

WARPWARS

40k on the Wyrdwars Engine

Super Ultra Beta 0.1

Special Rules

Arming Warriors

A warrior can carry up to one close combat weapon but any number of shooting, heavy weapons, and/or grenades. A warrior can only carry a single suit of armour.

Pinned

A warrior that is *pinned* has his movement reduced to 2" and cannot do anything during his own turn except *hide* if legally allowed to do so (*i.e. is in cover from all enemies*). Warriors automatically recover from being *pinned* at the *end* of each of their own turns.

Jams

Whenever a weapon with this rule rolls a natural 1 'to hit,' the wielder cannot fire anymore shots during that turn, even if he was otherwise allowed to do so (*through multiple shots, shooting twice with two pistols, etc.*).

Gets Hot

Whenever a weapon with this rule rolls a natural 1 'to hit,' the wielder suffers 1 Wound. Wielder *may* use armour saves and other saves as normal against this wound, though his armour save will have an extra -3 armour save modifier. Being reduced to 1 Wound because of this ability will *not* cause warrior to take a panic test.

Close Combat Weapons

Club / Mace / Maul 5c

Concussive (1): Each time an enemy is successfully wounded by an attack from this weapon, he also loses 1 point of Initiative for the rest of the battle.

Axe / Hatchet / Cleaver 5c

Armour Piercing (1): Attacks with this weapon negate the enemy's armour save by one more point than they otherwise would.

Sword / Knife / Machete 5c

Initiative Bonus: +1 Initiative to Strike Order in *all* rounds of combat.

Chains / Flails 5c

Strength Bonus: +1 Strength the turn wielder charges.

Great Weapon 10c

Strength Bonus: +2 S in *all* rounds of combat.
Initiative Penalty: Attacks with this weapon have -2 Initiative to strike order in *all* rounds of close combat.

Chainsword 10c

Strength Bonus: +1 Strength in *all* rounds of combat.

Power Fist / Claw 30c

Strength Bonus: User's Strength is doubled, rounding down, in *all* rounds of combat.

Power Sword 30c

Strength Bonus: +2 Strength in *all* rounds of combat.

Armour Piercing (3): Attacks with this weapon have an additional -3 modifier to the enemy's armour save.

Power Axe 30c

Strength Bonus: +2 Strength in *all* rounds of combat.

Critical Hit Bonus: Attacks with this weapon have +D3 to all rolls on the critical hits chart.

Power Maul / Shock Maul 30c

Strength Bonus: +2 Strength in *all* rounds of combat.

Concussive (D3): Each time an enemy is successfully wounded by an attack from this weapon, he also loses D3 points of Initiative for the rest of the battle.

Force Stave 10c

Warp-Charge: At the *start* of *each* close combat phase (*i.e. also opponent's*), wielder may expend 1 Warp Dice to have attacks with this weapon ignore enemy armour saves until end of turn-
Psyker Weapon: This weapon can only be carried by Psykers.

Shooting Weapons

Autopistol / Laspistol 5c

Strength: 3 Range: 12"

Pistol (*Stand and Shoot; May Run and Fire; Multiple Shots x2 if Armed with a Pair.*)

Autogun / Lasgun 5c

Strength: 3 Range: 24"

Multiple Shots x2, up to 12": May fire twice at the same target with -1 to hit on both shots if the distance fired is 12" or less.

Shotgun 5c

Strength: 3 Range: 12"

Multiple Shots x2: May fire twice at the same target with -1 to hit on both shots.

Assault: May Run and Fire (*apply -1 to hit for moving and shooting as normal*).

Sniper Rifle 10c

Strength: 3 Range: 48"

Critical Hit Bonus: Attacks with this weapon have +D3 to all rolls on the critical hits chart.

Move or Fire.

Boltpistol 15c

Strength: 4 Range: 12"

Pistol (*Stand and Shoot; May Run and Fire; Multiple Shots x2 if Armed with a Pair.*)

Bolter: Jams on 1s 'to hit.'

Boltgun 30c

Strength: 4 Range: 24"

To Hit Bonus: May re-roll failed rolls to hit. (*Re-roll dice cannot cause critical hits.*)

Multiple Shots x2

Bolter: Jams on 1s 'to hit.'

Plasma Pistol 45c

Strength: 7 Range: 12"

Pistol (*Stand and Shoot; May Run and Fire; Multiple Shots x2 if Armed with a Pair.*)

Plasma: Gets Hot on 1s 'to hit.'

Plasma Gun 55c

Strength: 7 Range: 24"

Plasma: Gets Hot on 1s 'to hit.'

