
Wargear 'Cards'

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Wargear

Wargear represents special or unique equipment that a player may use to further bolster the effectiveness of his army. Only certain models may be given Wargear Cards; which models these are and the maximum number of cards that may be assigned them are listed with the description and point cost of the units.

If a model carrying Wargear cards is slain, the Wargear is considered destroyed with him. Likewise, unless both players agree otherwise prior to the start of the game, Wargear may not be “passed around” from model to model—it stays with the model to which it is assigned for the game’s duration.

Below is a listing of the Wargear that can be found in the game. Each heading starts with the name of the item, followed by an allotment classification. This tells the player how much of a given amount of that item is appropriate, depending on the size of his army during the game in question.

Allotment	Number per Army
Unique	No more than one of these items is allowed in the Army, no matter what the size. Furthermore, the item may require a specific character model be present for the item to be used.
Rare	No more than one of these items per 2500 points; some Rare items may not be appropriate for games of less than 1500 points. Note that in some cases, the total number of Rare Wargear may be limited, no matter what the size of the Army (see Vortex Grenades).
Uncommon	Uncommon Wargear is relatively easy to obtain. One such item per 1000 points (or part there-of) can be available for purchase.
Common	These items are usually provided as standard equipment for a given type of unit, but are not standard equipment for an army as a whole, and so are included here for reference purposes only. Please note that only the unit types listed may be equipped with Common Wargear!

Some items of Wargear have a cost of ‘0’ listed; this indicates that the item is already figured into the cost of the model that carries it, and is not available for purchase by any other model.

Club rules allow for a Character model to select a ‘personal weapon’ from any army list as a Wargear choice for that model. This weapon is considered to be unique; only one of that sort of weapon may be chosen, no matter how common the weapon may be in the army from which it was taken! If the weapon is available to the model’s army already, the character must pay the points cost for that army. The points cost of the weapon is equal to what the model would have paid should it have come from the appropriate army list. It is recommended that no more than one model be allowed to take a personal weapon for each 500 points of army strength. Note that Support weapons may not be taken in this way!

Note that, because of their peculiar nature, the use of Wargear sometimes creates a situation where there is no obvious solution (Total Power vs. a Collar of Khorne, for example). In these situations, roll a dice to see which side “gains the upper hand” (in this example, whether the psyker power works or is automatically dispelled). This sets no precedent, and you should therefore roll every time the situation occurs.

Wargear Cards

Acid Blood (Biomorph)

Common

5 points—Listed Tyranids only

If the creature with Acid Blood is wounded or killed in HtH combat, all models in base to base contact with it will suffer an automatic hit, with a Strength equal to the creature's Toughness. This causes one wound, with a Save Modifier equal to the Creature's Toughness-3.

Adrenaline Sac (Biomorph)

Common

10 points—Listed Tyranids only

Once per game, the creature may Charge (or run and shoot), in the shooting Phase, even if it is already engaged in Close Combat or is armed with a Move or Fire weapon.

Aegis Suit

Rare

18 points

A model wearing an Aegis Suit gains a saving throw of 4+ against any enemy psychic power used against it. Note that this is in addition to any other saving throws.

Airbursting Fragmentation Projector

Rare

+10 points (Tau battlesuit characters only)

See the weapon description for full details.

Allure of Slaanesh (Chaos Reward)

Common

20 points—Champions of Slaanesh only

Models in base to base contact with the bearer of this reward must roll a LD check on 3D6 before rolling their attacks. If they succeed in the test, then they may act normally; however, if they roll higher than their LD score, and if they win the round of HtH, they will refuse to strike the model, and that round will be considered a draw. This check is made once per turn, until the model succeeds in making his LD roll (at which point he need not roll against the effect again).

Ammo Feed

Rare

5 points—Imperial Units only

Allows a weapon with sustained fire to ignore the first jam result that is rolled.

Animus Malorum

Unique

40 points—Chief Librarian Centurions only

The character may target one enemy model within 12"; that model must roll a number of Leadership checks equal to the number of force cards used in the attack (up to 3). If any of the rolls are failed, then the model is killed, and one slain Legion of the Damned model is brought back onto the board.

Animus Speculum

Common

40 points—Culexus Assassins only

In the psychic phase, the Culexus Assassin may fire Warp Blasts from the Animus Speculum—one blast per Force Point sapped from the Warp by the Assassin's Force Matrix, up to 3 blasts. Roll to hit for each blast separately, just like a shooting attack. Each blast may be fired at a different target as long as it is in the Assassin's arc of fire.

If a blast wounds a psyker, there is a chance that the blast will destroy one of his powers. Both players each roll a D6. To this score, you may add as many Force Points stored in the Force Matrix, and the psyker's controller may add any number of Force Warp cards. Both players then reveal their total score—if the Assassin's score is higher, the psyker loses one psychic power, picked at random.

A psyker may only attempt to nullify a blast that targets him. Each blast must be nullified individually and always counts as having the same Mastery Level as the psyker nullifying it. Each blast of negative Warp energy has the following profile:

Range		To Hit		Str	Dmg	Save Mod	Armor Pen
Short	Long	Short	Long				
0-12	12-24	+1	-	5	1	-5	2D6+5

Anointed Daemon Hammer

Unique

15 points—Inquisitor Cortez only

This is a specially blessed Thunder Hammer which will force a Daemon or Psyker to re-roll each successful Invulnerable save. The second result stands, even if it is also a success.

Armor of Vault

Rare

30 points—Ayanna Arienal only

When the model is hit, it immediately makes a Leadership check rather than a standard Armor Save. If the roll succeeds, the Armor of Vault stops the hit from harming the model in any way; if not, continue to make To Wound rolls as per the normal rules. This counts as an Invulnerable save, and is applicable against all attacks

Armor-Piercing Ammo

Uncommon

5 points—one use

Used with one projectile weapon the model is equipped with which you select before the game starts. When the model fires the selected weapon, you may choose to have it fire Armor-Piercing Ammo instead of its normal ammunition. AP ammo has a -6 Armor Save Modifier, and gains additional armor penetration dice based on the Strength of the weapon with which it is used, as follows:

Weapon's Strength	1-3	4-5	6-7	8-10
Bonus Dice	+D3	+D6	+D12	+D20

May not be used in combination with other types of ammo, and is discarded after use.

Aspect Armor

Rare

Cost varies—Eldar only

This provides the bearer with a 3+ to 5+ armor save, and is considered a sealed suit with photon flare protection.

Aura of Torment (Biomorph)

Common

10 points—Listed Tyranids only

All non-Tyranids within 8" of the creature suffer a -2 modifier to their LD score.

Auto-Launcher

Uncommon

5 points—Space Marine terminators only, one use

This is an automatic point defense system, which is loaded before the game starts with either Frag or Blind grenades. This can be triggered at any time, and will automatically deploy the grenade 6" in front of the model.

Auxiliary Grenade Launcher

Uncommon

8 points

May be attached to any projectile weapon, including close combat weapons, and may be fired in addition to normal shooting. Loaded with either Frag or Krak grenades; choose which before the start of the game. Models shooting a normal weapon and the grenade launcher in the same shooting phase take a -1 to hit penalty for both shots. See the weapon profile for this weapon for more information.

Axe of Retribution (Relic)

Common

20 points—Adeptus Ministorum only

See the weapon profile for more information about this weapon.

Axe of Khorne (Chaos Reward)

Common

15 points—Champions of Khorne only

See the weapon profile for the weapon for more information.

Axe Morkai, The

Unique

15 points—Space Wolves commander only

The Axe is S6 and enemies suffering wounds from it take a -3 save modifier. For each critical hit scored in hand-to-hand combat, add not +1 to the Combat Score of the Axe's user but +D3. For more information, see the weapon profile for this weapon.

Bale Eye

Unique

5 points—Imperial Guard Commissar Yarrick only

The Bale Eye may be used at the start of each hand-to-hand combat phase . It automatically hits any one model already engaged in hand-to-hand combat fighting against Yarrick.

Str	Dmg	Save Mod.	Armor Pen.
4	1	-1	2D6+4

Banner of McCragge

Unique

50 points—Ultramarine Chapter only

The Holder of the Banner is immune to all psychology, and the Banner itself causes Fear.

Banner of the Order (Adeptus Sororitas)

Unique

Costed in with Bearer—Adeptus Sororitas Standard Bearer only

Any Ministorum squads or characters within 12" of the Banner Bearer may re-roll the dice once if they fail a Break test.

Banner of Sanctity (Relic)

Unique

15 points—Uriah Jacobus only

Any unit within 12" of the Banner may roll 3 dice for any Ld Test, and choose the most favorable 2 to determine the result. Any unit led by a character carrying the Banner of Sanctity may ignore any Fumbles rolled in HtH combat (the result counts as 1, but does not add +1 to the enemies' score). Such models also add an additional +1 critical success to their HtH score if they roll any 6's on their attack dice.

Battle Claw

Unique

10 points—Imperial Guard Commissar Yarrick only

See the weapon profile for more information about this item.

Battlesuit, Tau

Common

Cost varies—Tau only

All Tau Battle Suits are considered to be Power Armor, provide statistical bonuses to the wearer (Figured into the cost of the model itself), are equipped with Scanners, and allow the wearer to carry heavy weapons without penalty (but they do not change the designation of move or fire weapons). All Battlesuit equipped models counts as Foot Troops.

XV8 "Crisis" Battlesuit (3 Hard point Systems)

Type XV8 battle suits provide an Armor Save of 3+ on 2D4. It has three hard points, which must have a weapon or support system allocated to each of them at the start of the game. Mounting two of the same weapons on the suit effectively fire links them (this still takes two hard points).

XV88 "Broadside" Battlesuit (1 Hard point System)

Type XV8 battle suits provide an Armor Save of 2+ on 2D4. It does not possess a jump pack, and is armed with a Twin Linked Rail Gun and a Smart Missile System. The one remaining hard point cannot mount a weapon system.

XV15 “Stealth” Pathfinder Battlesuit

Type XV8 battle suits provide an Armor Save of 3+ on D6. Stealth suits use Stealth Field Generators, and come with a Jetpack, Target Lock, and Burst Gun. Stealth suits and cannot be upgraded.

XV25 “Stealth” Battlesuit (1 Hard point System)

Type XV8 battle suits provide an Armor Save of 3+ on D6. Stealth suits use Stealth Field Generators, and come with a Jetpack, and Burst Cannon. Stealth suits and can accept one non-weapon upgrade.

Beast of Nurgle (Chaos Reward)

Common

40 points—Champions of Nurgle only

The Chaos Lord has gifted his servant with a companion. This beast will attempt to stay within 6” of the Champion at all times, and effectively forms a unit with him (they must obey normal unit coherency rules). The Beast has all of the standard daemonic abilities and vulnerabilities, causes Fear, and has the following statistics:

M	WS	BS	S	T	W	I	A	Ld
3	3	0	3	5	3	3	D6	6

In addition to the above, if the Beast hits an enemy in HtH combat, they are not allowed an armor save; furthermore, enemies attacking the Beast do not gain multiple opponent bonuses when fighting it.

Bio-Plasma Attack (Biomorph)

Common

40 points—Listed Tyranids only

See the weapon profile for the weapon for more information; this Biomorph is considered to be a Move or Fire attack, and if used, must be the only attack made by the model in the shooting phase.

Bio-Scanner

Uncommon

2 points—Adeptus Arbites only

A model carrying this item may detect Hidden models within its Initiative x 3 radius in inches. Bio-scanners increase the multiplier of seeing a target in the darkness by adding a +1 bonus to the multiplier to do so.

Bionic Arm

Uncommon

5 points

The model gains +1 S in HtH, and when throwing grenades; he may also add +1 to his I score when resolving ties in Close Combat.

Bionic Body

Rare

5 points—Imperial Agents only

Provides the model with a 4+ Armor Save.

Bionic Eye

Uncommon

5 points

The model gains +1 to hit, and may detect hidden troops, all vehicles, and any psykers within 24”. Note that if the model uses the Bionic Eye to ‘scan’ it may not shoot in the same turn.

Bionic Leg

Uncommon

3 points

The model gains +1 Attacks, and may make a special Kick Attack if it wins a round of hand-to-hand combat. The kick attack may be made instead of all of the hits that would normally be inflicted, and is resolved at +2 to the model’s Strength, inflicting D3 damage. If the target is no bigger than the model with the Bionic Leg, it is also knocked back D3” by the kick.

- Biting Sword** *Rare*
25 points—Eldar Exarchs only
 See the weapon profile for the weapon for more information.
- Black Staff of Ahriman** *Unique*
25 points—Chaos Space Marines Ahriman only
 Whenever the user uses a psychic power, the Black Staff reduces the number of Force Cards required to power it by 1, to a minimum of 1. In hand-to-hand combat, the Staff adds +4 to the user's Strength. For more information, see the weapon profile for this weapon.
- Blacksun Generator, Hard Wired** *Common*
5 points—Tau only
 Allows the model to ignore any penalties for firing at night (in normal darkness), and increases the model's LOS to 2D6x3".
- Blade of Admonition (Relic)** *Common*
7 points—Adeptus Ministorum only
 See the weapon profile for more information about this weapon.
- Blade of Destruction, The** *Unique*
12 points—Eldar only
 See the weapon profile for more information about this item.
- Blades of Office** *Common*
0 points—Tau Etherials only
 See the weapon profile for more information on this weapon.
- Blades of Reason, The** *Rare*
25 points—Space Marines Interrogator Chaplains and Master Chaplains only
 See the weapon profile for more information about this item.
- Blade of Truth** *Unique*
30 points—Sensei Chapter Commander Only
 The Blade of Truth has been possessed by the Chapter's commander since its Founding. Like the Daemon Hammer, it was crafted by the Ordo Malleus, and is counted as a thunder hammer in all respects. However if the bearer is fighting a Daemon, then character will strike in Initiative order.
- Blessed Weapon** *Rare*
+10 points to weapon cost—Imperial Armies only
 A 'blessed weapon' that includes the most revered artifacts carried to war by the Orders Militant. A blessed weapon may be any weapon from the HtH category; it is considered a Master Crafted Weapon that adds 2 to the bearer's Strength and increases the armor save modifier an additional -1.
- Blight Grenades** *Common*
3 points—Chaos Marines with the Mark of Nurgle only
 See the weapon profile for more information about this item.
- Bone Suit** *Common*
8 points—Eldar Harlequins (Death Jesters) only
 This armor provides a basic armor save of 4+, incorporates a targeter, and a Rictus Mask, and is designed to be worn in combination with a HoloSuit.
- Book of Saint Lucius (Relic)** *Common*
5 points—Adeptus Ministorum only
 Any troops within 8" of the character at the start of the Rally Phase may use the Ld score of the character that possesses the Book. The broken unit may make this roll, even if they are not in cover or would otherwise be prevented from doing so.

- Book of Salvation** *Unique*
0—Space Marines Dark Angels Grand Master Librarians only
If the Grand Master is slain, do not remove the model—lay it on its side. The first Dark Angel to reach the body will retrieve the book instead of attacking that turn. Until the book has been picked up, all Dark Angels are immune to psychology, will never break, and may add +1 to their WS. However, if the Dark Angels have failed to recover the book by the end of the game, they lose 10 Victory Points .
- Brazier of Holy Fire (Relic)** *Common*
18 points—Adeptus Ministorum only
See the weapon profile for more information about this weapon.
- Breathe Fire (Chaos Reward)** *Common*
10 points—Champions of Tzeentch only
This allows the model to attack as if it were armed with a Flamer in the Shooting Phase. This is treated as any other attack (and so must be the only attack made in that turn), and cannot be used in Close Combat.
- Bright Lance** *Uncommon*
40 points—Eldar only
See the weapon profile for more information about this weapon.
- Buzzer Squig Stikkbombz** *Rare*
5 points—Orks Only, One Use
When the Stikkbomb is thrown, place a Buzzer Squig template wherever the shot lands. Resolve the effects just as if a Squig Katapult shot had landed at that spot.
- C'Tan Phase Sword** *Common*
25 points—Callidus Assassins & Eldar Pirates only
See the weapon profile for this weapon for more information.
- Carapace Armor** *Uncommon*
8 points
A model wearing Carapace Armor gains an armor saving throw of 4+.
- Chameoline** *Uncommon*
5 points
All shots fired at a stationary model wearing Cameleoline are at -1 to hit in addition to other modifiers. If the model hides, troops that move into a position to see the hiding model—or move within their Initiative distance—will only detect him rather than spot him until he moves or fires. Infiltrating models wearing Chameoline may start the game hiding without the benefit of cover (although in this case the detection bonus for distance is lost).
- Chaos Terminator Armor** *Unique*
70 points—Chaos Space Marine Abaddon only
Confers a 2+ armor save on 2D6. Yes, this means that unless the weapon being fired at Abaddon has a saving throw modifier, it is impossible to wound him. The armor will also nullify any psychic power which includes him in its area on a 4+ on D6.
- Chirurgion, The** *Unique*
30 points—Chaos Space Marines Fabius Bile only
Contains a Frenzon dispenser, which is used to induce the psychological effects of Frenzy or Hatred for the rest of the game. The psychology effects are automatic, and no Ld test is required. Only one psychological state may be induced at a time. A Frenzon antidote (also produced by the Chirurgion) will negate the effects. However, repeated use of Frenzon is dangerous to the subject—every time a dose is administered after the first, roll D6 for the model affected; on a 1 the model suffers D3 wounds.

Furthermore, any wound suffered by Bile may be instantly healed by the Chirurgeon. After normal saves are made, roll a D6 for if Fabius Bile suffers any wounds from each attack. If the roll is higher than the number of wounds sustained, then the damage is instantly healed; a roll of 6 will always succeed in healing him. Note that weapons which automatically destroy their target (such as Vortex Grenades and Wraith Cannon) cannot be stopped by the Chirurgeon.

The Chirurgeon also provides Bile with the same Immunities as Daemons.

Finally, the wearer gains an additional +2 Attack Dice in hand-to-hand combat. These dice are added after the Attack Score is doubled, if the Frenzon Dispenser is used.

Chronometron

Rare

10 points—Necron Lords only

This device allows the Necron Lord and an attached unit to double their base Move Score. This bonus applies for the entire game, or until the Lord is destroyed.

This bonus is not applicable to units of Destroyers.

Claw of the Desert Tigers

Unique

16 points—Imperial Guard Al'Rahem only

This is an ordinary Power Sword, but it causes Fear .

Cloak of Confusion

Rare

16 points—Eldar Harlequins only

This device projects multiple images of the wearer. This provides him with a 4+ unmodified save vs. non-Template attacks. In Close Combat, the Cloak negates the bonuses gained for having multiple attackers against the wearer.

Cloak of Saint Aspira (Relic)

Common

5 points—Adeptus Ministorum only

A character wearing the Cloak may add +1 to any saves made for Physical Armor (field saves – or those derived from other sources - are unaffected). Only one Cloak may be worn at any time.

Collar of Khorne (Chaos Reward)

Common

30 points—Champions of Khorne only

Daemons wearing the collar are not automatically wounded by Force Weapons, and all Force Weapons lose their strength bonus when hitting any wearer. Furthermore, and psychic attack directed at (or any psychic template that touches) the wearer is automatically nullified.

Combat Drugs (General)

Rare

25 points

Model may use Combat Drugs at any time with immediate effects on his characteristics. The model speeds up (Move x 2, Initiative x 2, Attacks x 2) and becomes harder to injure (Toughness +1) and stronger (Strength +1). At the end of each of the models' turns after which he has taken the drugs, roll a D6; on a 5+, the model suffers 1 wound with no save possible. The effects of the drugs last until the model suffers a wound for any reason—at which point this card is discarded and the model's characteristics return to normal. Combat Drugs may not be used in combination with Frenzon .

Combat Drugs

Uncommon

20 points—Dark Eldar only

Character models may be equipped with a combat drug dispenser, similar to that used by the Wych Cults. However, the character may choose to change the dosage of the drugs, allowing him to take more than one at a time! At the start of the game, the player may select an effect fro the appropriate table (below), which will be in effect for that character for the rest of the battle. At the start of each hand to hand phase, he may up the dosage, by rolling again on the Wyches' Combat Drug Table, and applying the new result as well.

If the character rolls one duplicate (including a duplication of the number for the effect he selected at the start of the battle), then the model takes one wound. Rolling the same result twice kills the model outright. Choosing not to make additional rolls on the table means that there is no chance that the model will suffer any harm from the use of the drugs.

Combat Drugs (Wych Cult)

Common

Wyches use combat drugs to artificially enhance their already finely trained abilities. Roll a D6 on the appropriate table below at the start of the battle to see what effects the narcotics have on each unit. The effect lasts for the entire battle. If the Succubus leading the squad has a Combat Drug Dispenser, then they may choose a second result (which will only apply to the Succubi model and not to the rest of the squad).

Roll	Wyches' Combat Drug Effects
1	The Drug adds 5" to the Wyches Move (so they may run at 15" or charge at 19"); it also allows them a five inch follow up move, if they win in Hand to Hand combat.
2	+1 to the WS for each model.
3	+1 to the S for each model.
4	The model always strikes first in HtH Combat
5	Each model may re-roll any Attack dice in HtH combat. Each die may only be re-rolled once, and the second roll always applies.
6	+1 A for each model.

