

IMPERIAL CAMPAIGNS

A [Dice Crusade](#) campaign for agents of the Emperor in the world of 40K
By Sean Patten Version 1.4



STARTING SQUADS FOR THE CAMPAIGN

You will earn and use **Capital (CAP)**, **Experience (EXP)**, and **Loyalty (LOY)** points to improve your squad during the campaign. Choose a Squad type (from the charts below) and purchase your starting troops and equipment with **12 Loy and 6 Cap**. Members of each squad are divided into three types:

TROOPS (T)- you may have any number of troops (but squad max size of 7). Troops come pre-equipped, their weapons and equipment represented in their stats. Troops may not take additional weapons or equipment unless otherwise noted.

CHARACTERS(#)- you may have a number of characters as indicated by the number. Characters must purchase their own weapons and equipment.

COMMANDERS(C)- You may only have one Commander in your squad. Commanders must purchase their own weapons and equipment. Many commanders have a CMD value too (see RC rules for more info).



PRE- GAME

REQUISITIONING TROOPS AND VEHICLES: Sometimes you'll need a vehicle or special character just for the duration of a mission. You need to invest in the **REQUISITION POOL** to requisition. **For every 5 points of LOY or CAP you put into the pool, you will earn 1 REQ point** at the beginning of each mission. You spend REQ points to requisition vehicles or troops as described in the Squad Lists. You may not requisition in the middle of a mission! Custom Vehicles: if the players agree, you may requisition vehicles that might not be listed: using the vehicle charts as a guide, find the vehicle closest to your model and pay 1/10 the points value in REQ. to requisition it.

CHOOSE AN ENVIRONMENT. [ENVIRONMENTS](#) determine where the mission takes place, and includes rules for blips, hazards, terrain, etc.

CHOOSE A MISSION. [MISSIONS](#) determine how the each game starts and ends, and what the team must accomplish on the given mission. BATTLE missions are open warfare against an intelligent enemy- one of the players must volunteer to run the enemy instead of their own squad. The missions document explains how they earn points while their squad is absent from the battle.



POST GAME

AWARDS: All participant squads earn 1 LOY, 1 EXP, and 1 CAP just for playing. The missions determine any extras earned for completing goals during play.

LOOT: In blip games, roll one die per loot blip collected. For each 5 or 6 rolled, earn +1 CAP.

RECOVERY: All your wounded or killed forces and lost weapons / equipment are renewed after the game. Spent Ration and Requisition points are not renewed, but they accumulate each game.

RECRUIT: You may spend **LOY** to purchase new members. Remember that the maximum size of your force is limited to 7 models unless otherwise noted (not counting requisitioned forces). **MUSTERING OUT:** Any model that survived the mission may be traded back for their purchased value in **LOY/EXP**. Troops must return any default weapons.

SKILLS: You may purchase new skills at the end of any game. See SKILLS below for details.

PROMOTE: To PROMOTE a Troop or Commander, pay the points difference in **EXP**. When promoting to Commander, keep your previous weapons. When promoting to another troop type, return the previous default weapons and may take the new default weapons.

PURCHASE - To purchase additional weapons and equipment, you must pay the cost listed in **CAP**. The number of special or heavy weapons you may have in your squad is zero, plus any additional as indicated by characters or skills (for example, *+1 special*). Commanders may not take special or heavy weapons unless otherwise indicated. Troops may not take weapons other than those listed, unless taking a special or heavy weapon upgrade or otherwise indicated by a skill.

You may purchase RATION POINTS with CAP: for each CAP you spent, you will earn 1 Ration Point per game (the same way Requisition points are earned every mission). Ration points may then be used to take grenades and special ammo (see below for details).



WEAPONS

NOTE: These weapons are for characters and commanders to purchase. Troops **already have their weapons included** in their stat lines. SPECIAL and HEAVY weapons assigned to troops use their stats when fired, INSTEAD of the stats for the trooper.

§C	MELEE	+DICE	NOTES (1 handed).
1	Shield	-	Shield (see below).
1	Axe	☐	May not parry.
1	Sword	R	Reroll
2	Mace	☐	KD
2	Chainsword	☐	P.
3	Power Axe	☐☐	May not parry.
3	Power Sword	☐	Reroll
4	Power Maul	☐☐	KD
4	Power Glove	☐☐	P.
5	Storm Shield	☐	shield (see below)

May not use more than two 1-handed melee weapons together (or one 2-handed weapon) unless otherwise noted.

REROLL: May reroll 1 of your own dice. If you have this TWICE, you may reroll one opponent die!

