** *Deathspitter with Slimer Maggots, Monstrous Boneswords, Prehensile Pincer Tail*

Abilities	Description	Ref
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.	Codex: Tyranids p113
Alpha Leader-Beast	Use this Stratagem before the battle, when mustering your army, after nominating a LEVIATHAN CHARACTER that is not a named character to be your WARLORD. You can generate one additional Warlord Trait for them from the Leviathan Warlord Traits table (pg 88). Each Warlord Trait in your army must be unique (if randomly generated, re-roll any duplicates). You can only use this Stratagem once.	War Zone Octarius, Book 1: Rising Tide p90
Death Throes	If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.	Codex: Tyranids
Psychic Barrier	A model with this ability has a 4+ invulnerable save.	Codex: Tyranids p85
Rampaging Beast	One per turn, when this WARLORD is selected to Fight, it can use this Warlord Trait. If it does so, until the end of the phase, add D3 to this WARLORD'S Attacks characteristic.	White Dwarf 471 p99
Shadow in the Warp	Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.	Codex: Tyranids p82
Strategic Adaptation	After both players have deployed their armies, but before the first battle round begins, select up to two LEVIATHAN units from your army that are in your deployment zone and redeploy them (you cannot select this WARLORD). If the mission uses the Strategic Reserves rules (see the Warhammer 40,000 Core Book), any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.	War Zone Octarius, Book 1: Rising Tide p88
Swooping Assault	During deployment, you can set up a Hive Tyrant with wings circling high above instead of placing it on the battlefield. At the end of any of your Movement phases it can swoop down - set it up anywhere that is more than 9" away from any enemy models.	Codex: Tyranids p85
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
The Void Crown	PSYKER model only. • The bearer knows one additional power from the Hive Mind discipline (see Codex: Tyranids). • If the bearer attempts to use a psychic action in your Psychic phase, it can still attempt to manifest one psychic power during that phase. • Each time a Psychic test is made for the bearer, on an unmodified result of 9+, that psychic power or psychic action cannot be denied.	War Zone Octarius, Book 1: Rising Tide p89
The Will of the Hive Mind	The range of this model's Synapse ability is 18" rather than 12".	Codex: Tyranids p85
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.	Codex: Tyranids p113

Psychic Power	Warp Charge	Range	Details	Ref
Catalyst	6	18"	Select a friendly TYRANIDS unit within 18" of the psyker. Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+, the damage is ignored and the unit does not lose that wound.	Codex: Tyranids p121
Onslaught	6	18"	Select a friendly TYRANIDS unit within 18" of the psyker. That unit can shoot this turn (even if it Advanced) without suffering any penalties to its hit rolls for moving and shooting with Heavy weapons, or Advancing and shooting with Assault weapons. In addition, that unit can charge this turn even if it Advanced (though not if it Fell Back).	Codex: Tyranids p121
Paroxysm	5	18"	Choose an enemy unit within 18" of the psyker. Until your next Psychic phase, that unit cannot fight in the Fight phase until all other units that are able to have done so. If the target has an ability that allows it to fight first in the Fight phase, it instead fights as if it didn't have this ability. If both players have units that cannot fight until all other units have done so, then alternate choosing which of those units to fight with, starting with the player whose turn is taking place.	Codex: Tyranids p121
Smite	5	18"	The closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	Warhammer 40,000 Core Book p178

Psyker	Cast	Deny	Powers Known	Other	Ref
Hive Tyrant	2	1	Smite + 2 Hive Mind	-	

Stat Damage - M, WS & BS	Remaining W	Movement	WS	BS	Ref
Hive Tyrant with Wings (1)	7-12+	16"	2+	3+	
Hive Tyrant with Wings (2)	4-6	12"	3+	3+	
Hive Tyrant with Wings (3)	1-3	8"	4+	4+	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hive Tyrant	*	*	*	6	7	12	4	10	3+	Codex: Tyranids p85

Weapon	Range	Type	S	AP	D	Abilities	Ref
Deathspitter with Slimer Maggots	24"	Assault 3	7	-1	1	-	Codex: Tyranids p112
Monstrous Boneswords	Melee	Melee	User	-2	3	A model armed with monstrous boneswords can make 1 additional attack with them in the Fight phase.	Codex: Tyranids p111
Prehensile Pincer Tail	Melee	Melee	User	0	D3	Each time the bearer fights, make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.	Codex: Tyranids p111

Troops [5 PL, 129pts]

Tyranid Warriors [5 PL, 129pts]

Selections: Adrenal Glands [3pts], Flesh Hooks [9pts], Synaptic Link: Bioweapon Bond [1 PL, 15pts], Toxin Sacs [15pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Troops, Synapse, Infantry

Abilities: *Adrenal Glands, Bioweapon Bond (Synaptic Link), Shadow in the Warp, Synapse, Toxin Sacs*, **Weapon:** *Flesh Hooks*

Tyranid Warrior [26pts]

Selections: Deathspitter [6pts], Lash Whip and Bonesword [3pts]

Unit: *Tyranid Warrior*, **Weapon:** *Deathspitter, Lash Whip and Bonesword*

Tyranid Warrior [26pts]

Selections: Deathspitter [6pts], Lash Whip and Bonesword [3pts]

Unit: *Tyranid Warrior*, **Weapon:** *Deathspitter, Lash Whip and Bonesword*

Tyranid Warrior (Bio-cannon) [35pts]

Selections: Lash Whip and Bonesword [3pts], Venom Cannon [15pts]

Unit: *Tyranid Warrior*, **Weapon:** *Lash Whip and Bonesword, Venom Cannon*

Abilities	Description	Ref
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.	Codex: Tyranids p113
Bioweapon Bond (Synaptic Link)	Each time an attack is made by a model in this unit, add 1 to that attack's hit roll.	War Zone Octarius, Book 1: Rising Tide p94
Shadow in the Warp	Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.	Codex: Tyranids p82
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.	Codex: Tyranids p113

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tyranid Warrior	6"	3+	4+	4	4	3	3	9	4+	Codex: Tyranids p89

Weapon	Range	Type	S	AP	D	Abilities	Ref
Deathspitter	24"	Assault 3	5	-1	1	-	Codex: Tyranids p112
Flesh Hooks	6"	Assault 2	User	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.	Codex: Tyranids p112
Lash Whip and Bonesword	Melee	Melee	User	-2	1	If the bearer is slain in the Fight phase before it makes it attacks, leave it where it is. When its unit is chosen to fight in that phase, the bearer can do so as normal before being removed from the battlefield.	Codex: Tyranids p111
Venom Cannon	36"	Assault D3	8	-2	D3	Blast	Codex: Tyranids p113

Elites [13 PL, 334pts]

Hive Guard [12 PL, 306pts]

   Selections: Adrenal Glands [6pts], Toxin Sacs [30pts]

   Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, ELITES, INFANTRY

   Abilities: *Adrenal Glands, Instinctive Behaviour, Toxin Sacs*

   6x Hive Guard (Impaler) [270pts]

     Selections: 6x Impaler Cannon [60pts]

     Unit: *Hive Guard*, **Weapon:** *Impaler Cannon*

Abilities	Description	Ref
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.	Codex: Tyranids p113
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> SYNAPSE unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.	Codex: Tyranids p82
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.	Codex: Tyranids p113

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hive Guard	5"	4+	3+	4	5	3	2	7	4+	Codex: Tyranids p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Impaler Cannon	36"	Heavy 2	8	-2	D3	This weapon can target units that are not visible to the bearer. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.	Codex: Tyranids p112

Pyrovores [1 PL, 28pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Elites, Infantry

Abilities: *Acid Blood, Instinctive Behaviour, Volatile*

Pyrovore [28pts]

Selections: Acid Maw, Flamespurt

Unit: *Pyrovore*, **Weapon:** *Acid Maw, Flamespurt*

Abilities	Description	Ref
Acid Blood	Each time this model loses a wound in the Fight phase, roll a D6; on a 6, the unit that inflicted the damage suffers a mortal wound after all of their attacks have been resolved.	Codex: Tyranids p96
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> SYNAPSE unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.	Codex: Tyranids p82
Volatile	When a Pyrovore is slain, roll a dice. On a 4+ it bursts in a shower of acid - the nearest enemy unit within 3" (if any) suffers a mortal wound.	Codex: Tyranids p96

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Pyrovore	5"	4+	4+	5	4	4	2	5	4+	Codex: Tyranids p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Acid Maw	Melee	Melee	User	-3	1	-	Codex: Tyranids p111
Flamespurt	10"	Assault D6	5	-1	1	This weapon automatically hits it target.	Codex: Tyranids p112

Fast Attack [12 PL, 255pts]

Dimachaeron [12 PL, 255pts]

Selections: Massive Scything Sickle-talons, Scything Tail

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Fast Attack, Monster

Abilities: *Death Throes (Dimachaeron), Digestion Spine, Instinctive Behaviour, Leaper-killer, Thorax Spine-maw*, **Unit:** *Dimachaeron (a) (10+ wounds), Dimachaeron (b) (5-9 wounds), Dimachaeron (c) (1-4 wounds)*, **Weapon:** *Massive Scything Sickle-talons, Scything Tail*

Adaptive Physiology

Selections: Accelerated Digestion

Abilities: *Accelerated Digestion*

Abilities	Description	Ref
Accelerated Digestion	In the Fight phase, when an enemy model is destroyed as a result of an attack made by this model, this model regains up to 1 lost wound. No more than 3 lost wounds can be regained as a result of this rule in any one turn.	War Zone Octarius, Book 1: Rising Tide p103
Death Throes (Dimachaeron)	When this model is destroyed, roll one D6 before removing it from play. On a 6 it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.	Imperial Armour: Compendium p219
Digestion Spine	If any enemy models are destroyed as a result of this model's Thorax Spine-maw ability, at the end of the turn this model gains the following ability until the end of the battle: 'Regenerative Physiology: Each time this model would lose a wound, roll one D6; on a 5+, that wound is not lost.'	Imperial Armour: Compendium p219
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> SYNAPSE unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.	Codex: Tyranids p82
Leaper-killer	This model has a 5+ invulnerable save. In addition, each time this model makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, it can move vertically and horizontally through models and terrain features (it cannot finish a move on top of another model, or its base).	Imperial Armour: Compendium p219
Thorax Spine-maw	After this model has made close combat attacks, before it consolidates, select one enemy model within Engagement Range (excluding AIRCRAFT). That model's player rolls one D6 and adds their model's Strength characteristic. If the result is equal to or less than this model's Strength characteristic, that model's unit suffers D6 mortal wounds.	Imperial Armour: Compendium p219

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Dimachaeron (a) (10+ wounds)	12"	3+	3+	7	7	18	6	8	3+	Imperial Armour: Compendium p219
Dimachaeron (b) (5-9 wounds)	9"	4+	4+	7	7	N/A	6	8	3+	Imperial Armour: Compendium p219
Dimachaeron (c) (1-4 wounds)	6"	5+	5+	7	7	N/A	6	8	3+	Imperial Armour: Compendium p219

Weapon	Range	Type	S	AP	D	Abilities	Ref
Massive Scything Sickle-talons	Melee	Melee	+1	-3	D3+3	Each time an attack is made with this weapon, you can re-roll the hit roll.	Imperial Armour: Compendium p219
Scything Tail	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.	Imperial Armour: Compendium p219

Heavy Support [9 PL, 170pts]

Exocrine [9 PL, 170pts]

Selections: Bio-plasmic Cannon, Powerful Limbs

Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, HEAVY SUPPORT, MONSTER

Abilities: *Death Throes, Instinctive Behaviour, Symbiotic Targeting, Weapon Beast*, **Stat Damage - WS, BS & A:** *Exocrine (1), Exocrine (2), Exocrine (3)*, **Unit:** *Exocrine*, **Weapon:** *Bio-plasmic Cannon, Powerful Limbs*

Abilities	Description	Ref
Death Throes	If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.	Codex: Tyranids
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> SYNAPSE unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.	Codex: Tyranids p82
Symbiotic Targeting	If this model did not move in its Movement phase, you can add 1 to its hit rolls in the following Shooting phase. If you do so, it cannot charge in the same turn.	Codex: Tyranids p100
Weapon Beast	If this model does not move in your Movement phase, it can shoot all of its weapons twice in your Shooting phase.	Codex: Tyranids p100

Stat Damage - WS, BS & A	Remaining W	WS	BS	Attacks	Ref
Exocrine (1)	7-12+	4+	4+	3	
Exocrine (2)	4-6	4+	5+	D3	
Exocrine (3)	1-3	5+	5+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Exocrine	6"	*	*	7	8	12	*	6	3+	Codex: Tyranids p100

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bio-plasmic Cannon	36"	Heavy 6	7	-3	2	-	Codex: Tyranids p112
Powerful Limbs	Melee	Melee	User	-1	2	-	Codex: Tyranids p111

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New Roster (Warhammer 40,000 9th Edition) [50 PL, 3CP, 1,085pts]

Patrol Detachment 0CP (Tyranids - Genestealer Cults - 2022) [50 PL, 3CP, 1,085pts]

Configuration [3CP]

Battle Size [3CP]
Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]
Categories: CONFIGURATION

Cult Creeds
Selections: The Rusted Claw
Categories: CONFIGURATION
Abilities: *Nomadic Survivalists*

Abilities	Description	Ref
Nomadic Survivalists	- Each time an attack is allocated to a model with this creed, if that attack has an Armour Penetration characteristic of -1 or -2, the Armour Penetration of that attack is worsened by 1. - Each time a unit with this creed makes a Normal Move or Advances in your Movement phase, until the end of your Shooting phase, it counts as having Remained Stationary.	Codex: Genestealer Cults p109

Detachment Command Cost
Categories: CONFIGURATION

HQ [7 PL, 150pts]

Patriarch [7 PL, 150pts]
Selections: Familiar [10pts], Patriarch's Claws, Power: Mass Hypnosis, Power: Might From Beyond, Power: Unescapable Decay, Warlord, Warlord Trait: Entropic Touch
Categories: FACTION: TYRANIDS, FACTION: GENESTEALER CULTS, CHARACTER, HQ, PSYKER, INFANTRY, GENESTEALER, FACTION: <CULT>, WARLORD
Rules: *Conceal*
Abilities: *Entropic Touch, Familiar, Living Idol, Preternatural Reflexes, Swift and Deadly*, **Psychic Power:** *Unescapable Decay, Mass Hypnosis, Might From Beyond*, **Psyker:** *Patriarch*, **Unit:** *Patriarch*, **Weapon:** *Patriarch's Claws*

Abilities	Description	Ref
Entropic Touch	- Each time this Warlord makes a melee attack, an unmodified hit roll of 6 scores 2 additional hits. - Improve the Armour Penetration characteristic of melee weapons this WARLORD is equipped with by 1 (excluding Relics).	Codex: Genestealer Cults p115
Familiar	Once per Battle, you can re-roll one psychic test taken for this model.	
Living Idol	While a friendly <CULT> unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, you can ignore any or all modifiers.	Codex: Genestealer Cults p80
Preternatural Reflexes	This model has a 4+ Invulnerable Save.	
Swift and Deadly	This unit is eligible to declare a charge in a turn in which it Advanced.	Codex: Genestealer Cults p89

Psychic Power	Warp Charge	Range	Details	Ref
Unescapable Decay	6	18"	If manifested, select one enemy unit within 18" of and visible to this PSYKER. Until the start of your next Psychic phase, each time a friendly RUSTED CLAW model makes an attack against that enemy unit, improve the Armour Penetration characteristic of that attack by 1.	Psychic Awakening V: The Greater Good p78
Mass Hypnosis	7	18"	If manifested, select one enemy unit within 18" of and visible to this Psyker. Until the start of your next Psychic phase: - Subtract 1 from the Attacks characteristic of models in that unit. - In the Fight phase, that unit is not eligible to fight until after all eligible units from your army have done so.	Codex: Genestealer Cults p113
Might From Beyond	6	18"	If manifested, select one friendly <CULT> unit within 18" of and visible to this Psyker. Until the start of your next Psychic phase, add 1 to the Attacks characteristic of models in that unit.	Codex: Genestealer Cults p113

Psyker	Cast	Deny	Powers Known	Other	Ref
Patriarch	2	1	Smite + 2 Broodmind	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Patriarch	8"	2+	4+	5	5	7	6	10	4+	Codex: Genestealer Cults p80

Weapon	Range	Type	S	AP	D	Abilities	Ref
Patriarch's Claws	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll and on an unmodified roll of a 6, that attack has an AP characteristic of -6 and a Damage characteristic of 3.	

