

KILL TEAM

ASTRA MILITARUM

CODEX: ASTRA MILITARUM

This team list uses the special rules and wargear found in Codex: Astra Militarum, Siege of Vraks and Warzone Kauyon: Mont'ka. If a rule differs from the Codex, it will be clearly stated. Note that Plasma Pistols now cost 10pts not 15pts.

VOICE OF COMMAND

A number of models in this list may issue orders, this works in the same way as detailed in the Codex with the following addition: when issuing orders choose a 'primary target' for that order. The primary target must pass a Leadership test to receive that order. Units within 3" can nominate themselves as secondary targets of that order and do not need to roll a Ld test to receive. For example, if the primary target of an order was a Sergeant and he passes the test to receive the order, all friendly models or Squads within 3" of him may also perform that order. If a Squad is the primary target, do not measure for secondary beneficiaries. Furthermore, a model with the Voice of Command rule always counts as having a Vox-Caster. Teams entirely comprised of Death Korps of Krieg, Cadian Shock Troopers or Militarum Tempestus Scions can use the orders from Siege of Vraks, Warzone Damocles: Mont'ka or Codex: Militarum Tempestus respectively.

REGIMENTAL TACTICS

The units listed in brackets in your Kill Team gain the following bonuses for the points cost listed, if no unit is listed, all models gain the bonuses. Models excluded from these bonuses are; Commmissar, Tempestor Prime, Tempestor, Tempestus Scion, Bullgryn, Ogryn, Astropath, Priest, Techpriest, Enginseer, Apprentice of Ordnance, Scout Sentinel, Wyrdvane Psychic Choir.

Attilan Rough Riders (2pts per Rough Rider)

An Attilan team may take a Rough Rider Khan as their Team Leader, may take more than five Rough Riders in their team. Attilan Rough Riders may have Hit and Run and Scout for 2pts

Cadian Shock Troopers (free)

Models in a Cadian Shock Trooper team gain the Hatred (Chaos Space Marines) special rule. In addition, you may take 'Whiteshield Squads' which use the same rules as Conscript Squads but gain +1 to both BS and Leadership at an additional 5 pts cost for the entire Squad. Cadian Shock Troopers may use the orders in Warzone Damocles: Mont'ka

Catachan Fighters (1 pt per model)

Models in a Catachan Jungle Fighters team have the Move Through Cover and all models have access to camo cloaks for 1 point per model. Only Catachan Leaders can take Carapace Armour.

Death Korps of Krieg (2 pts per model)

All Death Korps models gain +1 WS and the Stubborn special rule.

Elysian Drop Troops (2 pts per model)

Models in an Elysian Drop Troop team gain the Deep Strike rule (see the Built-up Area rule in the Kill Team rules).

Mordian Iron Guard (1 pt per model)

All Mordian Iron Guard models automatically pass Fear and Pinning tests.

Tallarn Desert Raiders (1 pt per model)

All Tallarn Desert Raiders have the Scout special rule.

Vostroyan Firstborn (1 pt per model)

Models in a Vostroyan Firstborn team may Overwatch if they are within 6" of a friendly model who is being charged instead of the usual 3" (see the Kill Team Overwatch rules).

Valhallan Ice Warriors (1 pt per model)

All Valhallan Ice Warriors have the Stubborn rule.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

TEAM LEADERS

TEAM COMMANDER

10 points

	WS	BS	S	T	W	I	A	Ld	Sv
Team CDR	4	4	3	3	2	3	2	8	5+
Force CDR	4	4	3	3	2	3	3	9	5+

Unit Type:
Infantry (Character)

Wargear:

- Flak Armour
- Laspistol
- Close Combat Weapon
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Voice of Command
- Senior Officer (*Force Commander only*)

Options:

- May be upgraded to a Force Commander 10pts
- May take items from the **Melee Weapons** list.
- May take items from the **Ranged Weapons** list.
- May take any of the following:
 - Carapace Armour 5pts
 - Camo Cloak 5pts
 - Melta Bomb 5pts

May take wargear from the Astra Militarum armoury including Commander and Leader only items.