Roll	Reavers' and Hellions' Combat Drug Effects
1	The unit is immune to psychology for the duration of the fight; models that are separated from the squad do not break (but still must regain coherency by the end of the fight, or count as casualties).
2	+1 to the WS for each model in the squad.
3	+1 to the S for each model in the squad.
4	The model always strikes first in HtH Combat
5	Each model may re-roll any Attack dice in HtH combat. Each die may only be re-rolled once, and the second roll always applies.
6	+1 A for each model in the squad.

Combat Medkit

Unique

30 points—Sensei Chapter Commander Only

The model may use this device at any time, provided it is still conscious.

- Injects a combat drug, making the model faster (Mx2), harder to injure (T+1), and stronger (S+1).
- At the end of each of the models' turns after which he has taken the drug, roll a D6; on a 5+, the model suffers 1 wound with no save possible. The drug last until the model suffers a wound for any reason, at which point the drug's effect ends, and the model's stats return to normal.

At the beginning of each turn, the Combat Medkit may be used to do one of the following:

- Restore 1 Wound to the character (provided he is still living).
- Restore his vision if he has been blinded.
- Cure the effects of any non-lethal gas type.

Combi-Weapon

Uncommon

10 points—Imperium or Orks only

A combination of two basic weapons . At the beginning of the game, declare which you would like: a combination Bolter and Meltagun, Bolter and Plasma Gun, Bolter and Flamer or twin Bolters (counts as a single StormBolter). Each shooting phase, you can either fire just one barrel of the combi-weapon as per normal shooting rules, or fire both barrels at the same target with a -1 to hit modifier on both shots.

Combi-weapon: Bolter-stake Crossbow*Uncommon***20 points—Ordo Malleus only**

This fires a blessed silver stake that immolates its target in a burst of holy fire. The stake-crossbow has a range of 24". Any psyker hit will be wounded on a 2+ and receives no Armor save (though Invulnerable saves may be taken as normal). On any other target, the weapon counts as Strength 3, with a -1 Armor save.

Command and Control Node*Rare***+10 points (Tau battlesuit characters only)**

This system allows most Tau units within 12" of the model to use his Ld score when making any Ld checks.

Drones, Kroot, (and Vespids if they are no longer led by their Purestrain Leader) do not benefit from this system.

Command Drone*Unique***+35 points (Commander O'Shaserra only)**

This special drone has been modified to provide command and control elements to O'Shaserra. It allows any Tau unit other than Kroot to use her Ld of 10 when making any Ld checks if they are within 18" of her location.

Consecrated Scrolls*Rare***15 points—Ordo Malleus only**

The Inquisitor carries several scrolls, treated with sacred oils and covered in illuminated scripture that boost his psychic abilities and negate any Psychic or Daemonic/Warp effect attempting to effect the model. They allow a Inquisitor to immediately re-use a Negated psychic power without expending any additional Warp Cards to do so. They may only be used once per battle.

Consul Mors*Unique***50 points—Space Marines Sensei Standard Bearer only**

Once per game, the Sensei player may declare that the Consul Mors is going to be used in the Shooting Phase; he must then roll equal to or higher than the Battlefield Interference Level for every model equipped with a targeter that is within 12" of the Consul Mors. Each model which passes the test may ignore the standard choosing a target rules, and may fire at any unit or vehicle the player wishes. While it cannot fire specifically at characters that are part of, screened by, or closer to a unit than 2", it may select any other target within the range, LOS, and the 90° arc of the shooter.

Conversion Field*Rare***10 points**

The wearer gains an additional, unmodifiable armor saving throw of 4+. A successful save using the Field causes a blinding flash; unprotected troops within a radius equal to the incoming weapon's Strength in inches will be blinded until the beginning of their next turn on a 4+ on D6. Blind models cannot move or shoot and fight in hand-to-hand combat with a WS of 1. Only one personal Field may be used at a time.

Crucible of Malediction*Unique***35 points—Dark Eldar only**

No one knows what arcane arts the Dark Eldar use to create the Crucibles of Malediction. Each crucible appears to contain the trapped spirits of Psykers captured and tortured by the Dark Eldar. When released, the spirits hurtle across the battlefield unleashing a psychic cacophony that can drive a Psyker insane. The character operating the crucible may take no other action in the turn it will be used (including moving). It is activated at the end of the shooting phase, releasing the spirits to charge every Psyker on the board!

Starting with the closest, each Psyker on the board may need to pass a Leadership Test. Those closer than 12" suffer a -1 to the roll, while those further than 24" have a +1 modifier. The first time the test is failed, then that model is removed from play; no additional saves are permitted for the now insane character. Furthermore, no subsequent tests need to be made, as the spirits concentrate on the 'weakest' model.

The Crucible of Malediction can only be taken once for each army, and may not be taken by a model on a Reaver Jetbike. It may only be used once per battle.

Crushing Arm of Kamir

Unique

20 points—Imperial Guard Mogul Kamir only

Calculate the number of hits scored in hand-to-hand combat as normal. Once you know how many hits Mogul has inflicted, roll a D6. If the score is equal to or less than the number of hits scored, then the Crushing Arm has successfully gripped the enemy—in which case, the number of hits already inflicted is automatically doubled. A 6 always means the Arm has failed in this attempt.

Cybork Body

Rare

35 points—Orks only

A Cybork Body increases the Strength and Wounds of the Ork wearing it by +2 apiece. Additionally, if the Ork is hit by an attack (ranged or close combat), the hit is resolved using normal Armor Penetration rules; he is treated as having an Armor Value of 15. If the attack's penetration is exactly 15, the Ork is knocked over and may neither move nor fire in his next turn as he spends it standing back up. Attacks with a penetration greater than 15 knock the Ork over as above, but also cause 1 Wound for each point by which the attack beats the Cybork Body's Armor Value by; e.g., an attack with Penetration 18 would cause 3 Wounds to the Ork. Cyborks cannot ride Nobz bikes and count as two models when determining the crew capacity of an APC.

Cyclic Ion Blaster

Rare

+10 points (Tau battlesuit characters only)

See the weapon description for full details.

Daemon Hammer

Rare

30 points—Imperial Forces Only

The legendary Daemon hammer is given only to those of the Imperium who have excelled themselves in battle by destroying a Greater Daemon. On its head is a burning sigil of the Inquisition and it strikes with the force of a thunderbolt. It is counted as a thunder hammer in all respects. However if he is fighting a Daemon the character will strike in Initiative order. One per army.

Daemon Sword Drach'nyen, The

Unique

25 points—Chaos Space Marines Abaddon only

See the weapon profile for this weapon for more information.

Daemon Weapon

Rare

25 points—Chaos only

A model wielding a Daemon Weapon gains +2 to their WS and Strength, and always wounds psykers and daemons on a roll of 2+ regardless of their Toughness. Living models wounded by this weapon during hand-to-hand combat must pass a Ld test immediately; failure means that their soul is wrenched from their body and they are slain.

Damnation Grenades

Unique

0 points—Dark Eldar only

See the weapon profile for the weapon for more information.

Dark Reaper Range Finder

Common

5 points—Eldar Dark Reapers only

This helmet acts as a targeter, and negates the penalties for firing at targets based on their Movement.

Dawn Blade

Unique

12 points—Commander Farsight only

See the weapon profile for more information on this weapon.

Death Mask of Sanguinius *Unique*
15 points—Space Marines Blood Angels commander only
 The wearer causes Terror.

Death Spinner *Common*
10 points—Eldar Warp Spiders only
 See the weapon profile for more information on this weapon.

Decapitator *Unique*
0 points—Dark Eldar only
 See the weapon profile for the weapon for more information.

Destiny of Tzeentch (Chaos Reward) *Common*
25 points—Champions of Tzeentch only
 If any model possesses this reward, then the Force Cards are always death to this player first (e.g., they always get the greatest number of cards). In addition, this side always gets to use the first psychic power each turn. If both sides have this mark, then it cancels out, and the Psychic Phase proceeds normally.

Destroyer Body *Uncommon*
30 points—Necron Lords only
 The Necron Lord replaces its legs for the flight unit of a Destroyer. Use the Datafax for standard Destroyers if the Lord is attacked. This Wargear option must be selected if you wish to attach a Lord to a unit of Destroyers.

This wargear also increases the Lords Strength and Toughness scores by +1.

Digital Lasers *Rare*
6 points
 Automatically fired at the start of hand to hand combat against all opponents in base-to-base contact, before any Attack Dice are rolled and regardless of whose turn it is. Work out the shots as normal. Digilasers get **3** shots which may be divided any way you choose against all models in base-to-base contact with the firing model. Once close combat has started, the lasers have no further effect, and the model using them gains no bonus Attack Dice for using them.

Strength	Damage	Save Mod.	Armor Pen.
3	1	-1	D6+3

Diresword *Rare*
25 points—Eldar Exarchs only
 See the weapon profile for the weapon for more information.

Disembowler Blades *Unique*
0 points—Dark Eldar only
 See the weapon profile for the weapon for more information.

Disc of Tzeentch (Chaos Reward) *Common*
30 points—Champions of Tzeentch only
 The Chaos Lord has gifted his servant with a companion, and is considered to be a cavalry model. If the rider is slain, the Disk has all of the standard daemonic abilities and vulnerabilities; however, these are not conferred to the rider while he lives, and so will not typically come into play. It also causes Fear, breathes Flame (as the Reward) and has the following statistics:

M	WS	BS	S	T	W	I	A	Ld
12*	3	0	3	3	1	3	1	10

*May move over 1" terrain obstacles without penalty

Displacer Field

Rare

20 points

The wearer gains an additional, unmodifiable armor saving throw of 3+ on D6. A successful save means the wearer is moved D6" in a random direction. If the attack which struck the model uses a blast template, note that the model will still be hit by the weapon if he ends up still under the template after he displaces. A Displacer field will prevent the model from catching fire (provided the previous rule is met). A displacer field will not work against a Vortex grenade. Note that the Displacement check is made only once, no matter how many saves are made by the model; in Close Combat, move the model after all of the fighting has been resolved. A Teleport Jammer also effects the user of a Displacement Field. Remember, only one personal Field may be used at a time.

Doc's Tools

Uncommon

8 points—Ork Painboyz only

An Ork Painboy with Doc's Tools always counts as having two close combat weapons. If the Painboy wins a round of close combat and inflicts at least 1 Wound, the victim is removed as a casualty regardless of how many wounds he has remaining.

Drone Controller, Hard Wired

Uncommon

Varies—Tau only

This allows the bearer to control one to two drones; note that the controller AND all the drones only count as a single war gear choice.

Drones are a difficult Target (-1 to hit). Each has a small jetpack, which enables the units to move about. Drones under the command of a Controller have the same move score and psychology as the person with the unit. If he breaks or is killed, the Drones act accordingly. Controlled Drones count as part of the unit they are in for distributing hits, but do not count towards the moral of the unit.

Gun Drone

30 points per Drone (1-2x Controller)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gun Drone	8	2	3	3	-	-	4	1	7
AV									
8									

A Gun Drone is equipped with twin linked pulse carbines. If the Controller has photon grenades, then each drone may fire once (with two grenades) over the course of the battle; alternately, photon grenades may be purchased for the Drone at +4 points per Drone; this will effectively provide it with a sufficient number of grenades to last for the duration of the fight.

Markerlight Drone

20 points per Drone (1-2x Controller)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Drone	8	2	3	3	-	-	4	1	7
AV									
8									

A Markerlight Drone is equipped with either a standard or Networked Markerlight.

Shield Drone

35 points per Drone (1-2x Controller)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shield Drone	8	2	-	3	-	-	4	1	7
AV									
8									

A Shield Drone is equipped with an Energy Shield, providing a 4+ Invulnerable Save. Models in Base to Base contact with both the Shield Drone and another model must attack the Shield Drone first, as it automatically intercedes and moves between the attacker and the defending model.

Drone Controller (Tau Battlesuit)

Common

Varies—Tau Battlesuits only

This allows the bearer to control one to two drones; note that the controller AND the drones only count as a single war gear choice (for Drones statistics, see above). Note that if a model with a Drone Controller is engaged in HtH Combat, then the Drones are considered to be engaged as well.

Drop Harness, Tau

Common

3 points per Model (Special: Mont'ka Deployments only)

Models using a Drop Troop Harness are deployed in the Movement Phase of the first turn by placing a Target/Direction Counter at the intended drop point for each unit that will be dropped, with the direction arrow facing the flight path of the transport vehicle. These troops may be targeted in the shooting phase; however, the attackers must add 12" to the effective range of the target counter, and suffer a -1 to hit penalty due to the small size of the targets. Drop Troops may not fire while being deployed.

At the start of the Movement Phase in the second turn, the location of first model on the table is determined by rolling a D6 and a scatter die, and using the target counter as the starting point. Each additional model in that unit will land on the table D3" inches away from the first model, following the direction of the arrow on the target counter. Any troops landing on a linear obstacle suffer 1 wound on a 4+. Models landing in base to base contact with the enemy are considered to be Charging. Troops not engaged in HtH combat must obey normal unit coherency rules. Continue to resolve any further unit deployments, until all the units using Drop Troop Harnesses have been placed on the board.

Drop Troop Harness

Common

3 points – Imperial Guard Stormtroopers and Tau Only

Models using a Drop Troop Harness are deployed in the Movement Phase of the first turn by placing a Target/Direction Counter at the intended drop point for each unit that will be dropped, with the direction arrow facing the flight path of the transport vehicle. These troops may be targeted in the shooting phase; however, the attackers must add 12" to the effective range of the target counter, and suffer a -1 to hit penalty due to the small size of the targets. Drop Troops may not fire while being deployed.

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'Eavy Armor

Common

7 points—Orks only

This armor provides a basic save of 4+. It does not provide the protection of a Sealed Suit.

Ejection System

Rare

+10 points (Tau XV8 and XV88 battlesuit characters only)

The battlesuit has been fitted with an ejection system for the pilot. Rather than lose his last wound to an attack that does not automatically destroy the model, the battlesuit model is replaced with that of the pilot. He has his statistics reduced by -2 S, -1 T, -1 W, and no Armor Save. He is armed with a Pulse Pistol only. This system can only be taken by an Independent Model.

Emperor's Tarot*Unique***45 points—Ordo Malleus only**

Both players roll a dice before the Random Movement Phase of each turn following the first. If the dice rolls are different, the Ordo Malleus player is considered to have the initiative for that Turn. If the dice rolls are the same, the Initiative belongs to his opponent.

Engineer's Tools*Uncommon***5 points—Eldar Pirates only**

If the character begins his turn on or in base contact with a damaged vehicle, he may attempt to use the Tools to repair the damaged location—only repairable damage may be fixed; if an entire arm has been blown off a Dreadnought, for example, Engineer's Tools won't make any difference. The repair succeeds (and all applicable damage is nullified) if the character rolls a 4+ on D6.

Enhanced Senses (Biomorph)*Common***2 points—Listed Tyranids only**

The creature can detect Hidden models at 3x its Initiative score in inches. Such models are automatically spotted, and placed on the board (Chameoline is ineffective vs. this ability); furthermore, models cannot Infiltrate within this distance at the start of the game.

Etherium*Common***30 points—Culexus Assassins only**

Psychic attacks pass through the wearer as if he were invisible. If he is attacked by Force weapons of any type, Witchblades, Vortex grenades, Distortion cannons or psychic powers, roll a D6; on a 2+, the attack has phased right through him.

Eversor Combat Drugs*Common***25 points—Eversor Assassins only**

The Assassin may take one dose of these drugs at the beginning of his turn; the drug pack includes enough doses of all drugs to last the entire battle.

Fury

The Assassin may triple his movement when he charges or runs ; a dose of Fury lasts until the end of the turn.

Terminus

Until the end of your opponent's next turn, the Assassin may carry on fighting and will not explode even if he is reduced to 0 Wounds! However, if the Assassin is reduced to 0 Wounds by the end of your opponent's next turn, or at the end of the game, he will explode as normal.

Destroyer

During his turn, if the Assassin kills his opponent and uses his follow-up move to enter another close combat, he may attack again immediately. After each follow-up move, roll a D6; on a 1-3, the Assassin gets no more attacks this turn; on a 4+, he may fight another combat immediately.

Executioner*Rare***14 points—Eldar only**

See the weapon profile for more information about this weapon.

Executor Pistol*Common***17 points—Eversor Assassins only**

See the weapon profile for more information about this weapon.

Exitus Ammunition*Common***15 points—Vindicare Assassins only**

Exitus Ammunition comes in three flavors, each of which may be used once per game by a Vindicare Assassin firing either an Exitus Longrifle or an Exitus Pistol. Declare whether and which type of Ammunition you wish to use before declaring a target or rolling to hit. Exitus Ammo cannot effect Titans.

Shield-Breaker Ammunition

If the target is hit by this ammunition and protected by one of the following force fields, the field is destroyed for the rest of the game:

Refractor Field, Conversion Field, the Rosarius's Conversion Field, Displacer Field, Power Field, Storm Shield, Eldar Rune Armor, Kustom Force Field, the Force Field Projecta field, the Lion's Helm field, Force Dome, Aura of Fire, Psychic Shield, Voltage Field, Warp Field, and Daemonic Aura's.

Each shell will only knock down one field, decided randomly if there is a choice. There are no exceptions to the field's destruction—the Tyranid Zoanthrope's warp field, Eldar Warlock's Rune armor and the Psychic Shield, Force Dome and Aura of Fire psychic powers can be destroyed by a shield-breaker round.

Psychic powers are destroyed and the psychic power card discarded. Likewise, Daemons lose their Daemonic Aura save for the rest of the battle.

A Force Field Projecta field may be fired on by Shield-Breaker ammunition, counting as a large target, and will go POP! if hit. In the case of the Storm Shield or Rune Armor, the unmodified save is lost, leaving a parry for the Storm Shield and the equivalent of carapace armor for the Rune Armor.

If the target has no force field, it takes damage as normal from the weapon being fired.

Turbo-Penetrator Ammunition

Incurs a -6 save modifier and inflicts 2 Wounds. When rolling for armor penetration, roll the normal penetration dice and double the result.

Hellfire Ammunition

Affects living targets just like Imperium Hellfire shells for the Heavy Bolter, except it does not involve a blast marker.

Exitus Longrifle

Common

15 points—Vindicare Assassins only

See the weapon profile for more information. The Exitus Longrifle uses Exitus Ammunition .

Exitus Pistol

Common

15 points—Vindicare Assassins only

See the weapon profile for this weapon for more information. The Exitus Pistol may use Exitus Ammunition.

Eye of the Falcon

Unique

2 points—Imperial Guard Mogul Kamir only

The model gains +1 to hit, and may detect hidden troops, all vehicles, and any psykers within 24". Note that if the model uses the Bionic Eye to 'scan' it may not make shoot in the same turn.

Failsafe Override Detonator

Rare

+10 points (Tau XV8/XV88 battlesuit characters only)

This 'system' is more of a manual override than an actual device. If the character's team is engaged by overwhelming numbers in HtH combat, he may override the failsafe on the plasma core in his battlesuit, flooding the area with lethal radiation.

At the end of the HtH phase, the character sets off the reaction, killing the model. Place a 3" blast marker centered on the battlesuit. Any model touched by the template takes a S-8 hit, with no armor save modifier. (Enclosed vehicles, and models such as Terminators, XV8/XV88 battlesuits, Eldar

Avatars, etc. are not effected). This template remains, and any model entering the area will be similarly affected.

As the characters that employ this option see it as the ultimate manifestation of the Greater Good, they will NEVER employ it if any Tau or allied models will be under the Template when the failsafe detonator is used.

Fire Axe *Unique*
10 points—Fuegan only
See the weapon profile for more information about this weapon.

Firepike *Uncommon*
25 points—Eldar only
See the weapon profile for more information about this weapon.

Flail of Chastisement (Relic) *Common*
8 points—Adeptus Ministorum only
See the weapon profile for more information about this weapon.

Flak Armor *Common*
1 point
This armor provides a basic save of 6+; however, against attacks that use a Blast Marker, this save is increased to 5+.

Flesh Hooks (Biomorph) *Common*
7 points—Listed Tyranids only
The creature may fire its two flesh hooks in the shooting phase. These must be fired at the same target, and if used, must be the only attack made by the model in the shooting phase. See the weapon profile for the weapon for more information.

Flight Pack *Uncommon*
15 points
Permits the wearer to make a long, powered leap instead of its normal move. This can be up to a distance of 36", reaching a height sufficient to clear most vehicles and models, although flying over terrain higher than 3" will reduce the length of the flight 6" for every 3" of obstacles cleared. Roll a Scatter Die for the flying model as it lands; an arrow indicates that the model scatters D3" in the indicated direction from its desired landing point.

If a model with a Flight Pack has declared a charge, he may move up to 4" after he's landed to engage in hand-to-hand combat. A model may fly, then land and shoot (or throw a grenade), but it can't use a Move or Fire weapon. Models attacking a character using a Flight Pack do not receive the To Hit penalties for firing at a fast-moving target.

