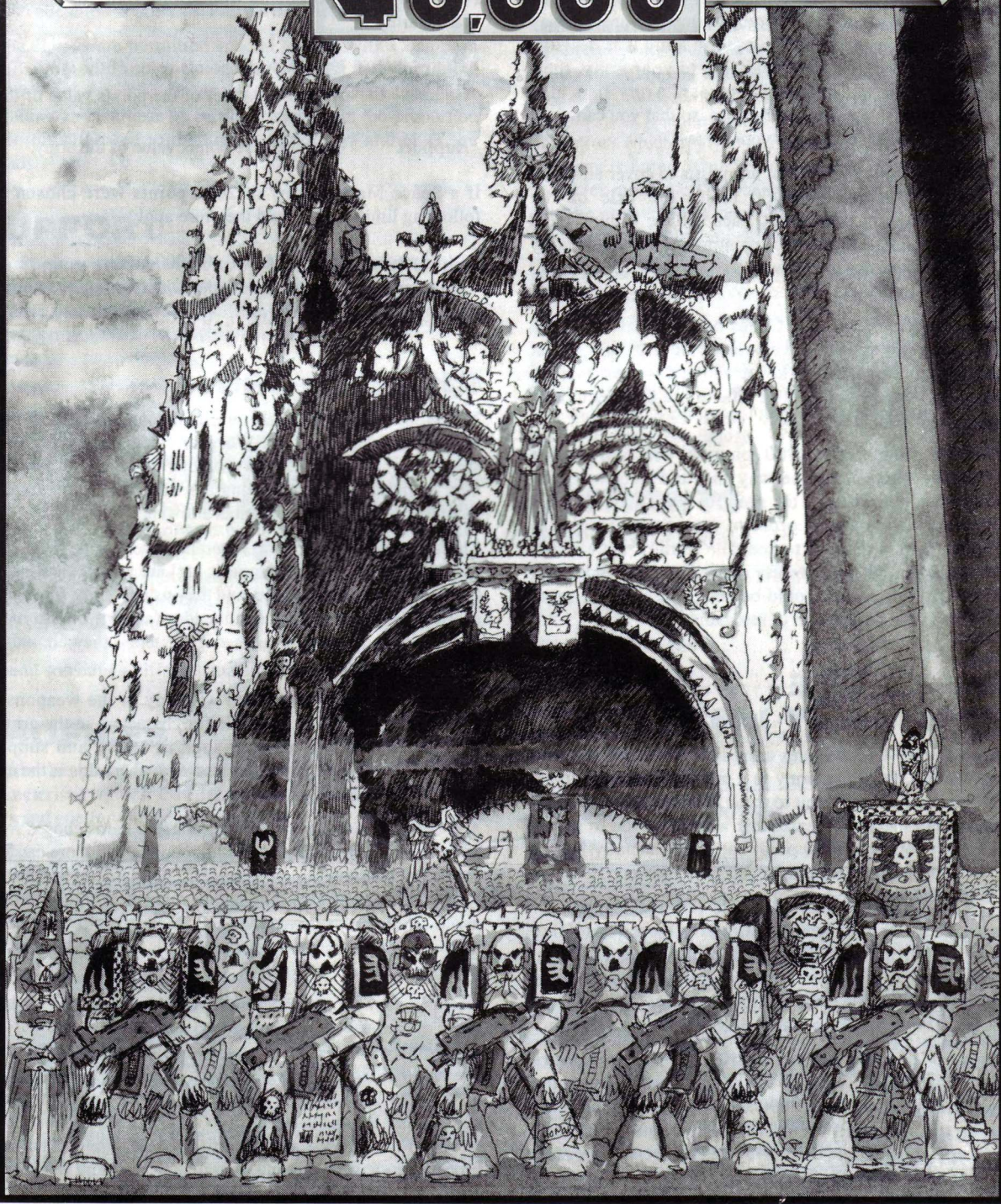


WARHAMMER

40,000



CODEX ARMY LISTS

BY JERVIS JOHNSON & ANDY CHAMBERS

WARHAMMER 40,000 CODEX ARMY LISTS

If you already play Warhammer 40,000 you will be fully aware of how important army lists are as a way of organising your armies. The army lists describe the types of troops available to your army, their weapons, armour and fighting prowess. Army lists also indicate the points values of your troops, so that you can work out armies and plan additions to your forces.

We will be publishing a series of army lists to cover all of the armies in Warhammer 40,000 under the title of the Warhammer 40,000 Codex series. Each volume will include a greatly expanded background, a painting guide, a new army list and as much information as we can pack in about collecting and gaming with that particular army.

Until the Warhammer 40,000 Codex books are available we have prepared this summarised edition of the army lists so that existing players can continue to use and add to their existing armies, while new players will be able to use the lists to start collecting their own armies.

Existing Warhammer 40,000 players will note some considerable changes to the way that the lists work, in particular the elimination of the need for a minimum number of squads or characters in order to use certain forces. In general, we have attempted to keep the spirit of the old lists and at the same time make armies easier to collect and use in battles. Existing players should be able to use their current forces with a minimal amount of reorganisation.

HOW TO USE THESE ARMY LISTS

The Warhammer 40,000 Codex army lists have been designed so that you can choose an army to a previously agreed points value. There is no upper limit to the size of an army, but 1000 points is about the smallest size that will allow you to field a battleworthy force. A 2000 point battle will usually last an entire evening, while 3000 points will give you enough troops for a battle that will take most of a day to fight.

Most people prefer to collect their armies in blocks of 1000 or 500 points, starting with say a 1000 point 'core' force and adding 500 points at a time. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops – say 2000 points a side. Each player uses the appropriate Warhammer 40,000 army list to pick an army worth up to the agreed points value. The total value of a player's army may be less than the agreed value, and will often be a few points short simply because there is nothing left to spend the odd point on.

There is a separate list for each army. Each list tells you what proportion of your points you may spend on character models, squads and support. This ensures that armies are reasonably balanced, and don't consist entirely of Land Raiders or Space Marine Captains.

For example the following limitations apply to the Space Marine army:

Characters	Up to half the points value of the army.
Squads	At least a quarter of the points value of the army.
Support	Up to half the points value of the army.

If a Space Marine army of 2000 points were chosen the following limitations would therefore apply.

Characters	Up to 50%	0-1000 points
Squads	25-100%	500-2000 points
Support	Up to 50%	0-1000 points

CHARACTERS

The points value of characters includes the value of their armour and weapons, any Wargear cards they have, and a steed if they are mounted. If a character rides in or on a vehicle then its points value, including any additional crew, is also included in the Characters points allowance.

Character squad leaders (eg, Veteran Space Marine Sergeants, Ork Nobs, any Chaos Champion, etc) are paid for out of the Characters points allowance, and they usually have Champion profiles. Remember that squad leaders are not free to move and act independently like other characters – they are part of their squad and cannot leave it.

A character may be equipped with any of the weapons or armour listed as being available for characters in the army's Wargear list. Some wargear such as heavy and support weapons is prohibited to characters, and where this is the case it is noted in the appropriate list.

A character can carry appropriate Wargear cards chosen from those in this game. It is also our intention to add more cards in the future, possibly as part of scenario supplements and also in White Dwarf magazine. The points value of Wargear cards is given on the cards themselves. Characters are permitted no more than the number of Wargear cards noted in their army list entry.

Note that some Wargear cards are restricted to certain races or types of characters. The *Web of Skulls*, for instance, can only be used by Eldar characters, and only Ork or Imperial characters may use combi-weapons. Certain characters such as Imperial Tech-Priests and Ork Mekboyz are permitted a higher than normal number of Wargear cards because their technical background and expertise enables them to build or procure exotic weapons and esoteric devices more easily.

Psychic powers will be fully covered in the Warhammer 40,000 "Dark Millennium" supplement. Existing players may want to use the old Warhammer 40,000 Psychic rules or the basic Psyker rules in the Warhammer 40,000 Rulebook for the time being, this is up to you. Note that psychic powers have no additional points value – the cost of the psyker includes his psychic powers.

SQUADS

Models are organised into units that are called *squads*. Most squads contain a fixed number of models specified in the army list. Some squads may be of variable size but they must be at least five models strong unless indicated otherwise (these variable size squads are often referred to as mobs, broods or packs in the army lists). The upper limit to the size of a squad is also noted in the army list entry where appropriate.

Some squads are permitted special leaders with Champion profiles. These Champions always fight with their squad and cannot leave it. The entire points value of a Champion, including any wargear he carries, comes from the proportion of points allocated to the army's characters and NOT the squads.

SUPPORT

The Support section of an army list includes the support weapons and vehicles available to the army. Many armies stipulate that certain squads or characters be included as part of the army before support weapons or vehicles may be included.

ALLIES

Warhammer 40,000 armies may include a proportion of *allies*. Allies are chosen from the army list or books indicated. Points spent on allies count towards the support allocation of the army, so the Space Marine army, for example, could spend up to half of its points on allies (though if it did, it would not be able to take any support weapons or vehicles from its own army list). There is nothing to prevent you choosing allies from several different lists if you wish. Including allies is a good way of expanding your collection, and it also allows you to paint something different and still include it in your army.

PROFILES

Profiles are given in the standard format and include all the characteristic values. Cavalry have two profiles, one for the rider and one for the mount.

- | | |
|----------------------|-------------------|
| M = Movement | WS = Weapon Skill |
| BS = Ballistic Skill | S = Strength |
| T = Toughness | W = Wounds |
| I = Initiative | A = Attacks |
| Ld = Leadership | |

LIMITATIONS ON CERTAIN CHARACTERS/SQUADS

The army lists present the player with lists of troop types that can be included in a Warhammer 40,000 army. In most cases there is no limit on the number of squads or characters, other than that imposed by the points values. However, certain types of squad or character are limited. In some cases you can only include one character of a certain type in your army, or one squad of a specific type. Any such limitations are clearly indicated in the lists. For example, you may have no more than one Chaplain in a Space Marine army.

Conversely, the list may require you to choose at least one of a particular squad or character. For example, in most lists you must include a Commander model.