Troops [17 PL, 425pts]

Acolyte Hybrids [7 PL, 185pts]

Selections: A Trap Sprung [1 PL, 15pts]

Categories: Troops, Faction: Genestealer Cults, Faction: Tyranids, Infantry, Faction: <Cult>, Acolyte Hybrids, Crossfire, Core

Rules: Conceal, Crossfire, Objective Secured, Unquestioning Loyalty

Abilities: A Trap Sprung

Acolyte Hybrid w/ Cult Icon [29pts]

Selections: Blasting Charges, Cult Claws and Knife, Cult Icon [20pts], Frag Grenades

Abilities: *Cult Icon*, **Unit:** *Acolyte Hybrid*, **Weapon:** *Blasting Charges, Cult Claws and Knife, Frag Grenade*

4x Acolyte Hybrid w/ Hand Flamer [48pts]

Selections: 4x Blasting Charges, 4x Cult Claws and Knife, 4x Frag Grenades, 4x Hand Flamer [12pts]

Unit: *Acolyte Hybrid*, **Weapon:** *Blasting Charges, Cult Claws and Knife, Frag Grenade, Hand Flamer*

Acolyte Hybrid w/ Industrial Weapon [19pts]

Selections: Blasting Charges, Frag Grenades, Heavy Rock Cutter [10pts]

Unit: *Acolyte Hybrid*, **Weapon:** *Blasting Charges, Frag Grenade, Heavy Rock Cutter*

Acolyte Hybrid w/ Industrial Weapon [19pts]

Selections: Blasting Charges, Frag Grenades, Heavy Rock Cutter [10pts]

Unit: *Acolyte Hybrid*, **Weapon:** *Blasting Charges, Frag Grenade, Heavy Rock Cutter*

Acolyte Hybrid w/ Industrial Weapon [19pts]

Selections: Blasting Charges, Frag Grenades, Heavy Rock Cutter [10pts]

Unit: *Acolyte Hybrid*, **Weapon:** *Blasting Charges, Frag Grenade, Heavy Rock Cutter*

Acolyte Hybrid w/ Industrial Weapon [19pts]

Selections: Blasting Charges, Frag Grenades, Heavy Rock Cutter [10pts]

Unit: *Acolyte Hybrid*, **Weapon:** *Blasting Charges, Frag Grenade, Heavy Rock Cutter*

Acolyte Leader [17pts]

Selections: Blasting Charges, Cult Bonesword [5pts], Frag Grenades, Hand Flamer [3pts]

Unit: *Acolyte Leader*, **Weapon:** *Blasting Charges, Cult Bonesword, Frag Grenade, Hand Flamer*

Abilities	Description	Ref
A Trap Sprung	When this unit is set up on the battlefield as Reinforcements as a result of being set up underground, until the end of this turn, roll one additional dice and discard one of the dice when making a charge move.	
Cult Icon	In your Command phase, if this unit contains a model eqipped with a cult icon, it can summon the cult. If this unit is a Neophyte Hybrid unit, In your Command phase, if this unit contains a model equipped with this wargear, this unit regains D6 destroyed models. Otherwise, this unit regains D3 destroyed models instead.	Codex: Genestealer Cults p103

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Acolyte Hybrid	6"	3+	4+	4	4	1	2	7	5+	Codex: Genestealer Cults p84
Acolyte Leader	6"	3+	4+	4	4	1	3	8	5+	Codex: Genestealer Cults p84

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blasting Charges	6"	Grenade D3	5	-1	1	Blast	Codex: Genestealer Cults p102
Cult Bonesword	Melee	Melee	+1	-2	2	-	Codex: Genestealer Cults p104
Cult Claws and Knife	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	
Frag Grenade	6"	Grenade D6	3	0	1	Blast	Codex: Genestealer Cults p102
Hand Flamer	12"	Pistol D6	3	0	1	This weapon automatically hits its target.	Codex: Genestealer Cults p102
Heavy Rock Cutter	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon, subtract 1 from the hit roll.	Codex: Genestealer Cults p104

Neophyte Hybrids [5 PL, 120pts]

Selections: Cult Icon [20pts]

Categories: TROOPS, FACTION: GENESTEALER CULTS, FACTION: TYRANIDS, INFANTRY, FACTION: <CULT>, CROSSFIRE, NEOPHYTE HYBRIDS, CORE

Rules: *Conceal, Crossfire, Objective Secured, Unquestioning Loyalty*

Abilities: *Cult Icon*

5x Neophyte Hybrid [30pts]

Selections: 5x Autogun, 5x Autopistol, 5x Blasting Charges, 5x Frag Grenades
Unit: *Neophyte Hybrid*, **Weapon:** *Autogun, Autopistol, Blasting Charges, Frag Grenade*

Neophyte Hybrid w/ Special Weapon [11pts]

Selections: Autopistol, Blasting Charges, Frag Grenades, Grenade Launcher [5pts]
Unit: *Neophyte Hybrid*, **Weapon:** *Autopistol, Blasting Charges, Frag Grenade, Grenade Launcher (Frag), Grenade Launcher (Krak)*

Neophyte Hybrid w/ Special Weapon [11pts]

Selections: Autopistol, Blasting Charges, Frag Grenades, Grenade Launcher [5pts]
Unit: *Neophyte Hybrid*, **Weapon:** *Autopistol, Blasting Charges, Frag Grenade, Grenade Launcher (Frag), Grenade Launcher (Krak)*

Neophyte Hybrid wi/ Heavy Weapon [21pts]

Selections: Autopistol, Blasting Charges, Frag Grenades, Mining Laser [15pts]
Unit: *Neophyte Hybrid*, **Weapon:** *Autopistol, Blasting Charges, Frag Grenade, Mining Laser*

Neophyte Hybrid wi/ Heavy Weapon [21pts]

Selections: Autopistol, Blasting Charges, Frag Grenades, Mining Laser [15pts]
Unit: *Neophyte Hybrid*, **Weapon:** *Autopistol, Blasting Charges, Frag Grenade, Mining Laser*

Neophyte Leader [6pts]

Selections: Autogun, Autopistol, Blasting Charges, Frag Grenades
Unit: *Neophyte Leader*, **Weapon:** *Autogun, Autopistol, Blasting Charges, Frag Grenade*

Abilities	Description	Ref
Cult Icon	In your Command phase, if this unit contains a model eqipped with a cult icon, it can summon the cult. If this unit is a Neophyte Hybrid unit, In your Command phase, if this unit contains a model equipped with this wargear, this unit regains D6 destroyed models. Otherwise, this unit regains D3 destroyed models instead.	Codex: Genestealer Cults p103

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+	Codex: Genestealer Cults p85
Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+	Codex: Genestealer Cults p85

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autogun	24"	Rapid Fire 1	3	0	1	-	
Autopistol	12"	Pistol 1	3	0	1	-	
Blasting Charges	6"	Grenade D3	5	-1	1	Blast	Codex: Genestealer Cults p102
Frag Grenade	6"	Grenade D6	3	0	1	Blast	Codex: Genestealer Cults p102
Grenade Launcher (Frag)	24"	Assault D6	3	0	1	Blast	Codex: Genestealer Cults p102
Grenade Launcher (Krak)	24"	Assault 1	6	-1	D3	-	Codex: Genestealer Cults p102
Mining Laser	24"	Heavy 1	9	-3	D6	-	Codex: Genestealer Cults p102

Neophyte Hybrids [5 PL, 120pts]

Selections: Cult Icon [20pts]

Categories: Troops, Faction: Genestealer Cults, Faction: Tyranids, Infantry, Faction: <Cult>, Crossfire, Neophyte Hybrids, Core

Rules: Conceal, Crossfire, Objective Secured, Unquestioning Loyalty

Abilities: Cult Icon

5x Neophyte Hybrid [30pts]

Selections: 5x Autogun, 5x Autopistol, 5x Blasting Charges, 5x Frag Grenades
Unit: Neophyte Hybrid, **Weapon:** Autogun, Autopistol, Blasting Charges, Frag Grenade

Neophyte Hybrid w/ Special Weapon [11pts]

Selections: Autopistol, Blasting Charges, Frag Grenades, Grenade Launcher [5pts]
Unit: Neophyte Hybrid, **Weapon:** Autopistol, Blasting Charges, Frag Grenade, Grenade Launcher (Frag), Grenade Launcher (Krak)

Neophyte Hybrid w/ Special Weapon [11pts]

Selections: Autopistol, Blasting Charges, Frag Grenades, Grenade Launcher [5pts]
Unit: Neophyte Hybrid, **Weapon:** Autopistol, Blasting Charges, Frag Grenade, Grenade Launcher (Frag), Grenade Launcher (Krak)

Neophyte Hybrid wi/ Heavy Weapon [21pts]

Selections: Autopistol, Blasting Charges, Frag Grenades, Mining Laser [15pts]
Unit: Neophyte Hybrid, **Weapon:** Autopistol, Blasting Charges, Frag Grenade, Mining Laser

Neophyte Hybrid wi/ Heavy Weapon [21pts]

Selections: Autopistol, Blasting Charges, Frag Grenades, Mining Laser [15pts]
Unit: Neophyte Hybrid, **Weapon:** Autopistol, Blasting Charges, Frag Grenade, Mining Laser

Neophyte Leader [6pts]

    Selections: Autogun, Autopistol, Blasting Charges, Frag Grenades

    Unit: *Neophyte Leader*, **Weapon:** *Autogun, Autopistol, Blasting Charges, Frag Grenade*

Abilities	Description	Ref
Cult Icon	In your Command phase, if this unit contains a model eqipped with a cult icon, it can summon the cult. If this unit is a Neophyte Hybrid unit, In your Command phase, if this unit contains a model equipped with this wargear, this unit regains D6 destroyed models. Otherwise, this unit regains D3 destroyed models instead.	Codex: Genestealer Cults p103

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+	Codex: Genestealer Cults p85
Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+	Codex: Genestealer Cults p85

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autogun	24"	Rapid Fire 1	3	0	1	-	
Autopistol	12"	Pistol 1	3	0	1	-	
Blasting Charges	6"	Grenade D3	5	-1	1	Blast	Codex: Genestealer Cults p102
Frag Grenade	6"	Grenade D6	3	0	1	Blast	Codex: Genestealer Cults p102
Grenade Launcher (Frag)	24"	Assault D6	3	0	1	Blast	Codex: Genestealer Cults p102
Grenade Launcher (Krak)	24"	Assault 1	6	-1	D3	-	Codex: Genestealer Cults p102
Mining Laser	24"	Heavy 1	9	-3	D6	-	Codex: Genestealer Cults p102

Elites [12 PL, 240pts]

Aberrants [8 PL, 160pts]

Selections: From Every Angle [1 PL, 10pts]

Categories: ELITES, FACTION: GENESTEALER CULTS, FACTION: TYRANIDS, INFANTRY, ABERRANT, FACTION: <CULT>, ABBERANTS

Rules: *Conceal, Unquestioning Loyalty*

Abilities: *Bestial Vigour, From Every Angle*

4x Aberrant [120pts]

Selections: 4x Heavy Power Weapon

Unit: *Aberrant*, **Weapon:** *Heavy Power Weapon*

Hypermorph [30pts]

Selections: Heavy Power Weapon, Hypermorph Tail

Unit: *Hypermorph*, **Weapon:** *Heavy Power Weapon, Hypermorph Tail*

Abilities	Description	Ref
Bestial Vigour	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1)	Codex: Genestealer Cults p88
From Every Angle	- At the start of the first battle round, if the mission uses the Strategic Reserves rules, this unit can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. - When setting up this unit from Strategic Reserves, treat the current battle round number as being one higher. Note that this means this unit can arrive from Strategic Reserves in the first battle round.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Aberrant	6"	3+	6+	5	5	3	2	7	5+	
Hypermorph	6"	3+	6+	5	5	3	2	7	5+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy Power Weapon	Melee	Melee	+3	-2	3		
Hypermorph Tail	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Genestealer Cults p104

Kelermorph [4 PL, 80pts]

Selections: 3x Liberator Autostub, Wyrmtooth Rounds

Categories: CHARACTER, FACTION: <CULT>, FACTION: GENESTEALER CULTS, FACTION: TYRANIDS, INFANTRY, KELERMORPH, CROSSFIRE, ELITES

Rules: *Conceal, Crossfire, Unquestioning Loyalty*

Abilities: *Gunslinger, Heroic Deeds, Heroic Inspiration, Hypersensory Abilities, Preternatural Reflexes, Wyrmtooth Rounds*, **Unit:** *Kelermorph*, **Weapon:** *Liberator Autostub, Liberator Wyrmtooth Rounds*

Abilities	Description	Ref
Gunslinger	Each time this model makes a ranged attack, if a hit is scored, after this model makes the rest of its ranged attacks, this model can make 1 additional ranged attack against the same target using the same weapon. This additional ranged attack cannot generate any further ranged attacks.	Codex: Genestealer Cults p92
Heroic Deeds, Heroic Inspiration	If this model destroys any enemy models in your Shooting phase, until the end of the phase, it is a heroic inspiration. If this model is a heroic inspiration, while a friendly <CULT> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	Codex: Genestealer Cults p92
Hypersensory Abilities	In your Shooting phase, after this model shoots, it can make a Normal Move or Fall Back as if it were your Movement phase, even if it arrived as Reinforcements this turn.	
Preternatural Reflexes	This model has a 5+ invulnerable save.	Codex: Genestealer Cults p92
Wyrmtooth Rounds	When making an attack with a Liberator Autostub, choose one of the following profiles:	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kelermorph	6"	3+	2+	3	3	4	3	8	5+	Codex: Genestealer Cults p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Liberator Autostub	18"	Pistol 2	5	-1	1	-Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.	Codex: Genestealer Cults p102
Liberator Wyrmtooth Rounds	18"	Heavy 1	6	-3	3	A liberator wyrmtooth round does not have the liberator autostub's abilities.	

Fast Attack [4 PL, 80pts]

Achilles Ridgerunners [4 PL, 80pts]

Categories: FACTION: <CULT>, FACTION: GENESTEALER CULTS, FACTION: TYRANIDS, VEHICLE, CROSSFIRE, FAST ATTACK

Rules: Conceal

Abilities: Explodes (6+/3"/1), Scout Vehicle

Achilles Ridgerunner [4 PL, 80pts]

Selections: Flare Launcher, Heavy Mining Laser, 2x Heavy Stubber

Abilities: Flare Launcher, **Unit:** Achilles Ridgerunner, **Weapon:** Heavy Mining Laser, Heavy Stubber

Abilities	Description	Ref
Explodes (6+/3"/1)	When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play/ On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.	Codex: Genestealer Cults
Flare Launcher	- The bearer has a 6+ invulnerable save against ranged attacks. - Each time the bearer's unit is selected as the target of a charge, if the bearer is not within Engagement Range of any enemy units, subtract 2 from the charge roll.	Codex: Genestealer Cults p103
Scout Vehicle	At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.	Codex: Genestealer Cults p94

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Achilles Ridgerunner	14"	6+	4+	5	6	8	3	8	4+	Codex: Genestealer Cults p94

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy Mining Laser	36"	Heavy D3	9	-3	D6	Blast	Codex: Genestealer Cults p102
Heavy Stubber	36"	Heavy 3	4	0	1	-	Codex: Genestealer Cults p102

Dedicated Transport [10 PL, 190pts]

Goliath Truck [5 PL, 95pts]

Selections: Cache of Demolition Charges [5pts], Heavy Stubber, Twin Autocannon

Categories: FACTION: TYRANIDS, FACTION: GENESTEALER CULTS, DEDICATED TRANSPORT, TRANSPORT, VEHICLE, FACTION: <CULT>, GOLIATH TRUCK, CROSSFIRE

Rules: Conceal, Crossfire

Abilities: Explodes (6+/6"/D3), Open-topped, Rugged Construction, **Stat Damage - M, BS & A:** Goliath Truck (1), Goliath Truck (2), Goliath Truck (3), **Transport:** Goliath Truck, **Unit:** Goliath Truck, **Weapon:** Cache of Demolition Charges, Heavy Stubber, Twin Autocannon

Abilities	Description	Ref
Explodes (6+/6"/D3)	When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play/ On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	Codex: Genestealer Cults
Open-topped	In your shooting phase, units embarked within this TRANSPORT can be selected to shoot with; measure distances and draw line of sight from any point on this TRANSPORT when doing so. If this TRANSPORT made a Normal move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.	Codex: Genestealer Cults
Rugged Construction	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1)	Codex: Genestealer Cults

Stat Damage - M, BS & A	Remaining W	Movement	BS	Attacks	Ref
Goliath Truck (1)	6-10+	12"	4+	3	
Goliath Truck (2)	3-5	9"	5+	D3	
Goliath Truck (3)	1-2	4"	6+	1	

Transport	Capacity	Ref
Goliath Truck	This model has a transport capacity of 10 <CULT> Infantry models. Each PATRIARCH model takes up the space of 5 models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Goliath Truck	*	6+	*	6	7	10	*	8	3+	Codex: Genestealer Cults p100

Weapon	Range	Type	S	AP	D	Abilities	Ref
Cache of Demolition Charges	6"	Assault D6	8	-3	2	Blast. The bearer is only eligible to shoot with this weapon if a friendly unit is embarked within it.	Codex: Genestealer Cults p102
Heavy Stubber	36"	Heavy 3	4	0	1	-	Codex: Genestealer Cults p102
Twin Autocannon	48"	Heavy 4	7	-1	2	-	Codex: Genestealer Cults p103

Goliath Truck [5 PL, 95pts]

Selections: Cache of Demolition Charges [5pts], Heavy Stubber, Twin Autocannon

Categories: FACTION: TYRANIDS, FACTION: GENESTEALER CULTS, DEDICATED TRANSPORT, TRANSPORT, VEHICLE, FACTION: <CULT>, GOLIATH TRUCK, CROSSFIRE

Rules: *Conceal, Crossfire*

Abilities: *Explodes (6+/6"/D3), Open-topped, Rugged Construction*, **Stat Damage - M, BS & A:** *Goliath Truck (1), Goliath Truck (2), Goliath Truck (3),* **Transport:** *Goliath Truck,* **Unit:** *Goliath Truck,* **Weapon:** *Cache of Demolition Charges, Heavy Stubber, Twin Autocannon*

Abilities	Description	Ref
Explodes (6+/6"/D3)	When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play/ On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	Codex: Genestealer Cults
Open-topped	In your shooting phase, units embarked within this TRANSPORT can be selected to shoot with; measure distances and draw line of sight from any point on this TRANSPORT when doing so. If this TRANSPORT made a Normal move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.	Codex: Genestealer Cults
Rugged Construction	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1)	Codex: Genestealer Cults

Stat Damage - M, BS & A	Remaining W	Movement	BS	Attacks	Ref
Goliath Truck (1)	6-10+	12"	4+	3	
Goliath Truck (2)	3-5	9"	5+	D3	
Goliath Truck (3)	1-2	4"	6+	1	

Transport	Capacity	Ref
Goliath Truck	This model has a transport capacity of 10 <CULT> Infantry models. Each PATRIARCH model takes up the space of 5 models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Goliath Truck	*	6+	*	6	7	10	*	8	3+	Codex: Genestealer Cults p100

Weapon	Range	Type	S	AP	D	Abilities	Ref
Cache of Demolition Charges	6"	Assault D6	8	-3	2	Blast. The bearer is only eligible to shoot with this weapon if a friendly unit is embarked within it.	Codex: Genestealer Cults p102
Heavy Stubber	36"	Heavy 3	4	0	1	-	Codex: Genestealer Cults p102
Twin Autocannon	48"	Heavy 4	7	-1	2	-	Codex: Genestealer Cults p103

Selection Rules

Conceal: During deployment, you can setup this unit in ambush instead of setting it up on the battlefield. If this unit is an INFANTRY or BIKER unit, you can set up this unit underground instead of setting it up on the battlefield or in ambush. (Codex: Genestealer Cults pTBD)

Crossfire: In your Shooting phase, each time a CROSSFIRE unit is selected to shoot, if all of those attacks

target one enemy unit without a crossfire marker, after resolving those attacks, the target gains a crossfire marker if any of the following conditions were satisfied:
- Five or more of those attacks scored a hit
- One or more of those attacks with a Damage characteristic other than 1 scored a hit.