Force Axe *Rare*
10 points—psykers only
At the end of the psychic phase, one unused Force Card may be stored in the Axe instead of being placed in the discard pile. The stored Force Card may be retrieved and used in subsequent psychic phases. In hand-to-hand combat, the Axe increases the wielder's Strength by a number equal to his Mastery Level, and wounds Daemons automatically with no save possible. The wielder may also expend the stored Force Card to gain an extra +3 Strength and -3 armor save in hand-to-hand combat.

Force Claw *Rare*
15 points—Eldar Harlequins (Psykers) only
In hand-to-hand combat, the Claw increases the wielder's Strength by a number equal to his Mastery Level, inflicts D3 wounds, can parry, and wounds Daemons automatically with no save possible. At the end of the psychic phase, one unused Force Card may be stored in the Claw instead of being placed in the discard pile.

The stored Force Cards may be retrieved and used in subsequent psychic phases, or expended to gain an extra +2 Strength and -2 armor save in hand-to-hand combat.

Force Field

Unique

20 points—Imperial Guard Commissar Yarrick only

Whenever Yarrick is hit by a weapon, roll a D6 and deduct the result from the Strength of the incoming shot. If reduced to Strength 0 or less, the shot has no effect at all. The field only works against attacks which have a Strength Characteristic.

Force Field Projekta

Rare

50 points—Ork Mekaniaks only

The Force Field may be activated at the beginning of any Ork turn. The Projekta creates a circular, wall-like barrier of projected force 12" in length. The entirety of the Force Field must be within 18" of the Projekta's user but may otherwise be placed anywhere desired. Once in place, nothing - friend or foe - may shoot or move through the barrier, under any circumstances. Teleporting models, skimmers, flyers at Strafing Level, psykers and the results of psychic abilities, Mole Mortar attacks, and the like are all completely blocked if they must pass through the 12" field. Vehicles running into the barrier must stop moving immediately, but suffer no damage. At the beginning of each Ork turn after the Force Field's activation, roll a D6; on a 1-3, the Projekta burns out, the barrier collapses, and the Projekta may not be used for the remainder of the battle. Otherwise, the Projekta keeps on working, and the barrier may be kept in place, turned off, or repositioned within the 18" range.

Force Matrix

Common

25 points—Culexus Assassins only

At the beginning of each psychic phase, roll a D3 to determine the number of Force Points that the Force Matrix absorbs. In addition, for each psyker within 12" of the Assassin, add +1 to the score. Deduct the total from the number of Warp cards dealt to players. Force points sapped by the Force Matrix in this way may be used to power Warp Blasts from the Animus Speculum. If the Energy Drain card is played or the psychic phase ended, all Force Points stored in the Matrix disappear.

Force Rod

Rare

15 points—psykers only

At the end of the psychic phase, unused Force Cards may be stored in the Force Rod instead of being placed in the Warp Card discard pile. The rod may store up to 3 Force Cards. Stored Force Cards may be retrieved from the Rod and used in subsequent psychic phases. In hand-to-hand combat, the Rod increases the wielder's Strength by a number equal to his Mastery Level and wounds Daemons automatically with no saving throw possible. Counts as a close combat weapon.

Force Sword

Rare

10 points—psykers only

At the end of the psychic phase, one unused Force Card may be stored in the Sword instead of being placed in the discard pile. The stored Force Card may be retrieved and used in subsequent psychic phases. In hand-to-hand combat, the Sword increases the wielder's Strength by a number equal to his Mastery Level, and wounds Daemons automatically with no save possible. The wielder may also expend the stored Force Card to gain an extra +2 Strength and -2 armor save in hand-to-hand combat. May also be used to parry .

Fortune of Tzeentch (Chaos Reward)

Common

40 points—Champions of Tzeentch only

A model with this reward may attempt to nullify the use of a psychic power each turn; this attempt is always successful on the roll of a 4+.

Frateris Standard

Common

10 points—Frater Militia Bands only

Any unit containing a Frateris Standard may add +1 to its Close Combat scores in the first round of HtH (in subsequent rounds it has no effect). If the Standard Bearer is killed and the Frater Band is not broken, another model will automatically pick it up. If the Standard falls and the unit is Broken, then the banner is lost for the rest of the battle.

Frenzon

Uncommon

5 points

A combat drug used to induce the psychological effects of Frenzy or Hatred for the rest of the game. The psychology effects are automatic, and no Ld test is required. Only one psychological state may be induced at a time. A single dose of Frenzon antidote (which comes with the Wargear Card) will negate the effects. However, repeated use of Frenzon is dangerous to the subject—every time a dose is administered after the first, roll D6 for the model affected; on a 1 the model suffers D3 wounds.

Frostfang

Unique

10 points—Space Wolves only

See the weapon profile for this weapon for more information.

Gaze of Flame

Rare

15 points—Necron Lords only

Any unit Charging the Necron Lord in HtH combat has its Ld Score reduced by -1.

Additionally, the Charging Unit does not receive the +1 bonus to its hand to Hand score for charging.

Gaze of Slaanesh (Chaos Reward)

Common

10 points—Champions of Slaanesh only

Any model engaging the bearer in Close Combat has their A reduced by -1 point.

Gauntlets of Ultramar

Unique

18 points—Chapter Commander of the Ultramarines only

See the weapon profile for this weapon for more information.

Ghazghkull's Adamantium Skull

Unique

15 points—Ork Ghazghkull Thraka only

This skull adds +1 to its wearer's Toughness. If the wearer is in close combat, he may make a Head Butt attack instead of a normal attack; this must be decided before the round of combat is resolved. If he does this and wins the attack, he scores only 1 hit, but it is made at S10, -4 save, and causes D3 damage.

Glovodan Eagle

Unique

10 points—Inquisitor Cortez only

This is a cyber-eagle, which adds +1 to the bearer's Attack and Initiative scores. (Note that these are already figures in to the statistic line for the character). As Wargear, it does not count as a member of the Retinue, and does not take up any extra space in the a transport.

Gorechild

Unique

10 points—Chaos Space Marines Kharn only

See the weapon profile for this weapon for more information.

Grapnel + Grav Harness

Uncommon

5 points—Adeptus Arbites only

Instead of shooting a weapon, the user may fire the grapnel at a surface (a ledge, for example) or another model. If you hit a surface with the Grapnel, a model may winch itself to that surface in its next movement phase.

Grapnel

Range	To Hit	Save	Armor
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Short	Long	Short	Long	Str	Dmg	Mod	Pen	Special
0-8	8-16	+2	+1	2	1	-	D6+4	Solid

The wearer of a Grav Harness sustains no damage from falling or jumping, and may fall any distance without penalty.

Gravton Gun *Rare*

40 points—Imperial Tech-Priests and Squat Engineers only

See the weapon profile for this weapon for more information.

Grimoire of True Names *Unique*

20 points—Ordo Malleus only

Daemons in base to base contact with the bearer must halve their WS before determining the results of HtH combat.

Gruesome Talismans *Uncommon*

5 points—Dark Eldar only

Many Dark Eldar wear talismans such as fingers, ears, or eyes that they have taken from opponents they have slain in battle. Models with Gruesome Talismans add an additional +1 to their final attack score in Hand to Hand combat, due to the disturbing nature of these ‘adornments.’

Gunsight, Infrared *Uncommon*

5 points—Adeptus Arbites only

If user is stationary, reduces Cover To Hit penalties by –1; does not apply to models appearing or disappearing from Overwatch or if weapon being fired uses any Sustained Fire.

Gunsight, Monocular *Uncommon*

5 points—Adeptus Arbites only

When used while stationary with a Basic, Special, or Heavy weapon, grants a +1 to hit, except against targets appearing or disappearing from Overwatch.

Gunsight, Red-Dot Laser *Uncommon*

3 points—Adeptus Arbites only

When used on a Pistol, Special, or Basic weapon, grants a +1 to hit. However, targets gain a unmodifiable 6+ save to dodge the shot.

Gunsight, Telescopic *Rare*

5 points—Adeptus Arbites & Eldar Pirates only

A stationary fighter with this sight doubles his weapon’s Short Range, except when used against targets appearing or disappearing from Overwatch.

Gyro-Stabilized Monowheel *Rare*

8 points—Orks only

Increases the model’s Movement to 8”—it may still run or charge up to 16”. However, the Ork may not cross obstacles of any kind and will suffer an S5 hit if it attempts to do so. It may also not run or charge through woods, or difficult or very difficult ground.

Hardened Carapace (Biomorph) *Common*

10 points—Listed Tyranids only

This provides the creature with a 2+ save. If taken by a Lictor, the model’s save cannot be reduced to less than 5+, even if this Biomorph is taken.

Harlequin’s Kiss *Uncommon*

10 points—Eldar Harlequins only

See the Haywire grenade type description for more information.

Haywire Grenade*Uncommon***10 points—Up to 2 per model, one use each**

See the Haywire grenade type description for more information.

Hell Mask*Uncommon***5 points—Dark Eldar only**

These are terrifying masks that generates an aura that causes unnatural dread. Opponents who engage the wearer in Hand to Hand combat must make a Leadership check at the beginning of each round of combat; if they fail then they cannot roll any attack dice for that round of combat.

Hellfire Ammo*Rare***5 points—Imperial Forces only**

See the weapon profile for more information about this weapon.

Hellion Skyboard*Uncommon***20 points—Dark Eldar only**

Hellion Skyboards make use of gravitic technology, and speed across the ground at reckless speeds to bring their riders into proximity with their victims. Skyboards move at 18" per turn, and ignore terrain, just like Skimmers. They travel at only 2" above the ground, however, allowing their riders to engage in HtH combat once they reach their foes.

Skyboard operators are allowed to make use of Dispersed Formation; because they are on skimmers, they do not get a 4" charge bonus, but they do receive the +1 bonus for Elevated Terrain. Due to their tremendous mobility, a Hellion on a Skyboard who wins in Hand to Hand combat may make a 4" Follow-up Move, rather than the 2" normally allowed. Furthermore, they may ignore enemy models when they do so (as they can ignore terrain!). Skyboard riders may leave HtH in the Movement Phase without breaking, or incurring parting hits from the enemy.

Helm of Durfast*Unique***8 points—Space Wolves Marines only**

A model wearing the Helm of Durfast automatically spots all hidden models within his normal 90° arc; these models may be fired at by the wearer normally, but are otherwise treated as detected. Furthermore, the wearer may re-roll a missed to hit die, provided that the initial shot was not a result of 1.

Hexagrammic Wards*Uncommon***20 points—Ordo Malleus only**

The Inquisitor is protected by powerful charms and canticles of faith and devotion. Enemy psykers within 24" who attempt to use any psychic powers that would affect the Inquisitor or his retinue must first pass an Ld at -1 to their Leadership score, or they cannot use the power, although the Warp Cards are still expended for the attempt. The effects of multiple Hexagrammic Wards are not cumulative.

Holy Relic (Relic)*Unique***30 points—Ordo Malleus and Adeptus Ministorum only**

A model bearing a holy relic may reveal it once per battle. This may be done at any time, as long as the model with the relic does not move during the same turn it is revealed. The turn the relic is revealed all models in the army within 12" get a +1 Attack bonus for the rest of that turn. Only one holy relic may be taken per army, regardless of who may be taking it.

Honor Blade*Uncommon***+5 points (Tau Etherials only)**

See the weapon description for full details.

Howling Banshee Mask

Common

12 points—Eldar Howling Banshees only

This mask uses a psychic amplifier to cause almost total paralysis amongst the enemy. In the round that the model charges, its opponents cannot roll any attack dice against the wearer. Models in Overwatch may not fire at the charging model. It is only effective in the first round of combat, and only if the Howling banshee charges. The Daemonic Auras provide no save against the Howling Banshee Mask.

Holosuit

Common

0 points—Eldar Harlequins Only

This suit refracts the image of the wearer, making them difficult see. All shots fired at a model wearing a Holosuit are at -1 to hit in addition to other modifiers. If the model hides, troops that move into a position to see the hiding model—or move within their Initiative distance—will only Detect him rather than Spot him until he moves or fires. Infiltrating models wearing Holosuits may start the game hiding without the benefit of cover (although in this case the models will be Detected in an enemy model moves within its Initiative in inches to the hidden model).

Furthermore, in hand to hand combat, any attackers must first make a leadership roll, or suffer a -1 penalty to their WS for that round.

This item also provides the wearer with protection against virus, gas, and toxin attacks. It does not, in and of itself, confer an armor save against physical or psychic attack, nor does not constitute a “field” for the purposes of determining defensive protection.

Honor Blade

Uncommon

2 points—Tau Etherials only

See the weapon profile for more information on this weapon.

Hood of Gnyrll, The

Rare

20 points—Space Wolves Rune Priest only

May be worn instead of a normal Psychic Hood. The wearer begins the game with one additional psychic power, which must be drawn randomly from the Librarian Deck, after the psychic powers have been chosen. This power may duplicate a power already chosen by another Librarian in the army.

Hood of Hellfire

Unique

25 points—Space Marine Librarians only

The Librarian may make a psychic attack in the Shooting Phase, with a range of 2D6+LD”; this attack will inflict D6 S5 hits with a -2 Save Modifier, and cannot be nullified.

Hood of Prediction

Rare

20 points—Eldar Harlequins (Shadowseers) only

This artifact allows the Shadowseer to draw an extra warp card as soon as the cards have been dealt; he must then discard one card of his choice that was drawn in the current turn from his hand. This Wargear may not be worn in conjunction with a Psychic Hood.

Hrulf's Hood of Darkness

Unique

25 points—Space Wolves Marines only

The model may move up to 16” in the movement phase, but cannot shoot or use psychic abilities in the turn that he does so, nor have been attacked in any way during the previous turn. If the Hood is used more than once, it will burn out on a 4+ (check after each use).

Icon of Chiros (Relic)

Common

15 points—Redemptor Kyrinov only

The bearer of this Icon causes Terror, and is Immune to all Psychology. Any model within LOS of the character carrying the Icon of Chiros is considered to have an LD of 10, and may re-roll any Fumbles rolled in HtH combat (the result of the second roll applies, even if it is another fumble).

Icon of the Just*Rare***15 points—Ordo Malleus only**

Gifted to the most able and battle-tempered of the Ordo Malleus' warriors, the Icon of the Just incorporates a powerful localized force field. This gives its bearer a 4+ Invulnerable save that may be used in conjunction with the model's normal Armor save.

Immune*Uncommon***5 points**

A model equipped with Immune may totally ignore the effects of the following ammo types: choke, hallucinogen, rad, scare, stumm, toxin, and virus .

Inferno Bolts*Rare***20 points—Chaos Space Marines Sorcerers of Tzeentch only**

Modified ammunition for bolt guns or bolt pistols; may be used whenever the model using them fires such a weapon. If the Inferno Bolt hits, it explodes with a 2" radius centered over the target. Every model touched by the template suffers a hit equal to the Mastery Level of the Sorcerer. Targets with saving throws against psychic attacks may take them as normal against Inferno Bolts; otherwise, armor and energy fields have no effect. Vehicles hit by the weapon suffer an equivalent hit centered on one randomly determined crewman (no armor penetration roll is needed). For every 3 Wounds inflicted by the Fire Storm, a Pink Horror of Tzeentch is created, and placed in the area affected by the template. These models conform to normal Pink Horrors in all respects, and are under the Chaos Player's control. Marines using Inferno Bolts may not Rapid Fire in the same turn as the Inferno Bolt is being used.

Inferno Pistol, The*Unique***10 points—Space Marines Blood Angels commander only**

See the weapon profile for more information on this item.

Infra-Goggles*Unique***5 points—Adeptus Arbites only**

User can spot hidden enemies at double his Initiative distance in inches. Goggles increase the multiplier of seeing a target in the darkness by adding a +1 bonus to the multiplier to do so.

Inquisitorial Mandate*Rare***25 points—Ordo Malleus only**

The model with the Inquisitorial Mandate may reveal it in any turning which the Model has not moved (although it may shoot or fight in HtH). Any friendly models within 6" of the Mandate then receive a +1 to their BS and WS score for the rest of the turn. Once the Mandate has been revealed, it plays no further part in the battle.

Iridium Armor*Rare***+20 points (Tau battlesuit characters only)**

This system augments the models Armor Save by +1. However, it changes the models M score by 1, and it loses the 4" Charge bonus. Jet pack movement is reduced to 3D6".

Jet Pack*Common***0 points—Tau Battlesuits only**

Crisis (Type XV8) and Stealth (both XV15 & XV25) Tau battlesuits possess Jet Packs. These allow the wearer to move up to 18" in the same manner as a Skimmer.

If the jet packs are used, the suits need not land at the end of their Movement Phase; if the battlesuit does not land, this must be announced at the end of the model's movement; 'hovering' does not affect unit coherency. Such battlesuits cannot normally be attacked in HtH, and they cannot make pop-up attacks. Remember to take the model's elevation into account when determining LOS!

XV8 and XV25 Battlesuits may make a limited jet pack move of up to 6" and still fire heavy weapons; a move from 7" to 18" prevents the unit from shooting anything other than a basic weapon. They may also use their jet packs to move out of Hand to Hand combat without penalty against man sized opponents during the Tau players Movement Phase.

Juggernaut of Khorne (Chaos Reward)

Common

50 points—Champions of Khorne only

The Chaos Lord has gifted his servant with a companion, and effectively forms a mount for him. However, the team is considered to be a unit rather than a cavalry model. Hits against them diced for randomly, hitting the Juggernaut instead of the rider on a 4+. They also fight separately, and the Juggernaut will continue to fight if the Rider is slain.

The Beast has all of the standard daemonic abilities and vulnerabilities, causes Fear, and has the following statistics:

M	WS	BS	S	T	W	I	A	Ld
7	3	0	5	5	3	2	2	10

In addition to the above, if the Juggernaut Charges into HtH, then it may Crush its opponents; if it wins the round of HtH, then the attacks automatically wound, with no saves of any kind allowed. If used against vehicles, the initial round of hits has an Armor Penetration of 5+3D6; this is reduced to 5+2D6 in subsequent rounds.

Jump Pack

Uncommon

10 points

Permits the wearer to make a long, powered leap instead of its normal move. A jump can be up to a distance of 18", reaching a height sufficient to clear most obstacles, vehicles and models. Woods and single-story buildings reduce the jump to 12". Roll a Scatter Die for the jumping model as it lands; an arrow indicates that the model scatters D3" in the indicated direction from its desired landing point. If a model with a Jump Pack has declared a charge, he may move up to 4" after he's landed to engage in hand-to-hand combat. A model may jump, then shoot or throw a grenade, but it can't use a Move or Fire weapon. Models using Jump Packs do not receive the -1 to hit penalty for firing at a fast-moving target.

Kustom Blasta

Uncommon

30 points—Orks only

See the weapon profile for this weapon for more information.

Kustom Force Field

Rare

20 points—Orks only

Whenever an Ork equipped with a Kustom Force Field is hit, roll a D6 and deduct the result from the Strength of the incoming hit. On a roll of a 6, the hit is automatically stopped, but the Ork suffers an S3 hit instead as the field shorts out. If the field shorts out, discard this Wargear Card immediately.

Kustom Shoota

Uncommon

20 points—Orks only

See the weapon profile for more information on this weapon.

Lasblaster

Uncommon

25 points—Eldar only

See the weapon profile for more information on this weapon.

Liber Heresius

Unique

40 points—Ordo Malleus only

Containing the wisdom of thousands of Witch Hunters, this tome allows an Inquisitor to better understand the machinations of his enemies and allows him to approach their lairs from the optimum position of attack. Before the start of the game, the Ordo Malleus player must take a Leadership test for his Army Commander. If this is passed, he may choose the deployment zone for his army rather than rolling a Strategy dice roll for it, and places his army on the board after his opponent. If he fails the Leadership test, the enemy player may choose his deployment zone, and the Ordo Malleus force must deploy first. This roll does not effect the actual initiative of the players; only the actual deployment of the models onto the board.

Lightning Field

Rare

25 points—Necron Lords and Pariahs only

This Wargear affects any unit engaging the Necron Lord (and an attached unit) in HtH combat. Once each individual combat has been resolved, if the Necron model loses, then all wounds of damage actually taken by the Necron model will result in the winning model taking an equal number of S-3 hits. The attacking model may take its normal saves against this damage.

Lion Helm, The

Unique

25 points—Space Marines Dark Angels Supreme Grand Master only

Models within 3” of the Lion Helm receive an additional 4+ unmodifiable armor save against any attacks which originate from outside this range. This save applies to all attacks, including psychic powers. Models may not use personal fields within the range. Note that only one Personal Field may be used at a time.

The Lion Helm is carried by a creature called a Watcher, who is always within 2” of the Dark Angels Supreme Grand Master at all times. While it cannot attack in any way, it is also immune to all damage. Shots fired at Azrael at long range must randomize the hits between the Watcher and Azrael; the creature may be ignored at short range or in HtH combat.