COMMISSAR

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	5+

Unit Type:
Infantry (Character)

Wargear:

- Bolt Pistol
- Close Combat Weapon
- Flak Armour
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Stubborn
- Summary Execution
- Aura of Discipline
- Man Amongst Brutes

Options:

- May take items from the **Melee Weapons** list.
- May replace Bolt Pistol with:
 - Boltgun free
 - Plasma Pistol 10pts
- May take any of the following:
 - Carapace Armour 5pts
 - Camo Cloak 5pts
 - Melta Bomb 5pts

May take wargear from the Astra Militarum armoury including Commissar and Leader only items.

Aura of Discipline:
Models within a Commissars Inspiring Presence have Stubborn

Man Amongst Brutes:
If a Commissar is your Leader you may take Ogryn and Bullgryn as Core. If you do this you may not take any other units as Core.

Summary Execution:
If a model within a Commissar's Inspiring Presence fails a Fear, Morale or Pinning test, remove it as a casualty, use the nearest in a squad. For the remainder of that turn all Astra Militarum models can re roll Leadership tests and the Squad is treated as having passed the test. Once per turn.

TEMPESTOR PRIME

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	2	9	4+

Unit Type:

Infantry (Character)

Wargear:

- Hot-shot Laspistol
- Close Combat Weapon
- Carapace Armour
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Voice of Command
- Clarion-vox Network
- Tempestus Kill Team
- Grav-chute Insertion

Clarion-vox Network:

Any friendly Tempestus Scions or Tempestors within 18" may use the Tempestor Prime's Ld for Fear, Pinning and Morale tests.

Options:

- May take items from the **Melee Weapons** list.
- May replace Hot-shot Laspistol with:
 - Bolt Pistol free
 - Plasma Pistol 10pts
- May take a Melta Bomb 5pts

May take wargear from the Astra Militarum armoury including Tempestor Prime and Leader only items.

Tempestus Kill Team:

If a Team is lead by a Tempestor Prime, Tempestus Scions can be taken as Core. The Tempestor Prime counts as a Tempestus Scion for model requirements

Grav-chute Insertion:

A model with this rule can Deep Strike (See: Built Up Area rule) along with up to four other Tempestus Scion models. This Deep Strike functions as if they were a squad. Only a single Deep Strike Reserve roll is made.

ROUGH RIDER KHAN

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	3	2	3	2	8	5+

Unit Type:

Cavalry (Character)

Wargear:

- Laspistol
- Close Combat Weapon
- Hunting Lance
- Flak Armour
- Krak Grenade
- Frag Grenade

Special Rules:

- Inspiring Presence
- Voice of Command
- Hit and Run
- Cavalry Leader

Options:

- May take items from the **Melee Weapons** list.
- May take items from the **Ranged Weapons** list.
- May take any of the following:
 - Carapace Armour 5pts
 - Camo Cloak 5pts
 - Melta Bomb 5pts
 - Additional Hunting Lance 3pts

May take wargear from the Astra Militarum armoury including Commander, Khan and Leader only items.

Hunting Lance:

As Hunting Lances are One Use Only, additional Lances may be purchased by Rough Rider Khans and Rough Riders for 3pts each.

Cavalry Leader:

If a Team is lead by a Rough Rider Khan, you may include more than five Rough Riders. The Rough Rider Khan counts as a Rough Rider for model requirements

CORE

CONSCRIPTS

15 points

	WS	BS	S	T	W	I	A	Ld	Sv
Conscript	2	2	3	3	1	3	1	5	5+
Whiteshield	2	3	3	3	1	3	1	6	5+

Options:

- May be upgraded to Whiteshields 5pts

Unit Type:

Infantry

Special Rules:

- Squad (5)

Wargear:

- Lasgun
- Flak Armour
- Frag Grenade

INFANTRY SQUAD

25 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	5+

Options:

- May replace one model's Lasgun with a weapon from the **Special Weapons** list.
- May take a Vox-caster 5pts
- May take a Krak Grenade for each model 5pts

Unit Type:

Infantry

Special Rules:

- Squad (5)

Wargear:

- Lasgun
- Flak Armour
- Frag Grenade

VETERAN SQUAD

18 points

You may take a maximum of three Veteran Squads in your Kill Team

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	5+

Options:

- May take up to two additional Veterans 6pts/model
- May take a Vox-caster 5pts
- May replace any model's Lasgun with:
 - Laspistol and Close Combat Weapon free
 - Shotgun free
- May replace one model's Lasgun with a Heavy Flamer (10pts, one per team) or a weapon from the **Special Weapons** list.
- May replace one model in your Team's Lasgun with a Demolition Charge 10pts
- May take the following for the entire squad:
 - Camo cloaks and Snare Mines 1pt/model
 - Krak Grenades 1 pt/model
 - Melta Bombs 4pts/model
 - Carapace Armour 2pts/model

Unit Type:

Infantry

Special Rules:

- Squad (3)

Wargear:

- Lasgun
- Flak Armour
- Frag Grenade

HEAVY WEAPONS TEAM

10 points

You may only include one Heavy Weapons Team per five Guardsmen or Veteran models in your Team

	WS	BS	S	T	W	I	A	Ld	Sv
HWT	3	3	3	3	2	3	1	7	5+
Vet WT	3	4	3	3	2	3	1	7	5+

Unit Type:

Infantry

Special Rules:

- Heavy Weapons Team

Wargear:

- Lasgun
- Flak Armour
- Frag Grenade x2

Options:

- Must take one item from the **Heavy Weapon** list.
- May be upgraded to Veteran Weapons Team 5pts
- May take a Krak Grenade 1pt
- Veteran Weapons Teams may take:
 - Camo Gear and Snare Mines 5pts
 - Carapace Armour 5pts

SERGEANT

5 points

You may only include one Sergeant per every two Infantry and/or Veteran Squads in your Team

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	3	3	3	3	1	3	1	8	5+
Vet Sgt	3	4	3	3	1	3	1	8	5+

Unit Type:

Infantry (Character)

Special Rules:

- Listen up, Maggots!

Wargear:

- Laspistol
- Close Combat Weapon
- Flak Armour
- Frag Grenade

Options:

- May be upgraded to a Veteran Sergeant 2pts
- May take items from the **Melee Weapons** list.
- May take items from the **Ranged Weapons** list.
- A Veteran Sergeant may take any of the following:
 - Carapace Armour 2pts
 - Camo Cloak and Snare Mines 1pt
 - Melta Bomb 5pts

Listen up, Maggots!:

Conscripts, Guardsmen, Veterans and Heavy Weapons teams within 6" of a Sergeant can use his Ld for any Ld test.

WYRDVANE PSYCHIC CHOIR

33 points

You may take a maximum of two Wyrdvane Psychic Choirs in your Team

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	3	1	3	1	8	5+

Unit Type:

Infantry

Special Rules:

- Squad (3)
- Brotherhood of Psykers (Mastery Level 1)
- Psychic Gestalt

Wargear:

- Laspistol
- Flak Armour
- Frag Grenade

Options:

- May take up to two additional Wyrdvane Psykers for 11pts/model

Psychic Gestalt:

If two squads with this rule are in your team, each squad generates d3 Warp Charges instead of 1.

Psychic Powers:

Before the battle the Wyrdvane Psychic Choir may choose a single Primaris Power from the following list; Biomancy, Divination, Pyromancy, Telekinesis.

ROUGH RIDER

11 points

You may take a maximum of five Rough Riders in your Team

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	5+

Unit Type:

Cavalry

Special Rules:

- Being playable now

Wargear:

- Laspistol
- Close Combat Weapon
- Hunting Lance
- Flak Armour
- Frag Grenade

Options:

- May replace their Hunting Lance with one item from the **Special Weapons** list. The fifth, seventh and tenth Rough Riders in your Team may also replace their Hunting Lance with one item from the **Special Weapons** list.
- May take a Vox-caster 5pts
- May take a Krak Grenade 1pt
- May take any of the following:
 - Carapace Armour 2pts
 - Camo Cloak and Snare Mines 1pt
 - Krak Grenade 1pt
 - Additional Hunting Lance 3pts

Hunting Lance:

As Hunting Lances are One Use Only, additional Lances may be purchased by Rough Rider Khans and Rough Riders for 3pts each.