At the end of your turn, remove all crossfire markers enemy units have. ()

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal. (Warhammer 40,000 Core Book p237)

Unquestioning Loyalty: Each time a saving throw made for a <CULT> CHARACTER model from your army is failed, you can select one other friendly <CULT> or BROOD BROTHERS model with this ability wihtin 3" of that CHARACTER model and take an Unquestioning Loyalty test. To do so, roll one D6, adding 1 to the result if that CHARACTER model is a PATRIARCH model: on a 4+, the test is passed and that CHARACTER model does not suffer damage. Instead, the friendly model you selected is destroyed and the attack sequence ends. (Codex: Genestealer Cults p75)

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First Blood Daemon Girlfriends (Warhammer 40,000 9th Edition) [50 PL, 3CP, 1,110pts]

Chaos Stuff

Patrol Detachment 0CP (Chaos - Chaos Space Marines) [50 PL, 3CP, 1,105pts]

Rules: *Daemonic Ritual, Despoilers of the Galaxy (Iron Warriors)*

Configuration [3CP]

Battle Size [3CP]
Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]
Categories: CONFIGURATION

Detachment Command Cost
Categories: CONFIGURATION

Legion
Selections: Iron Warriors
Categories: CONFIGURATION
Abilities: *Siege Lords*

Abilities	Description	Ref
Siege Lords	If your army is Battle-forged, all CHARACTER, INFANTRY, BIKERS and HELBRUTE units in an IRON WARRIORS Detachment gain the following ability: Enemy units attacked by units with this trait do not gain any bonus to their saving throws for being in cover. In addition, you can re-roll failed wound rolls for units with this trait when they target a BUILDING.	Codex: Heretic Astartes - Chaos Space Marines p157

HQ [16 PL, 305pts]

Chaos Lord in Terminator Armour [6 PL, 110pts]

Selections: Chainfist [5pts], Combi-plasma [5pts], Mark of Slaanesh

Categories: HQ, CHARACTER, FACTION: HERETIC ASTARTES, INFANTRY, TERMINATOR, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, CHAOS LORD, FACTION: CHAOS, FACTION: SLAANESH

Rules: *Combi Weapon, Hateful Assault, Malicious Volleys*

Abilities: *Death to the False Emperor, Lord of Chaos, Sigil of Corruption, Teleport Strike*, **Unit:** *Chaos Lord in Terminator Armour*, **Weapon:** *Boltgun, Chainfist, Plasma gun, Standard, Plasma gun, Supercharge*

Abilities	Description	Ref
Death to the False Emperor	Each time a model with this ability makes a melee attack, a hit roll of 6+ scores one additional hit.	
Lord of Chaos	You can re-roll hit rolls of 1 made for friendly <LEGION> units within 6" of this model.	
Sigil of Corruption	This model has a 4+ invulnerable save.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Lord in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	

Lord Discordant on Helstalker [10 PL, 195pts]

Selections: 2. Daemonsmith, Autocannon, Bolt pistol, Frag & Krak grenades, Impaler chainglaive, Insidium, Mark of Slaanesh, Mechatendrils, Warlord

Categories: HELSTALKER, LORD DISCORDANT, HQ, FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, CHARACTER, VEHICLE, DAEMON, DAEMON ENGINE, WARPSMITH, FACTION: SLAANESH, WARLORD

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Aura of Discord, Daemonic, Daemonsmith (Aura), Death to the False Emperor, Infernal Regeneration, Insidium, Spirit Thief*, **Unit:** *Lord Discordant on Helstalker*, **Weapon:** *Autocannon, Bolt pistol, Frag grenades, Impaler chainglaive, Krak grenades, Mechatendrils*, **Wound Track:** *Lord Discordant, Lord Discordant1, Lord Discordant2, Lord Discordant3*

Helstalker

Selections: Bladed limbs and tail, Techno-virus injector

Weapon: *Bladed limbs and tail, Techno-virus injector*

Abilities	Description	Ref
Aura of Discord	Subtract 1 from hit rolls for attacks made by VEHICLE units while they are within 6" of any enemy models with this ability. In addition, add 1 to hit rolls for attacks made by <LEGION> DAEMON ENGINE units while they are within 6" of any friendly <LEGION> models with this ability.	
Daemonic	This model has a 5+ invulnerable save.	
Daemonsmith (Aura)	When resolving an attack made by a model in a friendly IRON WARRIORS DAEMON ENGINE or IRON WARRIORS CULT OF DESTRUCTION unit within 6" of this WARLORD, an unmodified hit roll of 6 scores 1 additional hit.	
Death to the False Emperor	Each time a model with this ability makes a melee attack, a hit roll of 6+ scores one additional hit.	
Infernal Regeneration	At the start of your turn, this model regains 1 lost wound.	
Insidium	The bearer gains the DAEMON keyword (if it does not already have it). Add 1 to the Strength, Toughness and Wounds characteristics of that model.	
Spirit Thief	Each time this model destroys an enemy VEHICLE unit in the Fight phase, this model can either repair a friendly Daemon Engine or release a beam of energy. If you choose to repair a friendly Daemon Engine, pick a friendly <LEGION> DAEMON ENGINE (other than models that can FLY) within 3" of this model. That DAEMON ENGINE regains D3 lost wounds. If you choose to release a beam of energy, pick an enemy VEHICLE within 12" of this model and roll a D6. On a 2+ that VEHICLE suffers D3 mortal wounds.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Lord Discordant on Helstalker	*	2+	2+	4	6	12	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autocannon	48"	Heavy 2	7	-1	2	-	
Bladed limbs and tail	Melee	Melee	+3	-2	D3	After the Lord Discordant makes his close combat attacks, you can attack with his Helstalker. Make a number of additional attacks as shown in the damage table above, using this weapon profile.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Impaler chainglaive	Melee	Melee	+2	-2	2	If the bearer made a charge move or performed a Heroic Intervention this turn, attacks with this weapon are made with a Strength characteristic of x2 instead of +2.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Mechatendrils	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.	
Techno-virus injector	Melee	Melee	+4	-4	D3	After the Lord Discordant makes his close combat attacks, you can attack with his Helstalker. Make a single attack using this weapon profile in addition to the Helstalker's bladed limbs and tail. Each time a wound roll for an attack made with this weapon is successful when targeting a VEHICLE unit, that unit suffers D3 mortal wounds in addition to any normal damage.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Lord Discordant	-	M	Additional attacks	-	
Lord Discordant1	7-12+	12"	5	-	
Lord Discordant2	4-6	9"	4	-	
Lord Discordant3	1-3	6"	3	-	

Troops [4 PL, 110pts]

Chaos Space Marines [4 PL, 115pts]

Selections: Icon of Excess [10pts], Mark of Slaanesh

Categories: Faction: Chaos, Faction: Heretic Astartes, Infantry, Faction: <Legion>, Faction: <Mark of Chaos>, Troops, Chaos Space Marines, Faction: Slaanesh

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Death to the False Emperor, Icon of Excess*, **Unit:** *Chaos Space Marine*

Aspiring Champion [34pts]

Selections: Combi-plasma [10pts], Frag & Krak grenades, Power fist [10pts]

Rules: *Combi Weapon*

Unit: *Aspiring Champion*, **Weapon:** *Boltgun, Frag grenades, Krak grenades, Plasma gun, Standard, Plasma gun, Supercharge, Power fist*

3x Marine w/ boltgun [42pts]

Selections: 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

Weapon: *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

Marine w/ heavy or special weapon [24pts]

Selections: Bolt pistol, Lascannon [15pts]

Weapon: *Bolt pistol, Lascannon*

Abilities	Description	Ref
Death to the False Emperor	Each time a model with this ability makes a melee attack, a hit roll of 6+ scores one additional hit.	
Icon of Excess	If a unit has an Icon of Excess, its Death to the False Emperor ability takes effect on any hit rolls of 5+, rather than 6+.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Aspiring Champion	6"	3+	3+	4	4	1	2	8	3+	
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Lascannon	48"	Heavy1	9	-3	D6	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Elites [16 PL, 400pts]

Terminators [8 PL, 200pts]

Selections: Icon of Excess [10pts], Mark of Slaanesh

Categories: Faction: <Legion>, Faction: <Mark of Chaos>, Faction: Chaos, Elites, Faction: Heretic Astartes, Infantry, Terminator, Faction: Slaanesh

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Death to the False Emperor, Icon of Excess, Teleport Strike, Terminator Armour*, **Unit:** *Terminator*

Terminator [38pts]

Selections: Chainfist [5pts], Combi-plasma [5pts]

Rules: *Combi Weapon*

Weapon: *Boltgun, Chainfist, Plasma gun, Standard, Plasma gun, Supercharge*

Terminator [38pts]

Selections: Chainfist [5pts], Combi-plasma [5pts]

Rules: *Combi Weapon*

Weapon: *Boltgun, Chainfist, Plasma gun, Standard, Plasma gun, Supercharge*

Terminator [38pts]

Selections: Chainfist [5pts], Combi-plasma [5pts]

Rules: *Combi Weapon*

Weapon: *Boltgun, Chainfist, Plasma gun, Standard, Plasma gun, Supercharge*

Terminator [38pts]

Selections: Chainfist [5pts], Combi-plasma [5pts]

Rules: *Combi Weapon*

Weapon: *Boltgun, Chainfist, Plasma gun, Standard, Plasma gun, Supercharge*

Terminator Champion [38pts]

Selections: Chainfist [5pts], Combi-plasma [5pts]

Rules: *Combi Weapon*

Unit: *Terminator Champion*, **Weapon:** *Boltgun, Chainfist, Plasma gun, Standard, Plasma gun, Supercharge*

Abilities	Description	Ref
Death to the False Emperor	Each time a model with this ability makes a melee attack, a hit roll of 6+ scores one additional hit.	
Icon of Excess	If a unit has an Icon of Excess, its Death to the False Emperor ability takes effect on any hit rolls of 5+, rather than 6+.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Terminator Armour	Models in this unit have a 5+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Terminator	5"	3+	3+	4	4	2	2	8	2+	
Terminator Champion	5"	3+	3+	4	4	2	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	

Terminators [8 PL, 200pts]

Selections: Icon of Excess [10pts], Mark of Slaanesh

Categories: FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, ELITES, FACTION: HERETIC ASTARTES, INFANTRY, TERMINATOR, FACTION: SLAANESH

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Death to the False Emperor, Icon of Excess, Teleport Strike, Terminator Armour*, **Unit:** *Terminator*

Terminator [38pts]

Selections: Chainfist [5pts], Combi-melta [5pts]

Rules: *Combi Weapon*

Weapon: *Boltgun, Chainfist, Meltagun*

Terminator [38pts]

Selections: Chainfist [5pts], Combi-melta [5pts]

Rules: *Combi Weapon*

Weapon: *Boltgun, Chainfist, Meltagun*

Terminator [38pts]

Selections: Chainfist [5pts], Combi-melta [5pts]

Rules: *Combi Weapon*

Weapon: *Boltgun, Chainfist, Meltagun*

Terminator [38pts]

Selections: Chainfist [5pts], Combi-melta [5pts]

Rules: *Combi Weapon*

Weapon: *Boltgun, Chainfist, Meltagun*

Terminator Champion [38pts]

Selections: Chainfist [5pts], Combi-melta [5pts]

Rules: *Combi Weapon*

Unit: *Terminator Champion*, **Weapon:** *Boltgun, Chainfist, Meltagun*

Abilities	Description	Ref
Death to the False Emperor	Each time a model with this ability makes a melee attack, a hit roll of 6+ scores one additional hit.	
Icon of Excess	If a unit has an Icon of Excess, its Death to the False Emperor ability takes effect on any hit rolls of 5+, rather than 6+.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Terminator Armour	Models in this unit have a 5+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Terminator	5"	3+	3+	4	4	2	2	8	2+	
Terminator Champion	5"	3+	3+	4	4	2	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.	
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	

Heavy Support [14 PL, 290pts]

Forgefiend [7 PL, 155pts]

Selections: 2x Hades autocannons [50pts], Ectoplasma cannon [20pts], Mark of Slaanesh

Categories: Heavy Support, Faction: Chaos, Daemon, Daemon Engine, Faction: Heretic Astartes, Vehicle, Faction: <Legion>, Faction: <Mark of Chaos>, Faction: Slaanesh

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Daemonic, Explodes, Infernal Regeneration*, **Unit:** *Forgefiend*, **Weapon:** *Ectoplasma cannon, Hades autocannon*, **Wound Track:** *Forgefiend, Forgefiend1, Forgefiend2, Forgefiend3*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Infernal Regeneration	At the beginning of each of your turns, this model heals one wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Forgefiend	*	4+	*	6	7	12	*	8	3+	Codex: Heretic Astartes - Chaos Space Marines

Weapon	Range	Type	S	AP	D	Abilities	Ref
Ectoplasma cannon	24"	Heavy D3	7	-3	D3	Blast.	
Hades autocannon	36"	Heavy 4	8	-1	2	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Forgefiend	-	M	BS	A	
Forgefiend1	7-12+	8"	4+	4	
Forgefiend2	4-6	6"	5+	3	
Forgefiend3	1-3	4"	6+	2	

Forgefiend [7 PL, 135pts]

Selections: 2x Hades autocannons [50pts], Daemon jaws, Mark of Slaanesh

Categories: Heavy Support, Faction: Chaos, Daemon, Daemon Engine, Faction: Heretic Astartes, Vehicle, Faction: <Legion>, Faction: <Mark of Chaos>, Faction: Slaanesh

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Daemonic, Explodes, Infernal Regeneration*, **Unit:** *Forgefiend*, **Weapon:** *Daemon jaws, Hades autocannon*, **Wound Track:** *Forgefiend, Forgefiend1, Forgefiend2, Forgefiend3*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Infernal Regeneration	At the beginning of each of your turns, this model heals one wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Forgefiend	*	4+	*	6	7	12	*	8	3+	Codex: Heretic Astartes - Chaos Space Marines

Weapon	Range	Type	S	AP	D	Abilities	Ref
Daemon jaws	Melee	Melee	User	-1	2	-	
Hades autocannon	36"	Heavy 4	8	-1	2	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Forgefiend	-	M	BS	A	
Forgefiend1	7-12+	8"	4+	4	
Forgefiend2	4-6	6"	5+	3	
Forgefiend3	1-3	4"	6+	2	

Force Rules

Daemonic Ritual: Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE, or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds. ()

Despoilers of the Galaxy (Iron Warriors): If your army is Battle-forged, all Troops units in Chaos Space Marine Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is

controlled by the player who has the most models within range as normal. ()

Selection Rules

Combi Weapon: When attacking with this weapon, choose one or both of the profiles. If you choose both, subtract 1 from all hit rolls for this weapon. ()

Hateful Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn. ()

Malicious Volleys: Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

• The firing model's target is within half the weapon's maximum range.
• The firing model is INFANTRY and every model in its unit Remained Stationary in your previous Movement phase.
• The firing model is a TERMINATOR, BIKER or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, bolt pistol, combibolter, Inferno boltgun). Rules that apply to bolt weapons also apply when firing the boltgun profile of combi-weapons and when firing Artefacts of Chaos that replaced a bolt weapon, (e.g. Spitespitter). The Talon of Horus is also a Rapid Fire bolt weapon. ()

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First (Warhammer 40,000 9th Edition) [50 PL, -2CP, 1,035pts]

Battalion Detachment 0CP (Imperium - Adeptus Astartes - Ultramarines) [50 PL, 1,035pts, -2CP]
Rules: *And They Shall Know No Fear, Angels of Death, Bolter Discipline, Combat Doctrines, Shock Assault*

Configuration

Chapter Selector
Selections: Born Heroes , Custom Chapter, Tactical Withdrawal, Ultramarines Successor
Categories: PC: UM, CONFIGURATION
Abilities: *Born Heroes , Tactical Withdrawal*

Abilities	Description
Born Heroes	Each time a model with this tactic makes a melee attack, if that model's unit made a charge move this turn, add 1 to that attack's hit roll.
Tactical Withdrawal	Units with this tactic are eligible to declare a charge with even if they Fell Back this turn.

Detachment Command Cost
Categories: CONFIGURATION

Stratagems [-1CP]

Stratagem: Relics of the Chapter [-1CP]
Selections: Number of Extra Relics [-1CP]
Categories: STRATAGEMS

HQ [9 PL, 180pts, -1CP]

Lieutenants [4 PL, 75pts, -1CP]
Categories: HQ
Primaris Lieutenant [4 PL, 75pts, -1CP]
Selections: Bolt pistol, Frag & Krak grenades, Master-crafted stalker bolt rifle, Storm of Fire, Stratagem: Hero of the Chapter [-1CP], The Vox Espiritum
Categories: CHARACTER, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, LIEUTENANT
Rules: *Angels of Death*
Abilities: *Company Heroes, Storm of Fire, Tactical Precision, The Vox Espiritum*, **Unit:** *Primaris Lieutenant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Master-crafted stalker bolt rifle*

Abilities	Description
Company Heroes	If your army is Battle-forged, then for each LIEUTENANT unit included in a Detachment, a second LIEUTENANT unit can be included in that Detachment without taking up an additional Battlefield Role slot.
Storm of Fire	While a friendly <CHAPTER> CORE is within 6" of this WARLORD, each time a model in that unit makes a ranged attack, on an unmodified wound roll of 6, improve the armour penetration characteristic of that attack by 1
Tactical Precision	While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1
The Vox Espiritum	Primaris model only. Add 3" to the range of the bearer's aura abilities (to a maximum of 9"). This does not increase the range of aura abilities that are psychic powers.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Primaris Lieutenant	6"	2+	2+	4	4	5	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-

Primaris Captain [5 PL, 105pts]
Selections: Frag & Krak grenades, The Burning Blade, The Imperium's Sword, Warlord
Categories: FACTION: ADEPTUS ASTARTES, CAPTAIN, CHARACTER, FACTION: IMPERIUM, INFANTRY, PRIMARIS, HQ, WARLORD
Rules: *Angels of Death*
Abilities: *Iron Halo, Rites of Battle, The Burning Blade, The Imperium's Sword*, **Unit:** *Primaris Captain*, **Weapon:** *Frag grenades, Krak grenades, The Burning Blade*
Heavy bolt pistol, Master-crafted power sword and Relic shield [15pts]
Selections: Heavy Bolt Pistol, Master-crafted power sword [5pts], Relic Shield [10pts]
Abilities: *Relic Shield*, **Weapon:** *Heavy Bolt Pistol, Master-crafted power sword*

Abilities	Description
Iron Halo	This model has a 4+ invulnerable save.
Relic Shield	Each time the bearer suffers a mortal wound, roll a D6; on a 4+, that mortal wound is ignored. Add 1 to armour saving throws made for the bearer.
Rites of Battle	While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1
The Burning Blade	Model equipped with a power sword or master-crafted power sword only. This Relic replaces a power sword or master-crafted power sword and has the following profile:
The Imperium's Sword	You can re-roll charge rolls made for this WARLORD Each time this WARLORD fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight phase is resolved, add 1 to its Strength and Attacks characteristics

Unit	M	WS	BS	S	T	W	A	Ld	Save
Primaris Captain	6"	2+	2+	4	4	6	5	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Heavy Bolt Pistol	18"	Pistol 1	4	-1	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-
The Burning Blade	Melee	Melee	+3	-5	2	-

Troops [21 PL, 430pts]

Assault Intercessor Squad [10 PL, 195pts]

Categories: Faction: Imperium, Faction: Adeptus Astartes, Primaris, Infantry, Assault Intercessor Squad, Core, Intercessors, Troops
Rules: *Angels of Death, Combat Squads*

9x Assault Intercessor [171pts]

Selections: 9x Astartes Chainsword, 9x Frag & Krak grenades, 9x Heavy Bolt Pistol
Unit: *Assault Intercessor*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades*

Assault Intercessor Sgt [24pts]

Selections: Astartes Chainsword, Frag & Krak grenades, Plasma pistol [5pts]
Unit: *Assault Intercessor Sgt*, **Weapon:** *Astartes Chainsword, Frag grenades, Krak grenades, Plasma pistol, Standard, Plasma pistol, Supercharge*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
Assault Intercessor Sgt	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Heavy Bolt Pistol	18"	Pistol 1	4	-1	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Infiltrator Squad [6 PL, 130pts]

Selections: Helix gauntlet [10pts]
Categories: Smokescreen, Faction: Adeptus Astartes, Primaris, Infantry, Infiltrator Squad, Phobos, Faction: Imperium, Core, Troops
Rules: *Angels of Death, Combat Squads, Concealed Positions*
Abilities: *Helix gauntlet, Omni-scramblers*

4x Infiltrator [96pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades, 4x Marksman bolt carbine
Unit: *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Infiltrator Sergeant [24pts]

Selections: Bolt pistol, Frag & Krak grenades, Marksman bolt carbine
Unit: *Infiltrator Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Abilities	Description
Helix gauntlet	Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage charactertistic of that attack is changed to 0.
Omni-scramblers	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Infiltrator	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).