THE WARGEAR LISTS

The army list entry for a squad or character often tells you that models can be equipped with more weapons or equipment at extra cost, referring you to the army's Wargear list. Each army list includes its own Wargear list which gives the points values for equipping troopers with special or heavy weapons, upgrading characters' armour and so on. Each category of equipment or weapons in the Wargear lists is noted with any restrictions which apply to it. For example, the heavy weapons category is noted "One per model. May not be chosen for character models". This means only one heavy weapon can ever be chosen for a particular model and that character models can not be equipped with heavy weapons.

Wargear list contents and the points values of particular items do vary from army list to army list so it's important to use the correct Wargear list in conjunction with a particular army list. Certain exotic weapons and devices such as graviton guns and force fields may not be available in an army's Wargear list because they are not generally available to that army. Such rare and unusual equipment may still be available as Wargear cards for characters, though.

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PRODUCT CODE: 0151

COMPONENT NO.: 107225

SPACE MARINE ARMY LIST

Characters Up to half the points value of the army.
Squads At least a quarter of the points value of the army.
Support Up to half the points value of the army.
Allies: Space Marines may ally with Imperial Agents, the Imperial Guard, Squats or Eldar.

CHARACTERS

1 SPACE MARINE COMMANDER 90 points

Army Commander, strategy rating of 5. Armed with bolt pistol, frag grenades and power armour (3+ save). The Commander may have up to three Wargear cards, and any combination of additional wargear allowed by the Space Marine Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Captain	4	7	7	5	5	3	7	3	10

0-1 COMPANY STANDARD 64 points

Armed with bolt pistol, frag grenades and power armour (3+ save), and carrying the army's battle standard. The Standard Bearer may have up to one Wargear card, and any combination of additional wargear allowed by the Space Marine Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	4	5	5	4	4	1	5	1	9

0-2 CAPTAINS 90 points

Armed with bolt pistol, frag grenades and power armour (3+ save). The Captain may have up to three Wargear cards, and any combination of additional wargear allowed by the Space Marine Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Captain	4	7	7	5	5	3	7	3	10



The only justifiable risk is one that can do more harm to the enemy than it can to you. All risks must be calculated in your favour. Otherwise you are fighting for the enemy!

Imperium Tactica

APOTHECARY 37 points

Armed with bolt pistol, frag grenades, power armour (3+ save) and medi-pack. A Medic may have up to one Wargear card, and any combination of additional wargear allowed by the Space Marine Wargear lists (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

0-1 CHAPLAIN

Champion: 55 points
Hero: 85 points
Mighty Hero: 119 points

Armed with Crozius Arcanum, bolt pistol, frag grenades, power armour (3+ save) and Rosarius (containing conversion field, 4+ unmodified save). A Chaplain may have up to two Wargear cards, and any combination of additional wargear allowed by the Space Marine Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	5	4	4	1	5	1	9
Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	4	10

TECHMARINE 35 points

Armed with a bolt pistol and power armour (3+ save). A Techmarine may have up to three Wargear cards, and any combination of additional wargear allowed by the Space Marine Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	9

LIBRARIAN

Lexicanian: 52 points
Codicier: 82 points
Epistolary: 134 points
Chief Librarian: 190 points

Armed with bolt pistol, frag grenades and power armour (3+ save). A Librarian may have up to two Wargear cards, and any combination of additional wargear allowed by the Space Marine Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Lexicanian	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief Librarian	4	7	7	5	5	4	7	3	9

VETERAN SERGEANTS Special

Any squad may upgrade its sergeant to a Veteran Sergeant for +10 points. The Veteran Sergeant may have up to one Wargear card, and any combination of additional wargear allowed by the Space Marine Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Veteran Sergeant	4	5	5	4	4	1	5	1	9

SQUADS

Note: Space Marine tactical, assault and devastator squads are ten-man squads. They may be split up into two five-man combat squads before the battle if you wish. Each five-man combat squad fights as an entirely separate unit.

TERMINATOR SQUAD 325 points

Squad consists of 5 Terminator Space Marines armed with storm bolter, targeter, power fist, and Terminator armour (3+ save on 2D6). One model may be equipped with a Terminator heavy weapon chosen from the Space Marine Wargear list (see the Wargear list for points value). Any model can replace their power fist with a power sword or a chainfist, or can replace their storm bolter and power fist with a thunder hammer and storm shield or a pair of lightning claws at no additional points cost.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

Special Rule. Any Terminator squads can be teleported into battle but their points value is increased by 50%.

TACTICAL SQUAD 300 points

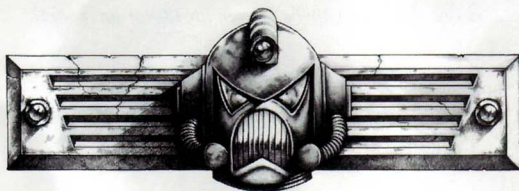
Squad consists of 1 Sergeant and 9 Space Marines armed with bolter and bolt pistol, frag grenades and power armour (3+ save). The Sergeant may be equipped with additional assault weapons chosen from the Space Marine Wargear list, one model may be equipped with a special weapon, and one model may be equipped with a heavy weapon (see the Wargear list for points values). The entire squad may be equipped with krak grenades (+30 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

ASSAULT SQUAD 320 points

Squad consists of 1 Sergeant and 9 Space Marines armed with two bolt pistols or bolt pistol and chainsword, frag grenades, krak grenades, and power armour (3+ save). Any number of models may be equipped with additional assault weapons chosen from the Space Marine Wargear list, and up to two models may be equipped with a special weapon (see the Wargear list for points values). The entire squad may be equipped with blind grenades (+20 points), melta bombs (+50 points) and/or jump packs (+50 points).

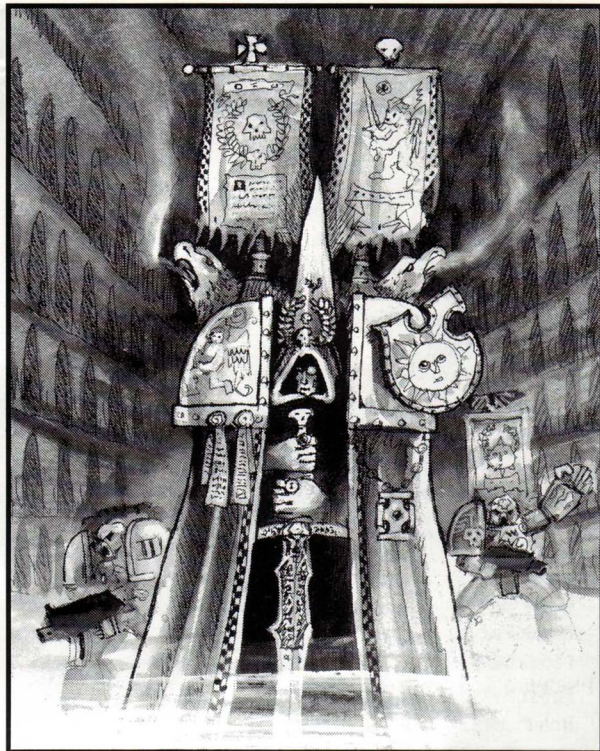
PROFILE	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8



DEVASTATOR SQUAD 300 points

Squad consists of 1 Sergeant and 9 Space Marines armed with bolter and bolt pistol, frag grenades, and power armour (3+ save). The Sergeant may be equipped with additional assault weapons chosen from the Space Marine Wargear list, and up to four models may be equipped with a heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8



SCOUT SQUAD 90 points

Squad consists of 1 Sergeant and 4 Space Marine Scouts armed with bolt pistol, frag grenades, and Scout armour (4+ save). The Sergeant may be equipped with additional assault weapons chosen from the Space Marine Wargear list, one model may be equipped with a special or heavy weapon (see the Wargear list for points values). Any model may be equipped with Scout weapons chosen from the Wargear list. The entire squad may be equipped with krak grenades (+15 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	4	4	1	4	1	8
Scouts	4	4	3	4	3	1	4	1	7

SUPPORT

SUPPORT WEAPON 9 points

You may take up to three support weapons for every Techmarine included in the army. Consists of a support weapon and crew of one Servitor. The support weapon is chosen at additional cost from the Space Marine Wargear list (see Wargear list for points value).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

VEHICLES See Datafax

The army may include any of the vehicles listed in the Vehicle section of the Space Marine Wargear list (see the relevant Datafax for details of the vehicle). With the exception of bikes, the points value for the vehicles includes the crew, armed with bolt pistol and power armour (3+ save). Bikes may be bought as transport for any Space Marine character or squad. If bought for a squad, then all members of the squad must ride the same type of vehicle.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SPACE MARINE WARGEAR LIST

ARMOUR

Cost

One item per model. May only be chosen for Character models.

Terminator Armour with Storm Bolter, Targeter and Power Glove (3+ on 2D6)	49
Refractor Field (5+ save, save modifiers do not apply)	6
Conversion Field (4+ save, save modifiers do not apply)	14
Displacer Field (3+ save, save modifiers do not apply)	24

ASSAULT WEAPONS

Cost

Any number per model.

Chainsword	2
Power Axe	7
Power Fist	10
Power Maul	6
Power Sword	6
Bolt Pistol	2
Hand Flamer	7
Plasma Pistol	5

SPECIAL WEAPONS

Cost

One per model.

Boltgun	3
Flamer	9
Grenade Launcher with Frag and Krak grenades	18
Meltagun	8
Plasma Gun	8

HEAVY WEAPONS

Cost

One per model. May not be chosen for Character models.

Autocannon	25
Heavy Bolter	15
Lascannon	45
Missile Launcher with Frag & Krak missiles	45
Multimelta	65
Heavy Plasma Gun	40

NOTE: All Space Marine heavy weapons come equipped with a targeter.

TERMINATOR HEAVY WEAPONS

Cost

One per model. May not be chosen for Character models.

Assault Cannon	45
Cyclone Missile Launcher	55
Heavy Flamer	25

SCOUT WEAPONS

Cost

Any number per model. May only be chosen for Scouts.

Autogun	1
Boltgun	3
Chainsword	2
Needle Sniper Rifle	10
Shotgun	2
Sword or Axe	1

GRENADES

Cost

Any number per model. May only be chosen for Character models.

Blind Grenades	2
Frag Grenades	2
Krak Grenades	3
Melta Bombs	5
Plasma Grenades	3
Photon Flash	2

SUPPORT WEAPONS

Cost

One item per Servitor. May not be chosen for Character models.