SPECIAL

TEMPESTUS SCION

12 points

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

Unit Type:

Infantry

Special Rules:

- Move Through Cover

Wargear:

- Hot-shot Lasgun
- Close Combat Weapon
- Carapace Armour
- Frag Grenade
- Krak Grenade

Options:

- May replace their Hot-shot Lasgun with one item from the **Special Weapons** list. Your fifth, seventh and tenth Scions in your team may also replace their Hot-shot Lasgun with one item from the **Special Weapons** list.
- May take a Vox-caster 5pts

May take wargear from the Astra Militarum armoury.

Medic Upgrade:

One Tempestus Scion in your Team may carry a Medipack for 15pts. This confers Feel No Pain in a 6" radius

TEMPESTOR

22 points

You may only include one Tempestor per every four Tempestus Scions in your Team

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

Unit Type:

Infantry (Character)

Special Rules:

- Move Through Cover
- Grav-chute Insertion
- Tempestus Kill Team
- Tempestus Squad Leader

Wargear:

- Hot-shot Laspistol
- Close Combat Weapon
- Carapace Armour
- Frag Grenade
- Krak Grenade

Options:

- May replace their Hot-shot Laspistol with:
 - Bolt Pistol free
 - Plasma Pistol 10pts
- May take a Melta bomb 5pts

May take wargear from the Astra Militarum armoury.

Tempestus Squad Leader:

Tempestus Scions within 6" of a Tempestor can use his Ld for all Ld tests.

RATLING

10 points

WS	BS	S	T	W	I	A	Ld	Sv
2	4	2	2	1	4	1	6	5+

Unit Type:

Infantry

Special Rules:

- Infiltrate
- Stealth
- Shoot Sharp and Scarper

Wargear:

- Sniper Rifle
- Laspistol
- Flak Armour
- Frag Grenade

Options:

May take wargear from the Astra Militarum armoury.

OGRYN

40 points

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	5	3	3	3	6	5+
Bone 'Ead	4	3	5	5	3	3	4	7	5+

Options:

- One Ogryn in your Team may be upgraded to an Ogryn Bone 'Ead 10pts

Unit Type:

Infantry

Wargear:

- Ripper Gun
- Flak Armour
- Frag Grenade

Special Rules:

- Hammer of Wrath
- Stubborn
- Very Bulky

BULLGRYN

45 points

	WS	BS	S	T	W	I	A	Ld	Sv
Bullgryn	4	3	5	5	3	3	3	6	4+
Bone 'Ead	4	3	5	5	3	3	4	7	4+

Options:

- One Bullgryn in your Team may be upgraded to an Bullgryn Bone 'Ead 10pts
- May replace Grenadier Gauntlet and Slabshield with Power Maul and Brute Shield 15pts

Unit Type:

Infantry

Wargear:

- Grenadier Gauntlet
- Slabshield
- Carapace Armour
- Frag Grenade

Special Rules:

- Hammer of Wrath
- Stubborn
- Very Bulky

MINISTORUM PRIEST

25 points

You may only include one Ministorum Priest in your Team

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	2	7	5+

Options:

- May take one of the following:
 - Autogun free
 - Plasmagun 15pts
 - Eviscerator 25pts

Unit Type:

Infantry

Wargear:

- Laspistol
- Close Combat Weapon
- Flak Armour
- Frag Grenade
- Rosarius

Special Rules:

- Zealot
- War Hymns

War Hymns:

Friendly units with 6" count as the Ministorum Priest's unit for Zealot and War Hymns.

May take wargear from the Astra Militarum armoury.

DEATHWORLD SNIPER

20 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	5+

Unit Type:

Infantry

Wargear:

- Sniper Rifle
- Deathworld Toxins
- Flak Armour
- Frag Grenade

Special Rules:

- Infiltrate
- Stealth
- Perfect Spot
- Disappear
- Pinning

Perfect Spot:

A Deathworld Sniper may never Move, Run or Charge. A Deathworld Sniper may Hide in the Movement phase.