Litanies of Faith (Relic)

Common

8 points—Adeptus Ministorum only

The bearer of the Litanies who leads a squad in the Sacred Rites may roll 2 dice on the table, and the player may choose which of the results he would rather apply.

Lobo-Chip

Uncommon

10 points—Adeptus Arbites Medics only

This mental restraint overloads the victim’s neural centers, and causes them to become docile. It may be used in place of a normal weapon in the HtH phase, and if the Medic wins, he uses his attacks to place the chip, rather than take any damage, The victim then becomes subject to Stupidity for the rest of the game. This is a one use device, and once it has been placed successfully on an opponent, it may not be used again for the rest of the game.

Longfang

Unique

? points—

See the weapon profile for more information on this weapon.

Mace of Valaan (Relic)

Unique

8 points—Redemptor Kyrinov only

See the weapon profile for more information about this weapon.

Mandiblaster

Common

2 points—Eldar Striking Scorpions only

See the weapon profile for more information on this weapon.

Mantle of Ophelia (Relic)

Unique

15 points—Helena the Virtuous only

You must declare the use of this Relic at the start of the turn. For the whole of the turn that follows, Helena may re-roll any failed save for her Rosarius; if the second roll also fails, then she is wounded normally. Once the turn in which the Mantel was employed has ended, it has no further effect for the rest of the game.

Markerlight *Common*

+10 points (restricted to certain Tau models only)

Range - 36"; provides a BS of 6 to the user for the purposes of using the Markerlight only. Each successful Markerlight hit allows one other Tau unit to fire at the marked target with a single type of weapon (twin linked counts as 1 weapon) with a To Hit roll of 2+ (modified by terrain, etc.). Note that units armed with a Markerlight must still follow the standard rules for targeting enemy units!

Markerlight, Networked *Common*

Cost N/A (restricted to certain Tau models only)

This system uses the same rules as the standard Markerlight, but is designed to be used by the unit with the Networked Markerlight, rather than other units. In the Shooting Phase, the Networked Markerlights results are resolved first; if the hit is successful, then the rest of the squad may fire their weapons at the designated target.

This system may still direct Smart and Seeker missiles, but no other unit may benefit from it.

Other Markerlights cannot be used in conjunction with a Networked Markerlight.

Mask of Jain Zar, The *Unique*

20 points—Jain Zar only

An enemy charged by the wearer may not fire on Overwatch at the charging Eldar and must hold his ground. During the first round of close combat, if the Eldar charges, his opponent rolls no Attack Dice—in addition, in the second round of combat the enemy must roll a 4+ on D6 to escape the mask's effect—failure means that he rolls no dice on that turn, either.

Master-Crafted Bolt Pistol *Rare*

10 points

See the weapon profile for this weapon for more information.

Master-Crafted Plasma Pistol *Rare*

15 points

See the weapon profile for more information on this item.

Master-Crafted Shuriken Pistol *Rare*

12 points

See the weapon profile for more information on this item.

Master-Crafted Splinter Rifle *Rare*

25 points (Eldar Pirates Only)

See the weapon profile for more information on this item.

Master-Crafted Stormbolter *Rare*

15 points

See the weapon profile for more information on this item.

Maugetar, The *Unique*

45 points—Maugan Ra only

See the weapon profile for more information about this weapon.

Medi-Pack *Uncommon*

10 points

To use this item, the user must move into base-to-base contact with the model on which you want to use it. At the end of the close combat phase, the medi-pack may be used to do one of the following:

- Restore 1 Wound to a wounded but still living character .

- Restore a model reduced to 0 Wounds to 1 Wound on a roll of 5+ on D6.
- Restore the vision of any blinded model.
- Cure the effects of any non-lethal gas type.
- Negate any psychological effects in a model.
- Extinguish one model which is on Fire.

Medicus Ministorum (Relic)

Common

15 points—Adeptus Ministorum only

If the character can reach a wounded model in the turn after it was wounded, he must spend the Shooting Phase and the Close Combat Phase tending to the model. Then, in the Rally Phase, the character with the Ministorum must pass an Ld check. If this is successful, the wounded model has one wound restored (those brought to 0 wounds may still be healed in this way). Note that the character cannot heal himself with this Relic.

Mega Armor

Common

25 points—Orks only

This armor provides a basic save of 2+; it also comes equipped with a Medi-Squig, which will provide an additional 4+ unmodified save if the model is wounded. It also provides the protection of a Sealed Suit and Photon Flare defense. Orks in Mega Armor cannot ride Nobz bikes and count as two models when determining the crew capacity of an APC.

Mekboy's Tools

Uncommon

5 points—Ork Mekaniaks only

The Ork using this item always counts as having two close combat weapons. If the Mekboy begins his turn on or in base contact with a damaged vehicle, he may attempt to use the Tools to repair the damaged location—only repairable damage may be fixed; if an entire arm has been blown off a Dreadnought, for example, Mekboy Tools won't make any difference. The repair succeeds (and all applicable damage is nullified) if the Mekboy rolls a 4+ on D6.

Mesh Armor

Common

5 points

A model wearing Mesh Armor gains an armor saving throw of 5+.

Moon Sabre

Unique

15 points—Eldar only

See the weapon profile for this weapon for more information.

Multi-Tracker (Hard Wired)

Uncommon

+25 points (Tau characters only)

This allows a model to fire two weapons in the same turn.

Nemesis Force Weapon

Rare

20 points—Inquisitors and Grey Knights only

See the weapon profile for this weapon for more information.

Neuro-Gauntlet

Common

15 points—Eversor Assassins only

See the weapon profile for this weapon for more information.

Neural Disruptor

Uncommon

12 points—Eldar Harlequins only

See the weapon profile for this weapon for more information.

Neural Shredder*Common***15 points—Callidus Assassins only**

If, at the end of your hand-to-hand phase, a Callidus Assassin is not in base-to-base contact with any enemy models, she may fire her Neural Shredder. Place the Flamer template as normal; any “hit” models must pass a Leadership test with a –2 modifier to their Ld or suffer 1 Wound with a –3 save modifier. Personal fields do not protect against the Shredder. If used against a vehicle, the Neural Shredder will automatically effect affect one randomly determined crew member (although he may save, as listed above).

Night Wing, the Psyber Raven*Unique***10 points—Space Marines Space Wolves Rune Priest Only**

Night Wing will fight in hand-to-hand combat alongside the bearer; thus any opponent will always face two enemies. Night Wing is treated as a separate model only for the purposes of close combat, and may not be otherwise separated from its bearer.

M	WS	BS	S	T	W	I	A	Ld
-	4	0	3	6	1	4	1	-

Nightmare Shroud*Unique***30 points—Necron Lords only**

This Wargear may be triggered by the Necron Lord at any time. When activated, every enemy **model** within 12” of the Lord must make a Break test.

All of the normal modifiers apply to this roll, and so models who are Immune to Breaking will not need to take the test. (Note that not all models who are Immune to Psychology are also Immune to Breaking!) Those who fail the roll will retreat 2D6” away from all Necron units, as normal.

The standard rules for Rally are also used.

Null Zone (Biomorph)*Common***35 points—Listed Tyranids only**

If the creature is effected by a psychic power (whether directly, or under part of a Template), it can nullify it on a 4+. This includes effects which utilize the Warp, including Wraith and Distort Cannon, Vortex Grenades, and Displacer Fields (if employed by a model in HtH against the creature with the Biomorph).

Nurgle’s Rot (Chaos Reward)*Common***5 points—Champions of Nurgle only**

After the conclusion of the HtH Phase, roll a D6 for each model still in Base to Base contact with the bearer of this reward. On a roll of 6 they contract the rot and suffer one wound; there is no save of any kind against this attack (including invulnerable saves, Medi-Squigs, etc.) The Rot cannot effect non-living models (including enclosed vehicles, other daemons, robots, etc.)

Nurgle’s Cloud of Flies (Chaos Reward)*Common***5 points—Champions of Nurgle only**

Any enemy model in Base to Base contact with the bearer of this reward suffers a -1 WS (no matter whom they might be attacking)!

Optic Membranes (Biomorph)*Common***1 points—Listed Tyranids only**

This provides the creature with a 2+ save against Photon Flare, Conversion Fields, and similar effects.

Pack Grenade Launcher*Uncommon***10 points—Eldar only**

See the weapon profile for this weapon for more information.

Paradox of Duality*Unique***+50 points (Aun'va only)**

This artifact adds +2 to Aun'va and his Honor Guard's Toughness, and provides each model with a 2+ Invulnerable save against all attacks. It also counts as a basic HtH weapon.

Pelt of Wulfen, The*Unique***15 points—Space Wolves Commander only**

At ranges up to 10", enemies shooting at the wearer suffer a -1 to hit penalty—at 10-20" the penalty is -2, at 20-30" the penalty is -3, and so on, each extra 10" reducing the chance of hitting by a further -1. This penalty is cumulative with all other modifiers for cover, etc.

Phase Shifter*Rare***10 points—Necron Lords only**

The Necron Lord gains a 4+ Invulnerable save against all attacks, even those which do not normally allow it. Only attacks which specifically prohibit Dodges are not affected by this Wargear.

The Lord may also ignore all terrain (by literally phasing through it), except for models of any kind, including vehicles. As with Wraiths, it may not end its Movement Phase inside a terrain feature, and will emerge from the top of it if forced to do so.

The possession of this wargear is the only way in which a Lord may be attached to a unit of Wraiths; see the squad description for additional details.

Phial of Dolan (Relic)*Common***10 points—Adeptus Ministorum, one use only**

A character may drink from the Phial at the start of any turn. For the rest of that turn, the model's S and T are increased by D3 (roll each separately), to a maximum of 10.

Photo-Contacts*Uncommon***1 point—Adeptus Arbites only**

The wearer may see and move through Smoke clouds without penalty, and shoot through a cloud with a -1 To Hit penalty.

Photo-Visor*Uncommon***3 points—Adeptus Arbites only**

The user may re-roll the test to avoid a Photon Flash's effects, and may see and move through Smoke without penalty, shooting through such clouds with a -1 To Hit penalty.

Photon Beam Searchlight*Uncommon***20 points—Space Marine terminators only**

This searchlight is so intense, that models in direct proximity to it may be blinded. Use the Flamer Template to determine those models in the path of the beam; on a roll of 4+ for each model touched by the template, roll on the Photon grenade chart to determine how badly the model is effected.

Phylactery*Rare***15 points—Necron Lords only**

Rather than the standard rules, the Lord uses the following table when it makes its Repair Rolls:

D6 Roll	Phylactery Repair Table
1	The Lord is removed as a Casualty, using the normal rules.
2-3	The Lord is still repairing; try again in the next turn.
4	The Lord successfully repairs, and is restored to the game with one wound.
5	The Lord successfully repairs, and is restored to the game with two wounds.
6+	The Lord successfully repairs, and is fully restored.

Note that the Phylactery is fully compatible with the effects of the Monolith, Tomb Spyder, and Resurrection Orb.

Plaguesword (Chaos Reward)

Common

15 points—Champions of Nurgle only

See the weapon profile for the weapon for more information.

Plasma Blaster

Rare

16 points—Space Marine Terminators only

See the weapon profile for this weapon for more information.

Poison Blades

Common

10 points—Callidus Assassins only

If there are enemy models in base-to-base contact with the Assassin at the end of the hand-to-hand combat phase, she may attack any one such model with a Poison Blade. The Blade hits on a D6 roll of 3+ no matter what, inflicting a S4 hit causing 1 Wound with no armor save possible (personal fields still save, however).

Polymorphine

Common

20 points—Officio Assassinorum (assassins) only

A model equipped with this item is not deployed as normal at the start of the game. Instead, the player may play this card at any time to reveal that the Assassin is in fact disguised as one of the enemy! The player may select any humanoid (Ork, Squat, Human, Genestealer hybrid or Eldar) basic trooper model (not a character or a vehicle crewman or a model with a Heavy Weapon) in the opposing force and substitute the Assassin for that model. The Assassin discards the captured armor and weapons of the trooper as he casts off his disguise, keeping only what weapons and wargear the player has equipped the Assassin with. The model the Assassin replaces may not have an armor saving throw better than a 3+ on 1D6 (nothing wearing Terminator armor, for instance). The Assassin herself may wear any armor desired, however.

Positional Relay

Uncommon

25 points (Tau battlesuit characters only)

This command and control system allows the Tau player to place a unit of his choice in Reserve at the start of the game. In the Movement Phase of the second (or any subsequent) turn, the player may make a roll to overcome the Battlefield Interference Level. If he is successful the unit may enter the board from any table edge that does not contain an enemy Deployment Zone.

If the unit in Reserve is a vehicle, it may enter the board at any speed.

Possessed Snotling

Rare

15 points—Ork psykers only

Possessed Snotlings are collected from Shokk Attack ammunition after a fight, and held by the Minderz. When an Ork Weirdboy or Warphead suffers an 'Eadbang, roll a D6; on a 3+ the head of the Snotling explodes, instead.

Power Armor

Uncommon

10 points

A model wearing Power Armor gains an armor saving throw of 3+. If the model is fully enclosed, it also gains the benefits of a Sealed Suit and Photon Flare protection.

Powerblades

Rare

25 points—Dark Eldar only

Power Weapon blades fitted to a model's armor. See the weapon profile for the weapon for more information.

Power Field

Rare

35 points

A model wearing a Power Field gains an additional, unmodifiable armor saving throw of 2+ on D6 against shooting damage. The Field offers no protection in hand-to-hand combat. The model counts as encumbered for the purposes of close combat. Note that only one Personal Field may be used at a time.

Praesidium Protectiva (Relic)

Common

8 points—Imperium only

This Wargear resembles a highly ornate shield. It requires one hand to use, and may parry one HtH attack per round. It conveys a 4+ unmodified save to all HtH attacks, and if the save roll is a 6, then the attacker is hit by his own weapon (check for wounds and armor saves as if the model had struck itself once per 6 rolled). The Protective has no effect on shooting attacks.

Praise of Khorne (Chaos Reward)

Common

20 points—Champions of Khorne only

The bearer of this reward may re-roll a failed armor save. This roll may be made once for each failure, and the second result stands.

Primitive Shield

Common

variable points—see army lists

Models wearing a Primitive Shield receive a +1 bonus to their armor saving throws against primitive weapons. A shield by itself will provide an armor save of 6+ against primitive weapons. Note that as with all shields, these effects only apply if the incoming attack is from the model's front 90° arc of sight.

Proximity Action Detector

Uncommon

5 points—Adeptus Arbites only

If the model is shot at from Overwatch, he gains a 4+ unmodifiable saving throw to dodge the shot.

Psycannon

Rare

30 points—Imperium only

See the weapon profile for this weapon for more information.

Psychic Hood

Rare

25 points—psykers only

A psyker wearing a Psychic Hood may make one re-roll for each attempt to Nullify a psychic power.

Psyk-Out Grenades

Common

30 points—Culexus Assassins only

These are normal Frag grenades with an extra surprise for psykers. Psykers even partially covered by the 2'' blast template may not use any of their powers for the rest of the turn. Any psychic powers that that psyker had in play at that moment are instantly nullified, and any stored Force cards in any force weapon or similar items are discarded. Every time the Assassin uses a psyk-out grenade, roll a D6; on a 1-2, the Assassin's supply of grenades of this type has been exhausted.

Purity Seal (Relic)

Common

8 points—Imperium only

Models bearing Purity Seals are immune to Fear and Terror. Furthermore, if hit by a psychic attack, the model has a psychic save on a D6 of 4+. This does not Nullify the power; you must roll for each model with a Purity Seal individually to see if it is effected. Note that, unlike other Relics, the Purity Seal may be taken by any model with the ability to choose 'Imperium Only' Wargear.

Purity Seal

Common

2 points—Black Templar Initiates only

Black Templar characters and Initiates may be given purity seals. Should a Black Templar with a Purity Seal become filled with Righteous Zeal, it allows the model to roll an extra die and discard one die of your choice when determining their movement towards the enemy. Should the model/unit be broken, they may use the extra die towards their rally roll in the following turn, instead.

Rad Grenades *Rare*
25 points
See the Rad grenade type description for more information. The model has enough grenades to last the entire battle.

Red Grail *Unique*
100 points—Space Marines Blood Angels Apothecary only
Any Blood Angels within 12” add +2 to their Movement, and +1 to their Strength and WS.

Refractor Field *Uncommon*
5 points
The wearer gains an additional armor save of 5+ that cannot be modified. The wearer cannot hide. Note that only one Personal Field may be used at a time.

Regenerate (Biomorph) *Common*
10 points per wound that the model possesses—Listed Tyranids only
If the creature is reduced to 0 wounds, place the model on its side, to indicate that it is regenerating. In the Rally Phase, the creature will recover from each wound suffered on a d6 roll of 4+; make this check for each wound the creature has sustained. If the model cannot recover at least one wound, then it dies. Otherwise, it may get back to its feet and act normally in the subsequent turn. The model is considered to have a number of wounds equal to those recovered by the regeneration.

The model may still be attacked while it is ‘down.’ Roll all attacks as normal (although the creature cannot defend itself in Close Combat), and place wound counters next to it, to indicate how much additional damage it has sustained. Each of these wounds must also be checked for during the regeneration attempt, and count towards the total amount of damage sustained in that turn.

Note that it is possible for the creature to recover wounds lost on a previous turn on a subsequent regeneration attempt. The ability to regenerate is not effected by the type of weapon that inflicted the wound.

Respirator *Uncommon*
1 point—Adeptus Arbites & Adeptus Mechanicus only
The user may re-roll any failed Toughness test once to avoid the effects of gases. The second result stands, even if it is still a failure.

Resurrection Orb *Rare*
40 points—Necron Lords and Monoliths only
Any Necron model within 12” may add +1 to its Repair Rolls.

Any Necron model which was “killed” by a weapon which would not normally allow a Repair Roll may still do so if the Resurrection Orb is within 12” of them when they are damaged.

Rictus Mask *Common*
0 points—Eldar Harlequins only
This mask causes Fear and is equipped with a Photon Flare compensator; it is provide to all Harlequins as part of their standard equipment.

Rokkit Activator
? points—Orks Only

Rod of Grace (Relic) *Unique*
8 points—Helena the Virtuous only
See the weapon profile for more information about this weapon.

Rod of Tigurious *Unique*

40 points—Chief Librarian Tigurious only

Psyker powers used with this item cannot be nullified; however, Tigurious takes D4 wounds when this power is used.

Rod of Torment *Unique*

25 points—Chaos Space Marines Fabius Bile only

See the weapon profile for this weapon for more information.

Rosarius (Relic & Standard) *Common*

10 points—Imperial Armies only

A Rosarius is a Relic fitted with a Conversion Field. The wearer gains an additional, unmodifiable armor saving throw of 4+. A successful save using the Field causes a blinding flash; unprotected troops within a radius equal to the incoming weapon's Strength in inches will be blinded until the beginning of their next turn on a 4+ on D6. Blind models cannot move or shoot and fight in hand-to-hand combat with a WS of 1. Note that only one personal Field may be used at a time.

Rosarius (Nox) *Uncommon*

10 points—Angels of Twilight Chaplains only

The wearer gains an additional, unmodifiable armor saving throw of 4+. Note that only one personal Field may be used at a time.

Rune Armor *Rare*

10 points—Eldar only

This provides the bearer with a 4+ unmodified save, and is considered a sealed suit.

Rune Armor functions as Carapace armor if its unmodifiable save is not used (or if the unmodifiable save has been lost). A Warlock with a Displacer Field will have an unmodifiable save for the field, and take the modifiable carapace armor save for his Rune Armor as well, or just use the unmodifiable save of his Rune Armor on its own.

Rune Staff Stormcaller, The *Unique*

35 points—Space Marines Space Wolves Njal Stormcaller only

At the start of the game, deal 3 cards from the Warp Deck. Any Force Cards are retained within the Rune Staff; other cards are returned to the deck. Further Force Cards may be placed in the staff as they are dealt in normal psychic phases, to a maximum of 3. During any psychic phase, the Force Cards may be used to power the wielder's psychic abilities. The Rune Staff also adds +1 to the wielder's Attacks and Initiative, and adds a Strength bonus equal to its wielder's Mastery Level in hand-to-hand combat.

Runes of Fate *Unique*

40 points—Eldar Harlequins (Shadowseers) only, one use

This Wargear allows the player to change any one dice roll in favor of the Eldar player; the die can be changed to any number he chooses. This change can affect to hit, to wound, number of wounds, armor penetration, weapon effect, nullify, armor save, field save, sustained fire die, artillery die, scatter die, warp flux, characteristic, or strategy card roll once the game has commenced.

Runt herd's Grabba-Stick *Rare*

20 points—Ork Runtherdz only

This item may be used at the start of any hand-to-hand combat phase to attack any one enemy model in base contact with the wielder. This attack is resolved before any hand-to-hand combat is resolved, and will hit on a 4+ on D6. Pending a hit, the target takes an S8 hit with no armor save allowed, even for personal fields. Even if the target survives the hit, their WS is reduced to 0 for the rest of that turn.