Mole Mortar	40
Multilaser	45
Rapier Laser Destroyer	45
Tarantula	55
Thudd Gun	30

NOTE: All support weapons come equipped with a targeter.

FORCE WEAPONS

Cost

One item per model. May only be chosen for Librarian models.

Force Axe	10
Force Rod	10
Force Sword	10

VEHICLES

Cost

Bike	See Datafax
Bike & Sidecar	See Datafax
Space Marine Dreadnought	See Datafax
Land Raider	See Datafax
Land Speeder	See Datafax
Predator	See Datafax
Rhino	See Datafax

Attack the enemy where he is weakest.
Where he is strong draw him on until he is trapped. Where he is unsure strike quickly and scatter his forces.

Tactica Imperium

IMPERIAL GUARD ARMY LIST

Characters	Up to half the points value of the army.
Squads	At least a quarter of the points value of the army.
Auxilia	Up to half the points value of the army.
Support	Up to half the points value of the army.
Allies: Imperial Guard may ally with Space Marines, Imperial Agents, Squats, Eldar or Orks.	

CHARACTERS

1 IMPERIAL GUARD COLONEL 65 points

The Colonel is the Army Commander and has a strategy rating of 2. Armed with laspistol, power sword, frag grenades and carapace armour (4+ save). The Commander may have up to three Wargear cards, and any combination of additional wargear allowed by the Imperial Guard Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Colonel	4	6	6	4	4	3	6	3	9

COMMISSAR 40 points

Armed with laspistol and chainsword. The Commissar may have up to two Wargear cards, and any combination of additional wargear allowed by the Imperial Guard Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Commissar	4	5	5	4	4	2	5	2	10



UP TO 2 TECH-PRIEST

ENGINEERS 30 points

Armed with power axe, laspistol, power armour (3+ save) and frenzon controller. Each Tech-Priest Engineer may have up to three Wargear cards, and any combination of additional wargear allowed by the Imperial Guard Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tech-Priest Engineer	4	4	4	3	3	1	4	1	8

Special Rule. Tech-Priest Engineers are independent models and do not have to remain with a squad, even though they have Champion stats. They may accompany a squad if desired but they won't act as squad leaders, and always make their own separate Leadership tests when required to do so.

COMMAND SECTION 75 points

The Command Section consists of 1 Lieutenant, 1 Colour-Sergeant, 1 Medic and 2 Guardsmen, all armed with laspistol, frag grenades and carapace armour (4+ save). The Medic is also equipped with a medipack. Any number of models may take additional assault weapons chosen from the Imperial Guard Wargear list, and the two Guardsmen may be equipped with a special or heavy weapon (see the Wargear list for points values). The Sergeant may be upgraded to a Champion at a cost of +5 points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Lieutenant	4	4	4	3	3	1	4	1	8
Other Models	4	3	3	3	3	1	3	1	7

VETERAN SERGEANTS Special

Any squad may upgrade its Sergeant to a Veteran Sergeant for +10 points. The Veteran Sergeant may have up to one Wargear card, and any combination of additional wargear allowed by the Imperial Guard Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Veteran Sergeant	4	4	4	3	3	1	4	1	8

SQUADS

Each Command Section you take allows you to pick up to three Squads from this section of the list.

Special Rule. Any squads from this section of the list within 12" of a Command Section may take Break tests using the Lieutenant's Leadership characteristic, if he is still alive.

TACTICAL SQUADS 100 points

Squad consists of 1 Sergeant and 9 Imperial Guard armed with lasgun, frag grenades and flak armour (6+ save). The Sergeant may be equipped with additional assault weapons chosen from the Imperial Guard Wargear list. One model may be equipped with a special weapon, and one model may be equipped with a heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7

SUPPORT SQUAD 100 points

Squad consists of 1 Sergeant and 9 Imperial Guard armed with lasgun, frag grenades and flak armour (6+ save). The Sergeant may be equipped with additional assault weapons chosen from the Imperial Guard Wargear list and up to five other models may be equipped with a heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7



ASSAULT SQUAD 140 points

Squad consists of 1 Sergeant and 9 Imperial Guard armed with two laspistols or laspistol and chainsword, frag grenades, krak grenades, and flak armour (6+ save). The Sergeant may be equipped with additional assault weapons chosen from the Imperial Guard Wargear list and up to two other models may be equipped with a special weapon (see the Wargear list for points values). The Sergeant may be upgraded to a Champion at a cost of +10 points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7

PENAL LEGION SQUAD 80 points

At least one Tech-Priest Engineer must be included in the army if it has any Penal Legion squads. Squad consists of 10 penitents each armed with lasgun, and flak armour (6+ save). Entire squad may be equipped with frenzon (+10 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Penitent	4	3	3	3	3	1	3	1	7

ROUGH RIDER SQUAD 100 points

Squad consists of 5 Rough Riders armed with hunting lance, laspistol, chainsword, frag grenades, flak armour (5+ save, including cavalry bonus), and riding a horse. One model may take a special weapon chosen from the Imperial Guard Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Rough Rider	4	3	3	3	3	1	3	1	7
Horse	8	3	0	3	3	1	3	1	5

Give me but a thousand men who are crazy enough to want to conquer hell and we will conquer hell!

Warmaster Solon

AUXILIA

Each Command Section you have taken allows you to pick one squad from this section of the list.

VETERAN SQUAD 12 points per model

The squad consists of between 5 to 10 Veteran Imperial Guardsmen armed with lasgun, frag grenades and flak armour (6+ save). Any model may be equipped with additional assault weapons and grenades chosen from the Imperial Guard Wargear list. One model may be equipped with a special weapon, and one model may be equipped with a heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Veterans	4	4	4	3	3	1	4	1	8

OGRYN SQUAD 235 points

Squad consists 5 Ogryns armed with axes or clubs, frag grenades and flak armour (6+ save). Any model may be armed with a ripper gun (+3 points) and/or mesh armour (+3 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8

RATLING SCOUT SQUAD 80 points

Squad consists of 5 Ratlings Snipers armed with needle sniper rifles and flak armour (6+ save).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ratling	3	2	4	2	2	1	5	1	6

SUPPORT EQUIPMENT

Each Tech-Priest you have taken allows you to pick up to three items from this section of the list.



SUPPORT WEAPON 9 points

Consists of a support weapon and a crew of one Servitor. The support weapon is chosen from the Imperial Guard Wargear list (see Wargear lists for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

VEHICLES see Datafax

The army may include any of the vehicles in the Vehicle section of the Imperial Guard Wargear list (see the relevant Datafax for details of the vehicle). The points value includes the Imperial Guard crew, armed with laspistol and flak armour (6+ save). Bikes may be bought as transport for any Imperial Guard character or squad.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Guardsman	4	3	3	3	3	1	3	1	7

IMPERIAL GUARD WARGEAR LIST

ARMOUR

Cost

One item per model. May only be chosen for Character models.

Refractor Field (5+ save, save modifiers do not apply)	6
Conversion Field (4+ save, save modifiers do not apply)	14
Displacer Field (3+ save, save modifiers do not apply)	24



ASSAULT WEAPONS

Cost

Any number per model.

Chainsword	2
Power Sword	6
Sword or Axe	1
Autopistol	1
Bolt Pistol	2
Hand Flamer	6
Laspistol	1
Plasma Pistol	4

HEAVY WEAPONS

Cost

One per model. May not be chosen for Character models.

Autocannon	16
Heavy Bolter	10
Lascannon	30
Missile Launcher with Frag & Krak missiles	30
Multimelta	39
Heavy Plasma Gun	26

NOTE: Imperial Guard heavy weapons are not equipped with targeters.

GRENADES

Cost

Any number per model. May only be chosen for Character models.

Blind Grenades	2
Frag Grenades	2
Krak Grenades	3
Melta Bombs	5
Photon Flash	2
Plasma Grenades	3

SPECIAL WEAPONS

Cost

One per model.

Flamer	7
Grenade Launcher with Frag & Krak grenades	10
Meltagun	6
Plasma Gun	6



SUPPORT WEAPONS

Cost

One item per Servitor. May not be chosen for Character models.

Mole Mortar	40
Multilaser	45
Rapier Laser Destroyer	45
Tarantula (twin lascannon)	55
Thudd Gun	30

NOTE: All support weapons come equipped with a targeter.

VEHICLES

Cost

Bike	See Datafax
Land Raider	See Datafax
Land Speeder	See Datafax
Leman Russ battle tank	See Datafax
Predator	See Datafax
Rhino	See Datafax
Sentinel	See Datafax



IMPERIAL AGENTS LIST

Space Marine and Imperial Guard armies can spend up to a quarter (25%) of their points on the Imperial Agents list. The points spent count against the support allocation of the army's points value.

CHARACTERS

ADEPTUS ARBITES

0-1 JUDGE 84 points

Armed with laspistol, power sword and carapace armour (4+ save). The Judge may have up to three Wargear cards, and any combination of additional wargear allowed by the Imperial Agents Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Judge	4	7	7	5	5	3	7	3	9

ARBITES CHAMPION Special

Any Arbitrator squad may upgrade its squad leader to an Arbitrator Champion for +10 points. The Arbitrator Champion may have up to one Wargear card, and any combination of additional wargear allowed by the Adeptus Arbites Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Arbitrator Champion	4	4	4	3	3	1	4	1	8

ADEPTUS MECHANICUS

TECH-PRIEST MAGOS

- Champion 27 points
- Hero 50 points
- Mighty Hero 71 points

Armed with power axe, laspistol and power armour (3+ save). The Tech-Priest may have up to three Wargear cards, and any combination of additional equipment allowed by the Imperial Agents Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tech-Priest Champion	4	4	4	3	3	1	4	1	8
Tech-Priest Hero	4	5	5	4	4	2	5	2	8
Tech-Priest Mighty Hero	4	6	6	4	4	3	6	3	9

TECH-PRIEST ENGINEER 30 points

Armed with power axe, laspistol and power armour (3+ save). The Tech-Priest Engineer may have up to three Wargear cards, and any combination of additional equipment allowed by the Imperial Agents Wargear list (see the Wargear list).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tech Priest Engineer	4	4	4	3	3	1	4	1	8

ADEPTUS MINISTORUM

0-1 CANONESS 77 points

Armed with bolt pistol, frag grenades and power armour (3+ save). The Canoness may have up to three Wargear cards, and any combination of additional wargear allowed by the Imperial Agents Wargear list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Canoness	4	6	7	4	5	3	7	3	10

VETERAN SISTER SUPERIOR Special

Any Sororitas squad may upgrade its Sister Superior to a Veteran Sister for +10 points. The Veteran Sister may have up to one Wargear card, and any combination of additional wargear allowed by the Imperial Agents Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Veteran Sister	4	4	5	3	4	1	5	1	9

PREACHER 23 points

Armed with laspistol and Rosarius (containing conversion field 4+ unmodified save). A Preacher may have up to one Wargear card, and any combination of additional wargear allowed by the Imperial Agents Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Preacher	4	4	4	3	3	1	4	1	9

CONFESSOR 54 points

Armed with laspistol and Rosarius (containing conversion field, 4+ unmodified save). A Confessor may have up to one Wargear card, and any combination of additional wargear allowed by the Imperial Agents Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Confessor	4	5	5	4	4	2	5	2	10

Special Rule. A Confessor may not join and lead squads of Space Marines, Adeptus Mechanicus or squads led by an Inquisitor as none of these organisations bows to the authority of the Ecclesiarchy.