Disappear:

A Deathworld Sniper may leave play for the duration of the game at the beginning of your Movement phase. This does not count as a casualty but does effect friendly Rout tests.

Deathworld Toxins:

A Deathworld Sniper firing his Sniper Rifle has Shred.

May take wargear from the Astra Militarum armoury.

SCOUT SENTINEL

35 points

You may take a maximum of two Scout Sentinels in your Team

WS	BS	S	Front	Side	Rear	I	A	HP
3	3	5	10	10	10	3	1	2

Unit Type:

Vehicle (Walker, Open Topped)

Wargear:

- Multi-laser

Special Rules:

- Scout
- Move Through Cover
- Non-flammable

Options:

- May replace Multi-laser with
 - Heavy Flamer free
 - Autocannon 5pts
 - Missile Launcher 5pts
 - Lascannon 10pts
 - Power Lifter 10pts

Power Lifter:

	S	AP
Range	+2	4

Melee, Rending

ASTROPATH

25 points

You may only include one Astropath in your Team

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	5+

Unit Type:

Infantry

Wargear:

- Laspistol
- Flak Armour
- Frag Grenade

Special Rules:

- Psyker (Mastery Level 1)

Psychic Powers:

At the start of the battle the model generates a single psychic power; this can be either Psychic Shriek, Dominate, Mental Fortitude or Terrify from the Telepathy discipline.

May take wargear from the Astra Militarum armoury.

APPRENTICE OF ORDNANCE

25 points

You may only include one Apprentice of Ordnance in your Team

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	5+

Unit Type:

Infantry

Special Rules:

- Call Ordnance

Wargear:

- Laspistol
- Flak Armour
- Frag Grenade

Call Ordnance:

If an Apprentice of Ordnance passes a Ld test at the beginning of the Shooting phase he may fire with the following profile:

	S	AP
Range	72"	6 2

Ordnance 1, Large Blast, Orbital

May take wargear from the Astra Militarum armoury.

TECHPRIEST ENGINEER

35 points

You may only include one Techpriest Engineer in your Team

	WS	BS	S	T	W	I	A	Ld	Sv
Techpriest	3	3	3	3	1	3	1	8	3+
Servitor	3	3	3	3	1	3	1	8	5+

Unit Type:

Infantry

Special Rules:

- Awaken the Machine (Techpriest only)
- Blessings of the Omnissiah (Techpriest only)
- Mindlock (Servitor only)

Wargear:

- Power Armour (Techpriest only)
- Laspistol (Techpriest only)
- Power Axe (Techpriest only)
- Servo Arm
- Frag Grenade (Techpriest only)

Options:

- May be accompanied by up to three Servitors 10pts/model
- One Servitor may exchange their Servo Arm for:
 - Heavy Bolter 10pts
 - Multi-melta 10pts
 - Plasma Cannon 15pts

Mindlock:

A Servitor must stay within 12" of a friendly Techpriest or roll a d6 at the start of the turn. On a 1-3 the Servitor cannot move, shoot or charge but may attack normally in the Assault phase. Servitors do not count towards Special model availability.

May take wargear from the Astra Militarum armoury.

MEDIC

20 points

You may only include one Medic in your Team

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	5+

Unit Type:

Infantry

Special Rules:

- None

Wargear:

- Lasgun
- Flak Armour
- Frag Grenade

Options:

- May replace Lasgun with:
 - Laspistol and Close Combat Weapon free
 - Shotgun free
- May take any of the following:
 - Carapace Armour 2pts
 - Camo Cloak 2pts
 - Krak Grenade 1pts

Medi-pack:

A Medic and all units with 6" have the Feel No Pain rule.

May take wargear from the Astra Militarum armoury.

ASTRA MILITARUM ARMOURY

See Codex: Astra Militarum, Militarum Tempestus and Siege of Vraks or Warhammer 40,000: The Rules

Refractor Field (Leader Only) – 15 pts

Master Crafted Weapon (Leader Only) – 10 pts

Duellist Honours (Leader Only) – 15 pts

The Officer is a master swordsman, the model may re roll To Hit rolls of 1 in the Assault phase when using a Close Combat Weapon, Power Sword or Armoury wargear.