Intercessor Squad [5 PL, 105pts]

Selections: Stalker Bolt Rifle
Categories: Faction: Adeptus Astartes, Faction: Imperium, Infantry, Intercessor Squad, Primaris, Core, Intercessors, Troops
Rules: *Angels of Death, Combat Squads*
Weapon: *Stalker Bolt Rifle*

4x Intercessor [80pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades
Unit: *Intercessor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Intercessor Sergeant [25pts]

Selections: Bolt pistol, Frag & Krak grenades, Power sword [5pts]
Unit: *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Power sword*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	+1	-3	1	-
Stalker Bolt Rifle	36"	Heavy 1	4	-2	2	-

Elites [20 PL, 425pts]

Aggressor Squad [6 PL, 135pts]

Selections: 2x Aggressor [80pts], Aggressor Sergeant [40pts]
Categories: Faction: Adeptus Astartes, Aggressor Squad, Faction: Imperium, Infantry, Mk X Gravis, Primaris, Core, Elites
Rules: *Angels of Death, Combat Squads*
Unit: *Aggressor, Aggressor Sergeant*

Auto Boltstorm Gauntlets/Fragstorm Grenade Launcher [15pts]

Selections: 2x Auto Boltstorm Gauntlets, Fragstorm Grenade Launcher
Weapon: *Auto Boltstorm Gauntlets (Melee), Auto Boltstorm Gauntlets (Shooting), Fragstorm Grenade Launcher*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Aggressor	5"	3+	3+	4	5	3	3	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	3	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Auto Boltstorm Gauntlets (Melee)	Melee	Melee	x2	-3	2	When attacking with this weapon, you must subtract 1 from the hit rolls.
Auto Boltstorm Gauntlets (Shooting)	18"	Assault 3	4	0	1	-
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	Blast

Bladeguard Veteran Squad [5 PL, 110pts]

Categories: Faction: Imperium, Faction: Adeptus Astartes, Infantry, Bladeguard, Primaris, Bladeguard Veteran Squad, Core, Elites

Rules: Angels of Death, Combat Squads

2x Bladeguard Veteran [70pts]

Selections: 2x Frag & Krak grenades, 2x Heavy Bolt Pistol, 2x Master-crafted power sword, 2x Storm Shield

Abilities: Storm shield, **Unit:** Bladeguard Veteran, **Weapon:** Frag grenades, Heavy Bolt Pistol, Krak grenades, Master-crafted power sword

Bladeguard Veteran Sergeant [40pts]

Selections: Frag & Krak grenades, Master-crafted power sword, Neo-volkite pistol [5pts], Storm Shield

Abilities: Storm shield, **Unit:** Bladeguard Veteran Sergeant, **Weapon:** Frag grenades, Krak grenades, Master-crafted power sword, Neo-volkite pistol

Abilities	Description
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Bladeguard Veteran	6"	3+	3+	4	4	3	3	8	3+
Bladeguard Veteran Sergeant	6"	3+	3+	4	4	3	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Heavy Bolt Pistol	18"	Pistol 1	4	-1	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Neo-volkite pistol	15"	Pistol 2	5	0	2	Each unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage

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Redemptor Dreadnought [9 PL, 180pts]

Selections: 2x Fragstorm Grenade Launchers, Macro Plasma Incinerator, Onslaught Gatling Cannon [5pts], Redemptor Fist

Categories: Faction: Adeptus Astartes, Dreadnought, Faction: Imperium, Redemptor Dreadnought, Vehicle, Core, Elites

Rules: Angels of Death, Explodes (6"/D3)

Abilities: Duty Eternal, **Unit:** Redemptor Dreadnought [1] (7+ wounds remaining), Redemptor Dreadnought [2] (4-6 wounds remaining), Redemptor Dreadnought [3] (1-3 wounds remaining), **Weapon:** Fragstorm Grenade Launcher, Macro Plasma Incinerator, Standard, Macro Plasma Incinerator, Supercharged, Onslaught Gatling Cannon, Redemptor Fist

Abilities	Description
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)

Unit	M	WS	BS	S	T	W	A	Ld	Save
Redemptor Dreadnought [1] (7+ wounds remaining)	8"	3+	3+	7	7	13	4	8	3+
Redemptor Dreadnought [2] (4-6 wounds remaining)	6"	4+	4+	7	7	N/A	4	8	3+
Redemptor Dreadnought [3] (1-3 wounds remaining)	4"	5+	5+	7	7	N/A	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	Blast
Macro Plasma Incinerator, Standard	36"	Heavy D6	8	-4	2	Blast
Macro Plasma Incinerator, Supercharged	36"	Heavy D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting wiht this weapon.
Onslaught Gatling Cannon	24"	Heavy 8	5	-1	1	-
Redemptor Fist	Melee	Melee	x2	-3	D3+3	-

Force Rules

And They Shall Know No Fear: Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

Bolter Discipline: Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type.

Combat Doctrines: (See page 125 of Codex Space Marines)

Shock Assault: Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

Selection Rules

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

Combat Squads: Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.

Concealed Positions: During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models

Explodes (6"/D3): When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

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New Roster (Warhammer 40,000 9th Edition) [50 PL, 1,045pts]

Battalion Detachment 0CP (Imperium - Adeptus Astartes - Black Templars) [50 PL, 1,045pts]

Rules: And They Shall Know No Fear, Angels of Death, Bolter Discipline, Combat Doctrines, Righteous Zeal, Shock Assault, Vows

Configuration

Chapter Selection: Black Templars
Categories: C. NFIGURATION, PC: BT

Detachment Command Cost
Categories: CONFIGURATION

HQ [12 PL, 240pts]

High Marshal Helbrecht [8 PL, 160pts]

Selections: Attendant Thrall's Fists, Ferocity, Frag & Krak grenades, Sword of the High Marshals
Categories: FACTION: ADEPTUS ASTARTES, FACTION: BLACK TEMPLARS, CHAPTER MASTER, CHARACTER, HIGH MARSHAL HELBRECHT, FACTION: IMPERIUM, INFANTRY, HQ, PRIMARIS
Rules: Angels of Death, Combi Weapon
Abilities: Chapter Master, Crusade of Wrath (Aura), Iron Halo, Rites of Battle, Sword of the High Marshals, **Unit:** High Marshal Helbrecht, **Weapon:** Attendant Thrall's Fists, Bolt Rifle, Frag grenades, Krak grenades, Meltagun, Sword of the High Marshals - One Handed, Sword of the High Marshals - Two handed

Abilities	Description	Ref
Chapter Master	In your Command phase select one friendly <CHAPTER> CORE or <CHAPTER> CHARACTER within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.	
Crusade of Wrath (Aura)	While a friendly BLACK TEMPLARS CORE unit is within 6" of this model, add 1 to the Strength characteristic of models in that unit.	
Iron Halo	This model has a 4+ invulnerable save.	
Rites of Battle	While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1	
Sword of the High Marshals	Each time an attack is made with this weapon, select one of the profiles below to make that attack with	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
High Marshal Helbrecht	6"	2+	2+	4	4	8	6	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Attendant Thrall's Fists	Melee	Melee	3	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon	
Bolt Rifle	30"	Rapid fire 2	5	-1	1		
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Meltagun	12"	Assault 1	8	-4	D6+2		
Sword of the High Marshals - One Handed	Melee	Melee	+2	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1	
Sword of the High Marshals - Two handed	Melee	Melee	x2	-3	3		

Primaris Techmarine [4 PL, 80pts]

Selections: Forge bolter, Frag & Krak grenades, Grav-pistol, Mechadendrite, Omnissian power axe, Rites of War, Servo-arm, Tannhauser's Bones, Warlord
Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, INFANTRY, PRIMARIS, TECHMARINE, CHARACTER, HQ, WARLORD
Rules: Angels of Death
Abilities: Awaken the Machine Spirits, Blessing of the Omnissiah, Rites of War, Tannhauser's Bones, **Unit:** Primaris Techmarine, **Weapon:** Forge bolter, Frag grenades, Grav-pistol, Krak grenades, Mechadendrite, Omnissian power axe, Servo-arm

Abilities	Description	Ref
Awaken the Machine Spirits	In your command phase, this model can awaken one friendly <CHAPTER> VEHICLE model within 3" of it. Until the start of your next command phase, each time that VEHICLE model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.	
Blessing of the Omnissiah	At the end of your Movement phase this model can repair a one <CHAPTER> VEHICLE within 3". That VEHICLE regains D3 lost wounds. Each model can only be repaired once per turn.	
Rites of War	While a friendly <CHAPTER> CORE or <CHAPTER> CHARACTER unit is within 6" of this WARLORD, that unit has the Objective Secured ability.	
Tannhauser's Bones	Each time an attack is allocated to the bearer, the Damage characteristic of that attack is changed to 1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Primaris Techmarine	6"	3+	2+	4	4	5	4	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Forge bolter	24"	Assault 3	5	-1	2	Each time the bearer shoots, it can make attacks with this weapon even if it also makes attacks with Pistols or Grenades	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Grav-pistol	12"	Pistol 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Mechadendrite	Melee	Melee	+1	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon	
Omnissian power axe	Melee	Melee	+2	-2	2	-	
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.	

Troops [15 PL, 335pts]

Assault Intercessor Squad [5 PL, 105pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, ASSAULT INTERCESSOR SQUAD, CORE, INTERCESSORS, TROOPS
Rules: Angels of Death, Combat Squads

4x Assault Intercessor [76pts]
  Selections: 4x Astartes Chainsword, 4x Frag & Krak grenades, 4x Heavy Bolt Pistol
  Unit: Assault Intercessor, **Weapon:** Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades

Assault Intercessor Sgt [29pts]
  Selections: Frag & Krak grenades, Heavy Bolt Pistol, Power fist [10pts]
  Unit: Assault Intercessor Sgt, **Weapon:** Frag grenades, Heavy Bolt Pistol, Krak grenades, Power fist

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Assault Intercessor Sgt	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy Bolt Pistol	18"	Pistol 1	4	-1	1	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Intercessor Squad [5 PL, 115pts]

Selections: Astartes Grenade Launcher [5pts], Auto Bolt Rifle

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, CORE, INTERCESSORS, TROOPS

Rules: Angels of Death, Astartes Grenade Launcher, Combat Squads

Weapon: Astartes Grenade Launcher (Frag), Astartes Grenade Launcher (Krak), Auto Bolt Rifle

4x Intercessor [80pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades

Unit: Intercessor, **Weapon:** Bolt pistol, Frag grenades, Krak grenades

Intercessor Sergeant [30pts]

Selections: Bolt pistol, Frag & Krak grenades, Power fist [10pts]

Unit: Intercessor Sergeant, **Weapon:** Bolt pistol, Frag grenades, Krak grenades, Power fist

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Grenade Launcher (Frag)	30"	Assault D6	3	0	1	Blast	
Astartes Grenade Launcher (Krak)	30"	Assault 1	6	-1	D3	-	
Auto Bolt Rifle	24"	Assault 3	4	0	1	-	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Intercessor Squad [5 PL, 115pts]

Selections: Astartes Grenade Launcher [5pts], Auto Bolt Rifle

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, CORE, INTERCESSORS, TROOPS

Rules: Angels of Death, Astartes Grenade Launcher, Combat Squads

Weapon: Astartes Grenade Launcher (Frag), Astartes Grenade Launcher (Krak), Auto Bolt Rifle

4x Intercessor [80pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades

Unit: Intercessor, **Weapon:** Bolt pistol, Frag grenades, Krak grenades

Intercessor Sergeant [30pts]

Selections: Bolt pistol, Frag & Krak grenades, Power fist [10pts]

Unit: Intercessor Sergeant, **Weapon:** Bolt pistol, Frag grenades, Krak grenades, Power fist

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Grenade Launcher (Frag)	30"	Assault D6	3	0	1	Blast	
Astartes Grenade Launcher (Krak)	30"	Assault 1	6	-1	D3	-	
Auto Bolt Rifle	24"	Assault 3	4	0	1	-	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Elites [23 PL, 470pts]

Redemptor Dreadnought [9 PL, 185pts]

Selections: 2x Storm Bolters, Icarus Rocket Pod [5pts], Macro Plasma Incinerator, Onslaught Gatling Cannon [5pts], Redemptor Fist

Categories: FACTION: ADEPTUS ASTARTES, DREADNOUGHT, FACTION: IMPERIUM, REDEMPTOR DREADNOUGHT, VEHICLE, CORE, ELITES

Rules: Angels of Death, Explodes (6"/D3)

Abilities: Duty Eternal, **Unit:** Redemptor Dreadnought [1] (7+ wounds remaining), Redemptor Dreadnought [2] (4-6 wounds remaining), Redemptor Dreadnought [3] (1-3 wounds remaining), **Weapon:** Icarus Rocket Pod, Macro Plasma Incinerator, Standard, Macro Plasma Incinerator, Supercharged, Onslaught Gatling Cannon, Redemptor Fist, Storm bolter

Abilities	Description	Ref
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Redemptor Dreadnought [1] (7+ wounds remaining)	8"	3+	3+	7	7	13	4	8	3+	
Redemptor Dreadnought [2] (4-6 wounds remaining)	6"	4+	4+	7	7	N/A	4	8	3+	
Redemptor Dreadnought [3] (1-3 wounds remaining)	4"	5+	5+	7	7	N/A	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Icarus Rocket Pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.	
Macro Plasma Incinerator, Standard	36"	Heavy D6	8	-4	2	Blast	
Macro Plasma Incinerator, Supercharged	36"	Heavy D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting wiht this weapon.	
Onslaught Gatling Cannon	24"	Heavy 8	5	-1	1	-	
Redemptor Fist	Melee	Melee	x2	-3	D3+3	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Redemptor Dreadnought [9 PL, 185pts]

Selections: 2x Storm Bolters, Icarus Rocket Pod [5pts], Macro Plasma Incinerator, Onslaught Gatling Cannon [5pts], Redemptor Fist
Categories: FACTION: ADEPTUS ASTARTES, DREADNOUGHT, FACTION: IMPERIUM, REDEMPTOR DREADNOUGHT, VEHICLE, CORE, ELITES
Rules: Angels of Death, Explodes (6"/D3)
Abilities: Duty Eternal, **Unit:** Redemptor Dreadnought [1] (7+ wounds remaining), Redemptor Dreadnought [2] (4-6 wounds remaining), Redemptor Dreadnought [3] (1-3 wounds remaining), **Weapon:** Icarus Rocket Pod, Macro Plasma Incinerator, Standard, Macro Plasma Incinerator, Supercharged, Onslaught Gatling Cannon, Redemptor Fist, Storm bolter

Abilities	Description	Ref
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Redemptor Dreadnought [1] (7+ wounds remaining)	8"	3+	3+	7	7	13	4	8	3+	
Redemptor Dreadnought [2] (4-6 wounds remaining)	6"	4+	4+	7	7	N/A	4	8	3+	
Redemptor Dreadnought [3] (1-3 wounds remaining)	4"	5+	5+	7	7	N/A	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Icarus Rocket Pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.	
Macro Plasma Incinerator, Standard	36"	Heavy D6	8	-4	2	Blast	
Macro Plasma Incinerator, Supercharged	36"	Heavy D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting wiht this weapon.	
Onslaught Gatling Cannon	24"	Heavy 8	5	-1	1	-	
Redemptor Fist	Melee	Melee	x2	-3	D3+3	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Reiver Squad [5 PL, 100pts]

Selections: Combat knife, Reiver grav chute [10pts]
Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, PRIMARIS, REIVER SQUAD, PHOBOS, CORE, ELITES
Rules: Angels of Death, Combat Squads, Death from Above
Abilities: Terror Troops (Aura), **Weapon:** Combat knife

4x Reiver [72pts]
Selections: 4x Frag & Krak grenades, 4x Special issue bolt pistol
Unit: Reiver, **Weapon:** Frag grenades, Krak grenades, Special issue bolt pistol

Reiver Sergeant [18pts]
Selections: Combat knife, Frag & Krak grenades, Special issue bolt pistol
Unit: Reiver Sergeant, **Weapon:** Combat knife, Frag grenades, Krak grenades, Special issue bolt pistol

Abilities	Description	Ref
Terror Troops (Aura)	While an enemy unit is within 3" of this unit, subtract 2 from the Leadership characteristic of models in that unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Reiver	6"	3+	3+	4	4	2	2	7	3+	
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Special issue bolt pistol	12"	Pistol 1	4	-2	1	-	

Force Rules

And They Shall Know No Fear: Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers ()

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

Bolter Discipline: Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

Combat Doctrines: (See page 125 of Codex Space Marines) ()

Righteous Zeal: - You can re-roll Advance rolls and charge rolls made for units with this tactic.
- Each time a model with this tactic would lose a wound as a result of a mortal wound, roll one D6; on a 5+, that wound is not lost ()

Shock Assault: Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

Vows: If every unit in your army (excluding UNALIGNED units) has the BLACK TEMPLARS keyword, then every unit that has the Combat Doctrines ability (see Codex: Space Marines) and is in a BLACK TEMPLARS Detachment gains the Templar Vows ability, below:

TEMPLAR VOWS
At the end of the Read Mission Briefing step, you can select one of the following Templar Vows

• Suffer Not the Unclean to Live
• Uphold the Honour of the Emperor
• Abhor the Witch, Destroy the Witch
• Accept any Challenge, No Matter the Odds

Until the end of the battle, all units from your army with the Templar Vows ability gain the effects of the selected vow. The effects of each vow can be found on pages 44-45. Each vow provides a series of abilities as well as a passion. Each passion is a drawback that affects Black Templars units while they are under the effects of that vow. ()

Selection Rules

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

Astartes Grenade Launcher: Before selecting targets, select one of the following profiles to make attacks with. ()

Combat Squads: Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models. ()

Combi Weapon: When attacking with this weapon, choose one or both of the profiles. If you choose both, subtract 1 from all hit rolls for this weapon. ()

Death from Above: During deployment, if every model in this unit has this ability, then you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from enemy models. ()

Explodes (6"/D3): When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 6" suffers D3 mortal wounds. ()

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Grey Knights (Warhammer 40,000 9th Edition) [50 PL, 2CP, 1,050pts]

Patrol Detachment 0CP (Imperium - Grey Knights) [50 PL, 2CP, 1,050pts]

Configuration [3CP]

Battle Size [3CP]
    Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]
    Categories: CONFIGURATION

Brotherhood
    Selections: Blades of Victory
    Categories: CONFIGURATION
    Psychic Power: *Inescapable Persuit*

Psychic Power	Warp Charge	Range	Details	Ref
Inescapable Persuit	6	Self	Blessing: If manifested, unti the start of your next Psychic phase, you can reroll charge rolls for this Psykers unit	

Detachment Command Cost
    Categories: CONFIGURATION

HQ [17 PL, -1CP, 350pts]

Brotherhood Librarian [6 PL, -1CP, 115pts]
    Selections: 4: Purifying Flame, 4: Vortex of Doom, 6: Psychic Epitome, Brotherhood Psyker Power, Combi-melta [10pts], Crux Terminatus, Frag & Krak grenades, Shield of Humanity [-1CP]
    Categories: FACTION: GREY KNIGHTS, HQ, PSYKER, TERMINATOR, CHARACTER, INFANTRY, BROTHERHOOD LIBRARIAN, FACTION: IMPERIUM, <BROTHERHOOD>, FACTION: SANCTIC ASTARTES, PSYK-OUT GRENADES
    Rules: *Crux Terminatus, Knights of Titan, Psychic Hood, Teleport Strike*
    Abilities: *6: Psychic Epitome*, **Psychic Power:** *Inescapable Persuit, Purifying Flame, Smite, Vortex of Doom*, **Psyker:** *Psyker*, **Unit:** *Brotherhood Librarian*, **Weapon:** *Boltgun, Frag grenades, Krak grenades, Meltagun*

    Nemesis Force Halberd
        Selections: Nemesis Force Halberd
        Weapon: *Nemesis Force Halberd*

Abilities	Description	Ref
6: Psychic Epitome	At the start of each of your Psychic phases, select one friendly Grey Knights Psyker unit within 6"of this Warlord. Unitl the end of the phase, each time that unit manifests a Witchfire psychic power, when resolving that psychic power, if an enemy unit suffers any mortal wounds, that enemy unit suffers 1 additional mortal wounds.	