Scanner *Uncommon*

1 point

Detects hidden troops within 24", or it may be used to ascertain the strength and Radius of the Effects of any Rad Grenades within 24" instead.

Scanner, Tau

Common

2 points—Tau Battlesuits only

All Tau Battlesuits are equipped with Scanners. These units are specifically designed to detect biological signatures, and will locate any living models (including Tyranid models such as the Lictor) within 24"; these units will then be Detected. Hidden vehicles (with living models in them) and mine fields are also detected normally. However, they will only detect hidden Robots and Necrons on a roll of 4+.

Scepter of Avignor (Relic)

Unique

15 points—Cardinal Armandus Helfire only

Any Fleeing Imperial unit within LOS the Relic at the start of the Rally Phase automatically rallies, and may act in the following turn without penalty. It also adds +1 to the wielder's S in HtH combat.

Scepter of Vengeance (Relic)

Unique

10 points—Saint Praxedes only

See the weapon profile for more information about this weapon.

Scorpion's Bite, The

Unique

18 points—Karandras only

See the weapon profile for this weapon for more information.

Scream of Slaanesh (Chaos Reward)

Common

25 points—Champions of Slaanesh only

When the model with this reward charges, it causes Fear.

Screamers

Rare

10 points—Adeptus Arbites only

This piece of wargear is represented by four counters. These may be deployed anywhere on the board, after all of the opponents hidden counters are placed; each of the Screamers must be placed within 6" of at least one other Screamer counter. If any infiltrating units move between the Screamers during their movement phase, the unit is then Detected, and placed on the board immediately. (Note that Screamers are not effective against Dark Eldar Mandrakes!)

Sealed Suit

Uncommon

5 points

This item provides the wearer with protection against virus, gas, and toxin attacks. It does not, in and of itself, confer an armor save against physical or psychic attack.

Seeking Ammo

Uncommon

5 points—one use

May only be used with a single projectile weapon the model is equipped with that you choose before the game starts. When the model bearing this card fires a shot with the selected weapon, you may choose to use Seeking Ammo. Seeking Ammo always hits its target on a to-hit roll of 2+, and may be fired at targets which are hidden or out of sight as long as the target is detected and lies within weapon range. Seeking ammo may not be used in combination with other kinds of ammo, and is discarded once used.

Seer Runes

Uncommon

20 points—Eldar Farseers only, one use

When an enemy uses a psychic power, you may immediately counter its effects by using this card. The power is nullified automatically.

Sentinel Array

Common

15 points—Eversor Assassins only

The Assassin may spot hidden troops at double his Initiative distance in inches, and has a 360° arc of fire.

Servo-Arm

Uncommon

10 points—Techmarines, Imperial Tech Priests, and Squat Engineers only

A model equipped with a servo-arm counts as two crewmen when operating a vehicle or support weapon. He also suffers no Move or HtH penalties for carrying a heavy weapon. Those with the arm who do not carry a heavy weapon gain an extra A die in Close Combat.

Shadowfield

Unique

45 points—Dark Eldar only

A Shadowfield surrounds the model wearing it with a miasma of dark energies which absorbs the energies of all incoming attacks, making the wearer almost immune to any damage. However, the energy field can become overloaded, which will immediately short it out. A Shadowfield provides a 2+ invulnerable save against any attacks which hit the model, including those received in Hand to Hand. If the save is ever failed, then the field is destroyed, and may not be restored during the battle.

Sharpened Claws (Biomorph)

Common

5 points—Listed Tyranids only

This increases the Strength of the models hits in Close Combat by +2; they are also treated as Force Weapons for the purposes of attacking Daemons.

Shield Generator (Tau Battlesuit)

Common

15 points—Tau Battlesuits only

This unit creates an energy field around the model which conveys a 4+ invulnerable save.

Shroud of Darkness

Rare

50 points—Necron Lords only

This provides the Lord with the ability to warp itself and a Necron unit (Warriors, Immortals, Flayed Ones, Destroyers, or Wraiths) within 6" of the Lord, to any location up to 48" away, to which the Lord has LOS.

This is similar to the psyker gate ability, but takes place in the Movement Phase, and any model moved using this Wargear is considered to have used its remaining movement for the turn. Models may be moved up to 24" and still fire their weapons; those moved between 25 and 48" are considered to have 'run,' and no additional movement is permitted in that turn.

Models teleported out of Hand to Hand combat with this ability are subject to the parting shot rules when disengaging HtH.

This device is affected normally by a Teleport Jammer.

Shroud of Sanguinius

Unique

50 points—Space Marines Blood Angels Guardian of the Shroud only

May choose to activate or deactivate the stasis field at the start of any Blood Angels turn. As long as the field is turned off, any Blood Angels within 12" become subject to frenzy. Note that the bearer of the Shroud is not affected by frenzy.

Silent Death, The

Unique

25 points—Jain Zar only

See the weapon profile for this weapon for more information.

Sim-Skin

Rare

5 points

A model equipped with Sim-Skin may totally ignore the effects of the following ammo types: Choke, Hallucinogen, Rad, Scare, Stumm, Toxin, and Virus.

Simulacrum Imperialis (Relic)

Common

5 points—Adeptus Ministorum only

Any unit Adeptus Ministorum within sight of the Simulacrum automatically passes the first Ld check it is required to make during the game.

Singing Spear

Rare

25 points—Eldar psykers only

At the end of the psychic phase, up to 2 unused Force Cards may be stored in the Spear instead of being placed in the discard pile. The stored Force Cards may be retrieved and used in subsequent psychic phases. In hand-to-hand combat (or if thrown up to 12" in the Shooting Phase), the Spear increases the wielder's Strength by a number equal to his Mastery Level, and wounds Daemons automatically with no save possible. The wielder may also expend a stored Force Card to gain an extra +2 Strength and -2 armor save in hand-to-hand combat or when throwing the Spear.

Skull Chip

Uncommon

10 points—Adeptus Arbites only

The user may re-roll any Initiative-based tests that he fails. The second result stands, even if it is a failure.

Sniffer Squig

Rare

20 points—Orks only

An Imperial Assassin using Polymorphine may not reveal herself to be a disguised Ork model within 18" of any Sniffer Squigs. Any enemy troops with the Infiltrate ability may not be deployed within 24" of any Orks using Sniffer Squigs.

Solar Pulse

Unique

30 points—Necron Monoliths only

This Wargear is activated at the start of the turn, and may only be used once per game. If the night fighting rules are in place, then this device will negate the darkness penalties for the Necron army for one turn.

If not, then it may be used to create a 'solar flare.' Any enemy units attempting to fire at the Monolith or a Necron unit within 6" of it suffer an additional -3 to hit them. Should these be the closest units, the normal targeting rules may be suspended in this case, and other Necron models may be selected as targets following the standard targeting procedure.

In either case, enemy models within 6" of the Monolith will also have the -3 To Hit penalty, and will suffer the same effects as if they had been hit by a Photon Grenade.

Soul Flayer

Unique

0 points—Dark Eldar only

A pair of retractable spikes which counts as a pair of Poisoned Blades. These cannot strike the wielder on a fumble; the A bonus is included in the character's profile. Furthermore, any opponent who is slain by the weapon has his vital juices drawn out and converted into a combat enhancing drug, which adds an additional +1 to the A score for the next round of combat (not the next turn!) immediately following her victory.

Soul Seeker Ammunition

Rare

10 points—Dark Eldar only

The Dark Eldar use captured wraithbone looted from the bodies of slain Eldar Wraithguard to create a special kind of ammunition which they use in battle. Models equipped with Soul Seeker ammunition ignore To Hit modifiers for Terrain, and may re-roll a roll which misses. Souls Seeker ammunition may only be fired from a Splinter Pistol, Splinter Rifle, Tormentor Helm, or Hellglaive.

Spike Arm *Rare*
5 points—Orks only
The Ork gains +1 WS in hand-to-hand combat and the Ork always counts as having higher Initiative in the event of a Combat Score tie.

Spirit Stone *Uncommon*
30 points—Eldar Psykers only, one use
When used, the psyker may draw one extra Warp Card per Mastery Level from the Warp Deck immediately.

Spy Mask *Common*
10 points—Vindicare Assassins only
The Assassin may fire at Hidden models with a –6 modifier to hit, and may fire at Detected models with a –3 modifier.

Squig Attack Arm *Rare*
3 points—Orks only
In hand-to-hand combat, the Ork automatically unleashes the squig as its opponent closes in, so resolve the attack during the HtH phase before any Attack Dice are rolled. The Ork's opponent suffers an S5 hit with no armor save possible. May only be used once per game.

Staff of Belief (Relic) *Common*
12 points—Adeptus Ministorum only
See the weapon profile for more information about this weapon.

Staff of Ulthamar *Unique*
18 points—Elrad Ulthran only
At the end of the psychic phase, unused force cards may be stored in the staff instead of being discarded; there is no limit to the number of cards that may be thus stored. Stored cards enhance the wielder's Strength and can be expended in any future psychic phases by adding them back to the player's hand. In hand-to-hand combat, the staff may be used as a weapon, and increases the wielder's Strength by his Mastery Level plus 1 for each card stored in the staff. In combat against daemons, the wielder Wounds them automatically with no saving throw possible.

Standard of Devotion *Unique*
50 points—Space Marines Sensei Standard Bearer only
Any Veteran Squad within 12" of the Standard has a psychic save on a D6 of 4+. Note that this does not Nullify the power; you must roll for each model individually to see if it is affected.

Standard of Devastation *Unique*
50 points—Space Marines Dark Angels Standard Bearer only
Any Dark Angel within 6" of the Standard is allowed to shoot if they are charged by the enemy, just as if the model had been on Overwatch.

Standard of Fortitude *Unique*
50 points—Space Marines Dark Angels Standard Bearer only
Any Dark Angels within 6" of the Standard are allowed to move up to 4" and rapid fire in the same turn.

Standard of Prosecution *Unique*
50 points—Space Marines Sensei Standard Bearer only
Any Sensei Assault Squad within 12" of the Standard becomes subject to Frenzy. Frenzied troops will automatically charge any enemies within charge distance at the start of their turn, and will remain frenzied until they are Broken in hand-to-hand combat or until there is no enemy within charge distance. Frenzied troops charge during the compulsory movement phase and fight with double their Attack Dice in HtH (the

A x 2; do not include bonuses for Close Combat weapons). Frenzied troops may not parry, and must always use their 2” follow-up move to get closer to or engage the enemy. While Frenzied, troops are unaffected by other psychology, unless broken in HtH; then they lose the Frenzy status and must flee just like other troops—should they later rally, they are unaffected by their former frenzy. You can try to restrain troops attempting to charge via Frenzy—make a Leadership test; if you are successful, the unit is not frenzied for that turn and not affected.

Standard of Retaliation

Unique

50 points—Space Marines Sensei Standard Bearer only

Once per battle, any Tactical Squad within 12” of the Standard may choose to fire again after the end of the Shooting Phase. The casualties sustained by the unit are removed before these shots are made, and weapons that are Jammed or Recharging may not be used.

Standard of Retribution

Unique

25 points—Space Marines Dark Angels Standard Bearer only

Any Dark Angel within 6” of the Standard will always inflict at least 1 hit in hand-to-hand combat, even if they lose or draw against the opponent. Note that under these circumstances, the opposing model will also score 1 or more hits.

Stasis Grenade

Rare

20 points—one use

See the Stasis grenade type description for more information.

Stealth Field Generator

Common

0 points—Tau XV15 and XV25 “Stealth” Battlesuits only

Holo-Emitters to provide the model with superior cover. All shots fired at a stationary model with a Stealth Field Generator are at -1 to hit in addition to other modifiers. If the model Hides, troops that move into a position to see the hiding model—or move within their Initiative distance—will only detect him rather than spot him until he moves or fires.

Infiltrating models with this technology may start the game Hiding without the benefit of cover, although if any such model is located using a scanner, it is automatically Spotted. These rules also apply to any drones controlled by the model.

Stealth Suit

Common

10 points—Vindicare Assassins only

If the Assassin fires while hiding, he becomes Detected, not Spotted.

Steed of Slaanesh (Chaos Reward)

Common

25 points—Champions of Slaanesh only

The champion is considered to be a cavalry model. The Steed has all of the standard daemonic abilities and vulnerabilities; however, these are not conferred to the rider while he lives, and so will not typically come into play. It also causes Fear, and has the following statistics:

M	WS	BS	S	T	W	I	A	Ld
12	3	0	4	5	1	6	1	10

The Steed’s A die should be a different color than that of the rider. If that die is the highest scoring (or a tie of 6), then the tongue has wrapped around the opponent and immobilized it, reducing the enemies Close Combat score by D3 before the totals are compared.

Steel Skull

Uncommon

5 points—Orks only

The Ork using this item gains +1 Toughness. However, the Ork is subject to the rules for Madboyz Behavior.

Stimulant Injector *Rare*

10 points (Tau battlesuit characters only)

At the end of the HtH phase, the stimulant injector may be used to do one of the following:

- Restore 1 Wound to the model.
- Restore a model reduced to 0 Wounds to 1 Wound on a roll of 5+ on D6.
- Negate any psychological effects in a model.

Storm Shield *Rare*

10 points

Model receives an extra armor saving throw of 4+ against shooting or hand-to-hand combat which cannot be modified and applies only against attacks from the model's front 90° arc. Also may be used to parry.

Suppression Shield *Rare*

variable points—see army lists

A model equipped with a Suppression Shield automatically inflicts an S3 hit resolves on a single opponent when it charges into hand-to-hand combat ; this hit resolves before HtH is started. Models wearing a Shield also receive a +2 bonus to their armor saving throw against shooting or hand-to-hand combat damage. Note that as with all shields, these effects only apply if the incoming attack is from the model's front 90° arc of sight.

Sword of Asur *Unique*

10 points—Asurman only

See the weapon profile for this weapon for more information.

Sword of Secrets *Unique*

10 points—Space Marines Dark Angels Supreme Grand Master only

See the weapon profile for this weapon for more information.

Swooping Hawk Grenade Pack *Common*

1 point—Eldar Swooping Hawks only

See the weapon profile for more information on this weapon.

Swooping Hawk Wings *Common*

17 points—Eldar Swooping Hawks only

This device functions in a similar manner to a Jump Pack. However, the jumps must be between 6" and 36" long. There is no penalty for flying over objects, and there is no roll for scatter once the models land; however, they may not land within 1" of hard cover. Swooping Hawks do not gain an additional 4" when they charge into Close Combat (but they still gain the bonuses for Charging). Any model shooting at a Swooping Hawk has a -1 To Hit modifier, no matter how far the Swooping Hawk jumped.

At the start of the Movement Phase, the Swooping Hawks may 'Fly High' instead of jumping across the battlefield. They may take no other actions that turn (but may fly out of HtH combat in this way without incurring any penalty). Using the standard Targeting Rules, enemy models may fire at the Swooping Hawks as they leave the board by calculating the distance to the position they left from and subtracting 1 from their To Hit roll. Once off the table, the Swooping Hawks may neither attack, not be attacked. They may return in the Movement Phase of any following turn, and land (using the rules listed above) to any location on the board.

Syringe Squigs *Uncommon*

20 points—Ork Painboyz only

To use this item, the Painboy must have moved into base-to-base contact with wounded models on which you want to use it, in the turn following the model's injury. In the rally phase, roll a D6 for each model the Painboy came in contact with; on a 3+, the model is considered sedated, and should be marked with a pennon bearing the Painboy's heraldry. If the Painboy is still alive at the end of the game, models marked

by the pennons are not considered casualties for victory point purposes. Note that the Painboy needs only to pass by the injured models; he does not have to end his movement phase in contact with them.

Talon of Horus, The *Unique*
30 points—Chaos Space Marines Abaddon only

See the weapon profile for this weapon for more information.

Targal's Plasma Blade *Unique*
5 points—Space Wolves only

This blades weapon may also be thrown as a grenade, inflicting a S-7 hit with a -4 save modifier and 2D+4 Armor Penetration.

Target Lock (Hard Wired) *Uncommon*
+10 points (Tau characters only)

This system allows the bearer to target a separate enemy unit than that engaged by his squad.

Target Lock (Tau Battlesuit) *Common*
10 points—Tau Battlesuits only

This system allows the battlesuit to target a separate enemy unit to that engaged by his squad; all of his weapons systems must still be used against the new target, however.

Targeter *Uncommon*
2 points

The user gains a +1 to hit with a specific projectile weapon he carries; pick which weapon before the game starts. Targeters may not be interchanged between weapons during battle.

Tears of the Emperor (Relic) *Common*
15 points—Adeptus Ministorum, one use only

The Phial may be thrown, just like a grenade. It employs a 2" Blast Marker, and any daemon touched by the template is wounded on a 4+, and receives no benefit for it's aura.

Teleport Homer *Rare*
5 points

Any friendly unit attempting to teleport onto the board within 6" of the Teleport Homer will not deviate if they roll a 'Hit' on the scatter die when using a Teleport Homer. If an arrow is rolled on the Scatter Die, they deviate normally.

Teleport Jammer *Rare*
20 points

If anything attempts to teleport to a spot within 36" of a model using a Teleport Jammer, the teleporting troops must roll for Scatter a second time after they have rolled scatter from their original target point. In addition, the teleporting troops will be destroyed if they roll a double-1 or a double-2 on the distance roll for either scatter roll. Has no effect on psykers using their powers to teleport.

The Warp Spider's jump generator is affected by the Teleport Jammer, but only if the Warp Spiders exceed their maximum safe distance for a single jump. If the Warp Spiders are within 36" of the Teleport Jammer at any point in their move **and** they exceed their normal maximum jump distance, they have to roll two D6 instead of one and pick the highest result to see if they are destroyed.

Terminator Armor *Rare*
45 points—Imperium only

This is powered armor augmented by an exo-skeletal lifting frame, and provides a modified save 3+ on 2D6. The wearer may carry a single heavy weapon without penalty. All of the suits are linked, and feed all tactical data to every other suit on the field, and allow it's wearer to utilize the LOS of other models in the squad. It is completely sealed against all environmental effects (gas, bacteria, flamers, etc.). Because it is so

bulky, the wearer cannot throw grenades; if it is deactivated, its wearer is effectively helpless, and may not move or fire. Terminator armor comes equipped with a targeter and Power Glove as standard.

Terminator Armor, Chaos

Rare

37 points—Chaos only

Like the Imperial version, Chaos Terminator suits are augmented power armor, and provide a modified save 3+ on 2D6. The wearer may carry a single heavy weapon without penalty. The armor is completely sealed against all environmental effects (gas, bacteria, flamers, etc.). Because it is so bulky, the wearer cannot throw grenades; if it is deactivated, its wearer is effectively helpless, and may not move or fire. However, Chaos Terminator armor lacks the sophisticated equipment found in the Imperial version, and no additional equipment or bonuses are provided.

Terrorfex

Rare

15 points—Dark Eldar only

The Terrorfex is a wrist mounted grenade launcher that fires grenades made from captured Eldar Wraithbone, and causes nightmarish, psychically induced visions that terrify the user's enemies. The weapon has a 12" range, and produces a 2" Blast Marker. Any models touched by the template must pass a Leadership check, with a -1 modifier if they are fully covered by the marker, and an additional penalty of -1 for every model touched by the marker.

Teleskopic Legs

Rare

5 points—Orks only

The Ork using them gains +2 to its Move, and doesn't suffer any movement penalties for crossing obstacles up to 2" high. The Ork can also raise itself up to 2" in the shooting phase, drawing Line of Sight from that height.

Throne of Nurgle

Unique

? points—Chaos (Nurgle) only

Throne of Judgment

Unique

40 points—Inquisitor Karamazov only

The Throne of Judgment is a mobile platform, which is treated as a monstrous creature for shooting and HtH purposes. It provides the riders an elevation bonus in HtH (+1 to WS), and may integrate with a Sage to allow him to redirect fire (one passenger on the Throne may re-roll a failed shooting attempt). It has an AV of 18, one hit location, and the following Damage chart:

D6	Throne of Judgment Damage Table
1	The Throne of Judgment is knocked aside. It staggers D3" in a random direction, colliding with anything it moves into; should this happen, roll again on this chart, with a +1 to the roll.
2	The inch thick armor of the Throne's motivators holds, but the force of the blow slows it down. The Throne may not move next turn.
3-4	The Throne is seriously damaged. It may now only limp along at D3" per turn.
6	The Throne crashes to the ground, and is effectively destroyed. Karamazov and his Retinue may dismount normally in the following turn.
7	The Throne of Judgment is engulfed in flames. Any model within 3" of the point where it ignites will be hit as if by a heavy flamer.

Toughened Exoskeleton (Biomorph)

Common

10 points—Listed Tyranids only

This Biomorph increases the model's Toughness by 1 (to a maximum of 10).

Toxin Grenade

Rare

15 points—one use

See the Toxin grenade type description for more information.