Bionic Eye (Leader Only) – 10 pts

The Officer has taken a stray round before but the Munitorum has seen it fit to enhance their once weak flesh. The model may re roll To Hit rolls of 1 in the Shooting phase and Overwatch

Antax Pattern Armour (Leader Only) – 10 pts

This is an artificer wrought set of Carapace Armour, and confers a 4+ armour save that can be re-rolled if failed.

Honorifica Imperialis (Commander Only) – 10 pts

The model has received a highly coveted honour for his courage in battle. The model gains the Stubborn special rule and confers it to any friendly model within his Inspiring Presence radius.

Macharian Cross (Commander Only) – 10 pts

The Macharian Cross is a reward for successful and intelligent application of the Tactica Imperialis in battle. The Macharian Cross Increases the model's Inspiring Presence radius from 6" to 12".

Vostroyan Shotgun (Commander Only) – 5 pts

This highly prized, ornate double-barrelled shotgun that has the following weapons profile:

	S	AP	Type
Range	12"	4	5 Assault 2, Twin-linked, Strikedown

Attilan Spear (Rough Rider Khan Only) - 20 pts

This lengthy glaive is wielded by only the greatest of Attilan chieftains. Although devastating on a charge, the glaive can still be used in a protracted melee. The Khagan Glaive has the following weapons profile:

	S	AP	Type
Range	-	+2/-	3/3 Melee, Specialist Weapon, Impact

Impact: This weapon gives +2 Initiative on the turn the wielder charges, all rounds afterwards use the second profile.

Cyber Steed (Rough Rider Khan Only) – 10 pts

This great Khan's steed is more bionic than beast. A model with this upgrade receives +D3 Attacks when it Charges instead of the usual +1A.

Ruthless Bastard (Commissar Only) – 5 pts

This Commissar has a reputation. When the Commissar executes someone, all friendly models in the Astra Militarum team also gain the Stubborn special rule until the end of the turn.

Motivational Bolter (Commissar Only) – 10 pts

The Munitorum has gifted the Commissar with a particularly zealous Storm Bolter with the following stats.

	S	AP	Type
Range	24"	4	4 Assault 2, Pinning

Command Staff (Tempestor Prime Only) - 20 pts

The command staff is a sign of the Tempestor Prime's authority, and has the following profile:

	S	AP	Type
Range	-	+2	4 Melee, Shred, Master Crafted, Concussive

Tempestus Standard (Scion Only) - 10 pts

The model and all friendly Tempestus Scion, Tempestor and Tempestor Prime models within 12" of the model with the Tempestus Standard may re-roll failed Morale and Pinning tests. The Tempestus Standard counts as a 'banner' when working out combat results.

Bioscanner – 10 pts

A bio-scanner detects life signs within the proximity of the user. If any Infiltrating models set up within the model's weapon range, you may take a round of shooting at a single infiltrating model before the battle starts. Cannot be taken by Apprentice of Ordnance.

Chem Inhaler- 5 pts

An exo-respiratory system that allows the wearer to fight on through injury. The model gets the Feel No Pain 6+ rule.

Smoke Grenade- 5 pts

A grenade that billows smoke, providing vital cover. It has the following profile:

	S	AP	Type
Range	8"	-	- Assault 1, Large Blast, Smoke

Smoke: Units hit by this attack gain the Shrouded rule. This weapon may be fired at friendly units.

Targeter- 5 pts

If the model with a Targeter has not moved in the previous Movement phase they may re roll all shooting To Hit rolls of 1.

Hot-shot Power Pack - 5 pts

The Hot-shot pack is an especially powerful version of the standard las power pack. Any shot from a laspistol or lasgun fired by the bearer becomes AP3 but reduces its maximum range by 6".

Infra-red Goggles- 5 pts

A pair of goggles which allows a fighter to see the thermal images of his enemy. The model may shoot at hidden models and gains the Night Vision special rule.