Psychic Power	Warp Charge	Range	Details	Ref
Inescapable Persuit	6	Self	Blessing: If manifested, unti the start of your next Psychic phase, you can reroll charge rolls for this Psykers unit	
Purifying Flame	5	9"	Witchfire: If manifested, the closest enemy unit within 9" of and visible to this Psyker suffers 3 mortal wounds. If the result of the Psychic test was 11+ that unit suffers D3+3 mortal wounds instead	
Smite	5	18"	If manifested, the closest enemy unit within 18" suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.	
Vortex of Doom	7	12"	Witchfire: If manifested, select the closest enemy unit within 12" of and visible to this Psyker: each other enemy unit within 3" of the select unit suffers 1 moral wound, and the selected unit suffers 2D3 mortal wounds. If the model manifesting this power has been selected this phase for the Psychic Epitome Warlord Trait, only the unit you selected suffers the additional mortal wound from that trait, not those other enemy units within 3" of it.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	2	2	2	Smite	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Brotherhood Librarian	5"	3+	3+	4	4	5	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	
Nemesis Force Halberd	Melee	Melee	+2	-2	2	-	

Grand Master in Nemesis Dreadknight [11 PL, 235pts]

Selections: 1: Gate of Infinity, 3: Sanctuary, Brotherhood Psyker Power, Dreadfist, Dreadknight teleporter [10pts], Gatling Psilencer [20pts], Grand Master Chapter, Heavy Psycannon [20pts], Nemesis Greatsword [15pts], Servant of the Throne [1 PL, 20pts], Sigil of Exigence, Vanguard Aggression, Warlord

Categories: Vehicle, Faction: Grey Knights, Nemesis Dreadknight, HQ, Grand Master, Character, Psyker, Faction: Imperium, <Brotherhood>, Faction: Sanctic Astartes, Blades of Victory Grand Master, Teleporter, Warlord

Rules: Force Shielding, Knights of Titan, Rites of Battle (Aura), Sigil of Exigence, Teleport Strike

Abilities: Servant of the Throne, Vanguard Aggression, **Psychic Power:** Gate of Infinity,

Inescapable Persuit, Sanctuary, Smite, **Psyker:** *Psyker,* **Unit:** *GMNDK 1 (7+ Wounds Remaining), GMNDK 2 (4-6 Wounds Remaining), GMNDK 3 (1-3 Wounds Remaining),* **Weapon:** *Dreadfist, Gatling Psilencer, Heavy Psycannon, Mighty Strike, Sweeping Blow*

Abilities	Description	Ref
Servant of the Throne	Once per battle, when the bearer is selected as the target of an attack, it can use this gift. If it does, then until the end of the turn, the bearer has a 3+ invulnerable save	
Vanguard Aggression	After deployment, you can select one friendly BLADES OF VICTORY Core unit within 9" of this Warlord. This Warlord and the selected unit can each make a Normal Move up to 6".	

Psychic Power	Warp Charge	Range	Details	Ref
Gate of Infinity	7	18"	Blessing: If manifested, selected one friendly Grey Knight Psyker unit within 18" of this Psyker. Remove that unit from the battlefield and then set it back up on the battlefield, anywhere that is more than 9" away from any enemy models.	
Inescapable Persuit	6	Self	Blessing: If manifested, unti the start of your next Psychic phase, you can reroll charge rolls for this Psykers unit	
Sanctuary	6	18"	Blessing: If manifested, select one friendly Grey Knights unit within 18" of this Psyker. Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save	
Smite	5	18"	If manifested, the closest enemy unit within 18" suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	2 from Dominus Discipline	Smite	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
GMNDK 1 (7+ Wounds Remaining)	9"	2+	2+	6	6	13	6	9	2+	
GMNDK 2 (4-6 Wounds Remaining)	7"	2+	3+	6	6	N/A	5	9	2+	
GMNDK 3 (1-3 Wounds Remaining)	5"	2+	4+	6	6	N/A	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Dreadfist	Melee	Melee	x2	-3	2	-	
Gatling Psilencer	24"	Heavy 12	5	-1	1		
Heavy Psycannon	24"	Heavy 6	8	-2	2		
Mighty Strike	Melee	Melee	+4	-3	D6		
Sweeping Blow	Melee	Melee	User	-2	2	Make 2 hit rolls for each attack made with this profile, instead of 1	

Troops [6 PL, 120pts]

Strike Squad [6 PL, 120pts]

Selections: Brotherhood Psyker Power, Frag & Krak grenades

Categories: Faction: Grey Knights, Infantry, Psyker, Troops, Strike Squad, Faction: Imperium, <Brotherhood>, Faction: Sanctic Astartes, Core, Psyk-out Grenades

Rules: Combat Squads, Knights of Titan, Teleport Strike

Psychic Power: Hammerhand, Inescapable Persuit, Smite, **Psyker:** Psyker, **Weapon:** Frag grenades, Krak grenades

3x Grey Knight (Halberd) [66pts]

Selections: 3x Nemesis Force Halberd, 3x Storm Bolter

Unit: Grey Knight, **Weapon:** Nemesis Force Halberd, Storm bolter

Grey Knight (Warding Stave) [22pts]

Selections: Nemesis Warding Stave, Storm Bolter

Unit: Grey Knight, **Weapon:** Nemesis Warding Stave, Storm bolter

Grey Knight Justicar [32pts]

Selections: Storm Bolter

Unit: Grey Knight Justicar, **Weapon:** Storm bolter

Nemesis Daemon Hammer [10pts]

Selections: Nemesis Daemon Hammer [10pts]

Weapon: Nemesis Daemon Hammer

Psychic Power	Warp Charge	Range	Details	Ref
Hammerhand	5	12"	Blessing: If manifested, until the start of your next Psychic phase, each time a model in this Psyker's unit makes a melee attack, you can re-roll the wound roll.	
Inescapable Persuit	6	Self	Blessing: If manifested, unti the start of your next Psychic phase, you can reroll charge rolls for this Psykers unit	
Smite	5	18"	If manifested, the closest enemy unit within 18" suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	1	Smite	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Grey Knight	6"	3+	3+	4	4	2	3	7	3+	
Grey Knight Justicar	6"	3+	3+	4	4	2	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Nemesis Daemon Hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll	
Nemesis Force Halberd	Melee	Melee	+2	-2	2	-	
Nemesis Warding Stave	Melee	Melee	+3	-1	2	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Elites [4 PL, 80pts]

Servitors [2 PL, 40pts]

Categories: INFANTRY, FACTION: GREY KNIGHTS, SERVITORS, FACTION: IMPERIUM, FACTION: SANCTIC ASTARTES, <BROTHERHOOD>, ELITES

Rules: *Mindlock*

2x Servitor
  Selections: 2x Servo-Arm
  Unit: *Servitor*, **Weapon:** *Servo-arm*

2x Servitor (Plasma Cannon) [10pts]
  Selections: 2x Plasma Cannon [10pts]
  Unit: *Servitor*, **Weapon:** *Plasma cannon, Standard, Plasma cannon, Supercharge*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Servitor	5"	5+	5+	3	3	1	1	6	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plasma cannon, Standard	36"	Heavy D3	7	-3	1	Blast.	
Plasma cannon, Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.	

Servitors [2 PL, 40pts]

Categories: INFANTRY, FACTION: GREY KNIGHTS, SERVITORS, FACTION: IMPERIUM, FACTION: SANCTIC ASTARTES, <BROTHERHOOD>, ELITES

Rules: *Mindlock*

2x Servitor
Selections: 2x Servo-Arm
Unit: *Servitor*, **Weapon:** *Servo-arm*

2x Servitor (Plasma Cannon) [10pts]
Selections: 2x Plasma Cannon [10pts]
Unit: *Servitor*, **Weapon:** *Plasma cannon, Standard, Plasma cannon, Supercharge*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Servitor	5"	5+	5+	3	3	1	1	6	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plasma cannon, Standard	36"	Heavy D3	7	-3	1	Blast.	
Plasma cannon, Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.	

Fast Attack [7 PL, 130pts]

Interceptor Squad [7 PL, 130pts]

Selections: Brotherhood Psyker Power, Frag & Krak grenades

Categories: FAST ATTACK, FACTION: GREY KNIGHTS, INFANTRY, PSYKER, INTERCEPTOR SQUAD, FACTION: IMPERIUM, <BROTHERHOOD>, FACTION: SANCTIC ASTARTES, TELEPORTER, PSYK-OUT GRENADES, CORE

Rules: *Combat Squads, Knights of Titan, Personal Teleporters, Teleport Strike*

Psychic Power: *Ethereal Castigation, Inescapable Persuit, Smite*, **Psyker:** *Psyker*, **Weapon:** *Frag grenades, Krak grenades*

Grey Knight (Incinerator) [24pts]
Selections: Incinerator
Unit: *Interceptor*, **Weapon:** *Incinerator*

3x Interceptor (Halberd) [72pts]
Selections: 3x Nemesis Force Halberd, 3x Storm Bolter
Unit: *Interceptor*, **Weapon:** *Nemesis Force Halberd, Storm bolter*

Interceptor Justicar [34pts]
Selections: Frag & Krak grenades, Storm Bolter
Unit: *Interceptor Justicar*, **Weapon:** *Frag grenades, Krak grenades, Storm bolter*

Nemesis Daemon Hammer [10pts]
Selections: Nemesis Daemon Hammer [10pts]
Weapon: *Nemesis Daemon Hammer*

Psychic Power	Warp Charge	Range	Details	Ref
Ethereal Castigation	6	Self	Blessing: If manifested, this Psyker's unit can shoot as if it were your Shooting phase, and then it can make a Normal Move as if it were your Movement phase. After making this move and/or resolving these shooting attacks, until the end of the turn, this Psyker's unit cannot make a Normal Move, Advance, charge, or shoot.	
Inescapable Persuit	6	Self	Blessing: If manifested, unti the start of your next Psychic phase, you can reroll charge rolls for this Psykers unit	
Smite	5	18"	If manifested, the closest enemy unit within 18" suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	1	Smite	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Interceptor	12"	3+	3+	4	4	2	3	7	3+	
Interceptor Justicar	12"	3+	3+	4	4	2	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Incinerator	12"	Heavy D6	6	-1	1	This weapon automatically hits its targets.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Nemesis Daemon Hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll	
Nemesis Force Halberd	Melee	Melee	+2	-2	2	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Heavy Support [16 PL, 370pts]

Nemesis Dreadknight [8 PL, 185pts]

Selections: Brotherhood Psyker Power, Dreadfist, Dreadknight teleporter [10pts], Gatling Psilencer [20pts], Heavy Psycannon [20pts], Nemesis Greatsword [15pts]

Categories: VEHICLE, HEAVY SUPPORT, FACTION: GREY KNIGHTS, NEMESIS DREADKNIGHT, PSYKER, FACTION: IMPERIUM, CORE, <BROTHERHOOD>, FACTION: SANCTIC ASTARTES, TELEPORTER

Rules: *Force Shielding, Knights of Titan, Teleport Strike*

Psychic Power: *Hammerhand, Inescapable Persuit, Smite*, **Psyker:** *Psyker*, **Unit:** *Nemesis Dreadknight 1 (7+ Wounds Remaining), Nemesis Dreadknight 2 (4-6 Wounds Remaining), Nemesis Dreadknight 3 (1-3 Wounds Remaining)*, **Weapon:** *Dreadfist, Gatling Psilencer, Heavy Psycannon, Mighty Strike, Sweeping Blow*

Psychic Power	Warp Charge	Range	Details	Ref
Hammerhand	5	12"	Blessing: If manifested, until the start of your next Psychic phase, each time a model in this Psyker's unit makes a melee attack, you can re-roll the wound roll.	
Inescapable Persuit	6	Self	Blessing: If manifested, unti the start of your next Psychic phase, you can reroll charge rolls for this Psykers unit	
Smite	5	18"	If manifested, the closest enemy unit within 18" suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	Hammerhand	Smite	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Nemesis Dreadknight 1 (7+ Wounds Remaining)	9"	3+	3+	6	6	13	5	8	2+	
Nemesis Dreadknight 2 (4-6 Wounds Remaining)	7"	3+	4+	6	6	N/A	4	8	2+	
Nemesis Dreadknight 3 (1-3 Wounds Remaining)	5"	3+	5+	6	6	N/A	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Dreadfist	Melee	Melee	x2	-3	2	-	
Gatling Psilencer	24"	Heavy 12	5	-1	1		
Heavy Psycannon	24"	Heavy 6	8	-2	2		
Mighty Strike	Melee	Melee	+4	-3	D6		
Sweeping Blow	Melee	Melee	User	-2	2	Make 2 hit rolls for each attack made with this profile, instead of 1	

Nemesis Dreadknight [8 PL, 185pts]

Selections: Brotherhood Psyker Power, Dreadfist, Dreadknight teleporter [10pts], Gatling Psilencer [20pts], Heavy Psycannon [20pts], Nemesis Greatsword [15pts]

Categories: Vehicle, Heavy Support, Faction: Grey Knights, Nemesis Dreadknight, Psyker, Faction: Imperium, Core, <Brotherhood>, Faction: Sanctic Astartes, Teleporter

Rules: *Force Shielding, Knights of Titan, Teleport Strike*

Psychic Power: *Hammerhand, Inescapable Persuit, Smite*, **Psyker:** *Psyker*, **Unit:** *Nemesis Dreadknight 1 (7+ Wounds Remaining), Nemesis Dreadknight 2 (4-6 Wounds Remaining), Nemesis Dreadknight 3 (1-3 Wounds Remaining)*, **Weapon:** *Dreadfist, Gatling Psilencer, Heavy Psycannon, Mighty Strike, Sweeping Blow*

Psychic Power	Warp Charge	Range	Details	Ref
Hammerhand	5	12"	Blessing: If manifested, until the start of your next Psychic phase, each time a model in this Psyker's unit makes a melee attack, you can re-roll the wound roll.	
Inescapable Persuit	6	Self	Blessing: If manifested, unti the start of your next Psychic phase, you can reroll charge rolls for this Psykers unit	
Smite	5	18"	If manifested, the closest enemy unit within 18" suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	Hammerhand	Smite	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Nemesis Dreadknight 1 (7+ Wounds Remaining)	9"	3+	3+	6	6	13	5	8	2+	
Nemesis Dreadknight 2 (4-6 Wounds Remaining)	7"	3+	4+	6	6	N/A	4	8	2+	
Nemesis Dreadknight 3 (1-3 Wounds Remaining)	5"	3+	5+	6	6	N/A	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Dreadfist	Melee	Melee	x2	-3	2	-	
Gatling Psilencer	24"	Heavy 12	5	-1	1		
Heavy Psycannon	24"	Heavy 6	8	-2	2		
Mighty Strike	Melee	Melee	+4	-3	D6		
Sweeping Blow	Melee	Melee	User	-2	2	Make 2 hit rolls for each attack made with this profile, instead of 1	

Selection Rules

Combat Squads: Before any models are deployed at the start of the game, if this unit contains 10 models it may be split into two units, each containing 5 models. ()

Crux Terminatus: All models in this unit have a 5+ invulnerable save. ()

Force Shielding: This model has a 4+ invulnerable save. ()

Knights of Titan: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Master of the Warp (Codex: Grey Knights p96)

Mindlock: While this unit is within 6" of any friendly Grey Knights Techmarine units, models in this unit have Weapon Skill and Ballistic Skull characteristics of 4+ and a Leadership characteristic of 9. In addition, if you army is Battleforged then for each <Brotherhood> Techmarine included in a Detachment, one <Brotherhood> Servitors unit can be included in that Detachment without taking up a Battlefield Role slot ()

Personal Teleporters: Each time this unit makes a Normal Move, Advances, Falls Back, models in this unit can be moved across other models (and their bases) as if they were not there, and they can move within Engagement Range of enemy models. In addition, any verticle distance up and/or down that they make as part of that move is ignored. However, these models cannot finish this either on top of another model (or its base) or within Engagement Range of any enemy models ()

Psychic Hood: Each time a Deny The Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to Deny The Witch test ()

Rites of Battle (Aura): While a friendly BROTHERHOOD Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1 ()

Sigil of Exigence: Once per battle, in your opponents Shooting phase, when the bearer is selected as the target of a ranged attacks it can activate this relic. If it does, remove the bearer from the battlefield and then set it back up on the battlefield, anywhere this is more than 9" away from an enemy model. If the beaerer is no longer an eligible target, your opponent can then select new eligible targets for the ranged attacks. ()

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from any enemy models. ()

New Roster (Warhammer 40,000 9th Edition) [50 PL, 3CP, 1,040pts]

Patrol Detachment 0CP (Necrons) [50 PL, 3CP, 1,040pts]
Rules: *Dynastic Agents and Star Gods, The Royal Court*

Configuration [3CP]

Battle Size [3CP]
Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

Categories: CONFIGURATION

Detachment Command Cost
Categories: CONFIGURATION

Dynasty Choice
Selections: Circumstance of Awakening: Relentlessly Expansionist, Dynastic Tradition: Unyielding, Dynasty: <Custom>

Categories: CONFIGURATION

Dynastic Code: *Relentlessly Expansionist, Unyielding*

Dynastic Code	Description	Ref
Relentlessly Expansionist	At the start of the first battle round, before the first turn begins, units with this code can make a Normal Move of up to 6".	Codex: Necrons p55
Unyielding	Models with this code have a 6+ invulnerable save.	Codex: Necrons p54

HQ [8 PL, 160pts]

Illuminor Szeras [8 PL, 160pts]
Selections: Eldritch Lance, Impaling Legs

Categories: CHARACTER, FACTION: NECRONS, ILLUMINOR SZERAS, INFANTRY, TECHNOMANCER, DYNASTIC AGENT, CRYPTEK, HQ

Rules: *Command Protocols, Living Metal*

Abilities: *Atomic Energy Manipulator, Empyric Overcharger (Aura), Illuminor, Mechanical Augmentation, Rites of Reanimation (Necrons)*, **Mechanical Augmentation:** *Augmentation 1, Augmentation 2, Augmentation 3*, **Unit:** *Illuminor Szeras*, **Weapon:** *Eldritch Lance (Melee), Eldritch Lance (Shooting), Impaling Legs*