Tranquilizer Rounds

Uncommon

5 points—Adeptus Arbites only

These special rounds are designed to be fired out of the Adeptus Arbites shotgun for Apprehension Units. If the Target is hit, he is only allowed an armor save at a -1 modifier. If it fails, instead of using the normal To Wound Table to determine the effects of the hit, use the following table:

Roll	Tranquilizer Effects
1 -2	No Effect
3-4	Drugged: Reduce M, WS, BS, I and Ld by ½ ; Reduce A to 1
5	Sedated: Reduce M, WS, BS, and I to 1; Reduce A to 0
6	Unconscious: Remove model as a casualty

Trophy Racks

Uncommon

5 points—Dark Eldar only

Many Dark Eldar enter battle bearing trophy racks adorned with the decaying heads of foes that they have slain. If a model with this wargear slays an enemy in close combat, he may chop off the head and stick it on to the trophy rack! This adds +1 to the models LD score for the rest for the battle. Although only the first head counts towards this bonus, don't let that stop you from racking 'em up!

Tyrant's Claw, The

Unique

35 points—Chaos Space Marines Huron Blackheart only

See the weapon profile for this weapon for more information.

Unguents of Warding

Rare

20 points—Ordo Malleus only

This blessed oil negates the effects of enemy psychic powers used on the unit of a roll of 4+. Note that, if there is no save, then the Unguents have no effect.

Vaxxine Squig

Rare

50 points—Ork Painboyz only

All Ork troops on the side of the Painboy with this item are immune to the effects of any viruses; e.g., Virus Grenades and the Virus Outbreak Strategy Card have no effect against these troops.

Vectored Retro-Thrusters

Rare

+10 points (Tau battlesuit characters only)

This system modifies the jet packs of a XV8, XV15, or XV25 Battlesuit to allow a greater possibility to avoid HtH combat. If the Tau model is Charged by enemy units, it may make an immediate move of 6" away from them, in an attempt to escape. This occurs before HtH is initiated, and so the Tau model need not make an Ld check, and does not suffer any blows from the enemy as he jets away from them.

The enemy models do not 'loose ground' if the model evades them, but may continue to move their full charge distance towards the battlesuit as it tries to escape their attack. The Charging models must pursue that model, and may not opt to attack another target.

This device cannot be used if the model is part of a team, or if the model has any Drones.

Venom Sacs (Biomorph)

Common

5 points—Listed Tyranids only

Any hits caused by the creature in Close Combat cause D3 Wounds to the opponent.

Vernacular Rod

Rare

30 points—Imperial Forces Only

This artifact negates any psychic power that effects the squad, regardless of the source (including any psykers within the unit).

Virus Grenade*Rare***50 points—one use**

See the Virus grenade type description for more information.

Voltage Field (Biomorph)*Common***20 points—Listed Tyranids only**

The creature gains an unmodified save of 4+, and adds +1 to its Strength in HtH combat. For each successful Voltage Field save the creature makes within 4" of a non-Tyranid force field of any kind (whether a personal field, such as a Displacer Field, or a device generated effect such as a Force Field Projekta), the Voltage Field effect will burn it out on a 4+, and render it inoperative for the rest of the game. Note that the Voltage Field is not powerful enough to effect the fields on a Super Heavy vehicle or a Titan.

Vortex Grenade*Rare***50 points—max 2, one use**

See the Vortex grenade description for more information about this weapon.

Warp Field (Biomorph)*Common***40 points—Listed Tyranids only**

When the creature is hit, roll 2D6. If the roll is higher than the Strength of the attack, then it causes no damage to the creature (ties or less wound the creature normally). If the weapon has sustained fire capability, this roll is made before determining how many times the model was hit. Physical attacks (including those by Wraith Cannon, Shokk Attack Guns, etc.) that do not have a Strength are considered to be Strength 6 when the rolling to see if the creature is effected, although Psychic attacks without a Strength are unaffected by the Warp Field.

Warp Jump Generator*Rare***30 points**

This wargear card allows a single model to teleport to any point on the battlefield during its movement phase instead of moving normally. Roll a Scatter Die to see if the model teleports on target; a "Hit" means it is on target; an arrow means it scatters 2D10" in the direction indicated. However, if a double-1 is rolled, it means the model is lost in the warp, never to be seen again. The model may shoot or fight in hand-to-hand combat on the turn it teleports, but doesn't count as Charging.

Warp Spider Jump Generator*Common***20 points—Eldar Warp Spiders only**

This device allows the Warp Spider to teleport across the board. He may not make a normal move and Jump, however he may warp, shoot, and then warp again, effectively providing the models with a 'pop up' style attack during the Movement Phase. They may Jump without error, and may teleport into buildings or bunkers, but may not do so from or into a vehicle which is capable of movement.

The maximum safe distance a Warp Spider may Jump is 18". He may extend that distance by up to 30"; if he does so, however, there is a chance that the model will be lost in the Warp. For Jumps of 18-24", the player must roll a 6 on a D6 for this to occur; for distances from 24-30", the roll is 5+. Any Jump may be split, as described above.

Warp Spiders may charge into HtH combat using their Jump abilities, and receive the standard +1 for doing so. If they attack models in Overwatch in this way, the models may not shoot at the Warp Spiders, due to the proximity of their teleportation. Warp Spiders who Jump into HtH may not shoot in the Shooting Phase. Like Swooping Hawks, they may Jump out of HtH combat without penalty.

Warp Portal*Unique***50+ points—Eldar only**

This large structure indicates the presence a portal used by the Eldar to link together places via the webway, or to regulate the amount of Warp energies in a given location. It may be placed anywhere on the board, but must be placed immediately after terraforming, and before any bunkers or emplacements are placed.

The Warp Portal may be used for one of the following three purposes:

An Eldar Warlock or Farseer may draw an additional Warp Card per level per turn from the Portal (up to a maximum of four cards per turn). Any enemy psyker who used a psychic power within 24" of the Portal is immediately pulled 1D6" towards it per Force Card used to power the ability, and will be injured on a roll of 4+ if he collides with any terrain while being dragged (only make one test to wound, no matter how many obstacles are hit).

Alternatively, the Warp Portal may be used to bring Eldar Units onto the board. This adds a cost of 10 points per character or squad and 25 points per vehicle to the cost of the Portal. Units to be brought through the Portal must remain in reserve until they enter the table during the Movement Phase of any turn, and they enter the board as they would from the Deployment Zone.

The final choice allows any Eldar units wishing to leave the board to do so through an opened Warp Portal; however, they will keep their current status once they leave (e.g. Broken units remain Broken), and they may not return to the board once they have left.

In either of the last two cases, Teleport Jammers have no effect on a Warp Portal. The Portal has an Armor Value of 30, and uses the same Datafax as a building.

Web of Skulls

Uncommon

25 points—Eldar only

See the weapon profile for more information on this weapon.

Webway Key

Unique

25 points—Eldar Pirates only

This piece of Wargear allows a model to travel through solid objects! Use the two Gate Markers for the Gate psyker power as portals for the Phase Field, to demonstrate when this device is in use.

Place the two markers on the board, each of which must be within 5" of the character with this wargear. LOS is not required when placing the Phase Field portals, but they cannot be placed into a vehicle which is capable of movement.

The Webway Key only permits horizontal movement. If the distance between the two Portals is greater than 5", any model passing through it must roll a D6; on a result of 6, that model is removed from play as a casualty.

Any models (friend or foe) which move into one Webway Portal from any direction reappear instantly out of the other, expending no movement while moving between them; they may Charge or make Run moves as normal through it.

Only normal foot troops (of either side) may move through the Webway Key Portals; if there is any question as to who may use it, the model in question must be able to fit into the area of the template. Each Portal blocks LOS, and cannot be used to shoot (or use psychic powers) through. Once activated, the Webway Portals may not be moved or deactivated until the player's following Movement Phase.

The Webway Key offers no protective bonus (other than described above), and will not function in an area affected by a Teleport Jammer.

Webway Portal

Unique

50 points—Dark Eldar only

This is a mobile form of the portal used by the Dark Eldar to link together places via the webway. At the start of the game, the Dark Eldar player may specify up to two units that will be held in reserve, in the webway. These units may not enter play until the Webway Portal is opened (if they are not deployed during

the game, the units will be considered broken for victory conditions at the conclusion of the battle). Note that these units are allowed to deploy as soon as the portal is opened!

The Webway Portal may be activated in the Shooting Phase by the character carrying it, in lieu of shooting a weapon in that turn; place a 3" Blast Marker in base to base contact with the model once it is activated. Once opened, there is no way to close the portal; Teleport Jammers have no effect. Any units placed in Reserve may either enter the table immediately, or wait until the following Movement Phases, as normal. However, the reserves will always deploy from the location of the portal opening.

Once the Portal has opened, the character model may move away from it as he pleases (the portal itself must remain stationary). Dark Eldar Units wishing to leave the board may do so through the Webway Portal rather than departing from a Deployment Zone; however, they will keep their current status once they leave (e.g. Broken units remain Broken), and they may not return to the board once they have left.

The Webway Portal may not be taken by a model on a Reaver Jetbike.

Weirdboy Staff

Uncommon

5 points—Ork Weirdboyz only

In hand-to-hand combat, the Staff allows the Weirdboy to add to his Strength a number equal to his psychic Mastery Level, and the weapon wounds Daemons automatically in close combat. The Weirdboy may also re-roll the dice for his Waaagh! Test if he fails the first roll.

Witch Blade

Rare

15 points—Eldar psykers only

At the end of the psychic phase, up to two unused Force Cards may be stored in the Blade instead of being placed in the discard pile. The stored Force Cards may be retrieved and used in subsequent psychic phases. In hand-to-hand combat, the Blade increases the wielder's Strength by a number equal to his Mastery Level, and wounds Daemons automatically with no save possible. The wielder may also expend a stored Force Card to gain an extra +2 Strength and -2 armor save in hand-to-hand combat. May also be used to parry. For more information, see the weapon profile on this weapon.

Wolf Helm of Russ, The

Unique

50 points—Space Marines Space Wolves only

Any Space Wolves' characters or units that can draw Line of Sight to this model automatically pass any break test or psychology test they are required to take. In addition, the wearer causes Fear.

Wolfen Stone

Unique

30 points—Space Marines Space Wolves only

Non-daemonic foes that are charged in HtH combat by the bearer of the Stone must make a break test on 3D6 or be effected by Fear.

XV22 Battlesuit

Unique

+100 points (Commander O'Shaserra only)

This Tau Battle Suits are considered to be a Sealed Suit of Power Armor (3+ Save) with a Tech Rating of 9. Like all battlesuits, it conveys statistical bonuses to the wearer (which is figured in to the stats and cost of the wearer). This battlesuit allows the wearer to carry heavy weapons without penalty, but does not change the designation of move or fire weapons. It is equipped with a Tau Scanner, Jet Pack, Stealth Field Generator, Shield Generator (4+ Unmodified Save), and an Advanced Multi-Lock that allows the model to fire twice in the same turn at two different targets, of desired.

Xyclos Needler

Unique

25 points—Chaos Space Marines Fabius Bile only

See the weapon profile for the weapon for more information.

Special Abilities

Special Abilities

Special Abilities are optional traits that a player may use to further bolster the effectiveness of his army. Again, only certain models or units may take advantage of these powers; consult your Codex for the full rules.

Exarch Abilities

Eldar

Common

Cost Varies—Effects single Aspect Warrior Exarch, as noted

Crack Shot (+15pts)

An Exarch with Crack Shot adds +1 to his rolls when shooting. He may also fire at extreme range – this being defined as the maximum range and half as far again; however, the +1 bonus does not apply to such shots.

Turn Aside Blow (+5pts)

This allows the Exarch to Parry, even if he doesn't have a weapon which can do so; such parries can force an enemy to re-roll 2 attack dice, rather than one.

Disarm (+5pts)

If the Exarch wins the round of HtH, then he may disarm his opponent rather than wound him. This causes no 'hits,' but one of the enemy's weapons is destroyed and may no longer be used.

Crushing Blow (+5pts)

The Exarch adds +1 to the Strength value of any weapon he is using in HtH combat.

Bounding Leap (+10pts)

The Exarch may leap up to 4" in addition to his normal movement. This will allow him to clear man sized models – even enemy models – without penalty, and the Exarch may leap out of HtH without incurring any penalties for doing so.

Battle Fortune (+10pts)

The Exarch may re-roll any failed Armor saves. These apply to his physical armor only, and the second result stands.

War Shout (+5pts)

The Exarch causes Fear when he charges into HtH combat.

Fighting Fury (+5pts)

This increases the Exarch's Attack score by +1.

Mighty Strike (+5pts)

If the Exarch inflicts two or more hits in a round of HtH, then he may change the multiple hits for a single one, with +1 S for each additional hit after the first.

Distract (+5pts)

This doubles the Exarch's bonus for each of the enemy fumbles (he gets +2 to his combat score, instead of +1).

Sustain Attack (+5pts)

The Exarch gets a Follow-Up move of 4" after killing an opponent in HtH.

Fast Shot (+25pts)

The Exarch may fire twice in the Shooting Phase; these shots do not need to be at the same target, but must follow the normal rules for characters shooting.

Tough (+10pts)

Increase the Exarch's Toughness by +1.

Stealth (+10pts)

The Exarch has a -1 to hit modifier when being shot at short range, and a -2 when being shot at long range (in addition to any other modifiers that may apply for cover, etc.).

Resolve (+10pts)

The Exarch is immune to all psychology, and need never take a Break Test.

Fire Caste Abilities

Tau Units

Common

Bonding

10 points—Effects a single unit, as noted

Bonded units who fail a Leadership Test become Shaken, not Broken. Shaken troops may not move towards the enemy but are otherwise unaffected by the condition. Shaken troops failing another Leadership test will become Broken as normal. This is a bonus applied to the entire unit, including the Team Leader (if any).

Opportunity Fire

+10 points—Effects a single Bonded unit, as noted

A Bonded Unit is far less likely to break in the face of an enemy assault. If the Tau player wishes, he may further upgrade any Bonded units to allow them fire at targets of opportunity - these are classified as any enemy units that have closed within 8" of the Bonded Unit during the Movement Phase. Opportunity Fire is considered to be similar to an Overwatch fire, in that it takes place during the Movement Phase, before the charging enemy units have a chance to close into HtH. Unlike Overwatch, however, all of the other standard rules for Shooting at targets apply. Units which fire at targets of opportunity may not fire again in the Shooting Phase, and cannot troll any attack dice if they are successfully charged in HtH.

Harlequin Abilities

Eldar Units

Common

Holosuit

Cost figured in to price of model

This suit refracts the image of the wearer, making them difficult see. All shots fired at a model wearing a Holosuit are at -1 to hit in addition to other modifiers. If the model hides, troops that move into a position to see the hiding model—or move within their Initiative distance—will only Detect him rather than Spot him until he moves or fires. Infiltrating models wearing Holosuits may start the game hiding without the benefit of cover (although in this case the models will be Detected in an enemy model moves within its Initiative in inches to the hidden model.).

Furthermore, in hand to hand combat, any attackers must first make a leadership roll, or suffer a -1 penalty to their WS for that round.

This item also provides the wearer with protection against virus, gas, and toxin attacks. It does not, in and of itself, confer an armor save against physical or psychic attack, nor does not constitute a "field" for the purposes of determining defensive protection.

Rictus Mask

Cost figured in to price of model

This mask causes Fear and is equipped with a Photon Flare compensator; it is provide to all Harlequins as part of their standard equipment.

Dispersed Formation

Cost figured in to price of model

All Harlequin units employ the rules for Dispersed Formation. The squads have a unit coherency distance of 4"; any vehicle squadrons in the army have a unit coherency of 9".

Hyper Agility

Cost figured in to price of model

Harlequins are extremely acrobatic. This provides them with the following abilities:

- 360° attack arc; Harlequins effectively do not have a Front, Side, or Rear Facing. They may attack in any direction, and do not suffer penalties when attacked from the side or rear in HtH combat.
- Harlequins in HtH combat may 'flip' out of HtH. This allows them to move behind an opponent in HtH if there is space behind the enemy model, or to leave the fight entirely, without Breaking or the opponent making any parting shots against them. (If the model leaves HtH, it may fire as per the normal rules, but cannot charge a different unit in HtH that turn.)

Sacred Rites**Adeptus Ministorum***Common***0 points—Effects one squad (typically Sisters of Battle)**

Roll D6, modified the by the character’s status (see below) and consult the Sacred Rites Table to see the result. This will effect all of the models in the unit, and will last so long as the character that performed the Rite leads and stays in coherency with it:

Roll	Sacred Rites Table
1	No effect.
2	The squad is immune to Fear and Terror for the duration of the battle.
3	The squad becomes subject to Frenzy. Frenzied troops will automatically charge any enemies within charge distance at the start of their turn, and will remain frenzied until they are Broken in hand-to-hand combat or until there is no enemy within charge distance. Frenzied troops charge during the compulsory movement phase and fight with double their Attack Dice in HtH (the A x 2; do not include bonuses for Close Combat weapons). Frenzied troops may not parry, and must always use their 2” follow-up move to get closer to or engage the enemy. While Frenzied, troops are unaffected by other psychology, unless broken in HtH; then they lose the Frenzy status and must flee just like other troops—should they later rally, they are unaffected by their former frenzy. You can try to restrain troops attempting to charge via Frenzy—make a Leadership test; if you are successful, the unit is not frenzied for that turn and not affected.
4	The squad adds +1 to its Ld for the duration of the battle (although it cannot raise the score higher than 10).
5	The squad Hates the enemy. This allows them to take Break tests with an Ld of 10. In Close Combat, they may re-roll any Attack Dice once for each round of HtH combat, and always use their 2” follow-up move to get closer to or engage the enemy.
6	Each model in the unit has a psychic save on a D6 of 4+. Note that this does not Nullify the power; you must roll for each model individually to see if it is effected.
7	The squad is immune to psychology and automatically passes any Break tests it is required to make.
8	The squad ignores the standard choosing a target rules, and each may fire at any unit or vehicle the player wishes. While it cannot fire specifically at characters that are part of, screened by, or closer to a unit than 2”, it may select any other target deemed appropriate within the 90° arc of the shooter.
9	Once per battle, the squad may choose to fire again after the end of the Shooting Phase. The casualties sustained by the unit are removed before these shots are made, and weapons that are Jammed or Recharging may not be used.

The characters performing the Sacred Rites may use the following modifiers (note that any of the possible results in the range may be selected if the character can modify the roll):

Sisters of Battle Canoness:	+3
Veteran Sister Superior (SoB):	+2
Missionary Major Hero:	+1
Missionary Hero or Champion:	+0
Preacher:	+0
For each Psyker in the army :	-1

Any Imperial infantry unit (save for Adeptus Mechanicus, Space Marine, or Inquisitors) may receive Sacred Rites, although mutants such as Ogryns, Ratlings, and Squats will not be granted them.

Street Skills

Adeptus Arbites

Common

Cost Varies—Effects single Adeptus Arbites squad, as noted

Some Arbites characters and units have become battle hardened through their experience on the street. To reflect this, you may upgrade any unit or with one of the following skills.

There are two costs listed for each ability: the first is the additional cost per unit, the second is the cost to upgrade a character. This cost is added to the squad or character, respectively.

If a Character is given street skills, then this ability effectively takes up one wargear slot for that character.

Combat Master (+25pts/+5pts for Characters)

Models with this skill who are attacked by multiple opponents in hand-to-hand combat may add +1 to its Weapon Skill for each opponent after the first, effectively negating the bonus for fighting multiple attackers.

Counter Attack (+5pts/+5pts for Characters)

If a fighter with the Counter Attack skill, and one of his parries is cancelled for any reason (e.g., the enemy model has a sword as well), he may roll an extra Attack die immediately for each parry of his that is cancelled.

Bulging Biceps (+10pts per model/+10pts for Characters)

The members of a unit carrying heavy weapons are allowed to move and shoot in the same turn with move-or-fire weapons, but take a -1 To Hit penalty when doing so.

Hurl Opponent (+40pts/+10pts for Characters)

Models with this skill who win a round of hand-to-hand combat may throw their opponent D6" away in a direction of your choosing instead of inflicting damage as normal. The thrown model takes a single hit of Strength equal to half the distance rolled (e.g., if you roll a 5, the Strength is 3). The thrown model must then spend the next turn standing up, and may do nothing else.

Hip Shooting (+30pts/+15pts for Characters)

Fighters with this skill are allowed to run and shoot in the same turn with a -1 To Hit penalty. Models using this skill may not count bonuses from Sights of any kind, and may not use this skill to fire a Heavy weapon.

Point Blank Fire (+45pts/+20pts for Characters)

The model is trained to fire his Arbites Shotgun at point blank range. He may do this automatically, before any hand to hand attacks of any kind (including Lashwhip, Madiblaster, Grabba-stikk, etc.) are made. Determine the results of the Shotgun fire first, using all of the applicable rules for shotguns; then the Close Combat and HTH attacks are resolved. Note that the use of this ability does not prevent the model from rolling his Attack Dice in HtH.

Ambush (+5pts/+5pts for Characters)

The model may go into Overwatch and Hiding in the same turn.

Medic (NA/+5pts for Characters)

A Medic with this skill may re-roll a single result on medical recovery chart when using a Medpack; this ability may only be used once per game, and the second result stands, even if it is worse than the first.