Light Flamer 20c

Strength: 3 Range: Flame Template

Assault: May Run and Fire (*apply -1 to hit for moving and shooting as normal*).

Grenade Launcher 20c

Strength: 3 Range: 24"

Blast (2", S3): Whenever an enemy is hit by a shot from this weapon (*even if he is not wounded*), all other warriors (*friend or foe*) within 2" of him also take 1 Strength 3 hit with armour saves as normal.

Move or Fire.

Frag Grenades 5c

Strength: 3 Range: 8"

Blast (2", S3)

Thrown: No -1 to hit for Moving and Firing.

Krak Grenades 10c

Strength: 5 Range: 8"

Blast (2", S4)

To Hit Penalty: All shots with this weapon have an additional -1 to hit.

Thrown: No -1 to hit for Moving and Firing.

Gas Grenades 5c

Strength: - Range: 8"

Blast (2", Toughness Test): Everyone in blast zone (*friend or foe*) must roll equal to or under their Toughness on a D6: If failed, they cannot charge or shoot next turn. No effect vs. enemies immune to poison.

Thrown: No -1 to hit for Moving and Firing.

Flash Grenades 5c

Strength: - Range: 8"

Blast (2", Initiative Test): Everyone in blast zone (*friend or foe*) must roll equal to or under their Initiative on a D6: If failed, they have Initiative 1 and suffer -2 to hit (*in both shooting and close combat*) until the *end* of your next turn.

Thrown: No -1 to hit for Moving and Firing.

Heavy Weapons

Heavy Bolter 50c

Strength: 4 Range: 36"

Multiple Shots x3

Move or Fire.

Bolter: Jams on 1s 'to hit.'

Meltagun 25c

Strength: 8 Range: 12"

Melta Beam (12"): When this weapon is fired, draw a line 12" long, 1" wide, and 1" tall: All warriors (*friend or foe*) under, or partially under, the line take 1 Strength 8 hit. Melta Beam also shoots through terrain features, though they remain on the board.

Mortar 30c

Strength: 4 Range: 36"

Blast (3", S3)

To Hit Bonus: Shots from this weapon ignore 'to hit' penalties for Cover.

Move or Fire.

Missile Launcher 30c

Strength: 5 Range: 36"

Blast (3", S4)

Initiative Penalty: Wielder suffers -1 Initiative for the entire battle.

Plasma Cannon 65c

Strength: 7 Range: 36"

Blast (3", S5)

Plasma: Gets Hot on 1s 'to hit.'

Move or Fire.

Autocannon 50c

Strength: 6 Range: 36"

Multiple Shots x2

Move or Fire.

Heavy Flamer 25c

Strength: 4 Range: Flame Template

Initiative Penalty: Wielder suffers -1 Initiative for the entire battle.

Heavy Weapons

Ripper Gun 50c

Strength: 5 Range: 12"

Multiple Shots x3

Assault: May run and fire.

Lascannon 55c

Strength: 9 Range: 48"

Move or Fire.

Armour

Flak Armour 5c

Armour Save 6+

Mesh Armour 10c

Armour Save 5+

Carapace Armour 15c

Armour Save 4+

Initiative Penalty: Wielder suffers -1 Initiative for the entire battle.

Power Armour 25c

Armour Save 3+

Movement Penalty: Wielder suffers -1 Movement for the entire battle.

Initiative Penalty: Wielder suffers -1 Initiative for the entire battle.

Special Equipment

Refractor Shield 35c

Owner has a 6+ ward save vs. all types of attacks.

Targeting Scope 10c

Owner suffers no -1 to hit for shooting further than 12" with Autogun / Lasgun or Sniper Rifle. May be given to Henchmen.

Gas Mask 10c

Wearer has a 4+ ward save vs. gas-based attacks. May be given to Henchmen.

Infra-red Goggles 10c

Owner ignores enemy 'Stealth.' May be given to Henchmen.

Grappling Hook 5c

Owner rolls 2D6 for all climb tests and picks either as his result. May be given to Henchmen.

Flashlight 5c

Owner adds +3" to the distance he can spot *hidden* enemies and cannot *hide* himself. May be given to Henchmen.

Motion Scanner 15c

Instead of shooting a missile in the shooting phase, owner may un-*hide* one *hidden* enemy of his choice within 12".

Flash Vizier 10c

Owner cannot be blinded by flash grenades.

Combat Stims 5c

Drug: Owner has +D3 Initiative for the entire battle. One use only.