ADEPTUS ASTRA TELEPATHICA

ADEPTUS ASTRA TELEPATHICA PRIME PSYKER

- Adeptus Psyker: 35 points
- Psyker Champion: 60 points
- Master Psyker: 110 points
- Psyker Lord: 155 points

The Adeptus Psyker is armed with a laspistol and flak armour (6+ save). He may have up to one Wargear card, and any combination of additional equipment allowed by the Imperial Agents Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Adeptus Psyker	4	3	3	3	4	1	4	1	7
Psyker Champion	4	4	4	4	4	2	4	1	7
Master Psyker	4	5	5	4	4	3	5	2	7
Psyker Lord	4	6	6	4	4	4	6	3	8

OFFICIO ASSASSINORUM

0-1 ASSASSIN 100 Points

Armed with any combination of weapons and additional equipment allowed by the Imperial Agents Wargear list. An assassin may have up to three Wargear cards.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Assassin	6	8	8	5	5	4	8	4	10

INQUISITION

0-1 INQUISITOR

Inquisitor: 45 points
Master Inquisitor: 74 points
Inquisitor Lord: 110 points

Armed with any combination of weapons and additional equipment allowed by the Imperial Agents Wargear list. An Inquisitor may have up to three Wargear cards. Any Inquisitor may have psychic powers at a cost of +25 points per psi-level.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Inquisitor	4	6	6	4	4	2	6	2	9
Master Inquisitor	4	7	7	5	5	3	7	3	9
Inquisitor Lord	4	8	8	5	5	4	8	4	10

VEHICLES

Any of the characters listed above may be mounted on bikes at the additional points cost indicated on the bike Datafax.



SQUADS

ADEPTUS ARBITES

ARBITRATOR SQUAD 70 points

Squad consists of 1 leader and 4 Arbitrators armed with bolt pistol and carapace armour (4+ save). Any model may be equipped with additional assault or basic weapons chosen from the Adeptus Arbites Wargear list. Up to one model may be equipped with a special weapon (see the Adeptus Arbites Wargear list for points values). The entire squad may be equipped with grenades chosen from the Adeptus Arbites Wargear list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Arbitrators	4	3	3	3	3	1	3	1	7

ADEPTUS MECHANICUS

TECH-PRIEST SQUAD 9 points per model

Consists of 5 to 20 Tech-Priests armed with lasguns, laspistols and flak armour (6+ save). Any number of models may exchange their lasguns for special weapons (see the Imperial Agents Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tech Priest	4	3	3	3	3	1	3	1	7

ELECTRO PRIEST SQUAD 14 points per model

Squad consists of 5 to 20 Electro Priests.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Electro Priest	4	4	3	8	3	1	3	1	9

SERVITOR SQUAD 9 points per model

Consists of 5 to 20 Servitors armed with lasguns or shotguns. Any number of models may exchange their lasguns for meltaguns (+6 points per model). The squad must be led by an Adeptus Mechanicus character.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

SUPPORT WEAPON 9 points

Consists of a support weapon and a crew of one Servitor. The support weapon is chosen from the Imperial Agents Wargear list (see Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

VEHICLES See Datafax

The Adeptus Mechanicus may include any of the vehicles in the Vehicle section of the Imperial Agents Wargear list (see the relevant Datafax for details of the vehicle). The points value includes Servitor crew.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

ADEPTUS MINISTORUM

SORORITAS SQUAD 250 points

Squad consists of 1 Sister Superior and 9 Battle Sisters armed with bolter and bolt pistol, frag grenades and power armour (3+ save). The Sister Superior may be equipped with additional assault weapons chosen from the Imperial Agents Wargear list. One model may be equipped with a special weapon, and one model may be equipped with a heavy weapon (see the Wargear list for points values). The entire squad may be equipped with Krak grenades (+30 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Battle Sister	4	3	4	3	4	1	4	1	8

INQUISITION

GREY KNIGHTS

TERMINATOR SQUAD 350 points

Squad consists of 5 Grey Knights in Terminator armour (3+ save on 2D6) armed with Nemesis force weapons (+1S in hand-to-hand combat, may also be fired as a storm bolter). The squad counts as a Psyker with a psi-level of one.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Grey Knight	4	5	5	4	4	1	5	1	9

Special Rule. Any Grey Knight Terminator squads can be teleported into battle but their points value is increased by 50%.

IMPERIAL AGENTS WARGEAR LIST

ARMOUR	Cost
<i>One item per model. May only be chosen for Character models.</i>	
Flak Armour (6+ save)	1
Mesh Armour (5+ save)	3
Carapace Armour (4+ save)	7
Power Armour (3+ save)	12
Terminator Armour with Storm Bolter, Targeter and Power Glove (3+ on 2D6)	50
Refractor Field (5+ save, save modifiers do not apply)	6
Conversion Field (4+ save, save modifiers do not apply)	14
Displacer Field (3+ save, save modifiers do not apply)	24

ASSAULT WEAPONS	Cost
<i>Any number per model.</i>	
Chainsword	2
Power Axe	7
Power Glove	10
Power Maul	6
Power Sword	6
Sword or Axe	1
Autopistol	1
Bolt Pistol	2
Hand Flamer	7
Laspistol	1
Needle Pistol	10
Plasma Pistol	5
Stub Gun	1
Web Pistol	7

BASIC WEAPONS	Cost
<i>One per model.</i>	
Autogun	1
Boltgun	3
Bow	0.5
Crossbow	1
Lasgun	2
Shotgun	2

SPECIAL WEAPONS	Cost
<i>One per model.</i>	
Flamer	8
Meltagun	7
Plasma Gun	7
Needle Rifle	10

HEAVY WEAPONS	Cost
<i>One per model. May not be chosen for Character models.</i>	
Autocannon	25
Heavy Bolter	15
Lascannon	45
Missile Launcher with Frag & Krak missiles	45
Multimelta	65
Heavy Plasma Gun	40

NOTE: All heavy weapons come equipped with a targeter.

FORCE WEAPONS	Cost
<i>One item per model. May only be chosen for Psyker models.</i>	
Force Axe	10
Force Rod	10
Force Sword	10

SUPPORT WEAPONS	Cost
<i>One item per crew. May not be chosen for Character models.</i>	
Mole Mortar	40
Multilaser	45
Rapier Laser Destroyer	45
Tarantula	55
Thudd Gun	30

NOTE: All support weapons come equipped with a targeter.

GRENADES	Cost
<i>Any number per model. May only be chosen for Character models.</i>	
Blind Grenades	2
Choke Grenades	2
Frag Grenades	2
Hallucinogen Grenades	7
Krak Grenades	3
Melta Bombs	5
Photon Flash	2
Plasma Grenades	3
Rad Grenades	17
Scare Grenades	2

VEHICLES	Cost
Bike	See Datafax
Land Raider	See Datafax
Land Speeder	See Datafax
Leman Russ battle tank	See Datafax
Predator	See Datafax
Rhino	See Datafax
Sentinel	See Datafax

ADEPTUS ARBITES WARGEAR LIST

ASSAULT WEAPONS	Cost
<i>Any number per model.</i>	
Power Sword	6
Power Maul and Suppression Shield	10

GRENADES	Cost
<i>Any number per Squad. May only be chosen for entire squads.</i>	
Choke Grenades	10
Frag Grenades	10
Melta Bombs	25
Photon Flash	10
Scare Grenades	10

BASIC WEAPONS	Cost
<i>One per model.</i>	
Boltgun	3
Shotgun	2

SPECIAL WEAPONS	Cost
<i>One per model.</i>	
Flamer	7
Grenade Launcher with Frag and Krak	10
Meltagun	6
Needle Rifle	10
Plasma Gun	6

SQUAT ARMY LIST

Characters Up to half the points value of the army.
Squads At least a quarter of the points value of the army.
Support Up to half the points value of the army.
Allies: Squats may ally with Space Marine, Imperial Guard or Eldar armies.