Warlord
Selections: Warlord Trait (Codex 1): Enduring Will

Categories: WARLORD

Warlord Trait: *Enduring Will*

Abilities	Description	Ref
Atomic Energy Manipulator	In the Fight phase, if this model destroys one or more enemy models, then at the end of that phase it can use its Mechanical Augmentation ability as if it were the end of your Movement phase.	Codex: Necrons p84
Empyric Overcharger (Aura)	While an enemy PSYKER unit is within 12" of this model, each time a Psychic test is taken for that unit, it suffers Perils of the Warp on any dice roll that includes a double, instead of only a double 1 or double 6.	Codex: Necrons p84
Illuminor	This model can use its Rites of Reanimation ability one additional time per turn.	Codex: Necrons p84
Mechanical Augmentation	At the end of your Movement phase, you can select one friendly NECRONS CORE unit within 6" of this model. If you do, roll one D3 and consult the table below. Each unit can only be selected for this ability once per battle.	Codex: Necrons p84
Rites of Reanimation (Necrons)	In your Command phase, you can select one friendly NECRONS CORE unit within 6" of this model. One destroyed model from that unit is Reanimated. If the selected unit is a NECRON WARRIORS unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.	Codex: Necrons p84

Mechanical Augmentation	Augmentation	Ref
Augmentation 1	Until the end of the battle, add 1 to the Strength characteristic of models in that unit.	Codex: Necrons p84
Augmentation 2	Until the end of the battle, add 1 to the Toughness characteristic of models in that unit.	Codex: Necrons p84
Augmentation 3	Until the end of the battle, improve the Ballistic Skill characteristic of models in that unit by 1.	Codex: Necrons p84

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Illuminor Szeras	8"	3+	3+	6	6	7	4	10	3+	Codex: Necrons p84

Warlord Trait	Description	Ref
Enduring Will	Each time an attack is allocated to this WARLORD, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	Codex: Necrons p64

Weapon	Range	Type	S	AP	D	Abilities	Ref
Eldritch Lance (Melee)	Melee	Melee	User	-4	2	-	Codex: Necrons p114
Eldritch Lance (Shooting)	36"	Assault D3	8	-4	D6	-	Codex: Necrons p112
Impaling Legs	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.	Codex: Necrons p114

Troops [24 PL, 520pts]

Necron Warriors [12 PL, 260pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS

Rules: *Command Protocols, Objective Secured, Reanimation Protocols*

Abilities: *Their Number Is Legion*

20x Necron Warrior (Gauss Flayer) [260pts]

    Selections: 20x Gauss Flayer

    Unit: *Necron Warrior*, **Weapon:** *Gauss Flayer*

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	Codex: Necrons p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Flayer	24"	Rapid Fire 1	4	-1	1	-	Codex: Necrons p112

Necron Warriors [12 PL, 260pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS

Rules: *Command Protocols, Objective Secured, Reanimation Protocols*

Abilities: *Their Number Is Legion*

20x Necron Warrior (Gauss Reaper) [260pts]

    Selections: 20x Gauss Reaper

    Unit: *Necron Warrior*, **Weapon:** *Gauss Reaper*

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	Codex: Necrons p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Reaper	12"	Assault 2	5	-2	1	-	Codex: Necrons p112

Elites [4 PL, 80pts]

Cryptothralls [2 PL, 40pts]

Categories: Cryptothralls, Faction: <Dynasty>, Faction: Canoptek, Faction: Necrons, Infantry, Elites

Rules: *Command Protocols, Living Metal, Reanimation Protocols*

Abilities: *Bound Creation, Protectors (Aura), Systematic Vigour*

2x Cryptothrall

Selections: 2x Scouring Eye, 2x Scythed Limbs

Unit: *Cryptothrall*, **Weapon:** *Scouring Eye, Scythed Limbs*

Abilities	Description	Ref
Bound Creation	If your army is Battle-forged, then for each CRYPTEK unit included in a Detachment, one CRYPTOTHRALLS unit can be included in that Detachment without taking up a Battlefield Role slot.	Codex: Necrons p95
Protectors (Aura)	While a friendly CRYPTEK unit is within 3" of this unit, enemy units cannot target that CRYPTEK unit with ranged weapons.	Codex: Necrons p95
Systematic Vigour	While this unit is within 6" of any friendly CRYPTEK units, models in this unit have a Weapon Skill and Ballistic Skill of 3+ and an Attacks characteristic of 6.	Codex: Necrons p95

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Cryptothrall	5"	4+	4+	5	5	2	3	10	3+	Codex: Necrons p95

Weapon	Range	Type	S	AP	D	Abilities	Ref
Scouring Eye	12"	Pistol 2	5	-2	1	-	Codex: Necrons p112
Scythed Limbs	Melee	Melee	User	-1	1	-	Codex: Necrons p115

Cryptothralls [2 PL, 40pts]

Categories: CRYPTOTHRALLS, FACTION: <DYNASTY>, FACTION: CANOPTEK, FACTION: NECRONS, INFANTRY, ELITES

Rules: *Command Protocols, Living Metal, Reanimation Protocols*

Abilities: *Bound Creation, Protectors (Aura), Systematic Vigour*

2x Cryptothrall

Selections: 2x Scouring Eye, 2x Scythed Limbs

Unit: *Cryptothrall*, **Weapon:** *Scouring Eye, Scythed Limbs*

Abilities	Description	Ref
Bound Creation	If your army is Battle-forged, then for each CRYPTEK unit included in a Detachment, one CRYPTOTHRALLS unit can be included in that Detachment without taking up a Battlefield Role slot.	Codex: Necrons p95
Protectors (Aura)	While a friendly CRYPTEK unit is within 3" of this unit, enemy units cannot target that CRYPTEK unit with ranged weapons.	Codex: Necrons p95
Systematic Vigour	While this unit is within 6" of any friendly CRYPTEK units, models in this unit have a Weapon Skill and Ballistic Skill of 3+ and an Attacks characteristic of 6.	Codex: Necrons p95

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Cryptothrall	5"	4+	4+	5	5	2	3	10	3+	Codex: Necrons p95

Weapon	Range	Type	S	AP	D	Abilities	Ref
Scouring Eye	12"	Pistol 2	5	-2	1	-	Codex: Necrons p112
Scythed Limbs	Melee	Melee	User	-1	1	-	Codex: Necrons p115

Heavy Support [14 PL, 280pts]

Canoptek Doomstalker [7 PL, 140pts]

Selections: Doomsday Blaster, Twin Gauss Flayer

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, FACTION: CANOPTEK, MONSTER, CANOPTEK DOOMSTALKER, HEAVY SUPPORT

Rules: *Command Protocols, Living Metal*

Abilities: *Containment Field, Sentinel Construct*, **Explosion:** *Explodes (5/6/D3)*, **Unit:** *Canoptek Doomstalker [1] (7+ Wounds Remaining), Canoptek Doomstalker [2] (4-6 Wounds Remaining), Canoptek Doomstalker [3] (1-3 Wounds Remaining)*, **Weapon:** *Doomsday Blaster (High Power), Doomsday Blaster (Low Power), Twin Gauss Flayer*

Abilities	Description	Ref
Containment Field	This model has a 4+ invulnerable save.	Codex: Necrons p106
Sentinel Construct	Each time an enemy unit declares a charge against a friendly <DYNASTY> or DYNASTIC AGENT unit within 6" of this model, unless this model is within Engagement Range of any enemy models, this model can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch). Each time this model fires Overwatch, it makes attacks with its doomsday blaster using the high power profile.	Codex: Necrons p106

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (5/6/D3)	5+	6"	D3	Codex: Necrons p106

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Doomstalker [1] (7+ Wounds Remaining)	10"	4+	4+	6	6	12	3	10	3+	Codex: Necrons p106
Canoptek Doomstalker [2] (4-6 Wounds Remaining)	8"	5+	4+	6	6	12	2	10	3+	Codex: Necrons p106
Canoptek Doomstalker [3] (1-3 Wounds Remaining)	6"	6+	4+	6	6	12	1	10	3+	Codex: Necrons p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
Doomsday Blaster (High Power)	48"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.	Codex: Necrons p112
Doomsday Blaster (Low Power)	24"	Heavy D6	8	-2	D3	Blast	Codex: Necrons p112
Twin Gauss Flayer	24"	Rapid Fire 2	4	-1	1	-	Codex: Necrons p113

Canoptek Doomstalker [7 PL, 140pts]

Selections: Doomsday Blaster, Twin Gauss Flayer

Categories: Faction: <Dynasty>, Faction: Necrons, Faction: Canoptek, Monster, Canoptek Doomstalker, Heavy Support

Rules: *Command Protocols, Living Metal*

Abilities: *Containment Field, Sentinel Construct*, **Explosion:** *Explodes (5/6/D3)*, **Unit:** *Canoptek Doomstalker [1] (7+ Wounds Remaining), Canoptek Doomstalker [2] (4-6 Wounds Remaining), Canoptek Doomstalker [3] (1-3 Wounds Remaining)*, **Weapon:** *Doomsday Blaster (High Power), Doomsday Blaster (Low Power), Twin Gauss Flayer*

Abilities	Description	Ref
Containment Field	This model has a 4+ invulnerable save.	Codex: Necrons p106
Sentinel Construct	Each time an enemy unit declares a charge against a friendly <DYNASTY> or DYNASTIC AGENT unit within 6" of this model, unless this model is within Engagement Range of any enemy models, this model can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch). Each time this model fires Overwatch, it makes attacks with its doomsday blaster using the high power profile.	Codex: Necrons p106

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (5/6/D3)	5+	6"	D3	Codex: Necrons p106

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Doomstalker [1] (7+ Wounds Remaining)	10"	4+	4+	6	6	12	3	10	3+	Codex: Necrons p106
Canoptek Doomstalker [2] (4-6 Wounds Remaining)	8"	5+	4+	6	6	12	2	10	3+	Codex: Necrons p106
Canoptek Doomstalker [3] (1-3 Wounds Remaining)	6"	6+	4+	6	6	12	1	10	3+	Codex: Necrons p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
Doomsday Blaster (High Power)	48"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.	Codex: Necrons p112
Doomsday Blaster (Low Power)	24"	Heavy D6	8	-2	D3	Blast	Codex: Necrons p112
Twin Gauss Flayer	24"	Rapid Fire 2	4	-1	1	-	Codex: Necrons p113

Force Rules

Dynastic Agents and Star Gods: DYNASTIC AGENT and C'TAN SHARD units can be included in a NECRONS detachment without preventing other units in that Detachment from gaining a Dynastic Code. DYNASTIC AGENT and C'TAN SHARD units never gain a Dynastic Code. You can include a maximum of one C'TAN SHARD model in each NECRONS Detachment in your army. (Codex: Necrons p51)

The Royal Court: When mustering your army, if it contains THE SILENT KING model, that model must be selected as your WARLORD. Otherwise, if your army contains a PHAERON model, that model must be selected as your WARLORD. Otherwise, if your army contains an OVERLORD model, that model must be selected as your WARLORD. Otherwise, if your army contains a LORD model, that model must be selected as your WARLORD. If your army contains none of the listed models, select your WARLORD as normal. (Codex: Necrons p51)

Selection Rules

Command Protocols: If every unit from your army (excluding DYNASTIC AGENT, C'TAN SHARD and UNALIGNED units) is from the same dynasty, and you select a NOBLE model to be your WARLORD, this unit is eligible to benefit from this ability and the following rules apply.

After both sides have deployed, but before you have determined who will have the first turn, you must assign a different one of the command protocols to each of the first five battle rounds, and note this down secretly on your army roster.

At the start of each battle round, if any NOBLE units from your army are on the battlefield, the command protocol that you assigned to that battle round becomes active for your army until the end of that battle round. Each command protocol is made up of two directives. When a command protocol becomes active for your army, reveal it to your opponent and select one of its directives. Until the assigned command protocol stops being active, while a unit that is eligible to benefit from this ability is within 6" of a friendly NECRONS CHARACTER model (excluding C'TAN SHARD models), that unit benefits from the selected directive.

If the battle lasts for more than five battle rounds, then until the end of the battle, whichever command protocol was active in the fifth battle round remains active. (Codex: Necrons p81)

Living Metal: At the start of your Command phase, each model in this unit regains 1 lost wound. (Codex: Necrons p80)

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal. (Warhammer 40,000 Core Book p237)

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

Each time a unit's reanimation protocols are enacted, make Reanimation Protocol rolls for that unit by rolling a number of D6 equal to the combined Wounds characteristics of all the reassembling models. Each Reanimation Protocol roll of 5+ is put into a pool. A Reanimation Protocol roll can never be modified by more than -1 or +1.

If the number of dice in that pool is greater than or equal to the Wounds characteristic of any of the reassembling models, select one of those models to be Reanimated. A Reanimated model:
-Is added back to its unit with its full wounds remaining.
-Can only set up within Engagement Range of enemy units that are already within Engagement Range of the Reanimated model's unit.
-Cannot, if it is your Charge phase, be set up closer to any enemy units that are targets of a charge declared by its unit this phase.
-No longer counts as having been destroyed for the purposes of Morale tests this turn.

You then reduce the number of dice in that pool by a number equal to the Wounds characteristic of the Reanimated model and repeat this process until either there are no more reassembling models, or the number of dice remaining in the pool is less than the Wounds characteristic of any of the reassembling models. Any models that did not Reanimate fail to reassemble, and any dice remaining in the pool are discarded. (Codex: Necrons p80)

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++ Patrol Detachment 0CP (Imperium - Adeptus Astartes - White Scars) [50 PL, 1,020pts, 5CP] ++

+ Configuration +

Chapter Selector: White Scars

Battle Size [6CP]: 2. Incursion (51-100 Total PL / 501-1000 Points)

Detachment Command Cost

+ HQ +

Chapter Master in Terminator Armour [8 PL, 145pts, -1CP]: Chapter Command: Chapter Master, Relic blade, Storm bolter, Stratagem: Hero of the Chapter

Kor'sarro Khan [6 PL, 110pts]: Bolt pistol, Frag & Krak grenades, Moonfang, Trophy Taker, Warlord

+ Troops +

Tactical Squad [10 PL, 215pts]
. 7x Space Marine: 7x Bolt pistol, 7x Boltgun, 7x Frag & Krak grenades
. Space Marine Sergeant: Frag & Krak grenades, Grav-pistol, Power sword
. Space Marine w/Heavy Weapon: Bolt pistol, Frag & Krak grenades, Missile launcher
. Space Marine w/Special Weapon: Bolt pistol, Frag & Krak grenades, Meltagun

+ Elites +

Vanguard Veteran Squad [6 PL, 125pts]
. Vanguard Veteran: Frag & Krak grenades, Lightning Claw, Storm shield
. Vanguard Veteran: Frag & Krak grenades, Lightning Claw, Storm shield
. Vanguard Veteran: Frag & Krak grenades, 2x Lightning Claw
. Vanguard Veteran: Frag & Krak grenades, Lightning Claw, Storm shield
. Vanguard Veteran Sergeant: Bolt pistol and Chainsword, Frag & Krak grenades

Dreadnought [7 PL, 160pts]: Twin lascannon
. Dreadnought combat weapon w/Heavy Flamer: Heavy flamer

+ Fast Attack +

Bike Squad [5 PL, 90pts]
. Biker Sergeant: Astartes Chainsword, Frag & Krak grenades, Twin boltgun
. 2x Space Marine Biker w/Bolt Pistol: 2x Bolt pistol, 2x Frag & Krak grenades, 2x Twin boltgun

+ Heavy Support +

Predator Destructor [8 PL, 175pts]: Predator autocannon, Storm bolter, Two Heavy Bolters

++ Total: [51 PL, 5CP, 1,020pts] ++

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50 pkt patrol (Warhammer 40,000 9th Edition) [50 PL, 3CP, 1,170pts]

Patrol Detachment 0CP (Tyranids) [50 PL, 1,170pts, 3CP]

Configuration [6CP]

Battle Size [6CP]
  Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]
  Categories: C. NFIGURATION

Detachment Command Cost
  Categories: CONFIGURATION

Hive Fleet
  Selections: Leviathan
  Categories: CONFIGURATION, LEVIATHAN
  Abilities: *Hive Fleet Adaptations, Synaptic Imperative*

Abilities	Description
Hive Fleet Adaptations	If your army is Battle-forged, all units in Tyranids Detachments gain a Hive Fleet Adaptation, so long as every unit in that Detachment is from the same hive fleet. The Hive Fleet Adaptation gained depends upon the hive fleet they are from, as shown in the table.
Synaptic Imperative	Roll a D6 each time a unit with this adaptation loses a wound whilst it is within 6" of a friendly Synapse unit from the same hive fleet. On a 6, the damage is ignored and the unit does not lose a wound. Ignore this adaptation on a unit that is currently affected by the Catalyst psychic power.

Stratagems [-2CP]

Bounty of the Hive Fleet [-1CP]
  Selections: 1 Extra Bio-artefact [-1CP]
  Categories: STRATAGEMS
  Abilities: *Bounty of the Hive Fleet*

Abilities	Description
Bounty of the Hive Fleet	Use this Stratagem before the battle. Your army can have one extra Bio-artefact for 1 CP, or two extra Bio-artefacts for 3 CPs. All of the Bio-artefacts that you include must be different and be given to different TYRANIDS CHARACTERS. You can only use this Stratagem once per battle.

Progeny of the Hive [-1CP]
  Categories: STRATAGEMS
  Abilities: *Stratagem: Progeny of the Hive*

Abilities	Description
Stratagem: Progeny of the Hive	Use this Stratagem before the battle. Select one TYRANIDS INFANTRY unit or one TYRANIDS MONSTER model from your army that does not have an Adaptive Physiology, and then select one Adaptive Physiology to apply to that unit or model until the end of the battle. You can only use this Stratagem once per battle.

HQ [17 PL, 347pts, -1CP]

Hive Tyrant [11 PL, 235pts, -1CP]

Selections: Adrenal Glands [5pts], Heavy Venom Cannon [20pts], Monstrous Boneswords [20pts], Power: Catalyst, Power: Onslaught, Power: Smite, Prehensile Pincer Tail, Relic: Synaptic Hive Blades, Stratagem: Alpha Leader-Beast [-1CP], Toxin Sacs [5pts], Warlord, Warlord Trait: Gestalt Commander, Warlord Trait: Swarm Leader, Wings [2 PL, 30pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, HQ, Character, Monster, Psyker, Hive Tyrant, Synapse, Warlord, Leviathan, Fly

Abilities: *Adrenal Glands, Alpha Leader-Beast, Death Throes, Gestalt Commander, Psychic Barrier, Shadow in the Warp, Swarm Leader, Swooping Assault, Synapse, Synaptic Hive Blades, The Will of the Hive Mind, Toxin Sacs,* **Psychic Power:** *Catalyst, Onslaught, Smite,* **Psyker:** *Hive Tyrant,* **Stat Damage - M, WS & BS:** *Hive Tyrant with Wings (1), Hive Tyrant with Wings (2), Hive Tyrant with Wings (3),* **Unit:** *Hive Tyrant,* **Weapon:** *Heavy Venom Cannon, Monstrous Boneswords, Prehensile Pincer Tail*

Adaptive Physiology
> **Selections:** Murderous Size
> **Abilities:** *Murderous Size*

Abilities	Description
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.
Alpha Leader-Beast	Use this Stratagem before the battle, when mustering your army, after nominating a LEVIATHAN CHARACTER that is not a named character to be your WARLORD. You can generate one additional Warlord Trait for them from the Leviathan Warlord Traits table (pg 88). Each Warlord Trait in your army must be unique (if randomly generated, re-roll any duplicates). You can only use this Stratagem once.
Death Throes	If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.
Gestalt Commander	At the start of each battle round, select one Warlord Trait from the Hive Fleet Warlord Traits (see Codex: Tyranids) for this WARLORD (you cannot select Perfectly Adapted or any Warlord Trait that a model in your army already has). Until the start of the next battle round, this WARLORD has the selected Warlord Trait - replace all instance of a hive fleet's keyword in that Warlord Trait (if any) with LEVIATHAN.
Murderous Size	Before the battle, select one melee weapon that this model is equipped with. Until the end of the battle, add 1 to the Strength and Damage characteristics of that weapon, and improve the Armour Penetration characteristic of that weapon by 1.
Psychic Barrier	A model with this ability has a 4+ invulnerable save.
Shadow in the Warp	Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.
Swarm Leader	In your Command phase, select one friendly LEVIATHAN INFANTRY, LEVIATHAN BEAST or LEVIATHAN SWARM unit within 9" of this WARLORD. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.
Swooping Assault	During deployment, you can set up a Hive Tyrant with wings circling high above instead of placing it on the battlefield. At the end of any of your Movement phases it can swoop down - set it up anywhere that is more than 9" away from any enemy models.
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.
Synaptic Hive Blades	Model with boneswords or monstrous boneswords only. Each time the bearer makes a melee attack with their boneswords or monstrous boneswords, invulnerable saving throws cannot be made against that attack.
The Will of the Hive Mind	The range of this model's Synapse ability is 18" rather than 12".
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.