Snare Mines 5c

The first enemy attempting to charge owner each turn must deduct D3" from his maximum charge distance, down to a minimum of 1. Then Snare Mines are used up. One use only.

Combat Stims 5c

Drug: Owner has +D3 Initiative for the entire battle. One use only.

Common Skills

Combat

Dodge: Close

All enemy close combat attacks have an additional -1 to hit this warrior.

Strike to Injure (+D3)

Warrior's close combat attacks have an additional +D3 modifier on the critical hit chart.

Swift Charge

Warrior rolls 3D6 instead of the normal 2D6 when determining the random distance added to his charging moves. *(I.e. he rolls 3D6 and adds the highest result to his base Movement.)*

Sixth Sense

Warrior automatically passes Initiative tests for charging enemies without line of sight. *(E.g. that are behind a wall, around a corner, etc.)*

Weapons Training: Close

Warrior can use any close combat weapons that he comes across, that are *not* Power Weapons.

Shooting

Eagle Eyes

Warrior suffers no -1 to hit for shooting at enemies with 'Stealth.'

Crack Shot

Warrior suffers no -1 to hit for shooting at enemies in cover.

Run and Gun

Warrior suffers no -1 to hit for moving and shooting.

Aim to Injure (+D3)

All of warrior's shooting attacks have an additional +D3 modifier on the critical hit chart.

Gunslinger

Warrior suffers no -1 to hit for firing with two Pistols of the same type. Also applies to 'Stand and Shoot' attacks.

Bolter Expert

Warrior ignores the Jamming rules of Bolter weapons.

Weapons Training: Ranged

Warrior can use any shooting weapons that he comes across that are *not* Heavy Weapons.

Common Skills

Academic

Apothecary

Warrior is Immune to Poison.

Commander

Warrior gains the 'Leader (6")' ability. No effect if he has it already.

Keen Learner

Warrior immediately gains a further +D3 XP and whenever he gains an experience advance from now on, you may roll to see what that advance would have been, and then choose to keep that advance or to make it a new skill instead.

Streetwise (+1/-1)

If this warrior was deployed and not *out of action* at the end of the battle, you may modify one exploration dice, chosen by you, by +1/-1. Multiple warriors with this skill do *not* stack (*i.e.* you can still only modify one dice by +1/-1).

Strength

Killing Blow

When striking at enemies that are down to one Wound, this warrior's close combat attacks wound automatically (*if they hit*) and ignore saves of any kind.

Sturdy

Warrior is immune to Concussive effects.

Stout

Warrior suffers no Initiative penalties for wearing Carapace or Power Armour.

Grenadier

Warrior has +4" to the maximum range of all Grenades he is using.

Strongman

Warrior gains +2 Initiative to strike order when fighting with Great Weapons.

Weapons Training: Power Weapons

Warrior can use any close combat Power Weapons that he comes across.

Common Skills

Speed

Dodge: Ranged

All enemy shooting attacks have an additional -1 to hit this warrior. *(No effect vs. spells / prayers.)*

Wall Runner

Warrior automatically passes Initiative tests for climbing up and down. *(This skill has no effect on jumping down.)*

Sprint

Warrior has +2" to the maximum distance moved while running, up to a maximum of 10". *(This skill has no effect on charging.)*

Stealth

While warrior is in cover, shooting against him suffers an additional -1 to hit.

Lightning Strike

Warrior ignores the -1 to hit penalties for striking and shooting at warriors with the 'Dodge: Close' and 'Dodge: Ranged' skills.

Dashing Strike

Warrior gains an additional +D3 Initiative to strike order the turn he successfully charges an enemy.

Quicksilver

Enemies cannot 'Stand and Shoot' at this warrior or intercept him the turn he charges.

Hive Gang

Warband Special Rules

Ganger Factions

When the warband is first created, you may choose a gang faction. This choice *cannot* be reversed later on:

House Goliath

- Gang Leader and Ringleaders start with +1 Strength.
- Gang Leader and Ringleaders have access to Ferocity skills *in addition* to their other skill lists.

House Escher

- Gang Leader and Ringleaders start with +1 Initiative.
- Whenever a Gang Leader or Ringleader gains an experience advance, you may roll to see what that advance would be, and then choose to keep that advance or make it +1 Initiative or a Speed skill instead.

House Cawdor

- Gang Leader and Ringleaders start with 'Fanatical' (*Immune to Fear and Panic; May not Leave Close Combat Voluntarily*).
- Each Gang Leader and Ringleader may swap access for one of their other skill lists (*chosen by you*) for access to Redemptionist skills.