CHARACTERS

1 WARLORD 74 points

The Warlord is the Squat Army Commander and has a strategy rating of 2. Armed with laspistol, frag and krak grenades and carapace armour (4+ save). The Warlord may have up to three Wargear cards, and any combination of additional wargear allowed by the Squat Wargear list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Warlord	3	7	6	4	5	3	5	3	10

0-1 BATTLE STANDARD 46 points

Armed with laspistol, frag & krak grenades, and carapace armour (4+ save) and carrying the army's battle standard. The Standard Bearer may have up to one Wargear card, and any combination of additional wargear allowed by the Squat Wargear list (see Wargear list).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	3	5	4	3	4	1	3	1	10

HEARTHGUARD 23 points

A Hearthguard may be added to any Squat combat squad, or may be used to form a bodyguard for the Warlord made up of 4 or more Hearthguard models. Armed with laspistol, frag and krak grenades, and carapace armour (4+ save). Each Hearthguard may have up to one Wargear card, and any combination of additional wargear allowed by the Squat Wargear list (see the Squat Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hearthguard	3	5	4	3	4	1	3	1	10

0-1 ENGINEER GUILDMASTER 48 points

Armed with laspistol, frag & krak grenades and flak armour (6+ save). The Guildmaster may have up to three Wargear cards, and any combination of additional wargear allowed by the Squat Wargear list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Guildmaster	3	6	5	4	5	2	4	2	10

0-1 ANCESTOR LORD 113 points

Armed with laspistol, frag and krak grenades, and carapace armour (4+ save). The Ancestor Lord may have up to three Wargear cards, and any combination of additional wargear allowed by the Squat Wargear list (see Wargear list for points values). An Ancestor Lord may have psychic powers at a cost of +25 points per psi-level.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ancestor Lord	3	8	6	5	6	4	5	4	10

SQUADS

WARRIOR SQUAD 85 points

Squad consists of 5 Squat Warriors armed with lasgun, laspistol, frag and krak grenades, and flak armour (6+ save). One model may be equipped with an additional special or heavy weapon chosen from the Squat Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

ATTACK SQUAD 85 points

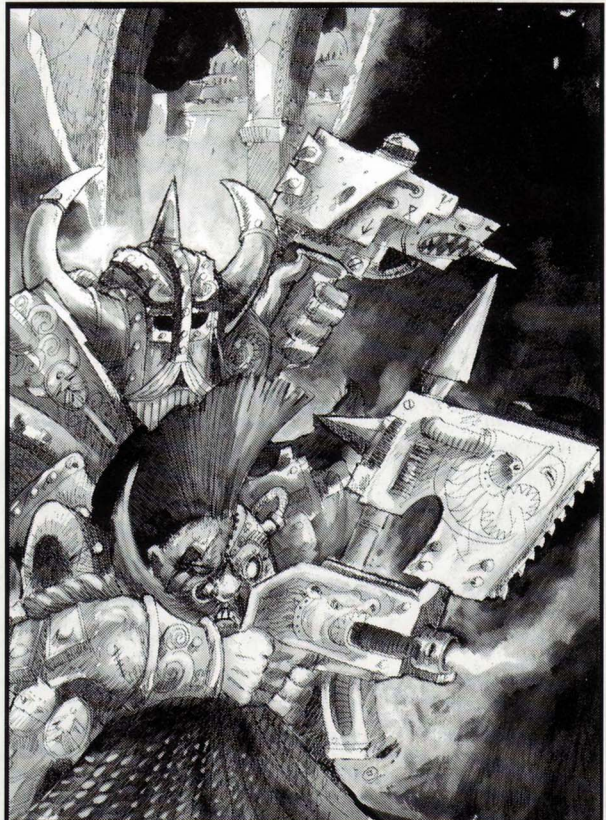
Squad consists of 5 Squat Warriors armed with bolt pistol and axe, frag and krak grenades, and flak armour (6+ save). Any number of models may have additional assault weapons chosen from the Squat Wargear list. One model may be equipped with an additional special weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

THUNDERER SQUAD 85 points

Squad consists of 5 Squat Warriors armed with lasgun, laspistol, frag and krak grenades and flak armour (6+ save). Any number of models may be equipped with an additional special or heavy weapon chosen from the Squat Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9



SUPPORT

WEAPON TEAM 32 points

Consists of 2 Squat Warriors armed with laspistols, frag and krak grenades and flak armour (6+ save) plus one support weapon chosen from the Squat Wargear list at additional cost (see the Squat Wargear list, below, for points value).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

BIKE SQUAD 143 points

Squad consists of 5 Squat Warriors armed with lasgun or laspistol, frag and krak grenades, flak armour (6+ save), and riding Squat warbikes. Any number of models may have additional assault or special weapons chosen from the Squat Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

HEAVY WEAPONS BIKE see Datafax

Consists of heavy weapons bike and crew (see Datafax for details). The points value includes the Squat crew, armed with laspistol and flak armour (6+ save).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

VEHICLES see Datafax

The army may include any of the vehicles in the Vehicle section of the Squat Wargear list (see the relevant Datafax for details of the vehicle). The points value includes the Squat crew, armed with laspistol and flak armour (6+ save).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

SQUAT WARGEAR LIST

ARMOUR

Cost

One item per model. May only be chosen for Character models.

Carapace Armour (4+ save)	7
Squat Exo-armour with Bolter, Targeter, and Power Axe (4+ save on 2D6)	40
Refractor Field (5+ save, save modifiers do not apply)	6
Conversion Field (4+ save, save modifiers do not apply)	14
Displacer Field (3+ save, save modifiers do not apply)	24

ASSAULT WEAPONS

Cost

Any number per model.

Chainsword	2
Power Axe	7
Power Glove	10
Power Sword	6
Sword or Axe	1
Autopistol	1
Bolt Pistol	2
Hand Flamer	5
Laspistol	1
Plasma Pistol	4

SPECIAL WEAPONS

Cost

One per model.

Flamer	7
Meltagun	6
Plasma Gun	6

HEAVY WEAPONS

Cost

One per model. May not be chosen for Character models.

Autocannon	19
Heavy Bolter	11
Lascannon	34
Missile Launcher with Frag & Krak missiles	34
Multimelta	49
Heavy Plasma Gun	30

NOTE: All Squat heavy weapons come equipped with a targeter.

GRENADES

Cost

Any number per model. May only be chosen for Character models.

Blind Grenades	2
Frag Grenades	2
Krak Grenades	3
Melta Bombs	5
Photon Flash	2
Plasma Grenades	3

SUPPORT WEAPONS

Cost

One item per Crew. May not be chosen for Character models.

Mole Mortar	30
Multilaser	34
Rapier Laser Destroyer	34
Tarantula	41
Thudd Gun	23

Note: All Squat support weapons come equipped with a targeter.

VEHICLES

Cost

Land Raider	see Datafax
Rhino	see Datafax

ORK ARMY LIST

- Characters** Up to half the points value of the army.
- Mobs** At least a quarter of the points value of the army.
- Freebooters** Up to half the points value of the army.
- Support** Up to half the points value of the army.

Allies: Orks may ally with Chaos, they may also ally with Imperial Guard if at least one Blood Axe Ork mob is in the army

CHARACTERS

1 WARBOSS 65 points

The Warboss is the Ork Army Commander and has a strategy rating of 3. Armed with bolter or bolt pistol and axe, frag stikkbombz, and flak armour (6+ save). The Warboss may have up to three Wargear cards, and any combination of additional wargear chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Warboss	4	6	6	4	5	3	5	3	9



0-1 BATTLE STANDARD 50 points

Armed with bolter or bolt pistol and axe, frag stikkbombz, and flak armour (6+ save). The Standard Bearer may have one Wargear card, and any combination of additional wargear chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	4	4	4	3	4	1	3	1	8

BIGBOSS 40 points

Armed with bolter or bolt pistol and axe, frag stikkbombz, and flak armour (6+ save). A Warboss may have up to two Wargear cards, and any combination of additional wargear chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bigboss	4	5	5	4	5	2	4	2	8

FREEBOOTER KAPTIN 40 points

A Freebooter Kaptin may be added to any Ork Freebooter Mob. Armed with bolter or bolt pistol and axe, and flak armour (6+ save). The Kaptin may have up to two Wargear cards, and any combination of additional wargear chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Kaptin	4	5	5	4	5	2	4	2	8

NOB 13 points

Up to one Ork Nob may lead any Ork mob belonging to the same Clan, up to two Nobz can be added to any Goff Ork mob. Armed with bolter or bolt pistol and axe, and flak armour (6+ save). The Nob may have one Wargear card, and any combination of additional wargear chosen from the Ork Wargear list (see the Wargear list for points values). Nobs are always unit leaders and cannot leave their unit.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Nob	4	4	4	3	4	1	3	1	8

0-1 MEKANIAC 18 points

You may choose to take an extra Mekaniac for each Blood Axe or Evil Sunz mob included in the army. The Mekaniac is armed with bolter or bolt pistol and axe, and flak armour (6+ save). The Mekaniac may have up to three Wargear cards, and any combination of additional wargear chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Mekaniac	4	4	4	4	4	1	3	2	7

0-1 PAINBOY 18 points

You may choose to take an extra Painboy for each Deathskull or Snakebite mob included in the army. The Painboy is armed with bolter or bolt pistol and axe, frag stikkbombz and flak armour (6+ save). The Painboy may have one Wargear card, and any combination of additional wargear chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Painboy	4	4	4	4	4	1	3	2	7

0-1 RUNTHERD 18 points

You may choose to take an extra Runtherd for each Deathskull or Snakebite mob included in the army. The Runtherd is armed with bolter or bolt pistol and axe, and flak armour (6+ save). The Runtherd may have one Wargear card, and any combination of additional wargear chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Runtherd	4	4	4	4	4	1	3	2	7

0-1 WEIRDBOY 85 points

You may choose to take an extra Weirdboy for each Bad Moons mob included in the army. Each Weirdboy is accompanied by two Minderz. The Weirdboy has flak armour (6+ save), a copper staff and is treated as a level 2 Psyker. The Minderz are armed with bolter or bolt pistol and axe, frag stikkbombz and flak armour (6+ save).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Weirdboy	4	4	4	4	4	1	3	2	7
Minderz	4	4	3	4	4	1	2	1	7

MOBS

0-1 NOBZ MOB 13 points per model

A mob consists of between 5 to 20 Nobz armed with bolter or bolt pistol and axe and flak armour (6+ save). Any number of models may have additional armour, stikkbombz and assault or special weapons chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Nob	4	4	4	3	4	1	3	1	8

BAD MOONS MOB 10 points per model

A mob consists of between 5 to 20 Bad Moons armed with bolter and flak armour (6+ save). Any number of models may have additional armour, stikkbombz and assault or special weapons chosen from the Ork Wargear list (see the Wargear list for points values). Up to two models may have a heavy weapon (see the Wargear list).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bad Moon Boyz	4	3	3	3	4	1	2	1	7

BLOOD AXE MOB 12 points per model

A mob consists of between 5 to 20 Blood Axes armed with bolter, frag stikkbombz and flak armour (6+ save). Any number of models may have additional assault weapons chosen from the Ork Wargear list, and one model may have a special or heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Blood Axe Boyz	4	3	3	3	4	1	2	1	7