Auspex- 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

Changes log:

13/01/16

Deleted promotion system
 Vets down to squads of 3 at 6pts/model, lost vox, changed carapace/camo cost, added melta bombs
 HWT down to 10pts, vet 2pts
 Tempestor Prime dropped to 27pts
 Khan given H&R, added 4 pts, Given Force Khan upgrade for 10pts, Cavalry Commander, spear tips 3pts
 Added Apprentice of Ordnance
 Added shotgun option for Medic
 Added Eviscerator to Priest
 Rough Riders given spear tips for 3pts and 3 special weapons per 5. Carapace for 2pts
 14/01/16
 Added Man Amongst Brutes to Commissar
 added Heavy Flamer to Veteran squad with one per army.
 Dropped Wyrdvane to 11pts/model instead of 11.33"
 Changed Rough Rider special weapon wording to allow 4/10
 Added Hit and Run and Scout to Attilan Rough Riders regimental rules for 2pts/model
 Added Grav Chute to Scion and Tempestor
 Added Scion special weapon wording to allow 4/10
 Reduced Tempestor prereq to 4 Scions
 Tempestor and Prime count towards special weapons
 Dropped Ruthless Bastard from 15pts to 5pts
 Dropped falling clause from Grav Chute
 Disallowed AoO to take Bioscanner and Targeter
 Macharian Cross now available to all Leaders
 need a new name for Grav Chute in armoury

24/01/2016

Changed Scion hot shot laspistol to hot shot lasgun, edited Hunting Spears copy/paste to hot shot lasguns

Added Deathworld Sniper

26/01/2016

Changed Call Ordnance to Large Blast from Blast

Added Pinning to Deathworld Sniper

08/03/2016-Seriously guys do some battle reports so we can update more often.

-Added +1W to Force Commander and Tempestor Prime so they stick with +1 wound Leader rule (Force Commander is a compromise as he would then have 4W and that's mental)

-Changed all mentions of Plasma Pistol to 10pts in accordance with HoR poll.

- Added Carapace and Camo to Veteran Heavy Weapons Team for 5pts each.

-Added option to take 3-5 man Veteran Squads

- Adjusted Veteran Squad upgrades to be closer to Codex.

- Deleted Ogryn duplication
 - Squads no longer get 3" order radius

- Added Grav Chute Insertion to Tempestor Prime and Tempestor

- Changed "Move! Move! Move!" order to 2d3 pick highest.

- Changes Deathworld Regiment back to Catachan Jungle Fighters

- Catachan Jungle Fighters now Stealth not Stealth (Jungle)

- Tallarn Desert Raiders now have Scout instead of Hit and Run

- Added Cyber Steed to armoury

- Added Valhallan Ice Warriors regiment

- Added Psychic Gestalt to Wyrdvane Psykers, let's hope they're playable now

25/05/16

New format

Orders updated to include DKO, Mont'ka and Militarum Tempestus

Orders updated to make 2nd targets optional

Catachan changed from Stealth to optional camo

Catachan Leader only Carapace

Attilans can no longer take RR as Special

RegTac no longer includes AoO

Smite At Will order now gives Suppressing Fire at full BS

Grav-chute Insertion wording clarified

Khan BS and S upped to 4

Vets can have Vox-caster

Simplified Vets equipment

HWT requirements are now model based not squad based

Moved Demo Charge to Vets equipment

Listen up, Maggots! Includes HWT now

Psykic Gestalt changed to squad based not model based

Rough Riders can take Vox

Rough Riders can take camo

Rough Riders can take Krak grenade

Ratlings can access armoury

Added Servitors to Techpriest entry

30/05/16

Dropped Prime and Force CDR to 2w following formula

Duellist Honours applies to armoury items

Honorifica Imperialis dropped to 10pts

Swapped Vostroyan Shotgun Strikedown to Concussive

Khagan Glaive became Attilan Spear, nerfed

Added Motivational Bolter

31/05/16

Added clarification to Mindlock on Servitors (Same as =I=)

Added Heavy Flamer cap to vets

Refractor field corrected to 15pts

Scion med-pack corrected to 6" bubble

08/06/16

Tempestor Prime Ld restored to 9

Smoke Grenade now gives Shrouded

Tempestor Ld and armour restored to codex

Removed double Krak grenade entry on Vets

Put Strikedown back on Vostroyan Shotgun