Psychic Power	Warp Charge	Range	Details
Catalyst	6	18"	Select a friendly TYRANIDS unit within 18" of the psyker. Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+, the damage is ignored and the unit does not lose that wound.
Onslaught	6	18"	Select a friendly TYRANIDS unit within 18" of the psyker. That unit can shoot this turn (even if it Advanced) without suffering any penalties to its hit rolls for moving and shooting with Heavy weapons, or Advancing and shooting with Assault weapons. In addition, that unit can charge this turn even if it Advanced (though not if it Fell Back).
Smite	5	18"	The closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.

Psyker	Cast	Deny	Powers Known	Other
Hive Tyrant	2	1	Smite + 2 Hive Mind	-

Stat Damage - M, WS & BS	Remaining W	Movement	WS	BS
Hive Tyrant with Wings (1)	7-12+	16"	2+	3+
Hive Tyrant with Wings (2)	4-6	12"	3+	3+
Hive Tyrant with Wings (3)	1-3	8"	4+	4+

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hive Tyrant	*	*	*	6	7	12	4	10	3+

Weapon	Range	Type	S	AP	D	Abilities
Heavy Venom Cannon	36"	Assault D3	9	-2	3	Blast
Monstrous Boneswords	Melee	Melee	User	-2	3	A model armed with monstrous boneswords can make 1 additional attack with them in the Fight phase.
Prehensile Pincer Tail	Melee	Melee	User	0	D3	Each time the bearer fights, make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.

Tyranid Prime [6 PL, 112pts]

Selections: Adrenal Glands [5pts], Boneswords [3pts], Deathspitter [6pts], Flesh Hooks [3pts], Relic: Biomorphic Carapace, Synaptic Link: Unchecked Ferocity [1 PL, 15pts], Toxin Sacs [5pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, HQ, Character, Infantry, Synapse, Leviathan

Abilities: *Adrenal Glands, Alpha Warrior, Biomorphic Carapace, Shadow in the Warp, Synapse, Toxin Sacs, Unchecked Ferocity (Synaptic Link),* **Unit:** *Tyranid Prime,* **Weapon:** *Boneswords, Deathspitter, Flesh Hooks*

Abilities	Description
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.
Alpha Warrior	You can add 1 to hit rolls for all <HIVE FLEET> Tyranid Warrior units that are within 6" of any friendly <HIVE FLEET> Tyranid Primes.
Biomorphic Carapace	Each time an attack is made against the bearer, subtract 1 from that attack's wound roll.
Shadow in the Warp	Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.
Unchecked Ferocity (Synaptic Link)	Each time a melee attack is made by a model in this unit, an unmodified hit roll of 6 automatically wounds the target.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Tyranid Prime	6"	2+	3+	5	5	6	4	10	3+

Weapon	Range	Type	S	AP	D	Abilities
Boneswords	Melee	Melee	User	-2	1	A model armed with a bonesword can make 1 additional attack with them in the Fight phase.
Deathspitter	24"	Assault 3	5	-1	1	-
Flesh Hooks	6"	Assault 2	User	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.

Troops [13 PL, 357pts]

Tyranid Warriors [13 PL, 357pts]
> **Selections:** Adrenal Glands [9pts], Flesh Hooks [27pts], Synaptic Link: Bioweapon Bond [1 PL, 15pts], Toxin Sacs [45pts]
> **Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, TROOPS, SYNAPSE, INFANTRY
> **Abilities:** Adrenal Glands, Bioweapon Bond (Synaptic Link), Shadow in the Warp, Synapse, Toxin Sacs, **Weapon:** Flesh Hooks

> **Tyranid Warrior [26pts]**
> > **Selections:** Boneswords [3pts], Deathspitter [6pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Deathspitter

> **Tyranid Warrior [26pts]**
> > **Selections:** Boneswords [3pts], Deathspitter [6pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Deathspitter

> **Tyranid Warrior [26pts]**
> > **Selections:** Boneswords [3pts], Deathspitter [6pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Deathspitter

> **Tyranid Warrior [26pts]**
> > **Selections:** Boneswords [3pts], Deathspitter [6pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Deathspitter

> **Tyranid Warrior [26pts]**
> > **Selections:** Boneswords [3pts], Deathspitter [6pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Deathspitter

> **Tyranid Warrior [26pts]**
> > **Selections:** Boneswords [3pts], Deathspitter [6pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Deathspitter

> **Tyranid Warrior (Bio-cannon) [35pts]**
> > **Selections:** Boneswords [3pts], Venom Cannon [15pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Venom Cannon

> **Tyranid Warrior (Bio-cannon) [35pts]**
> > **Selections:** Boneswords [3pts], Venom Cannon [15pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Venom Cannon

> **Tyranid Warrior (Bio-cannon) [35pts]**
> > **Selections:** Boneswords [3pts], Venom Cannon [15pts]
> > **Unit:** Tyranid Warrior, **Weapon:** Boneswords, Venom Cannon

Abilities	Description
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.
Bioweapon Bond (Synaptic Link)	Each time an attack is made by a model in this unit, add 1 to that attack's hit roll.
Shadow in the Warp	Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Tyranid Warrior	6"	3+	4+	4	4	3	3	9	4+

Weapon	Range	Type	S	AP	D	Abilities
Boneswords	Melee	Melee	User	-2	1	A model armed with boneswords can make 1 additional attack with them in the Fight phase.
Deathspitter	24"	Assault 3	5	-1	1	-
Flesh Hooks	6"	Assault 2	User	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Venom Cannon	36"	Assault D3	8	-2	D3	Blast

Elites [20 PL, 466pts]

Hive Guard [12 PL, 306pts]
> **Selections:** Adrenal Glands [6pts], Toxin Sacs [30pts]
> **Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, ELITES, INFANTRY
> **Abilities:** Adrenal Glands, Instinctive Behaviour, Toxin Sacs

> **6x Hive Guard (Impaler) [270pts]**
> > **Selections:** 6x Impaler Cannon [60pts]
> > **Unit:** Hive Guard, **Weapon:** Impaler Cannon

Abilities	Description
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> SYNAPSE unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hive Guard	5"	4+	3+	4	5	3	2	7	4+

Weapon	Range	Type	S	AP	D	Abilities
Impaler Cannon	36"	Heavy 2	8	-2	D3	This weapon can target units that are not visible to the bearer. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.

Zoanthropes [8 PL, 160pts]
  Selections: Power: Smite, Power: The Horror, Synaptic Link: Psychic Channeling [1 PL, 10pts]
  Categories: Faction: <Hive Fleet>, Faction: Tyranids, Fly, Elites, Infantry, Psyker, Zoanthrope, Synapse
  Abilities: *Psychic Channeling (Synaptic Link), Shadow in the Warp, Synapse, Warp Blast, Warp Field,* **Psychic Power:** *Smite, The Horror,* **Psyker:** *Zoanthropes*
  3x Zoanthrope [150pts]
    Selections: 3x Claws and Teeth
    Unit: *Zoanthrope,* **Weapon:** *Claws and Teeth*

Abilities	Description
Psychic Channeling (Synaptic Link)	Each time a Psychic test is taken for this unit, roll one additional D6 and discard one of the dice.
Shadow in the Warp	Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.
Warp Blast	When this unit manifests the Smite psychic power, it affects the closest enemy unit within 24", instead of within 18". In addition, it inflicts an additional D3 mortal wounds on that enemy unit if this unit contains 4 or 5 Zoanthropes, or an additional 3 mortal wounds if it contains 6 Zoanthropes.
Warp Field	Models in this unit have a 3+ invulnerable save.

Psychic Power	Warp Charge	Range	Details
Smite	5	18"	The closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.
The Horror	6	24"	Select one enemy unit within 24" of and visible to the psyker. Until the start of your next Psychic phase, that unit must subtract 1 from their hit rolls and Leadership characteristic.

Psyker	Cast	Deny	Powers Known	Other
Zoanthropes	1	1	Smite + 1 Hive Mind	A Zoanthrope unit of 4 or more models can instead attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. When manifesting or denying a psychic power with a Zoanthrope unit, first select a model in the unit - measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp causes the last model in the Zoanthrope unit to be slain.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Zoanthrope	5"	4+	3+	4	4	3	1	9	5+

Weapon	Range	Type	S	AP	D	Abilities
Claws and Teeth	Melee	Melee	User	0	1	-

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DG 50PL_1 (Warhammer 40,000 9th Edition) [50 PL, 2CP, 990pts]

Battalion Detachment 0CP (Chaos - Death Guard) [50 PL, 2CP, 990pts]
Rules: *Contagion Abilities, Plague Weapon*

Configuration [3CP]

Battle Size [3CP]
>**Selections:** 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]
>**Categories:** CONFIGURATION

Detachment Command Cost
>**Categories:** CONFIGURATION

Plague Company
>**Selections:** The Ferrymen
>**Categories:** CONFIGURATION

Stratagems [-1CP]

Gifts of Decay [-1CP]
>**Selections:** Additional Relics [-1CP]
>**Categories:** STRATAGEMS

HQ [12 PL, 225pts]

Lord of Virulence [7 PL, 130pts]
>**Selections:** 1. Revoltingly Resilient, Blight grenades, Krak grenades, Plague claw, Plague Skull of Glothila, Twin plague spewer, Viscous Death [1 PL, 10pts], Warlord
>**Categories:** HQ, FACTION: CHAOS, FACTION: NURGLE, FACTION: HERETIC ASTARTES, FACTION: DEATH GUARD, INFANTRY, CHARACTER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, LORD OF VIRULENCE, FACTION: FERRYMEN, FERRYMEN WARLORD, WARLORD
>**Rules:** *Contagions of Nurgle, Deadly Pathogens, Inexorable Advance*
>**Abilities:** *Diseased Terminator Armour, Disgustingly Resilient, Lord of the Death Guard (Aura), Master of Destruction (Aura), Plague Skull of Glothila, Revoltingly Resilient, Teleport Strike, Viscous Death*, **Unit:** *Lord of Virulence*, **Weapon:** *Blight grenade, Krak grenades, Plague claw, Twin plague spewer*

Abilities	Description	Ref
Diseased Terminator Armour	Models in this unit have a 4+ invulnerable save.	
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Lord of the Death Guard (Aura)	While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	
Master of Destruction (Aura)	While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this model, each time a model in that unit makes a ranged attack with a Plague Weapon, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.	
Plague Skull of Glothila	Once per battle, at the end of your Movement phase, the bearer can use this Relic. If it does, select one enemy unit within 6" of the bearer and roll seven D6s; for each 4-5, that unit suffers 1 mortal wound; for each 6, that unit suffers D3 mortal wounds.	
Revoltingly Resilient	Each time this WARLORD would lose a wound, roll a D6: on a 5+, that wound is not lost.	
Teleport Strike	During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.	
Viscous Death	Each time you roll to determine the number of attacks made with this weapon, you can re-roll the result.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Lord of Virulence	5"	2+	2+	4	5	6	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plague claw	Melee	Melee	x2	-3	2	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	
Twin plague spewer	12"	Heavy 2D6	5	-1	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits the target.	

Malignant Plaguecaster [5 PL, 95pts]

Selections: 1. Miasma of Pestilence, 5. Curse of the Leper, Blight grenades, Bolt pistol, Corrupted staff, Krak grenades, Smite

Categories: Character, Faction: Death Guard, HQ, Infantry, Faction: Heretic Astartes, Faction: Nurgle, Psyker, Faction: Chaos, Bubonic Astartes, Malignant Plaguecaster, Faction: Ferrymen, Ferrymen Warlord

Rules: Contagions of Nurgle, Inexorable Advance

Abilities: Disgustingly Resilient, Pestilential Fallout, **Psychic Power:** Curse of the Leper, Miasma of Pestilence, Smite, **Psyker:** Malignant Plaguecaster, **Unit:** Malignant Plaguecaster, **Weapon:** Blight grenade, Bolt pistol, Corrupted staff, Krak grenades

Abilities	Description	Ref
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Pestilential Fallout	Each time this model successfully manifests a psychic power, if the result of the Psychic test was 7 or more, the closest enemy unit within 12" suffers one mortal wound.	

Psychic Power	Warp Charge	Range	Details	Ref
Curse of the Leper	6	18"	Witchfire: If manifested, select the closest enemy unit that is within 18" of and visible to this PSYKER. Roll seven D6s: for each dice result that exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound.	
Miasma of Pestilence	6	18"	Blessing: If manifested, select one friendly DEATH GUARD unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Malignant Plaguecaster	2	1	Smite and 2 powers from the Contagion discipline	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Malignant Plaguecaster	5"	3+	3+	4	5	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Corrupted staff	Melee	Melee	+3	-1	D3	Plague Weapon.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Troops [13 PL, 265pts]

Plague Marines [6 PL, 115pts]

Categories: Faction: Nurgle, Faction: Heretic Astartes, Infantry, Faction: Chaos, Faction: Death Guard, Troops, Plague Marines, Core, Bubonic Astartes, Faction: Ferrymen

Rules: *Contagions of Nurgle, Inexorable Advance, Malicious Volleys, Objective Secured*

Abilities: *Disgustingly Resilient, Remorseless, Vectors of Death*, **Unit:** *Plague Marine*

Plague Champion [21pts]

Selections: Blight grenades, Boltgun, Krak grenades, Plague knife

Unit: *Plague Champion*, **Weapon:** *Blight grenade, Boltgun, Krak grenades, Plague knife*

Plague Marine w/ blight launcher [31pts]

Selections: Blight grenades, Blight launcher [10pts], Krak grenades, Plague knife

Weapon: *Blight grenade, Blight launcher, Krak grenades, Plague knife*

3x Plague Marine w/ boltgun [63pts]

Selections: 3x Blight grenades, 3x Boltgun, 3x Krak grenades, 3x Plague knife

Weapon: *Blight grenade, Boltgun, Krak grenades, Plague knife*

Abilities	Description	Ref
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Remorseless	Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.	
Vectors of Death	A Plague Marine equipped with 2 melee plague weapons has an Attacks characteristic of 3.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plague Champion	5"	3+	3+	4	5	2	3	8	3+	
Plague Marine	5"	3+	3+	4	5	2	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Blight launcher	24"	Assault 2	6	-2	2	Plague Weapon	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plague knife	Melee	Melee	User	-1	1	Plague Weapon	

Poxwalkers [5 PL, 100pts]

Categories: TROOPS, INFANTRY, FACTION: NURGLE, FACTION: DEATH GUARD, FACTION: CHAOS, POXWALKERS, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Objective Secured*

Abilities: *Curse of the Walking Pox, Fodder, Mindless Horde, Unending Horde*

20x Poxwalker [100pts]

Selections: 20x Improvised weapon

Unit: *Poxwalker*, **Weapon:** *Improvised weapon*

Abilities	Description	Ref
Curse of the Walking Pox	Each time a melee attack is made by a model in this unit, if an enemy model is destroyed (excluding VEHICLE or MONSTER models), one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.	
Fodder	Each time a Morale test is taken for this unit, it is automatically passed.	
Mindless Horde	This unit cannot perform actions (excluding the Spread the Sickness action).	
Unending Horde	Each time a model in this unit would lose a wound, roll one D6; on a 6, that wound is not lost.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Poxwalker	4"	4+	-	3	4	1	2	4	7+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Improvised weapon	Melee	Melee	User	0	1	-	

Poxwalkers [2 PL, 50pts]

Categories: TROOPS, INFANTRY, FACTION: NURGLE, FACTION: DEATH GUARD, FACTION: CHAOS, POXWALKERS, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Objective Secured*

Abilities: *Curse of the Walking Pox, Fodder, Mindless Horde, Unending Horde*

10x Poxwalker [50pts]

    Selections: 10x Improvised weapon

    Unit: *Poxwalker*, **Weapon:** *Improvised weapon*

Abilities	Description	Ref
Curse of the Walking Pox	Each time a melee attack is made by a model in this unit, if an enemy model is destroyed (excluding VEHICLE or MONSTER models), one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.	
Fodder	Each time a Morale test is taken for this unit, it is automatically passed.	
Mindless Horde	This unit cannot perform actions (excluding the Spread the Sickness action).	
Unending Horde	Each time a model in this unit would lose a wound, roll one D6; on a 6, that wound is not lost.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Poxwalker	4"	4+	-	3	4	1	2	4	7+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Improvised weapon	Melee	Melee	User	0	1	-	

Elites [16 PL, 325pts]

Deathshroud Terminators [7 PL, 170pts]

Categories: FACTION: CHAOS, FACTION: DEATH GUARD, ELITES, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: NURGLE, TERMINATOR, DEATHSHROUD TERMINATORS, BUBONIC ASTARTES, CORE, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Inexorable Advance*

Abilities: *Bodyguard (Aura), Diseased Terminator Armour, Disgustingly Resilient, Remorseless, Teleport Strike*

Deathshroud Champion [70pts]

    Selections: Chimes of contagion [15pts], Manreaper, 2x Plaguespurt gauntlet [5pts]

    Abilities: *Chimes of contagion*, **Unit:** *Deathshroud Champion*, **Weapon:** *Manreaper, Manreaper - Cleave, Manreaper - Scythe, Plaguespurt gauntlet*

2x Deathshroud Terminator [100pts]

    Selections: 2x Manreaper, 2x Plaguespurt gauntlet

    Unit: *Deathshroud Terminator*, **Weapon:** *Manreaper, Manreaper - Cleave, Manreaper - Scythe, Plaguespurt gauntlet*

Abilities	Description	Ref
Bodyguard (Aura)	While a friendly <PLAGUE COMPANY> CHARACTER unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that CHARACTER unit with ranged attacks.	
Chimes of contagion	Add 3" to the Contagion Range of all Contagion abilities that the bearer's unit has (to a maximum of 12").	
Diseased Terminator Armour	Models in this unit have a 4+ invulnerable save.	
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Remorseless	Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.	
Teleport Strike	During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Deathshroud Champion	5"	2+	3+	4	5	3	5	9	2+	
Deathshroud Terminator	5"	2+	3+	4	5	3	4	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Manreaper	-	-	-	-	-	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.	
Manreaper - Cleave	Melee	Melee	+3	-3	2	Plague Weapon. Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.	
Manreaper - Scythe	Melee	Melee	+1	-1	1	Plague Weapon. Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.	
Plaguespurt gauntlet	12"	Pistol D6	3	0	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits the target.	