Veteran Abilities**Imperial Guard***Common***Cost Varies—Effects single Imperial Guard Squad, as noted****Veteran Infantry & Rough Riders**

You may convert any or all Imperial Guard infantry units to Veteran status by choosing **one** of the following Veteran Abilities and spending the additional points as listed:

Ability	Cost	Description
Crazed	+25	Crazed units take Break test only if 50% of the unit is lost in single turn, and are otherwise Immune to Psychology. This ability costs 50 points for Ratlings.
Deadeye Shots	+25	Each model which misses a shot in the Shooting Phase may re-roll their To Hit die once each turn, provided that they are not using Hand Grenades or weapons with a blast marker.
Freedom Fighters	+5	Each enemy model moving through woods or buildings already occupied by the squad takes a S3 hit; Ogryns cannot take this ability
Grizzled	+15	The unit rolls 3D6 for Break tests, and selects the best two to determine the outcome of the roll. This ability costs 30 points for Ratlings
Guerrillas	+10	The unit may Run and Hide in same turn, or Run and Shoot with a -1 penalty. Ogryns may not take this ability
Hardened Fighters	+10	The unit may re-roll any single Attack Die in hand-to-hand combat; the original is ignored even if a fumble. Furthermore, opponents may not Parry against the attack of a Hardened Fighter.
Slick Crew	+20	This ability applies to heavy weapons teams. The unit may shoot twice if the first shot hits (if using a Mortar, if the Scatter Die is a “Hit”); the second shot may be against a different target, if one may be chosen under the ‘Selecting a Target’ rules.
Stealthy	+10	The models ignore movement penalties for difficult or very difficult terrain, and gain a +1 Combat Score when fighting in hand-to-hand combat in it. Additionally, Line of Sight through woods is doubled. This ability may not be selected by Rough Riders or Ogryns.
Street Fighters	+20	In Soft Cover, the defensive bonus is -2 to be hit; if in Hard Cover, the bonus is -3 to be hit.
Tank Hunters	+10	The unit is Immune to Psychology induced by vehicles, and may re-roll any or all armor penetration dice once a turn if engaging a vehicle in HtH combat.

Veteran Squadrons

You may convert any or all Imperial Guard Squadrons to Veteran status by choosing **one** of the following Veteran Abilities and spending the additional points as listed:

Ability	Cost	Description
Ace Driver	+5	Vehicles with Ace Drivers may cross difficult terrain at Combat Speed without a control roll; it may attempt to cross very difficult terrain as well, but a Control Roll will then be necessary.
Evasive Driving	+20	Vehicles with Ace Drivers may attempt to disengage from a unit engaging it in Hand to Hand. Each model attempting to attack the vehicle must first roll under its Initiative Score in order to do so. The vehicle may also break off from HtH in the Movement phase without incurring any strikes against it as it does so.
Tank Hunters	+20	Each turn, the player vehicle may re-roll a single failed armor penetration roll caused by a weapon with a Veteran Crew with this ability.
Ace Gunners	+25	A single weapon which misses a shot in the Shooting Phase may re-roll their To Hit die once each turn, provided that they are using a single (not linked) vehicle mounted gun. Note that Earthshaker and Crews may not take this ability.

Veteran Batteries

You may convert any or all Imperial Guard Batteries to Veteran status by choosing **one** of the following Veteran Abilities and spending the additional points as listed:

Ability	Cost	Description
Resolute	+20	Resolute units take Break test only if 50% of the unit is lost in single turn, and are otherwise Immune to Psychology.
Deadeye Shots	+25	Each artillery piece which misses a shot in the Shooting Phase may re-roll their To Hit die once each turn. Note that Earthshaker Crews may not take this ability.
Slick Crew	+25	The gunner artillery crew may shoot again if the first shot hits. If the weapon is a Mortar, the Scatter Die must roll a "Hit." The second shot may be against a different legal target, if desired. Again, Earthshaker Crews may not take this ability.

Vows

Black Templars

Unique

50 points—Effects entire Black Templar army, as noted

The Black Templars must swear one of the following vows before a battle. Choose which vow your army has sworn after you've determined the mission but before either army sets up. Vows don't affect Black Templar vehicles unless noted.

Accept any challenge, No Matter the Odds

Any unit in the Black Templar army must charge the enemy if they are in range at the start of the Hand to Hand phase, and they must make a follow up move into combat if they win a fight, so long as they would normally be allowed to do so. In close combat, the Black Templar may re-roll any single die in each round of Hand to Hand combat (this vow has no effect against vehicles without a WS.) Neophytes in the unit do not benefit from this vow; if only neophytes remain in a unit, they are not bound by it. Dreadnoughts in the army **are** bound by this vow.

Uphold the Honor of the Emperor

The Black Templars are convinced that the Emperor will protect them and refuse to skulk behind cover like cowards. Black Templar units may not count cover bonuses when being fired upon. However, such is their faith in themselves that they shrug off even the most severe wounds, so gain a 6+ invulnerable saving throw (or +1 to an unmodified save of 3+ or higher). Neophytes may count cover as normal but do not gain the invulnerable save.

Suffer not the Unclean to Live

When rolling to wound in close combat, Black Templars with this vow add +2 to their STR roll to wound in Hand to Hand combat. Black Templars need to summon their holy strength when they attack, so strike at -1 to their Initiative. Neophytes strike and wound normally.

Be Pure in Mind, Body and Soul

Of all deviants, Black Templars abhor witches and warlocks the most. The faintest sign of heretical psychic power drives them into a violent fervor. This vow affects all Black Templar units, including vehicles. If there is an enemy psyker on the table at the start of the Black Templar first move phase, the Black Templars must make an additional move towards the enemy before their normal movement. The distance moved is 2d6 " (roll for each unit) and each unit must move the full distance, ending the move as close to the enemy then when they started, if possible. After this initial surge forwards, units may make their normal move without restriction. All units count as having covered the full distance for moving that turn, when resolving their opponent's shooting modifiers (vehicles may not accelerate in the initial deployment, but may do during their normal movement in the first turn). The Black Templars only get this extra move in the first turn of the game.

Vehicle Cards

Vehicle Modifications

Vehicle Cards are upgrades or equipment that a player may use to further bolster the effectiveness of his army. Modifications may be added to any vehicle with a Datafax, except Titans. There is no limit to the number of modifications that can be made to a single vehicle, nor to the number of instances of the same modification that may be made; however, each 'complete' modification may only be applied to a particular vehicle once unless it is deployed as a squadron. This means that although all four of your tanks may have reinforced armor, if that is their only modification, then they must all be deployed as part of a single unit. Otherwise, other wargear must be applied to each vehicle, until they no longer match.

Note that the Tau may only take modifications from their Racial List; no other Wargear is allowed for their vehicles from the General category.

Wargear for All Armies

Ablative Armor **+15 points (45 pts for Super Heavy vehicles)**

The crewmen of this vehicle have bolted extra protective plates to it, forming a secondary layer of armor. A vehicle with ablative armor ignores the first hit which successfully penetrates the vehicle's armor. Further hits that penetrate count as normal. Hits from graviton guns and Shokk Attack guns ignore ablative armor. Note that exposed crewmen are not protected by ablative armor and will be affected normally.

Ablative armor only effects weapons which roll to penetrate armor. Against weapons such as buzzer squigs, pulsa rokkit, distort cannons, etc., Ablative armor has no effect.

Ceramite Armor

+50 points (same for Super Heavy vehicles)

The armor of this vehicle has been made out of ceramite. Ceramite is a special compound that retains all the protection of normal armor, but also has incredible heat resisting qualities. Any shots from multi-meltas, melta guns, or melta-bombs which hit the vehicle must halve the result rolled for armor penetration. Note that exposed crewman are not protected by ceramite armor and will be affected normally.

Electro-Hull

+10 points (20 pts for Super Heavy vehicles)

This card may be taken by any vehicles except those with exposed crew. By running a live electric current through the hull, this vehicle has a very simple defense against hand-to-hand attackers. Any model which attacks this vehicle in hand-to-hand combat must first see if their armor protects them from the shock, by successfully making a basic armor saving roll (field saves have no effect against Electro-hulls). If the model fails, then he will be thrown back 1" and may not attack this turn. If the model successfully makes its basic saving throw then it may attack the vehicle as normal.

Head Shield

+5 points

This card may only be taken by Dreadnaughts and Walkers. A physical shield is constructed on top of the Dreadnaught, designed to protect it from attacks which originate from above the vehicle (this includes speculative attacks, such as those from a Mortar, but not directed fire attacks, as from a Seeker Missile). Any attack which originates from above the Dreadnaught is 'deflected' on a roll of 4+. If the shield fails, it adds +D6 to the walker's armor value (for that shot only); if the armor is penetrated, then the Head Shield is automatically destroyed.

Null-Shield

+35 points (same for Super Heavy vehicles)

Each time a psychic power is used on a vehicle with a null-shield, roll the Scatter Die first—on a roll of a “Hit”, the psychic power penetrates the Shield and works normally. If an arrow is rolled, the power is deflected 2D6” away in the direction indicated, passing over terrain and obstacles but affecting the first legal model (other than the vehicle whose Null-Shield deflected it) in its path. If the null-field is within 2” radius, the Shield will nullify the power on a 4+ on D6.

Reinforced Armor

+10 points (50 pts for Super Heavy vehicles)

The armor value for all locations is increased by +1. The extra weight has a negative effect on speed; the vehicle’s Slow Speed is reduced by 1”, the Combat Speed reduced by 2”, and the Fast Speed reduced by 4”. Dreadnoughts and Walkers have their Movement reduced by 2”.

Scythes

+5 points

This card may only be taken for Bikes and Dark Eldar Jet Bikes. The Bike has been equipped with wickedly sharp scythes for cutting down enemy troops as the rider races past at high speed. When the Bike is used to make a hit and run attack, before the actual attack is resolved, the enemy model must roll equal to his initiative or less on a D6 (6 always fails). If the roll is failed, the model takes a S-4 hit with a -1 modifier. If the model lives, (or passed his initiative check) the resolve the hit and run attack normally.

Searchlight

+5 points (same for Super Heavy vehicles)

You may use the Searchlight during any movement phase. Place a 2” Blast Marker anywhere within Line of Sight of the vehicle using the Searchlight. Any hiding enemy models at least partially covered by the marker are “spotted” (if they are in or behind soft cover). Enemy models hidden in or behind hard cover or equipped with Chameoline (or its equivalent) become “detected” instead.

Supercharged Engine

+5 points (not available for Super Heavy vehicles)

May not be taken for Dreadnoughts or other Walkers. May be used in any Movement Phase to increase the vehicle’s speeds, and may be used repeatedly but no more than once per movement phase. When used, Combat Speed is increased by D6 and Fast Speed is increased by 2D6. These increases are in addition to any other increases which may have taken effect by previous triggering of the Supercharged Engine. If the die roll is a 6, the movement for that die MUST be used in that turn!

Teleporter

+50 points (Limit 1 per Army)

The Teleporter is a large piece of equipment, and so must be mounted in a building or on a vehicle in order to be used effectively. Once per turn, a single unit that is either on or in base to base contact with the Teleporter may be moved to any point on the battlefield during its movement phase instead of moving normally.

Roll a Scatter Die to see if the unit teleports on target; a “Hit” means it is on target; an arrow means it scatters 2D10” in the direction indicated. However, if a double-1 is rolled, it means the unit malfunctions, and fails to relocate the unit in that turn. Also, models which teleport off the Table Edge are considered lost, and may not participate in the battle (but do not add any victory points to the enemies’ total at the end of the game).

If the Teleportation succeeds, place a model on the point indicated. All of the remaining models in the squad will then end up a D3” from that model in a random direction (roll the Scatter Die to determine the location). The player may choose the facing of each of the models as it lands on the board, but may not otherwise move them for the rest of the Movement Phase. Teleported units may shoot or fight in hand-to-hand combat on the turn in which they teleport, but do not gain any movement bonuses when they are fired upon, nor any bonuses for Charging.

Vortex Detonator

+50 points (same for Super Heavy vehicles)

The Vortex Detonator projects a field over a large area which can detect the tiny warp drives within Vortex grenades and cause them to detonate prematurely. If any model within 12" attempts to use a Vortex grenade they will be detected by the Vortex Detonator, and the grenade will automatically explode in the model's hand. Place the blast marker over the model as if it had hit itself with the Vortex grenade.

Modifications for Chaos Space Marines

Destroyer

+25 points—Khorne daemonic vehicles only

The vehicle has its ram value upgraded to S10, D20 damage, and a -6 save modifier. In addition, any model wishing to attack the vehicle in close combat must roll equal to or under their Initiative on D6 (6 always fails). If this roll is failed, then the model sustains a hit equivalent to the vehicle's Ram Value.

Combi-Bolter

+5 points/weapon

Additional combi-weapons may be mounted on a Chaos vehicle at any location. The weapons may be fired by the vehicle crew inside, or by models transported by the vehicle. Space Marines may rapid fire with the combi-bolters if the vehicle is stationary or moving at Slow Speed.

Coruscating Warp Flame

+45 points—Tzeentch daemonic vehicles only

Any psychic power used against the vehicle or a model within 3" of it will be Nullified on a 4+ on D6. On a roll of 6, not only is the power nullified, but its owner must discard it for the rest of the game. If the vehicle is attacked in HTH, it will inflict D6 hits with a Strength of 4+D6 divided among the models in base-to-base contact with it. Make a single roll for the Strength of all the hits; each hit inflicts 1 Wound with a saving throw modifier of -1 for each point of Strength above 3. Surviving enemy models may then attack as normal.

Warp Amp

+25 points—Slaanesh daemonic vehicles only

May only be chosen if your army includes at least one squad of Noise Marines and may only be fitted to Land Riders, Predators, and Rhinos. The closer a creature comes to the warp amp, the harder it is for it to maintain discipline and conscious thought. Enemy models within 18" of the warp amp suffer a -1 penalty to their Leadership score when taking Leadership or Psychology tests. Within 12", the penalty increases to -2, and within 6" it increases to -3.

Daemonic Possession

+25% of the vehicle's value

May only be chosen for fully-enclosed vehicles and Dreadnoughts. The vehicle has no crew - it is "manned" instead by a daemon. Its hatches are all welded shut; if the vehicle had troop-carrying ability, it can no longer carry any troops. The Daemon controls the vehicle and can fire all of its guns using its BS of 5. If the vehicle is a Dreadnought it fights with a WS of 5 as well. Any damage results that indicate the crew is killed have absolutely no effect. The vehicle causes Terror. If your army loses all its champions bearing Mark of Chaos, then the daemon inside the vehicle will be banished—disabling the vehicle.

Nurgle Infestation

+20 points—Nurgle daemonic vehicles only

The Armor Value of all locations is increased by 1 point. In addition, any model that attacks the vehicle in close combat must first fight the Nurglings and waving limbs which cling to the vehicle; the vehicle gets 2 Attacks with a WS of 3. If the vehicle wins the combat, it works out hits as normal; the infestation counts as having a Strength of 3. If the attacker wins, it may make a single attack against the vehicle in the normal manner. Do not count any bonuses multiple combatants fighting a Nurgle-infested vehicle.

Modifications for Dark Eldar Vehicles

Horrorfex

+22 points

The Like the Terrorfex, the Horrorfex is a grenade launcher that fires grenades made from captured Eldar Wraithbone, and causes nightmarish, psychically induced visions that terrify the user's enemies. The Horrorfex has an 18" range, and produces a 2" Blast Marker. Any models touched by the template must pass a Leadership check, with a -1 modifier if they are fully covered by the marker, and an additional penalty of -1 for every model touched by the marker. The Horrorfex must take the place of one of the weapons usually mounted on the vehicle.

Nightshield

+25 points (not available for Reaver Jetbikes)

The Nightshield uses the same technology as a Shadowfield, to envelop the vehicle in an area of special distortion. Attacks which do not use Blast Markers must add 2D6" to their range when firing at a vehicle protected by a Nightshield. Furthermore, the vehicle has a 3+ unmodified save against any Sustained Fire Dice attack, due to the effects of the displacement on the accuracy of such weapons.

Scaling Nets

+5 points (available for Raiders only)

A web of scaling nets hangs to the ground from the sides of the Raider, allowing it's passengers to get on and off more swiftly. A model may mount or dismount the Raider at any location that has a net, using the embarkation rules for normal vehicles (i.e. the Raider may be moving up to 10", rather than needing to be stationary). However, the nets can be used by enemy models, allowing them to attack either the skimmer or the passengers in HtH combat; this choice must be announced by attacker at the start of the HtH Phase. Scaling Nets provide no additional benefit for Raider squads who possess Shock Troop Training. A vehicle with Scaling Nets may not also use Scythes or Slave Snares.

Screaming Jets

+15 points (not available to Raiders, Reavers, or Talos)

The vehicle is fitted with additional high powered jet engines which fire weight a characteristic high wail, and allow it a greater degree of mobility. This allows the vehicle to use a pop-up attack, in place of its normal movement during the movement phase. Unlike a standard pop-up, however, the vehicle may change it's facing at any time during the attack, effectively giving it a 360° attack arc when the Screaming Jets are engaged.

Scythes

+5 points

The vehicle has been equipped with wickedly sharp scythes for cutting down enemy troops as it races past at high speed. Scythes allow Dark Eldar vehicles to make a special ram attack, by moving 'through enemy models; those models passed by the vehicle must roll equal to their initiative or less on a D6 (6 always fails). If the roll is failed, the model takes a S-4 hit with a -1 modifier. If the model lives, it is moved to the outside of the vehicle as it passes. Models who are attacked in this way cannot engage the Dark Eldar vehicle in HtH combat. Only one Scythe attack can be made against a unit by the same vehicle in any given turn.

Slave Snares

+15 points (available to Raiders and Reavers only)

The vehicle trails numerous long chains and whips, each lined with barbs and hooks to pluck unwary foes from the battlefield as it swoops past. If the vehicle passes over any infantry unit during the movement phase, allocate D6 S-4 hits to the unit, with normal armor saves allowed. The models that are slain become casualties and are treated as prisoners. If the vehicle is still capable of movement at the end of the game, then all of the enemy models which have been taken prisoner are counted towards the Dark Eldar Victory Point total. Slave Snares have no effect on the crew and passengers inside enclosed vehicles, and do not pick up models from additional units after the Slave Snare has made its first successful attack. All prisoners are treated as casualties for moral purposes.

Torture Amp

+10 points (available to any vehicle used to transport a Haemonculus)

During battle, a Haemonculus tortures captured slaves and traps their screams in special voice boxes. These cries of agony are then filtered through complex projectors to create a wave of sonic energy around the vehicle, which can scatter enemy units. Any model that comes within 6" of the vehicle must make an immediate Fear Test. Those who remain within 12" of the vehicle must make an additional Fear Test at the start of each turn. Any models that are Broken and within 12" of the vehicle may not Rally until they have moved out of range of the Torture Amp.

Trophy Racks

+10 points (unavailable to Reaver Jetbikes)

The vehicle is adorned with skeletons and skulls impaled on staves, while prisoners taken in battle are tied to the decks with barbed filaments. This threatening and disturbing abuse of the Dark Eldar's enemies has a negative impact on the moral of enemy troops, who must subtract 1 from the Leadership score whenever they are within 6" of a vehicle with Trophy Racks. Note that this modifier is not cumulative, regardless of the number of vehicles within 6" of effected units.

Modifications for Eldar

Crystalline Web

+25 points per armor location on the vehicle to be modified (same for Super Heavy vehicles)

You may apply a Crystalline Web to part or all of a vehicle as desired. If an armor location bearing a Crystalline Web is penetrated, your opponent should roll on the following table instead of the normal damage table:

D6	Crystalline Web Damage Table
1-2	The vehicle is completely unaffected.
3	Any weapons associated with the penetrated location may not fire during your next turn. No further effects.
4-5	Roll a D3 on the penetrated location's damage table. The Web protecting the location is destroyed.
6	Roll a D6 on the penetrated location's damage table; the Web protecting the location is destroyed.

Crystal Targeting Matrix

+5 points (15 pts for Super Heavy vehicles)

The weapon systems of this vehicle have a special targeting array, similar to that used by Dark Reaper Aspect Warriors. Special crystal sensor arrays on the vehicle track and spot potential targets. This information is then fed directly to the gunner's helmet, and allows him to ignore all to hit modifiers for shooting at fast moving targets.

Holo-field

+30 points (Same for Super Heavy vehicles)

The vehicle is fitted with a holo-field, similar to that used by the deadly Eldar Harlequins. The holo-field is a programmable hologram that breaks up the outline of the vehicle as it moves, creating a tiny cloud of multi-colored fragments. When the vehicle stops, it's image coalesces back into a solid form. As long as the vehicle is moving, all shots fired at it suffer an additional -1 to hit. If the vehicle comes to a stop or uses a pop p attack, then the holo-field does not provide any protection.

Phase Field Generator

+50 points

This piece of Wargear allows a vehicle to travel at 6" per turn through solid objects! The Phase Field generator creates a tunnel the width and height of the vehicle, but only six inches long (vehicles longer than this may not employ this Wargear Option).