DEATH SKULL MOB 12 points per model

A mob consists of between 5 to 20 Death Skulls armed with bolter, frag stikkbombz and flak armour (6+ save). Any number of models may have special or heavy weapons chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Death Skull Boyz	4	3	3	3	4	1	2	1	7

EVIL SUNZ MOB 12 points per model

A mob consists of between 5 to 20 Evil Sunz armed with bolter, frag stikkbombz and flak armour (6+ save). Any number of models may have additional assault weapons chosen from the Ork Wargear list, and one model may have a special or heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Evil Sunz Boyz	4	3	3	3	4	1	2	1	7

GOFF MOB 12 points per model

A mob consists of between 5 to 20 Goffs armed with bolt pistol and axe, frag stikkbombz and flak armour (6+ save). Any number of models may have additional assault weapons and stikkbombz chosen from the Ork Wargear list, and one model may have a special or heavy weapon (see the Wargear list for points values). Any number of models can be upgraded to Skarboyz at a cost of +3 points each.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Goff Boyz	4	3	3	3	4	1	2	1	7
Skarboyz	4	4	3	4	4	1	2	1	7

SNAKEBITE MOB 12 points per model

A mob consists of between 5 to 20 Snakebites armed with bolt pistol and axe, frag stikkbombz and flak armour (6+ save). Any number of models may have additional assault weapons chosen from the Ork Wargear list, and one model may have a special or heavy weapon (see the Wargear list for points values). The Mob may be mounted on warboars (+6 points each), converting them into Boarboyz.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Snakebite Boyz	4	3	3	3	4	1	2	1	7
Warboar	7	4	0	3	4	1	3	1	3

GRETCHIN MOBS 4 points per model

A mob consists of 10 to 40 Gretchin with flak armour (6+ save). Any model may have an autogun (+1 points), autopistol (+1 point), shield (+1 point), sword or axe (+1 point), or bow (+1/2 point).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Gretchin	4	2	3	3	3	1	2	1	5

SNOTLING HERD 15 points per base

A Snotling Herd consists between 2 to 10 Snotling bases led by a Runtherd bought at additional points cost from the Characters section of the army list. The entire Snotling Herd may be equipped with spore weapons (+2 points per base, +D6 Strength in hand-to-hand combat).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Snotling Base	4	2	2	1	1	3	3	3	4

0-1 STORMBOYZ KORPS 11 points per model

A Korps consists of between 5 to 20 Stormboyz armed with bolter or bolt pistol and axe, frag stikkbombz, and flak armour (6+ save). Any number of models may have additional assault weapons chosen from the Ork Wargear list, and one model may have a special or heavy weapon (see the Wargear list for points values). The Mob may be equipped with jump packs (+5 points per model).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Stormboyz	4	3	3	3	3	1	2	1	7

0-1 MAD MOB 10 points per model

A mob consists of between 5 to 30 Madboyz armed with bolter or bolt pistol and axe and flak armour (6+ save). Any number of models may have additional assault weapons and stikkbombz chosen from the Ork Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Madboyz	4	3	3	3	4	1	2	1	7

FREEBOOTERS

FREEBOOTER PIRATES 12 points per model

A mob consists of between 5 to 20 Pirates armed with bolter or bolt pistol and axe, frag stikkbombz and flak armour (6+ save). Any number of models may have additional assault weapons and stikkbombz chosen from the Ork Wargear list, and one model may have a special or heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Pirate Boyz	4	3	3	3	4	1	2	1	7

0-1 FLASH GITZ MOB 12 points per model

A mob consists of between 5 to 10 Flash Gitz armed with bolter or bolt pistol and axe, frag stikkbombz and flak armour (6+ save), led by a Freebooter Kaptin bought at additional points cost from the Characters section of the army list. Any number of models may have additional armour, assault, special or heavy weapons and stikkbombz chosen from the Ork Wargear list (see the Ork Wargear list below for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Flash Git	4	3	3	3	4	1	2	1	7

0-1 WILDBOYZ MOB 7 points per model

Mob consists of between 5 to 50 Wildboyz armed sword and primitive armour (6+ save), led by a Nob or Bigboss bought at additional cost from the Characters section of the army list. Any model may have shield (+1 point), extra sword or axe (+1 point), double-handed weapon (+1 point, +1 Strength bonus in hand-to-hand combat) or bow (+1/2 point).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Wildboy	4	3	3	3	4	1	2	1	7

0-1 OGRYN MOB 44 points per model

Mob consists of 1-10 Ogryns armed with axes or clubs and wearing primitive armour (6+ save). Any model may have an extra axe or club (+1 point), double-handed weapon (+2 points, +1 Strength bonus in hand-to-hand combat). If the army includes at least one Blood Axe mob the Ogryn models may also be equipped with ripper gun (+3 points) and mesh armour (+3 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8

0-1 WEIRDBOY WARPHEAD MOB

80 points for the Warphead +10 points for each Madboy
 The mob consists of level 3 Weirdboy Warphead Psyker and 4 to 20 Madboyz armed with a boltgun and bolt pistol or two bolt pistols, and flak armour (6+ save). Any Madboy models may have additional assault weapons and stikkbombz from the Ork Wargear list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Warphead	4	4	4	4	4	1	3	2	7
Madboy	4	3	3	3	4	1	2	1	7

SUPPORT

RUNTHERD ARTILLERY 10 points

You may take up to two pieces of Runtherd artillery for every Runtherd included in the army, consisting of the artillery piece itself and a crew of three unarmed Gretchin. The artillery piece is chosen at additional cost from the Ork Wargear list (see Wargear list).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Gretchin	4	2	3	3	3	1	2	1	5

ORK VEHICLES..... See Datafax

The army must include at least one Painboy in order to have any Dreadnoughts, and at least one Mekaniak to have any other type of vehicle. Within these restrictions the army may include any of the Ork vehicles listed in the Ork Wargear list. The points values for the vehicles are listed on the each vehicle's Datafax and with the exception of Nobz Bikes includes the crew, armed with bolt pistol and flak armour (6+ save). Nobz bikes may be bought as upgrades for any Ork Character, and the points value includes the driver armed with a bolt pistol and flak armour (6+ save).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

ORK WARGEAR LIST

ARMOUR

One item per model.	Cost
Ork 'eavy armour (4+ save).....	7
Refractor Field (5+ save, modifiers do not apply)	6
Conversion Field (4+ save, modifiers do not apply)	14
Displacer Field (3+ save, modifiers do not apply).....	24

ASSAULT WEAPONS

Any number per model.	Cost
Chainsword	2
Power Axe	7
Power Fist	10
Power Sword	6
Sword or Axe	1
Autopistol	1
Bolt Pistol	2
Hand Flamer	6
Plasma Pistol	4

SPECIAL WEAPONS

One per model.	Cost
Flamer	7
Meltagun	6
Plasma Gun	6

HEAVY WEAPONS

One per model. May not be chosen for Character models.	Cost
Autocannon	16
Heavy Bolter	10
Lascannon	30
Missile Launcher (with Frag & Krak missiles)	30
Multimelta	43
Heavy Plasma Gun	26
Heavy Stubber	7

SPECIAL

One per model. Character models only.	Cost
Warboar	6

STIKKBOMBZ

Any number per model.	Cost
Frag Stikkbombz	2
Krak Stikkbombz	3
Melta Stikkbombz	5

ORK VEHICLE LIST

	Cost
Battlewagon	See Datafax
Dreadnought	See Datafax
Gobsmasha	See Datafax
Nobz Bike	See Datafax
Scorcher	See Datafax
Tinboy	See Datafax
Warbike	See Datafax
Warbuggy	See Datafax
Wartrak	See Datafax

RUNTHERD ARTILLERY

Runtherdz only. Two per model	Cost
Hop Splat Gun	45 points
Squig Catapult	25 points

ELDAR ARMY LIST

Characters Up to half the points value of the army.
Squads At least a quarter of the points value of the army.
Support Up to half the points value of the army.
Allies: Eldar armies may ally with Space Marines, Imperial Guard or Squats.

CHARACTERS

0-1 FARSEER 170 points

If the Farseer is chosen he is the Eldar Army Commander unless the Avatar is also chosen. The Farseer has a strategy rating of 4 and is a level 4 Psyker armed with a laspistol and Rune armour (save 4+, never modified). May have up to three Wargear cards and any combination of additional wargear allowed by the Eldar Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Farseer	5	7	7	4	5	4	9	3	10

0-1 AVATAR 200 points

If the Avatar is chosen he is automatically the Army Commander and has a strategy rating of 4.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Avatar	6	10	10	8	8	7	10	5	10

EXARCHS 50 points

Armed with shuriken pistol or laspistol, and Exarch armour (3+ save). May have up to two Wargear cards and any combination of additional wargear allowed by the Eldar Wargear list (see Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Exarch	5	6	6	4	4	2	8	2	10

WARLOCKS

Warlock: 35 points
Warlock Champion: 70 points
Warlock Master: 115 points

Armed with laspistol, and Rune armour (save 4+, never modified). May have up to two Wargear cards and any combination of additional wargear allowed by the Eldar Wargear list (see the Eldar army Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Warlock	5	4	4	3	4	1	7	1	9
Warlock Champion	5	5	5	4	5	2	7	1	9
Warlock Master	5	6	6	4	5	3	8	2	9

SQUADS

0-3 HARLEQUIN TROUPES 100 points

Troupe consists of 5 Harlequins armed with shuriken pistol, laspistol and holo-suit (-1 to hit modifier). Any number of models may take additional assault weapons chosen from the Eldar Wargear list (see Wargear list for points values). The entire troupe may be equipped with blind grenades (+10 points) and/or photon grenades (+15 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Harlequin	6	5	5	3	3	1	7	1	10

DIRE AVENGER SQUAD 100 points

Squad consists of 5 Dire Avengers armed with shuriken catapult, laspistol and Avenger armour (save 4+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dire Avenger	5	4	4	3	3	1	6	1	9

FIRE DRAGON SQUAD 140 points

Squad consists of 5 Fire Dragons armed with meltagun, laspistol and Dragon armour (save 3+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Fire Dragon	5	4	4	3	3	1	6	1	9