Foul Blightspawn [5 PL, 85pts]

Selections: Blight grenades, Krak grenades, Plague sprayer, Revolting Stench-vats, Unholy death's head grenade, Viscous Death [1 PL, 10pts]

Categories: Faction: Chaos, Character, Faction: Death Guard, Faction: Heretic Astartes, Infantry, Faction: Nurgle, Bubonic Astartes, Elites, Foetid Virion, Foul Blightspawn, Faction: Ferrymen

Rules: *Contagions of Nurgle, Deadly Pathogens, Inexorable Advance*

Abilities: *Disgustingly Resilient, Putrefying Stink, Revolting Stench (Aura), Viscous Death*, **Unit:** *Foul Blightspawn*, **Weapon:** *Blight grenade, Krak grenades, Plague sprayer, Unholy death's head grenade*

Abilities	Description	Ref
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Putrefying Stink	At the start of the Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.	
Revolting Stench (Aura)	While an enemy unit is within 6" of the bearer, that unit cannot make use of any rules that allow it to fight first and never counts as having made a charge move this turn, irrespective of any abilities that unit may have.	
Viscous Death	Each time you roll to determine the number of attacks made with this weapon, you can re-roll the result.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Foul Blightspawn	5"	3+	3+	4	5	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plague sprayer	12"	Assault D6	7	-3	2	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits the target.	
Unholy death's head grenade	6"	Grenade 2D6	5	-1	1	Blast. Plague Weapon. The bearer can only shoot with this weapon once per battle.	

Tallyman [4 PL, 70pts]

Selections: Blight grenades, Krak grenades, Plasma pistol

Categories: FACTION: CHAOS, CHARACTER, FACTION: DEATH GUARD, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: NURGLE, BUBONIC ASTARTES, ELITES, FOETID VIRION, TALLYMAN, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Inexorable Advance*

Abilities: *Disgustingly Resilient, Malicious Calculation, The Seven-fold Chant*, **Unit:** *Tallyman*, **Weapon:** *Blight grenade, Krak grenades, Plasma pistol, Standard, Plasma pistol, Supercharge*

Abilities	Description	Ref
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Malicious Calculation	In your Command phase, this model can tally for one friendly <PLAGUE COMPANY> CORE unit within 6" of it. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be tallied for once per turn.	
The Seven-fold Chant	At the start of the Command phase, if this model is on the battlefield, roll 2D6, on a 7+ you gain 1 Command point.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tallyman	5"	3+	3+	4	5	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	

Heavy Support [9 PL, 175pts]

Plagueburst Crawler [9 PL, 175pts]

    Selections: 2x Entropy cannon [10pts], Heavy slugger, Plagueburst Mortar

    Categories: FACTION: CHAOS, DAEMON, FACTION: DEATH GUARD, HEAVY SUPPORT, FACTION: HERETIC ASTARTES, FACTION: NURGLE, VEHICLE, DAEMON ENGINE, PLAGUEBURST CRAWLER, FACTION: FERRYMEN

    Rules: *Contagions of Nurgle*

    Abilities: *Daemonic, Disgustingly Resilient, Explodes*, **Unit:** *Plagueburst Crawler 1 (6+ wounds remaining), Plagueburst Crawler 2 (3-5 wounds remaining), Plagueburst Crawler 3 (1-2 wounds remaining)*, **Weapon:** *Entropy cannon, Heavy slugger, Plagueburst Mortar*

Abilities	Description	Ref
Daemonic	Models in this unit have a 5+ invulnerable save.	
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plagueburst Crawler 1 (6+ wounds remaining)	9"	6+	3+	7	8	12	4	8	3+	
Plagueburst Crawler 2 (3-5 wounds remaining)	6"	6+	4+	6	8	N/A	4	8	3+	
Plagueburst Crawler 3 (1-2 wounds remaining)	4"	6+	5+	5	8	N/A	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Entropy cannon	36"	Heavy 1	8	-4	D3+3	Plague Weapon	
Heavy slugger	36"	Heavy 4	5	-1	1	-	
Plagueburst Mortar	48"	Heavy D6	8	-2	2	Blast. Plague Weapon. This weapon can target units that are not visible to the bearer.	

Force Rules

Contagion Abilities: Contagion abilities affect enemy models or units within Contagion Range - this changes with the battle round number, increasing as the battle progresses, as shown in the table below. The effects of multiple, identically named Contagion abilities is not cumulative (i.e. if an enemy unit is within range of two models with the same Contagion ability, that Contagion ability only applies to the enemy unit once). Note, that while similar in many regards to Aura abilities, Contagion abilities are not affected by abilities that affect Aura abilities, and vice versa.

Battle Round 1 - 1"
Battle Round 2 - 3"
Battle Round 3 - 6"
Battle Round 4 - 9" ()

Plague Weapon: You can re-roll wound rolls of 1 for a weapon with this ability. ()

Selection Rules

Contagions of Nurgle: If every unit from your army has the DEATH GUARD keyword (excluding UNALIGNED units), this unit gains the following ability:

Nurgle's Gift (Contagion): While an enemy unit is within Contagion Range of this unit (see below), subtract 1 from the Toughness characteristic of models in that unit. ()

Deadly Pathogens: Each time you give a model a Deadly Pathogen, select one plague weapon that model is equipped with to upgrade (this cannot be a Grenade weapon or a Relic). In addition to the effects listed for that Deadly Pathogen, add1 to the Strength characteristic of that plague weapon. The Power rating of that

model's unit is increased by 1. ()

Inexorable Advance: - This unit counts as having Remained Stationary if it did not Fall Back or Advance in your previous Movement phase.
- If this unit has the VEHICLE keyword, it does not suffer the penalty incurred to its hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of it.
- If this unit has the INFANTRY keyword, it can ignore any or all modifiers to its Move characteristic, Advance rolls and charge rolls. ()

Malicious Volleys: Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:
• The shooting model's target is within half the weapon's range.
• The shooting model is Infantry and its unit Remained
Stationary in your previous Movement phase.
• The shooting model is a Terminator.
For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 88) with the Rapid Fire type. ()

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal. (Warhammer 40,000 Core Book p237)

Created with

2022 First Blood Turnier - - Necrons (Warhammer 40,000 9th Edition)[50 PL, 1CP, 1,065pts]

Patrol Detachment 0CP (Necrons) [50 PL, 1CP, 1,065pts]
Rules: *Dynastic Agents and Star Gods, The Royal Court*

Configuration [3CP]

Battle Size [3CP]
Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]
Categories: CONFIGURATION

Detachment Command Cost
Categories: CONFIGURATION

Dynasty Choice
Selections: Dynasty: Nihilakh
Categories: CONFIGURATION
Rules: *Objective Secured*
Dynastic Code: *Aggressively Territorial*

Dynastic Code	Description	Ref
Aggressively Territorial	Units with this code have the Objective Secured ability. If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker. Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this code, if that model's unit is wholly within its controller's deployment zone, that attack has an Armour Penetration characteristic of 0 instead. When the Protocol of the Eternal Guardian becomes active for your army, if every unit in your army (excluding DYNASTIC AGENT and C'TAN SHARD units) has this code, you can select both of that command protocol's directives instead of just one.	Codex: Necrons p52

Gametype
Selections: Matched
Categories: CONFIGURATION

HQ [10 PL, -2CP, 180pts]

Overlord [6 PL, -2CP, 100pts]

Selections: Hand of the Phaeron [-2CP], Relic: Veil of Darkness, Warlord, Warlord Trait (Codex 4): Thrall of the Silent King

Categories: Character, Faction: <Dynasty>, Faction: Necrons, Infantry, Overlord, Noble, HQ, Warlord, Phaeron

Rules: *Command Protocols, Living Metal*

Abilities: *My Will Be Done, Phaeron, Phase Shifter, Relentless March (Aura), Veil of Darkness*, **Unit:** *Overlord*, **Warlord Trait:** *Thrall of the Silent King*

Tachyon Arrow and Hyperphase Glaive [5pts]

Selections: Hyperphase Glaive, Tachyon Arrow [5pts]

Weapon: *Hyperphase Glaive, Tachyon Arrow*

Abilities	Description	Ref
My Will Be Done	In your Command phase, you can select one friendly <DYNASTY> CORE unit within 9" of this unit. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.	Codex: Necrons p88
Phaeron	This model can use its My Will Be Done one additional time per turn.	Codex: Necrons p82
Phase Shifter	This model has a 4+ invulnerable Save.	Codex: Necrons p82
Relentless March (Aura)	While a friendly <DYNASTY> CORE unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.	Codex: Necrons p86
Veil of Darkness	Once per battle, in your Movement phase, the bearer can use this Relic. If it does, the bearer's unit and up to one friendly <DYNASTY> CORE unit within 3" of the bearer can be removed from the battlefield and set back up anywhere on the battlefield that is more than 9" away from any enemy models. If two units are set back up on the battlefield using this Relic, both units must be placed wholly within 6" of each other.	Codex: Necrons p66

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Overlord	6"	2+	2+	5	5	5	4	10	3+	Codex: Necrons p89

Warlord Trait	Description	Ref
Thrall of the Silent King	Add 3" to the range of this WARLORD's aura abilities (to a maximum of 9"). In addition, when this WARLORD uses its My Will Be Done, The Lord's Will or Adaptive Strategy abilities, you can select one friendly <DYNASTY> CORE unit within 12" of this WARLORD instead of 9"	Codex: Necrons p64

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hyperphase Glaive	Melee	Melee	+2	-3	D3	-	Codex: Necrons p114
Tachyon Arrow	120"	Assault 1	12	-5	D6	The bearer can only shoot with this weapon once per battle.	Codex: Necrons p113

Technomancer [4 PL, 80pts]

Selections: Canoptek Cloak [5pts], Staff of Light

Categories: CHARACTER, CRYPTEK, FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, TECHNOMANCER, HQ, FLY

Rules: Command Protocols, Living Metal

Abilities: Canoptek Cloak, Dynastic Advisors, Rites of Reanimation, **Unit:** Technomancer, **Weapon:** Staff of Light (Melee), Staff of Light (Shooting)

Abilities	Description	Ref
Canoptek Cloak	The bearer has a Move characteristic of 10" and the FLY keyword. In addition, at the end of your Movement phase, you can repair one friendly <DYNASTY> model within 3" of this model. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.	Codex: Necrons p90
Dynastic Advisors	If your army is Battle-forged, then for each CRYPTEK unit (excluding DYNASTIC AGENTS units) included in a Detachment that also contains at least one NOBLE unit, a second CRYPTEK unit (excluding DYNASTIC AGENTS units) can be included in that Detachment without taking up an additional Battlefield Role slot. [These are located in the Cryptek Selection under Dynastic Advisor]	Codex: Necrons p90
Rites of Reanimation	In your Command phase, you can select one friendly <DYNASTY> CORE unit within 6" of this model. One destroyed model from that unit is Reanimated. If the selected unit is a NECRON WARRIORS unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.	Codex: Necrons p84

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Technomancer	5"	3+	3+	4	4	4	1	10	4+	Codex: Necrons p90

Weapon	Range	Type	S	AP	D	Abilities	Ref
Staff of Light (Melee)	Melee	Melee	User	-2	1	-	Codex: Necrons p115
Staff of Light (Shooting)	18"	Assault 3	5	-2	1	-	Codex: Necrons p113

Troops [24 PL, 520pts]

Necron Warriors [12 PL, 260pts]

    Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS

    Rules: *Command Protocols, Objective Secured, Reanimation Protocols*

    Abilities: *Their Number Is Legion*

    20x Necron Warrior (Gauss Flayer) [260pts]

        Selections: 20x Gauss Flayer

        Unit: *Necron Warrior*, **Weapon:** *Gauss Flayer*

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	Codex: Necrons p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Flayer	24"	Rapid Fire 1	4	-1	1	-	Codex: Necrons p112

Necron Warriors [12 PL, 260pts]

    Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS

    Rules: *Command Protocols, Objective Secured, Reanimation Protocols*

    Abilities: *Their Number Is Legion*

    20x Necron Warrior (Gauss Flayer) [260pts]

        Selections: 20x Gauss Flayer

        Unit: *Necron Warrior*, **Weapon:** *Gauss Flayer*

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	Codex: Necrons p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Flayer	24"	Rapid Fire 1	4	-1	1	-	Codex: Necrons p112

Elites [5 PL, 105pts]

Skorpekh Destroyers [5 PL, 105pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, FACTION: DESTROYER CULT, INFANTRY, SKORPEKH DESTROYERS, ELITES

Rules: *Command Protocols, Living Metal, Reanimation Protocols*

Abilities: *Hardwired for Destruction*

Skorpekh Destroyer (Reap-Blade) [35pts]

Selections: Hyperphase Reap-Blade

Unit: *Skorpekh Destroyer*, **Weapon:** *Hyperphase Reap-Blade*

2x Skorpekh Destroyer (Thresher) [70pts]

Selections: 2x Hyperphase Threshers

Unit: *Skorpekh Destroyer*, **Weapon:** *Hyperphase Threshers*

Abilities	Description	Ref
Hardwired for Destruction	Each time this model makes an attack, re-roll a hit roll of 1.	Codex: Necrons p86

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Skorpekh Destroyer	8"	3+	3+	5	5	3	3	10	3+	Codex: Necrons p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hyperphase Reap-Blade	Melee	Melee	+2	-4	3	-	Codex: Necrons p114
Hyperphase Threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Necrons p114

Fast Attack [5 PL, 135pts]

Canoptek Wraiths [5 PL, 135pts]

Categories: Beast, Canoptek Wraiths, Faction: <Dynasty>, Faction: Necrons, Faction: Canoptek, Fast Attack

Rules: *Command Protocols, Living Metal, Reanimation Protocols*

Abilities: *Slinking Strike, Wraith Form*

3x Canoptek Wraith (Claws/Transdimensional Beamer) [135pts]

Selections: 3x Transdimensional Beamer [30pts], 3x Vicious Claws

Unit: *Canoptek Wraith*, **Weapon:** *Transdimensional Beamer, Vicious Claws*

Abilities	Description	Ref
Slinking Strike	This unit is eligible to shoot and declare a charge with in a turn in which it Fell Back	Codex: Necrons p103
Wraith Form	Models in this unit have a 4+ invulnerable save. In addition, each time this unit makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).	Codex: Necrons p103

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Wraith	12"	4+	4+	4	5	3	4	10	3+	Codex: Necrons p103

Weapon	Range	Type	S	AP	D	Abilities	Ref
Transdimensional Beamer	12"	Assault 1	4	-3	3	-	Codex: Necrons p113
Vicious Claws	Melee	Melee	+2	-2	2	-	Codex: Necrons p115

Heavy Support [6 PL, 125pts]

Annihilation Barge [6 PL, 125pts]

Selections: Gauss Cannon [5pts], Twin Tesla Destructor

Categories: ANNIHILATION BARGE, FACTION: <DYNASTY>, FACTION: NECRONS, FLY, VEHICLE, QUANTUM SHIELDING, HEAVY SUPPORT

Rules: *Command Protocols, Living Metal*

Abilities: *Hovering, Quantum Shielding*, **Explosion:** *Explodes (6/3/1)*, **Unit:** *Annihilation Barge*, **Weapon:** *Gauss Cannon, Twin Tesla Destructor*

Abilities	Description	Ref
Hovering	Distances are measured to and from either this model's hull or its base, whichever is the closest.	Codex: Necrons p88
Quantum Shielding	This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.	Codex: Necrons p88

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (6/3/1)	6	3"	1	Codex: Necrons p88

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Annihilation Barge	12"	6+	3+	5	6	8	3	10	3+	Codex: Necrons p104

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Cannon	24"	Heavy 3	6	-3	D3	-	Codex: Necrons p112
Twin Tesla Destructor	36"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.	Codex: Necrons p113

Force Rules

Dynastic Agents and Star Gods: DYNASTIC AGENT and C'TAN SHARD units can be included in a NECRONS detachment without preventing other units in that Detachment from gaining a Dynastic Code. DYNASTIC AGENT and C'TAN SHARD units never gain a Dynastic Code. You can include a maximum of one C'TAN SHARD model in each NECRONS Detachment in your army. (Codex: Necrons p51)

The Royal Court: When mustering your army, if it contains THE SILENT KING model, that model must be selected as your WARLORD. Otherwise, if your army contains a PHAERON model, that model must be selected as your WARLORD. Otherwise, if your army contains an OVERLORD model, that model must be selected as your WARLORD. Otherwise, if your army contains a LORD model, that model must be selected as your WARLORD. If your army contains none of the listed models, select your WARLORD as normal. (Codex: Necrons p51)

Selection Rules

Command Protocols: If every unit from your army (excluding DYNASTIC AGENT, C'TAN SHARD and UNALIGNED units) is from the same dynasty, and you select a NOBLE model to be your WARLORD, this unit is eligible to benefit from this ability and the following rules apply.

After both sides have deployed, but before you have determined who will have the first turn, you must assign a different one of the command protocols to each of the first five battle rounds, and note this down secretly on your army roster.

At the start of each battle round, if any NOBLE units from your army are on the battlefield, the command protocol that you assigned to that battle round becomes active for your army until the end of that battle round. Each command protocol is made up of two directives. When a command protocol becomes active for your army, reveal it to your opponent and select one of its directives. Until the assigned command protocol

stops being active, while a unit that is eligible to benefit from this ability is within 6" of a friendly NECRONS CHARACTER model (excluding C'TAN SHARD models), that unit benefits from the selected directive.

If the battle lasts for more than five battle rounds, then until the end of the battle, whichever command protocol was active in the fifth battle round remains active. (Codex: Necrons p81)

Living Metal: At the start of your Command phase, each model in this unit regains 1 lost wound. (Codex: Necrons p80)

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal. (Warhammer 40,000 Core Book p237)

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

Each time a unit's reanimation protocols are enacted, make Reanimation Protocol rolls for that unit by rolling a number of D6 equal to the combined Wounds characteristics of all the reassembling models. Each Reanimation Protocol roll of 5+ is put into a pool. A Reanimation Protocol roll can never be modified by more than -1 or +1.

If the number of dice in that pool is greater than or equal to the Wounds characteristic of any of the reassembling models, select one of those models to be Reanimated. A Reanimated model:
-Is added back to its unit with its full wounds remaining.
-Can only set up within Engagement Range of enemy units that are already within Engagement Range of the Reanimated model's unit.
-Cannot, if it is your Charge phase, be set up closer to any enemy units that are targets of a charge declared by its unit this phase.
-No longer counts as having been destroyed for the purposes of Morale tests this turn.

You then reduce the number of dice in that pool by a number equal to the Wounds characteristic of the Reanimated model and repeat this process until either there are no more reassembling models, or the number of dice remaining in the pool is less than the Wounds characteristic of any of the reassembling models. Any models that did not Reanimate fail to reassemble, and any dice remaining in the pool are discarded. (Codex: Necrons p80)

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