The Phase Field only permits horizontal movement. If the object is longer than 6", then the vehicle stays inside if for that round; at the start of the next movement phase, roll D6: on a roll of 6, then the vehicle is destroyed; otherwise, it may continue normally.

The Phase Field offers no protective bonus (other than the obvious), and will not function in an area affected by a Teleport Jammer.

Psycho-Sonic Screamers

+20 points; Vyper jet bikes and Falcon grav-tanks only

The vehicle causes Terror.

Spectral Shield

+15 points (30 pts for Super Heavy vehicles)

Each time the vehicle is hit by a laser weapon (i.e. a Lasgun or Lascannon), you may roll a D6 and subtract the die roll's result from the Strength of the hit.

Spirit Stone

+15 points (Same for Super Heavy vehicles; cannot be used in Dreadnaughts)

The vehicle has a Spirit Stone that contains the soul of a dead Eldar warrior. This gives the vehicle limited protection against psychic attacks, and in times of great need can be called upon to take over the role of one of the crew. It will nullify a psyker power directed at the vehicle on a roll of 6. If called on to take the position of a Crewman, it has the same profile as an Eldar Guardian, with a T-4 and 1 Wound. Only one Spirit Stone may be installed in any given vehicle.

Talons

+60 points for War Walkers and Dreadnaughts; +30 points to all other vehicles

Before HtH for the vehicle is resolved, roll a D6 for each enemy model in base-to-base contact with the vehicle. On a 4+, the model is hit. Hit models must each roll a D6; if the score is equal to or more than the hit model's Toughness, it suffers one Wound with a -2 save modifier.

Vectored Engines

+25 (+50 pts for Super Heavy vehicles; Eldar Skimmers only)

The jet engines of this vehicle have a highly advanced system of vectored control planes that allow it to do breathtaking feats of aerobatics, even at high speeds. This modification allows the vehicle to negotiate through tight terrain, swinging around to bring its weaponry to bear on many targets. It is common for the cockpits of vehicles fitted with these engines to be upgraded so that the crew can cope with the excessive G-Forces caused by these maneuvers. A vehicle fitted with vectored engines may make double the number of turns it is normally allowed to make.

Holofield, Harlequin

+30 Points (Harlequin Vehicles only)

This field refracts the image of the vehicle, making it difficult to see. All shots fired at a model equipped with a Holofield are at -2 to hit in addition to other modifiers (this is effectively reduced to -1 after accounting for the size of the vehicle).

Furthermore, in hand to hand combat (including drive by attacks), any opponents must first make a leadership roll or suffer a -1 penalty to their WS for that round.

It does not interfere with the operation of any other fields in any way.

Great Mask

+15 Points (Harlequin Dreadnaughts only)

Like its smaller counterparts, this giant Rictus Mask causes Fear.

Modifications for Eldar Pirates

Holo-field

+30 points

The vehicle is fitted with a holo-field, similar to that used by the deadly Eldar Harlequins. The holo-field is a programmable hologram that breaks up the outline of the vehicle as it moves, creating a tiny cloud of multi-colored fragments. When the vehicle stops, its image coalesces back into a solid form. As long as the vehicle is moving, all shots fired at it suffer an additional -1 to hit. If the vehicle comes to a stop, then the holo-field does not provide any protection.

Living Armor

+25 points

A Corsair APC may take a non-unique squad choice from the opposing player's force, and use this as a psychological weapon against them. The models are considered strapped to the outside of the vehicle, and must be visible to the opposing units. Any enemy models (including vehicles) attacking the Corsair must make an Ld roll if they hit it; those models failing this roll are considered to be Broken. This benefit lasts until the attacking unit takes casualties from the vehicle with the Living Armor (this includes passengers), or all of the models from the opposing side are slain, at which point the effect is lost for the rest of the game. The Living Armor cannot be freed, and count as passengers when determining casualties from enemy attacks. Again, Dark Eldar are not effected by this Wargear option.

Phase Field Generator

+50 points

This piece of Wargear allows a vehicle to travel at 6" per turn through solid objects! The Phase Field generator creates a tunnel the width and height of the vehicle, but only six inches long (vehicles longer than this may not employ this Wargear Option).

The Phase Field only permits horizontal movement. If the object is longer than 6", then the vehicle stays inside if for that round; at the start of the next movement phase, roll D6: on a roll of 6, then the vehicle is destroyed; otherwise, it may continue normally.

The Phase Field offers no protective bonus (other than the obvious), and will not function in an area affected by a Teleport Jammer.

Psycho-Sonic Screamers

+20 points; Corsair APC's only

The vehicle causes Terror.

Spectral Shield

+15 points (30 pts for Super Heavy vehicles)

Each time the vehicle is hit by a laser weapon (i.e. a Lasgun or Lascannon), you may roll a D6 and subtract the die roll's result from the Strength of the hit.

Vectored Engines

+5 for Jet Bikes; +25 Skimmers (Eldar Skimmers only)

The jet engines of this vehicle have a highly advanced system of vectored control planes that allow it to do breathtaking feats of aerobatics, even at high speeds. This modification allows the vehicle to negotiate through tight terrain, swinging around to bring its weaponry to bear on many targets. It is common for the cockpits of vehicles fitted with these engines to be upgraded so that the crew can cope with the excessive G-Forces caused by these maneuvers. A vehicle fitted with vectored engines may make double the number of turns it is normally allowed to make.

Modifications for the Imperium

Unless otherwise noted, the following modifications may only be taken for vehicles from the Space Marines, Imperial Agents, and Imperial Guard army lists.

Ammo Feed

+5 points (Space Marine Vehicles Only)

The Heavy Bolters on the vehicle have been equipped with a special ammunition feed, similar to that found on the Hydra Flak vehicle. This allows the player to ignore the first two jams rolled on the sustained fire dice for that weapon. Note that twin linked Heavy Bolters may only have ONE Ammo Feed!

Auxiliary Storm Bolters

+5 points/weapon added (not available for Super Heavy vehicles)

You may mount an auxiliary Storm Bolter anywhere on the vehicle. Any member of the crew may fire the weapon, but if he does so he may not perform his normal task. Alternately, troopers from squads being transported may also fire the weapons. You may re-roll any jams once due to the finely-tuned nature of Imperial machinery.

Bulldozer Blade

+15 points (45 pts for Super Heavy vehicles)

May not be taken for Dreadnoughts, Walkers, Bikes, or Skimmers. The Strength of the vehicle's ram is increased by +1 and the Ram Damage is increased by +1D6. Any shots which hit the front of the vehicle's hull will hit the Blade instead on a 4+ on D6—if hit, the Blade adds +D6 to the vehicle's front hull armor value for that shot only. If the vehicle's hull suffers a penetrating hit from the front, the Blade is automatically destroyed. The Dozer Blade automatically clears a path through a minefield equal to the width of the vehicle.

Command Comm-Link

+30 points (Space Marine Vehicles only; not available for Super Heavy vehicles)

This option may only be fitted to a vehicle that is transporting a character model. The command Comm-Link allows the character to issue orders and command the rest of the force while leading from a 'forward' position. When rolling to see which side goes first, the Command Comm-Link allows the Space Marine side to roll 2D6, and add their strategy rating to the best result. This card may only be taken once in a Space Marine force.

Heavy Flamer Upgrade

+10 points/weapon upgraded

You may replace any heavy bolter normally mounted on an Imperial vehicle with a heavy flamer. Twin-linked Heavy Bolters may be upgraded to a single Heavy Flamer for free.

Hunter-Killer Missile

+30 points (same for Super Heavy vehicles)

May not be taken for Dreadnoughts, Walkers, Bikes, or Skimmers. The Missile is a one-shot weapon and may only be fired at vehicles, Dreadnoughts, buildings or similar targets. It always hits on a roll of 3+ regardless of all range, to hit, cover, etc. modifiers. If the missile hits, work out damage as normal using the following profile:

Strength	Damage	Save Mod	Armor Pen.
8	2D10	-6	8+2D10+D6

Phase Field Generator

+50 points

This piece of Wargear allows a vehicle to travel at 6" per turn through solid objects! The Phase Field generator creates a tunnel the width and height of the vehicle, but only six inches long (vehicles longer than this may not employ this Wargear Option).

The Phase Field only permits horizontal movement. If the object is longer than 6", then the vehicle stays inside if for that round; at the start of the next movement phase, roll D6: on a roll of 6, then the vehicle is destroyed; otherwise, it may continue normally.

The Phase Field offers no protective bonus (other than the obvious), and will not function in an area affected by a Teleport Jammer.

Radar Tracker

+5 points (Hydra Flak Tanks only)

This replaces the normal targeter on the vehicle, and reduces the penalty to hit fast moving targets by -1 (to a minimum of 0).

Recon Pack

+20 points (Light Space Marine Vehicles/Bikes Only)

The vehicle has been equipped/enhanced for the reconnaissance role, using its speed and maneuverability to scout ahead of the main force. The collected data is sent via uplink back to command HQ. A force which includes this vehicle gains considerable strategic advantage. The Space Marine player may add +1 to his Strategy Rating, and on a roll of 4+ may force his opponent to discard one of his strategy cards. Only one Recon Pack is permitted per side on the table.

Tracer Ammo

+20 points (Hydra Flak Tanks only)

All shots fired from the Autocannons gain an additional +1 To Hit.

Viviator Jamming Pod

+15 points (Imperial Navy only)

For each missile that hits the Gunship, you may make a Jamming Roll for each Viviator weapons pod. Roll D6: on a 4, the missile detonates prematurely. If the missile has a blast template, resolve one randomly-determined hit location on the Gunship counting the missile's armor penetration at half value; on a 5+, the missile is fully confused and misses entirely.

Modifications for Orks

Death Roller

+15 points

May not be taken for Dreadnoughts, Walkers, or Bikes. The Death Roller is a massive steam roller like drum with spikey grubbins attached to the front of a vehicle. The strength of the vehicle's ram is increased by +2 and the Ram Damage is increased by +2D6. Any shots which hit the front of the vehicle's hull will hit the Roller instead on a 4+ on D6—if hit, the Roller adds +D6 to the vehicle's front hull armor value for that shot only. If the vehicle's hull suffers a penetrating hit from that shot, the Roller is automatically destroyed, and the vehicle collides with the wreckage, suffering from its own ram value on a roll of 4+. The Death Roller automatically clears a path through a minefield equal to the width of the vehicle.

Kustom Force Field

+20 points

Whenever the vehicle is hit, roll D6 and deduct the result from the Strength of the incoming shot. On a result of a 6, the hit is stopped completely but the Force Field is burned out and destroyed, inflicting an S4 hit on a randomly-selected crewman.

Moto-X

+10 points

This card may only be taken by Ork warbikes. The warbike has great big knobby tires and special spiky tracks so that it can cope with all types of terrain. The warbike can travel up to combat speed across difficult ground. In addition, the warbike may attempt to cross linear obstacles that are no taller than the warbikes front wheel. Roll a D6, on a 4, 5 or 6 the obstacle is successfully crossed, on a 1, 2 or 3 the warbike collides as normal.

'OOOge Xhausts

+5 points

This card may only be taken for Ork warbikes. The owner of this warbike has fitted his bike with absolutely immense exhaust pipes. The 'Oooge Xhausts are specially customized to make as much noise as possible. The thrumping noise they produce sounds like a dozen battle cannons ripping the earth apart, fooling the enemy into thinking they are under attack! Any enemy units on overwatch that are within 12" of the warbike must pass a Leadership test or lose overwatch, just as if they had been shot at.

Red Wunz Go Fasta

+5 points

May not be used by Dreadnoughts. At the end of the vehicle's movement in Movement Phase, a RED Ork vehicle may be moved an additional D6". This does not change the effective speed (Slow, Combat, Fast) at which the vehicle was traveling. All of the distance rolled on the die must be used, and no turns may be made.

Skrabbla

+10 points

This card may only be taken by Ork warbikes. The rider of this warbike has a faithful Gretchin assistant who rides on the back of the warbike. These reckless Gretchin are known as Skrabblas. Following the shouted orders of the rider, they scabble around the back, throwing their weight around to help ease the heavy warbike into skid turns. A warbike rider with a skrabbla may add +2 to his dice rolls on the skid turn chart. The Skrabbla is extremely agile and cannot be hit by enemy fire.

Smoke Bomm Launcha

+5 points

This card may only be taken by Ork vehicles. The device projects a smoke producing device ahead of the Ork machine, to protect it from enemy fire. Roll an Artillery Die; the Smoke Bomm will make a cloud D6" across, at that range, to the front of the vehicle. If a misfire is rolled, the Launcha misfires, and produces the smoke on the Ork vehicle instead. In either event, the Launcha is only good for a single use.

Squig Fuel Injector

+5 points

May not be used by Dreadnoughts. May be used at the end of the vehicle's movement in Movement Phase, and makes it move forward another 3D6" in a straight line immediately. If the roll for distance is 15 or more the vehicle starts to rattle apart—move the vehicle, then roll a D6 on the Hull Damage Table (Bike Damage Table, as appropriate).

Modifications for Tau

Blacksun Filter

+5 points per weapon

This is a hardware version of the Wargear Card. It allows the gunner to ignore the normal penalties for darkness, and increases his LOS to 4D6x3" under those conditions. Like the wargear card, it allows the Gunner to observe and shoot at targets 2D6" into a wood.

Decoy Launchers

+25 points

Decoy launchers are mounted near the engines of Tau skimmers to protect the vulnerable thruster arrays. When the vehicle comes under enemy fire, the pilot may activate them, and launch clouds of tiny reflective strips and emitter drones into the air to protect the vulnerable thruster systems. These can be activated by the player at the start of any shooting phase, and will last for the duration of that turn. The Decoy Launchers effectively negate bonuses for targeters and for the size of the vehicle. A Decoy Launcher may only fire twice in over the course of the game.

Disruption Pod

+30 points

Disruption Pods throw out distorting images in both the visual and magnetic spectra, making the hard to target the vehicle. This effect provides a +1 to hit the vehicle at Slow speed, +2 at Combat, and +3 at Fast speed.

Flechette Discharger

+50 points

Powerful clusters of reactive charges are attached to the prow of the vehicle. If enemy models move into close proximity, they fire off vicious clouds of high velocity flechettes. Before HtH for the vehicle is resolved, each enemy model in base-to-base contact with the vehicle must roll an armor save. If it fails, then the model suffers one Wound.

Multi-Tracker

+50% of the Weapon Upgraded

This unit allows the vehicle to fire its main gun twice at the same target (it effectively makes the main gun a twin linked weapon).

Pair of Gun Drones

+40 points

The vehicle is equipped with two Gun Drones. The drones are specially designed to move with the vehicle, safely contained in specially constructed recesses. While nested, they may fire their weapons in a 270° arc of fire (180° to the side and 90° to the front), using their own Ballistic Skill. They count as Crew for the purposes of resolving damage to the vehicle.

During any Tau Movement Phase, the Drones may disengage and dismount; the speed of the vehicle is not a factor for this operation. When this occurs, the Drones are then considered an independent Drone Squadron. Because of the power of the Drone Controller on the vehicle, this Squadron will always have an LD of 8, regardless of the number of Drones in the unit.

Seeker Missiles

+25 points

Seeker Missile arrays are provided to allow the Tau infantry to immediately obtain fire support. Any model equipped with a Markerlight may request a single missile to be launched if they score a hit with the Markerlight.

Up to four missiles may be fitted to a single vehicle and launched in a single turn if desired, although each must be guided by a separate Markerlight. Each Missile is a one shot weapon.

The missiles do not require LOS from the vehicle, and is assumed to travel in a straight line towards the target for the purposes of determining facing. The missile will strike the target on a roll of 2+. If the missile hits, work out damage as normal using the following profile:

Strength	Damage	Save Mod	Armor Pen.
8	1D20	-2	8+1D20+D6

Note that the vehicle carrying the missiles has no control over them. They may only be activated by the successful use of a Markerlight.

Sensor Spines

+5 points

Sensor arrays are placed along the vehicle to allow it to detect a range of hazards. These sensors effectively give the vehicle the same abilities as a Scanner (allow the vehicle to Spot hidden models, or detect those concealed by Chameoline of the equivalent). It also reduces any chance of the vehicle setting off a mine to a roll of 6.

Targeting Array

+5 points per weapon

Targeting Arrays assist the gunner's aim by reducing the chance of hitting a target based on the range and speed. This effectively adds +1 to the gunner's BS.

Target Lock

+10 points per weapon

This targeting array allows the gunner to ignore the standard target selection rules when firing (although it will not allow the vehicle to target individual characters, the gunners may select any squad or vehicle they wish when they fire, provided that the target is in range).

Modifications for Hammer's Slammers

Electric Counter Measures

+20 points

This sophisticated jamming technology negates the bonuses for targeters, and adds an additional Scatter roll to indirect fire against the target, provided that the attacking unit does not have LOS on the vehicle.

Hi-Res Optics

+5 points per weapon

This vision enhanced modification is based on Tau technology, allowing the gunner to ignore the normal penalties for darkness and smoke, and increases his LOS to 4D6x3" under nighttime conditions. The enhanced targeting functions allows the Gunner to observe and shoot at targets 2D4" into a wood.

Nitrogen Cooling System

+5 points

The Powerguns on the vehicle have been equipped with an enhanced Nitrogen flow system, similar to that found on the Anti-Aircraft Car. This allows the player to ignore the first Jam rolled on the sustained fire dice for the weapons in that vehicle.

Proximity Charges

+25 points

Powerful clusters of shaped charges are attached to the hull of the vehicle. If enemy models move into close proximity, they explode. Before HtH for the vehicle is resolved, each enemy model in base-to-base contact with the vehicle suffers a S6 wound, with a -1 save. This system also works against enemy missiles, providing the vehicle with a 4+ save against a missile strike which hits the vehicle. Once the system has been activated for either reason, it may no longer be used for the rest of the game.

Recon Telemetry Gear

+10 points

The vehicle has been equipped for the reconnaissance role to scout ahead of the main force. The collected data is sent via uplink back to the Command Car, effectively giving the vehicle the same abilities as a Scanner (allow the vehicle to Spot hidden models, or detect those concealed by Chameleon of the equivalent).

Slaved Systems

+10 points per weapon

This targeting array allows the Command Car to remotely control the number of Support Weapons purchased by the player, and fire them at a single target designated by the Command Car. This attack is resolved with a single roll, using the modified to hit roll for the Command Car's BS. Note that the vehicles modified with this feature must be selected at the start of the game; any that lack LOS to the target are ignored when determining the damage result. Note that this Wargear modification is subject to the Battlefield Interference Roll, and its status should be checked at the start of each turn.

Surface to Air Missile

+30 points

The Missile is a one-shot weapon and may only be fired at Skimmers, Grav Attack vehicles, Fliers, Jump Troops, or similar targets. It always hits on a roll of 3+ regardless of all range, to hit, cover, and other modifiers. If the missile hits, work out damage as normal using the following profile:

Strength	Damage	Save Mod	Armor Pen.	Blast Radius
8	2D10	-6	8+2D10+D6	1½" Blast Marker

Triangulation Computer

+5 points per vehicle

This unit allows the Command Car to relay targeting telemetry to other units on the battlefield. Once an enemy unit or vehicle has been hit, the Command Car can relay the precise location of that target to the other vehicles on the system, providing them with +1 to hit that target for the rest of the Shooting Phase. Note that this Wargear modification, like Slaved Systems, is subject to the Battlefield Interference Roll, and its status should be checked at the start of each turn.

Weapon Lock

+5 points per weapon

Targeting Arrays assist the gunner's aim by reducing the chance of hitting a target based on the range and speed. This effectively adds +1 to the gunner's BS.

Weapon Conversion

You may place weapons on vehicles that don't appear on the Datafax. Below is a list of point costs:

Weapon	Cost
Assault Cannon	45
Autocannon	25
Battle Cannon	55
Bolt Gun	2
Bomb, Frag (x2)	10
Bomb, Inferno (x2)	12
Bomb, Melta (x2)	10
Bomb, Small (x2)	5
Conversion Beamer	50
Cyclone Missile Launcher	65
Dark Lance	35
Demolisher	60
Disintegrator	40
Distort Cannon	35
Duplex lascannon	55
Heavy Bolter	15
Heavy Flamer	25
Heavy Mortar	45
Heavy Plasma Gun	40
Heavy Stubba	10
Inferno Cannon	45
Lascannon	45
Meltagun	8
Missile Launcher w/ Frag and Krak Missiles	45
Multi-Laser	35
Multi-Melta	65
Plasmagun	8
Pulse Laser	60
Shuriken Shieker Cannon	20
Shuriken Catapult	5
Splinter Cannon	15
Stormbolter	4
Thunderer	60
Vibrocannon	40

Note that some weapon conversions are limited to certain races only. To determine the actual cost of the vehicle, subtract the cost of the weapons being substituted (if any) before adding the cost of the new weapons.

This chart is intended as a guideline for play only; it is recommended that any new vehicles be play-tested for cost accuracy once the conversion is complete.