HOWLING BANSHEE SQUAD 135 points

Squad consists of 5 Howling Banshees armed with power sword, laspistol, Banshee mask, and Banshee armour (save 4+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Howling Banshee	6	4	4	3	3	1	6	1	9

STRIKING SCORPION SQUAD 130 points

Squad consists of 5 Striking Scorpions armed with shuriken pistol, chainsword, Mandiblasters, and Scorpion armour (save 3+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Striking Scorpion	5	4	4	3	3	1	6	1	9

SWOOPING HAWK SQUAD 140 points

Squad consists of 5 Swooping Hawks armed with lasgun, laspistol, Swooping Hawk grenade pack with frag & Krak grenades, and Hawk armour (save 5+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Swooping Hawk	5	4	4	3	3	1	6	1	9

DARK REAPER SQUAD 195 points

Squad consists of 3 Dark Reapers armed with missile launcher with frag and Krak missiles, Reaper range finder, laspistol and Reaper armour (save 3+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Reaper	4	4	4	3	3	1	6	1	9

GUARDIAN SQUAD 60 points

Squad consists of 1 Leader and 4 Guardians armed with lasgun, laspistol and mesh armour (save 5+). The leader may be equipped with additional assault weapons chosen from the Eldar Wargear list, and one model may be equipped with a special weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

GUARDIAN

CLOSE COMBAT SQUAD 55 points

Squad consists of 1 Leader and 4 Guardians armed with two laspistols and mesh armour (save 5+). Any model may be equipped with additional assault weapons chosen from the Eldar Wargear list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

GUARDIAN BATTLE SQUAD 80 points

Squad consists of 1 Leader and 4 Guardians armed with shuriken catapult, laspistol and mesh armour (5+ save). The leader may be equipped with additional assault weapons chosen from the Eldar Wargear list, and one model may be equipped with a special weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

ELDAR SCOUT SQUAD 115 points

Squad consists of 1 Leader and 4 Scouts armed with needle sniper rifle, laspistol, mesh armour (save 5+) and cameleoline. The leader may be equipped with additional assault weapons chosen from the Eldar Wargear list. The entire squad may be equipped with blind grenades (+10 points), frag (+10 points) and/or photon flash (+15 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Scout	5	3	3	3	3	1	4	1	8

SUPPORT

SUPPORT TEAM 25 points

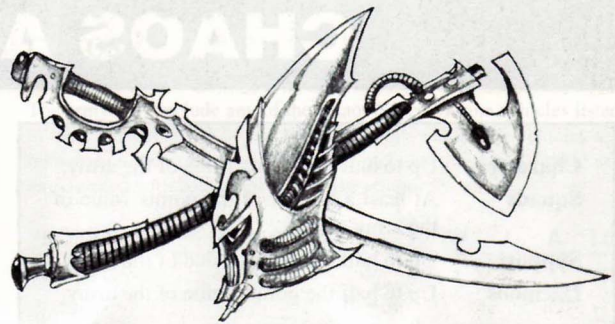
You can take a maximum of one support team per Guardian squad included in the army. Consists of a weapon platform with a crew of two Guardians armed with shuriken pistol or laspistol, and mesh armour (5+ save). The weapon platform is armed with one support weapon chosen from the Eldar Wargear list (see Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

VEHICLES Special

The army may include any of the vehicles in the Vehicle section of the Eldar Wargear list (see the Wargear list for points values, and the relevant Datafax for details of the vehicle). With the exception of jet bikes, the points value includes the Guardian crew, armed with laspistol and mesh armour (5+ save). Jet bikes can be bought as upgrades for characters or Guardian squads. If bought for a squad then all of the models in the squad must be mounted on jet bikes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8



ELDAR WARGEAR LIST

ASSAULT WEAPONS

Cost

Any number per model.

Chainsword	2
Power Axe	7
Power Glove	10
Power Sword	6
Harlequins Kiss (Harlequins Only)	10
Hand Flamer	7
Laspistol	1
Needle Pistol	10
Plasma Pistol	4
Shuriken Pistol	3

SPECIAL WEAPONS

Cost

One per model.

Meltagun	8
Flamer	9

FORCE WEAPONS

Cost

One item per model. May only be chosen for Farseers or Warlocks.

Force Axe	10
Force Sword	10
Force Rod/Spear	10
Witch Blade	10

SUPPORT PLATFORM WEAPONS

Cost

One per support team.

Heavy Plasma Gun	30
Scatter Laser	34
Lascannon	34
Distort Cannon	30

NOTE: All support platform weapons come equipped with a targeter.

VEHICLES

Cost

Dreadnought	see Datafax
Jet bike	see Datafax
War Walker	see Datafax

CHAOS ARMY LIST

Characters Up to half the points value of the army.
Squads At least a quarter of the points value of the army.
Support Up to half the points value of the army.
Daemons Up to half the points value of the army.
Allies: Chaos armies may ally with Orks.

CHARACTERS

1 CHAOS

SPACE MARINE COMMANDER 97 points

Army Commander, strategy rating of 5. Armed with bolt pistol, frag grenades, and power armour (3+save). The Commander may have up to three Wargear cards, and any combination of additional wargear allowed by the Chaos Army Wargear list (see the list at the end of this section for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Commander	4	7	7	5	5	3	7	3	10

CHAOS SPACE MARINE HERO 66 points

Armed with bolt pistol, frag grenades and power armour (3+ save). A Chaos Space Marine Hero may have up to two Wargear cards, and any combination of additional wargear allowed by the Chaos Army Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hero	4	6	6	5	5	2	6	2	9

CHAOS SPACE MARINE CHAMPION 40 points

A Chaos Space Marine Champion may be added to any Chaos unit to lead it. Armed with bolt pistol, frag grenades and power armour (3+save). May have one Wargear card, and any combination of additional wargear allowed by the Chaos Army Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	5	4	4	1	5	1	9

NOISE MARINE CHAMPION 40 points

A Noise Marine Champion may be added to any Noise Marine squad to lead it. Armed with Sonic Blaster and power armour. If you don't have a copy of the special rules for the Noise Marine's Sonic Blaster, treat it as a storm bolter. Any Psyker within 24" of a Noise Marine who uses a psychic power is killed on a D6 roll of 4+.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	5	4	4	1	5	1	9

CHAOS MAGUS

- Chaos Magus **32 points**
- Chaos Magus Champion: **59 points**
- Chaos Magus Master: **106 points**
- Chaos Magus Lord: **153 points**

Armed with laspistol and flak armour (6+ save). A Chaos Psyker may have up to two Wargear cards, and any combination of additional wargear allowed by the Chaos Army Wargear lists (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Magus	4	3	3	3	4	1	4	1	7
Magus Champion	4	4	4	4	4	2	4	1	7
Magus Lord	4	5	5	4	4	3	5	2	7
Magus Master	4	6	6	4	4	4	6	3	8

BEASTMAN CHAMPION 22 points

Up to one Beastman Champion may be added to any Beastman Pack to lead it. Armed with sword or axe and wearing primitive armour and shield (6+ save). May not have any Wargear cards, but may have any combination of additional wargear allowed by the Chaos Army Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Champion	4	5	4	3	4	2	4	1	8

CULTIST COVEN LEADER 9 points

Up to one Cultist Coven Leader may be added to any Chaos Cultist Coven to lead it. Armed with laspistol and flak armour (6+ save). May not have any Wargear cards, but may have any combination of additional wargear allowed by the Chaos Army Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Coven Leader	4	4	4	3	3	1	4	1	8

SQUADS

CHAOS SPACE MARINE TERMINATOR SQUAD 325 points per squad

Squad consists of 5 Chaos Space Marine Terminators armed with storm bolter and power glove, and Terminator armour (3+ save on 2D6). One model may be equipped with a Terminator weapon chosen from the Chaos Army Wargear list (see the Wargear list for points values). Any model can replace their power glove with a power sword or chainfist, or can replace their storm bolter and power glove with a thunder hammer and storm shield or with a pair of lightning claws at no additional points cost.

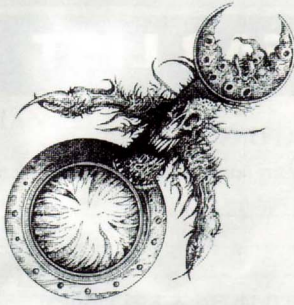
PROFILE	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

CHAOS

SPACE MARINE SQUAD 150 points per squad

Squad consists of 5 Chaos Space Marines armed with boltgun, bolt pistol, frag grenades and power armour (3+ save). Any number of models may be equipped with additional assault weapons chosen from the Chaos Army Wargear list, and one model may be equipped with a special or heavy weapon (see the Wargear list for points values). The entire squad may be equipped with krak grenades (+15 points) and/or melta bombs (+25points) and/or jump packs (+25 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Space Marine	4	4	4	4	4	1	4	1	8



NOISE MARINE SQUAD 150 points per squad

Squad consists of 5 Noise Marines armed with Sonic Blaster and power armour (3+ save). If you don't have a copy of the special rules for the Noise Marine's Sonic Blaster, treat it as a storm bolter. Any Psyker within 24" of a Noise Marine who uses a psychic power is killed on a D6 roll of 4+.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Noise Marine	4	4	4	4	4	1	4	1	8

CHAOS CULTIST COVEN 8 points per model

The coven consists of 5 to 20 Cultists armed with a lasgun or two laspistols or laspistol and sword, and flak armour (6+ save). Any number of models may be equipped with additional assault or basic weapons chosen from the Chaos Army Wargear list, and up to one model may be equipped with a special or heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Cultist	4	3	3	3	3	1	3	1	7

BEASTMEN PACK 14 points per model

The pack consists of 5 to 20 Beastmen armed with a sword or axe, and wearing primitive armour (6+ save). Any number of models may take additional assault or basic weapons chosen from the Chaos Army Wargear list (see the Wargear list for points values). Any model may take a primitive shield (+1 point), or a double-handed weapon (+1 point, increases model's strength by +1 in hand-to-hand combat).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastmen	4	4	3	3	4	2	3	1	7

CHAOS HOUND PACK 14 points per model

The pack consists of 5 to 10 Chaos Hounds.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Hounds	6	4	0	4	4	2	4	2	6