Warband Special Rules

House DeLaque

- Gang Leader and Ringleaders start with 'Stealth' (*While they are in cover, enemy shooting at them suffers and additional -1 to hit*).
- Gang Leader and Ringleaders *cannot* take Strength skills, but have access to Rogue special skills instead.

House Van Saar

- Gang Leader and Ringleaders have a -10c discount to the price of the first piece of Special Equipment they buy after being hired. These items become the warriors' personal Heirlooms (*Cannot be robbed or Sold; may be Robbed and discarded as normal*).
- Ringleaders have access to Academic skills *in addition* to their other skill lists.

House Orlock

- Heavy Gangers have a -10c discount to the price of the first Heavy Weapon they buy after being hired. These items become the warriors' personal Heirlooms (*Cannot be robbed or Sold; may be Robbed and discarded as normal*).
- Gang Leader and Ringleaders are proficient with Power Armour.

Ganger Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Gang Leader	V	V	V	V	V
Ringleader	V	V		V	V
Rogue Psyker			V		V
Pit Slave	V			V	V
Heavy Ganger		V	V		

WARBAND SPECIAL EQUIPMENT: PIT SLAVE WEAPONS

Pit Slave weapons are close combat weapons that can *only* be wielded by warriors whose type is Pit Slave. Pit Slave weapons may be sold, swapped, robbed or discarded as normal.

Chain Saw / Buzz Saw 15c

Strength Bonus: +1 Strength *in* all rounds of close combat.

Armour Piercing (2): Attacks with this weapon negate the enemy's armour save by two more points than they otherwise would.

Foundry Hammer 15c

Strength Bonus: +2 S *in* all rounds of combat.

Initiative Penalty: Attacks with this weapon have -2 Initiative to strike order *in* all rounds of close combat.

Concussive (D3): Each time an enemy is successfully wounded by an attack from this weapon, he also loses D3 points of Initiative for the rest of the battle.

Rock Drill 15c

Strength Bonus: +1 Strength *in* all rounds of combat.

Critical Hit Bonus (D3): Attacks with this weapon have +D3 to all rolls on the critical hits chart.

WARBAND SPECIAL EQUIPMENT: PIT SLAVE WEAPONS

Claw 15c

Strength Bonus: +1 Strength *in* all rounds of combat.

Throw: At the *end* of each close combat *phase* (*i.e. also opponent's*), one enemy of your choice that was successfully wounded by an attack from this weapon must roll equal to, or under his Toughness on a D6: If failed, he is thrown D6+1" in any direction chosen by you, though *not* in a direction that would cause him to land within 1" of another warrior (*friend or foe*). Enemies do *not* gain Free Hack against that enemy for leaving Close Combat because of this ability. If this takes the enemy off a building, apply falling damage as normal.

Shears 15c

Strength Bonus: +1 Strength *in* all rounds of combat.

Killing Blow: When striking at enemies that are down to one Wound, attacks with this weapon wound automatically (*if they hit*) and ignore saves of any kind.

Ganger Equipment Lists

<p>Gang Leader and Ring Leaders</p> <p>Close Combat Any Close Combat Weapon.</p> <p>Shooting Any Shooting Weapon.</p> <p>Armour Flak Armour Mesh Armour Carapace Armour</p>	<p>Rogue Psychers</p> <p>Close Combat Any Close Combat Weapon that is <i>not</i> a Power Weapon.</p> <p>Shooting Laspistol</p> <p>Armour Flak Armour</p>	<p>Heavy Support</p> <p>Close Combat Any Close Combat Weapon that is <i>not</i> a Power Weapon.</p> <p>Shooting Any Heavy Weapon.</p> <p>Armour Flak Armour Mesh Armour</p>
<p>Gangers and Die Hards</p> <p>Close Combat Any Close Combat Weapon that is <i>not</i> a Power Weapon.</p> <p>Shooting Any Shooting Weapon.</p> <p>Armour Flak Armour Mesh Armour</p>	<p>Pit Slaves</p> <p>Close Combat Any Pit Slaver Weapon.</p> <p>Shooting Any Pistols.</p> <p>Armour Flak Armour Mesh Armour</p>	<p>Ratlings</p> <p>Close Combat Club Axe Sword</p> <p>Shooting Lasgun Shotgun Sniper Rifle Any Grenades.</p> <p>Armour Flak Armour</p>
<p>Ogryn</p> <p>Close Combat Any Close Combat Weapon that is <i>not</i> a Power Weapon.</p> <p>Shooting Ripper Gun Melta Gun Heavy Flamer</p> <p>Armour Flak Armour Mesh Armour</p>		

HEROES

0-1 Gang Leader

45c to hire
Starting Experience: 18
Race: Human

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

SPECIAL RULES

Leader (6")

0-2 Ringleaders

35c to hire
Starting Experience: 12
Race: Human

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

0-2 Rogue Psykers

30c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Psykers (Telekinesis or Pyromancy): Start with 1 power.