SUPPORT

CHAOS

SPACE MARINE VEHICLES See Datafax

The army may include any of the Chaos Space Marine vehicles listed in the Chaos Army Wargear list. The points values for vehicles are included on the vehicle's Datafax and includes the crew (if there are any), armed with bolt pistol and power armour (3+ save).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Vehicle Crew	4	4	4	4	4	1	4	1	8

DAEMONS

KHORNE DAEMONS

- Bloodthirster:** 275 points per model
- Bloodletters:** 30 points per model
- Flesh Hounds:** 35 points per model
- Juggernauts:** 36 points per model

Bloodletters, Juggernauts and Flesh Hounds must be purchased in units of 5-10 models. Juggernauts may be purchased separately as mounts for Character models.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10
Bloodletter	4	5	5	4	3	1	6	2	10
Flesh Hound	10	5	0	5	4	2	6	1	10
Juggernaut	7	3	0	5	5	3	2	2	10

SLAANESH DAEMONS

- Keeper of Secrets:** 200 points per model
- Daemonettes:** 27 points per model
- Fiends:** 19 points per model
- Steeds:** 19 points per model

Daemonettes, Fiends and Steeds must be purchased in units of 5-10 models. Steeds may be purchased separately as mounts for Character models.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Keeper of Secrets	6	9	10	7	7	8	7	6	10
Daemonette	4	6	5	4	3	1	6	3	10
Fiend	6	3	0	3	3	1	6	3	8
Steed	12	3	0	4	5	1	6	1	10

NURGLE DAEMONS

- Great Unclean One:** 205 points per model
- Nurgling Base:** 33 points per model
- Plaguebearers:** 27 points per model
- Beasts of Nurgle:** 32 points per model

Nurglings and Plaguebearers must be purchased in units of 5-10 models or bases.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Great Unclean One	4	7	7	7	8	10	4	7	10
Nurgling Base	4	3	3	3	3	3	4	3	7
Plaguebearer	4	5	5	4	3	1	6	2	10
Beast of Nurgle	3	3	0	3	5	3	3	D6	6

TZEENTCH DAEMONS

- Lord of Change:** 245 points per model
- Horrors of Tzeentch:** 32 points per model
- Flamers:** 44 points per model
- Discs of Tzeentch:** 16 points per model

Horrors, Flamers and Discs of Tzeentch must be purchased in units of 5-10 models. Discs may be purchased separately as mounts for Character models.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	8	9	10	7	7	7	10	6	10
Pink Horror	4	5	5	4	3	1	6	2	10
Blue Horror	4	3	3	3	3	1	7	1	10
Flamer	9	3	5	5	4	2	4	2	10
Discs of Tzeentch	12	3	0	3	3	1	3	1	10

CHAOS ARMY WARGEAR LIST

ARMOUR

Cost

One item per model. May only be chosen for Character models.

- Mesh armour (5+ save) 3
- Carapace Armour (4+ save) 7
- Power Armour (3+ save) 12
- Terminator Armour with Storm Bolter, Targeter and Power Glove (3+ save on 2D6) 50
- Refractor Field (5+ save, save modifiers do not apply) 6

ASSAULT WEAPONS

Cost

Any number per model.

- Chainaxe (Chaos Space Marines of the World Eaters Chapter only, S4, -2 save modifier) 2
- Chainsword 2
- Power Axe 7
- Power Glove 10
- Power Sword 6
- Sword or Axe 1
- Autopistol 1
- Bolt Pistol 2
- Hand Flamer 7
- Laspistol 1
- Needle Pistol 10
- Plasma Pistol 5
- Stub Gun 1

BASIC WEAPONS

Cost

One per model.

- Autogun 1
- Boltgun 3
- Bow 0.5
- Crossbow 1
- Lasgun 2
- Shotgun 2

SPECIAL WEAPONS

Cost

One per model.

- Flamer 9
- Meltagun 8
- Plasma Gun 8

HEAVY WEAPONS

Cost

One per model. May not be chosen for Character models.

- Autocannon 25
- Heavy Bolter 15
- Lascannon 45
- Missile Launcher (with Frag & Krak missiles) 45
- Multimelta 65
- Heavy Plasma Gun 40
- Heavy Stubber 10

NOTE: All heavy weapons used by Chaos Space Marine models come equipped with a targeter. Heavy weapons used by other Chaos models do not have targeter.

TERMINATOR WEAPONS

Cost

One per model. May not be chosen for Character models.

- Assault Cannon 45
- Cyclone Missile Launcher 55
- Heavy Flamer 25

NOTE: Terminator armour is already equipped with a targeter.

GRENADES

Cost

Any number per model. May only be chosen for Character models.

- Blind Grenades 2
- Plasma Grenades 3
- Frag Grenades 2
- Krak Grenades 3
- Melta Bombs 5
- Photon Flash 2

FORCE WEAPONS

Cost

One item per model. May only be chosen for Chaos Magus models.

- Force Axe 10
- Force Rod 10
- Force Sword 10

CHAOS ARMY VEHICLE LIST

Cost

- Blood Slaughterer See Datafax
- Chaos Dreadnought See Datafax
- Land Raider See Datafax
- Predator See Datafax
- Rhino See Datafax

TYRANID ARMY LIST

Characters Up to half the points value of the army.

Broods At least a quarter of the points value of the army.

Note: Special rules for Break tests and psychology apply to Tyranids. See the Codex Imperialis for details.

CHARACTERS

0-1 HIVE TYRANT 264 points

The Hive Tyrant is the Tyranid Army Commander and has a strategy rating of 1. The Hive Tyrant is a level 4 Psyker, armed with a pair of Boneswords and a Deathspitter, and is protected by chitinous armour (4+ save).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hive Tyrant	6	9	7	6	6	5	8	5	10

The more I learn about these aliens, the more I come to understand what drives them, the more I hate them. I hate them for what they are and for what they may one day become. I hate them not because they hate us but because they are incapable of good, honest, human hatred.

Inquisitor Agmar on Tyranids

BROODS

TYRANID

WARRIOR BROOD 174 points per brood

A Tyranid Warrior Brood consists of 3 Tyranid Warriors armed with a Deathspitter or a pair of Boneswords, and protected by chitinous armour (save 5+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tyranid Warrior	6	6	4	5	5	2	5	3	10

TERMAGANT BROOD 40 points per brood

Brood consists of 5 Termagants armed with Fleshborers.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Termagant	6	4	3	3	3	1	4	1	5

GENESTEALER BROOD 100 points per brood

Brood consists of 5 Purestrain Genestealers armed with claws (-3 save modifier), and chitinous armour (save 5+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Genestealer	6	7	0	6	4	1	7	4	10

CARNIFEX 205 points per model

Armed with claws (-4 save modifier), Bio-plasma attack and chitinous armour (3+ save on 2D6).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Carnifex	6	6	4	7	8	10	6	4	10

GENESTEALER ARMY LIST

Characters Up to half the points value of the army.

Broods At least a quarter of the points value of the army.

Support Up to half the points value of the army.

Allies: Genestealers may ally with Tyranids or Chaos (but not both at once).

CHARACTERS

0-1 GENESTEALER PATRIARCH 163 points

The Patriarch is a 4th level Psyker.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Patriarch	5	7	0	6	5	4	6	4	10

0-1 GENESTEALER MAGUS 107 points

The Magus is a 4th level Psyker armed with laspistol and flak armour (6+ save). The Magus may have up to three Wargear cards, and any combination of additional Wargear allowed by the Genestealer Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Magus	4	3	3	4	3	1	5	1	8

The Genestealer army must be led and controlled by a Patriarch and/or a Magus. If it is left without at least one of these models for any reason, then the army becomes uncontrolled and the Genestealer player automatically loses. The Patriarch or the Magus can be the Genestealer Army Commander. Each has a strategy rating of 1.

BROODS

GENESTEALER BROOD 20 points per model

A Genestealer Brood consists of 5 to 20 Purestrain Genestealers armed with claws (-3 save modifier), and chitinous armour (save 5+).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Genestealer	6	7	0	6	4	1	7	4	10

HYBRID BROOD 12 points per model

Brood consists of 5 to 20 Hybrids armed with laspistol and mesh armour (save 5+). Any number of models may be equipped with additional assault or special weapons chosen from the Genestealer Wargear list, and up to three models may take a heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hybrid	4	4	2	4	3	1	5	1	8

BROOD BROTHER SQUAD 8 points per model

Squad consists of 10 to 20 human Brood Brothers armed with lasgun or two laspistols or a laspistol and a sword, and flak armour (6+ save). Any number of models may take additional assault weapons chosen from the Genestealer Wargear list, and up to one model may take a special or heavy weapon (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Brood Brother	4	3	3	3	3	1	3	1	7

SUPPORT

VEHICLES

See Datafax

The army may include a maximum of one vehicle for every two Brood Brother squads in it. Vehicles are chosen from the Vehicle section of the Genestealer army Wargear lists (see the relevant Datafax for details of the vehicle). The points value includes the Brood Brother crew, armed with laspistol and flak armour (6+ save). Bikes may be bought as transport for any character or brood brother squad.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Brood Brother	4	3	3	3	3	1	3	1	7



GENESTEALER ARMY WARGEAR LIST

ASSAULT WEAPONS

Cost

Any number per model.

Chainsword	2
Power Axe	7
Power Glove	10
Power Sword	6
Sword or Axe	1
Autopistol	1
Bolt Pistol	2
Hand Flamer	6
Laspistol	1
Plasma Pistol	4
Stub Gun	1

BASIC WEAPONS

Cost

One per model.

Autogun	1
Boltgun	3
Lasgun	2
Shotgun	2

SPECIAL WEAPONS

Cost

One per model.

Flamer	9
Meltagun	8
Plasma Gun	8

HEAVY WEAPONS

Cost

One per model. May not be chosen for Character models.

Autocannon	25
Heavy Bolter	15
Lascannon	45
Missile Launcher with Frag & Krak missiles	45
Multimelta	65
Heavy Plasma Gun	40
Heavy Stubber	10

FORCE WEAPONS

Cost

One item per model. May only be chosen for the Magus.

Force Axe	10
Force Rod	10
Force Sword	10

VEHICLES

Cost

Bike	See Datafax
Land Raider	See Datafax
Leman Russ battle tank.....	See Datafax
Predator	See Datafax
Rhino	See Datafax
Sentinel	See Datafax