0-2 Pit Slaves

25c to hire (+ the cost of a Pit Slaver weapon)
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Pit Slaver Weapons: Each Pit Slave must start with a Pit Slave weapon, chosen by you. The cost of the this weapon is *not* included in the hire fee.

0-3 Heavy Gangers

25c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Support: When deploying the warband in scenarios, there can only be one Heavy Support troop in each Combat Group.

HENCHMEN

Gangers

25c to hire
Starting Experience: 6
Race: Human

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

0-5 Die Hards

30c to hire
Starting Experience: 12
Race: Human

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

0-1 Ogryn Brute

80c to hire
Starting Experience: 20
Race: Ogryn

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

SPECIAL RULES

Ferocious Charge (+1 S): This warrior has +1 Strength the turn he charges.

No Promotion: Cannot be promoted to a hero.

Huge: Takes up two Henchman slots.

0-4 Ratling Scutters

15c to hire
Starting Experience: 2
Race: Ratling

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

SPECIAL RULES

Stealth: As long as this warrior is in cover, shooting at him suffers an additional -1 to hit.

0-4 Attack Dogs

30c to hire

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

SPECIAL RULES

Animals (Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.)

Arbites Enforcers

Warband Special Rules

Shock Maul Discount

Arbites warbands buy Power Mauls at -10c price.

Accusation

At the start of any battle that this warrior is participating in, nominate one enemy warrior. All warriors in the warband *hate* that enemy this battle (*i.e. +1 to hit him in close combat*). This ability is active even while the warrior with this rule is *out of action* and does *not* require line of sight.

Warband Special Equipment

Riot Shield 10c

Armour Save 5+

Warrior cannot use two-handed weapons and can only use Pistols and/or Grenades for missile weapons.

Enforcer Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Captain	V	V	V	V	V
Sergeant	V	V		V	V
Psyker			V		V
Scribe	V			V	V
Heavy Enforcer		V	V		

Enforcer Equipment Lists

Captain and Sergeants

Close Combat

Any Close Combat Weapon.

Shooting

Any Shooting Weapon.

Armour

Flak Armour

Mesh Armour

Carapace Armour

Riot Shield

Enforcer Psychers

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Laspistol

Armour

Flak Armour

Heavy Enforcers

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Any Heavy Weapon.

Armour

Flak Armour

Mesh Armour

Enforcers and Veteran Enforcers

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.
Power Maul / Shock Maul

Shooting

Any Shooting Weapon.

Armour

Flak Armour

Mesh Armour

Riot Shield

Scribe

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Any Pistols.

Armour

Flak Armour

Mesh Armour

Ratlings

Close Combat

Club

Axe

Sword

Shooting

Lasgun

Shotgun

Sniper Rifle

Any Grenades.

Armour

Flak Armour

HEROES

0-1 Enforcer Captain

45c to hire
Starting Experience: 18
Race: Human

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

SPECIAL RULES

Leader (6")

0-2 Enforcer Sergeants

35c to hire
Starting Experience: 12
Race: Human

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

0-2 Enforcer Psykers

30c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Psykers (Telekinesis): Start with 1 power.

0-1 Scribe

25c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Accusation

0-3 Heavy Enforcers

25c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Support: When deploying the warband in scenarios, there can only be one Heavy Support troop in each Combat Group.

HENCHMEN

Enforcers

25c to hire
Starting Experience: 6
Race: Human

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

0-5 Veteran Enforcers

30c to hire
Starting Experience: 12
Race: Human

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

0-1 Cyber Mastiff

80c to hire
Starting Experience: 20

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

SPECIAL RULES

Ferocious Charge (+1 S): This warrior has +1 Strength the turn he charges.

No Promotion: Cannot be promoted to a hero.

Huge: Takes up two Henchman slots.

Animal (Cannot Hide; Flees 3D6"; Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.)

0-4 Ratling Scutters

15c to hire
Starting Experience: 2
Race: Ratling

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

SPECIAL RULES

Stealth: As long as this warrior is in cover, shooting at him suffers an additional -1 to hit.

0-4 Attack Dogs

30c to hire

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

SPECIAL RULES

Animals (Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.)

Imperial Guard

Warband Special Rules

Orbital Bombardment

An Imperial Captain may use this ability in the Shooting Phase *instead* of shooting that turn. If he does, roll a D6:

- (1-2): Nothing happens and the warrior counts as having shot this turn.
- (3-6): Place the 3" blast template anywhere within this warrior's line of sight but *not* under the roofs of buildings: All warriors (*friend or foe*) under, or partially under the template, take 1 Strength 6 hit with saves as normal.

Any number of attempts can be made to call in an Orbital Bombardment, but the bombardment can only successfully go off once per battle.

- If this warrior is *hidden*, he immediately becomes *un-hidden* for using this ability.
- Warrior does *not* gain experience for taking enemies out of action with this ability.
- This ability *cannot* be used while the warrior who has it is *fleeing*.

Imperial Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Captain	V	V	V	V	V
Sergeant	V	V		V	V
Psyker			V		V
Commisar	V		V	V	V
Heavy Support		V	V		

Imperial Equipment Lists

<p>Captain and Sergeants</p> <p>Close Combat Any Close Combat Weapon.</p> <p>Shooting Any Shooting Weapon.</p> <p>Armour Flak Armour Mesh Armour Carapace Armour</p>	<p>Commisar</p> <p>Close Combat Any Close Combat Weapon.</p> <p>Shooting Any Grenades and/or Pistols.</p> <p>Armour Flak Armour Mesh Armour Carapace Armour</p>	<p>Heavy Support</p> <p>Close Combat Any Close Combat Weapon that is <i>not</i> a Power Weapon.</p> <p>Shooting Any Heavy Weapon.</p> <p>Armour Flak Armour Mesh Armour</p>
<p>Guardsmen and Veterans</p> <p>Close Combat Any Close Combat Weapon that is <i>not</i> a Power Weapon.</p> <p>Shooting Any Shooting Weapon.</p> <p>Armour Flak Armour Mesh Armour</p>	<p>Psycher</p> <p>Close Combat Any Close Combat Weapon that is <i>not</i> a Power Weapon.</p> <p>Shooting Laspistol</p> <p>Armour Flak Armour</p>	<p>Ratling</p> <p>Close Combat Club Axe Sword</p> <p>Shooting Lasgun Shotgun Sniper Rifle Any Grenades.</p> <p>Armour Flak Armour</p>
<p>Ogryn</p> <p>Close Combat Any Close Combat Weapon that is <i>not</i> a Power Weapon.</p> <p>Shooting Ripper Gun Melta Gun Heavy Flamer</p> <p>Armour Flak Armour Mesh Armour</p>		

HEROES

0-1 Captain

40c to hire
Starting Experience: 18
Race: Human

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

SPECIAL RULES

Leader (6"), Orbital Bombardment

0-2 Sergeants

30c to hire
Starting Experience: 12
Race: Human

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

0-2 Wyrdwane Psykers

30c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Psykers (Telekinesis): Start with 1 power.

0-1 Commisar

40c to hire
Starting Experience: 14
Race: Human

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

SPECIAL RULES

Stubborn: May re-roll failed fear and panic tests.
Iron Discipline: As long as this warrior is deployed and not *fleeing*, the warband may re-roll *all* its failed rout tests.

0-3 Heavy Support

25c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Support: When deploying the warband in scenarios, there can only be one Heavy Support troop in each Combat Group.

HENCHMEN

Guardsmen

25c to hire
Starting Experience: 6
Race: Human

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

0-5 Veterans

40c to hire
Starting Experience: 8
Race: Human

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

SPECIAL RULES

Wargear: Mesh Armour and Snare Mines (*count as having one batch of Snare Mines every battle*).

0-1 Imperial Ogryn

80c to hire
Starting Experience: 20
Race: Ogryn

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

SPECIAL RULES

Ferocious Charge (+1 S): This warrior has +1 Strength the turn he charges.
No Promotion: Cannot be promoted to a hero.
Huge: Takes up two Henchman slots.

0-4 Ratling Scouts

15c to hire
Starting Experience: 2
Race: Ratling

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

SPECIAL RULES

Stealth: As long as this warrior is in cover, shooting at him suffers an additional -1 to hit.

0-4 Attack Dogs

30c to hire

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

SPECIAL RULES

Animals (*Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.*)

Chaos Cultists

Warband Special Rules

Any hero (*not henchman*) except Heavy Renegades may buy one of the following marks between each battle or when first hired. Each hero can only have one Mark.

Mark of Khorne 5c

+1 Strength.

Mark of Tzeench 5c

+1 Initiative. Psychers with this mark must generate powers from the Discipline of Tzeentch.

Mark of Nurgle 5c

Causes Fear. Psychers with this mark must generate powers from the Discipline of Nurgle.

Mark of Slaanesh 5c

+1 Ld. Psychers with this mark must generate powers from the Discipline of Slaanesh.

Warband Special Equipment

Inferno Boltgun 35c

Shooting Weapon: Boltgun

Same as Boltgun but with Armour Piercing (1).

Tzeentch Weapon: Can only be wielded by warriors with the Mark of Nurgle.

Warband Special Equipment

Chainaxe 15c

Close Combat Weapon

Strength Bonus: +1 Strength in *all* rounds of combat.

Critical Hit Bonus (+D3): Attacks with this weapon have +D3 to all rolls on the critical hits chart.

Khorne Weapon: Can only be wielded by warriors with the Mark of Khorne.

Plague Knife 10c

Close Combat Weapon

Poisonous (5+): All 'to hit' rolls of 5+ wound automatically (*take armour saves and other saves as normal*). No effect vs. enemies immune to poison.

Nurgle Weapon: Can only be wielded by warriors with the Mark of Nurgle.

Sonic Blaster 30c

Shooting Weapon

Range: 24" Strength: 4

To Hit Bonus: Ignores 'To Hit' penalties for Cover.

Multiple Shots x2

Slaanesh Weapon: Can only be wielded by warriors with the Mark of Slaanesh.

Blight Grenades 10c

Shooting Weapon: Grenades

Strength: 3 Range: 8"

Poisonous (5+): All 'to hit' rolls of 5+ wound automatically (*take armour saves and other saves as normal*). This ability has no effect vs. enemies immune to poison.

Thrown: No -1 to hit for Moving and Firing.

Nurgle Weapon: Can only be wielded by warriors with the Mark of Nurgle.

Chaos Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Chosen	V	V	V	V	V
Renegade	V	V		V	V
Psyker			V		V
Dark Apostle	V		V	V	V
Heavy Renegade		V	V		

Chaos Equipment Lists

Chosen and Renegade

Close Combat

Any Close Combat Weapon.

Shooting

Any Shooting Weapon.

Armour

Flak Armour
Mesh Armour
Carapace Armour
Power Armour

Dark Apostle

Close Combat

Any Close Combat Weapon.

Shooting

Any Grenades and/or Pistols.

Armour

Flak Armour
Mesh Armour
Carapace Armour
Power Armour

Heavy Renegade

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Any Heavy Weapon.

Armour

Flak Armour
Mesh Armour

Cultists, Mutants, and Outcasts

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Any Shooting Weapon.

Armour

Flak Armour
Mesh Armour

Chaos Psychers

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Laspistol

Armour

Flak Armour

Ratling

Close Combat

Hand Weapon

Shooting

Laspistol
Lasgun
Sniper Rifle

Armour

Flak Armour

HEROES

0-1 Chaos Chosen

40c to hire
Starting Experience: 18
Race: Human

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

SPECIAL RULES

Leader (6")

0-2 Chaos Renegades

30c to hire
Starting Experience: 12
Race: Human

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

0-2 Chaos Psykers

30c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Psyker (Tzeentch, Nurgle, or Slaanesh): Starts with 1 power.

0-1 Dark Apostle

40c to hire
Starting Experience: 14
Race: Human

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

SPECIAL RULES

Stubborn: May re-roll failed fear and panic tests.

Demagogue (6"): As long as this warrior is not *hiding* or *fleeing*, other warriors in the warband within 6" of him whose race is Human may re-roll failed fear and panic tests.

0-3 Heavy Renegades

25c to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Support: When deploying the warband in scenarios, there can only be one Heavy Support troop in each Combat Group.

HENCHMEN

Chaos Cultists

25c to hire
Starting Experience: 6
Race: Human

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

0-5 Mutants

30c to hire
Starting Experience: 8
Race: Human

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

SPECIAL RULES

Mutations: Each Mutant starts with one free Mutation skill, chosen by you.

0-1 Mutant Spawn

25c to hire
Starting Experience: 6
Race: Daemon

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

SPECIAL RULES

Cause Fear

Ferocious Charge (+1 S): This warrior has +1 Strength the turn he charges.

Huge: Takes up two Henchman slots.

0-4 Lesser Daemons

15c to hire
Starting Experience: 0
Race: Daemon

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

SPECIAL RULES

Cause Fear, Immune to Panic and Poison

0-4 Chaos Hounds

35c to hire
Starting Experience: 0
Race: Daemon

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

SPECIAL RULES

Chaos Ferocity: Chaos Hounds have +1 to hit the turn they charge.

Animals (Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.)

Ork Raiderz

Warband Special Rules

Waaagh! (+D3")

Once per battle, this warrior may use this ability in the Charge Phase. If he does, he and all warriors within 6" of him whose race is Ork add an additional +D3" to their maximum distance moved when charging this turn.

- This ability does *not* require line of sight and *cannot* be used while this warrior is *fleeing* himself.
- If this warrior is *hidden*, he immediately becomes *un-hidden* for using this ability.

Waaagh Energy (6", +D3)

If this warrior is within 6" of at least 3 non-*fleeing* warriors in the warband whose race is Ork, he gains +D3 to all his casting rolls, when attempting to cast Psyker Powers. This ability does *not* require line of sight and the D3 does *not* contribute to 'Perils of the Warp' miscasts.

Dok's Tools (1")

Once per battle, this warrior may select one other warrior in the warband whose race is Ork (*i.e. not himself*) within 1" him and roll a D6:

- (2-6): Regains 1 lost Wound.
- (1) Loses 1 Wound with no saves allowed.

This ability *cannot* be used while either warrior is *fleeing*. Warriors do *not* take Panic tests for being reduced to 1 Wound because of this ability.

Warband Special Rules

Insignificant

Gretchins have the following special rules:

- Count as only half ($\frac{1}{2}$) a model for the purposes of Rout Tests, Henchmen Slots, and Combat Groups.
- Enemy shooting that must target the closest model may always ignore Gretchins.
- When taken *out of action* by an enemy, that enemy only gains experience or a promotion roll on a D6 roll of 4+.
- Gretchins *cannot* be promoted to heroes.

Ork Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Warboss	V	V		V	V
Nob	V	V		V	
Weirdboy			V	V	
Painboy	V		V	V	
'Eavy		V		V	

Ork Equipment Lists

Boss and Nobz

Close Combat

Any Close Combat Weapon.

Shooting

Any Shooting Weapon.

Armour

Flak Armour
Mesh Armour
Carapace Armour
Power Armour

Weirdboy

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Autopistol

Armour

Flak Armour

Painboy

Close Combat

Any Close Combat Weapon.

Shooting

Any Grenades and/or Pistols.

Armour

Flak Armour
Mesh Armour

Boyz, Sluggas, and Komandoz

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Any Shooting Weapon.

Armour

Flak Armour
Mesh Armour

Gretchin

Close Combat

Hand Weapon

Shooting

Autogun

Armour

Flak Armour

Ork 'Eavies

Close Combat

Any Close Combat Weapon that is *not* a Power Weapon.

Shooting

Any Heavy Weapon.

Armour

Flak Armour
Mesh Armour

HEROES

0-1 Warboss

45c to hire
Starting Experience: 18
Race: Ork

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

SPECIAL RULES

Leader (6"), Waaagh! (6", +D3")

0-2 Nobz

35c to hire
Starting Experience: 8
Race: Ork

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

0-2 Weirdboyz

40c to hire
Starting Experience: 6
Race: Ork

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

SPECIAL RULES

Psykers (Waaagh!): Start with 1 Power.
Waaagh Energy (6", +D3)

0-1 Painboy

35c to hire
Starting Experience: 8
Race: Ork

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

SPECIAL RULES

Poisonous Attacks (4+)
Dok's Tools (1")

0-3 Ork 'Eavies

30c to hire
Starting Experience: 6
Race: Ork

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

SPECIAL RULES

Support: When deploying the warband in scenarios, there can only be one Heavy Support troop in each Combat Group.

HENCHMEN

Ork Boyz

30c to hire
Starting Experience: 6
Race: Ork

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

0-5 Ork Sluggas

35c to hire
Starting Experience: 8
Race: Ork

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

0-5 Ork Kommandoz

40c to hire
Starting Experience: 12
Race: Ork

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

SPECIAL RULES

Stealth: As long as this warrior is in cover, shooting at him suffers an additional -1 to hit.
Run and Gun: No -1 to hit for Moving and Shooting.

Gretchins

10c to hire
Starting Experience: 0
Race: Gretchin

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

SPECIAL RULES

Insignificant (*Count as ½ a Model; Enemies May Ignore when Firing Missile Weapons; Out of Action only Yields XP or Promotion Rolls on 4+; No Promotion.*)

0-4 Attack Squigs

35c to hire

M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	3	3	3	1	5

SPECIAL RULES

Ferocious Charge (+1 S): Squigs have +1 Strength the turn they charge.
Animals (*Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.*)

0.1

First beta release.