2 HANDED WEAPONS: Cost is +2, Adds +☐ to melee. SCYTHES! Takes 2 hands.

FORCE WEAPONS: Cost is +3. Add +☐ per PSY value.

SHIELD: As melee weapon. Add dice to defense rolls. Add +1 to one die roll when Parrying.

§C	PISTOL	DICE	FAIL	NOTES- Snap Fire.
1/2	Stub Pistol	☐	J	8" Range.
1	Las Pistol	☐☐	--	8" Range. Load.
1	Bolt pistol	☐☐	J/X	8" Range. P.
1	Autopistol	☐☐	J	8" Range.
2	Hand Flamer	☐☐	X	SFT, Burn
3	Fullauto Pistol	☐☐	J	8" Range. Rapid fire.
5	Plasma Pistol	☐☐☐	J/O	Burn, Line Effect. 8" Range.

Pistols take 1 hand, and do NOT contribute to melee. SNAP FIRE: may shoot at an enemy for free before they melee you.

§C	BASIC	DICE	FAIL	NOTES
1	Lasgun	☐☐	--	Load.
1	Autogun	☐☐	J	Rapid Fire.
1	Shotgun	☐☐	J	KD, 1"A
2	Hellgun	☐☐☐	-/O	Load.
2	Bolter	☐☐	J/X	P.

\$C	SPECIAL	DICE	FAIL	NOTES
4	Heavy Stubber		J	Rapid Fire
4	Flamer		J/X	Flamer Template, Burn, Persist, Volatile
4	Gr. Launcher		-/X	2"B. IFC. May fire rationed grenades.
4	Meltagun		J/O	Flamer Template. Load.
4	Plasma Gun		J/O	Line Effect, Burn. Load.
4	Sniper Rifle		J	Snipers only. IR if no move.
4	Storm Bolter		J/X	P.
\$C	HEAVY	DICE	FAIL	NOTES – HEAVY (may not move twice).
5	Heavy Bolter		J/X	P, Rapid Fire
5	Heavy Flamer		J/X	Hvy Flamer Template, Burn, Persist, Volatile
5	Multimelta		J/O	Heavy Flamer Template. Load.
5	Missile Launcher		-/X	2" Blast, IR. Load.
5	Plasma Cannon		J/O	Line effect, Burn. Load.
\$C	ARTILLERY	DICE	FAIL	NOTES (Move or fire, need 2 crew)
5	Las Cannon		-	Or, take two shots at . P, Load.
5	Auto Cannon		J/X	Rapid Fire, KD.
5	Mortar		-/X	2" Blast. IFC.
5	Thudd Gun		J/X	3". KD. IFC. Roll once/target.
5	Mole Mortar		X	2" Blast. Burn.

ARTILLERY may be moved 6" by having 2 crew move with it and spending their actions to move it. Artillery requires 1 crew member to fire and one to reload. If the artillery jams, you may roll once per adjacent crew to try to unjam it. Artillery provides front cover. If a crew member is killed, any other adjacent model may crew the weapon.

RATIONED ITEMS. Grenades and Special Ammo are Rationed items. Purchase RATION POINTS with CAP: for each CAP you spent, you will earn 1 Ration Point per game (the same way Requisition points are earned every mission). Keep track of your total Ration Points available- add those earned, deduct those used. The grenade cost listed [in brackets] is the Ration Point cost for one grenade. You may choose what rationed items you want at any time (even in mid game)- just deduct ration points as you use them. Any model in your squad may use a grenade ration from this chart (they are not character specific).

\$R	GRENADE	DICE	AREA	NOTES: 8" Range. Ignore front cover.
[3]	Blind	Auto	3"	Models hit may hide for free.
[3]	DemoCharge		3"	Must place. Blows at end of your turn.
[2]	Frag		2"B	2"B
[4]	Krak	+1	-	
[2]	Meltabomb	+	-	Add to 1 melee attack (-1 hand to use)
[1]	Smoke	Auto	3"	Grants cover (as darkness) for 1 turn.



EQUIPMENT AND RELICS





















Any of your models may take equipment. Troops may not take relics, and you may not have more than the number allowed by your characters/commanders.

¥C	EQUIPMENT	NOTES
1	Targeter	When shooting, may reroll one die / turn.
3	Suspensor	Ignore HEAVY.
2L	Purity Seal	Bearer ignores direct effect of enemy cards. MBM.
3	Nartheicum	Action, self or adjacent: roll . For each 5 or 6 rolled, remove 1 hit.
3L	Standard	CMD capacity +1 while bearer is alive. Start with 1 CMD pt.
2	Auspex	As action, pick up 1 unrevealed blip within 6", and draw 1blip. Look at both. Then randomly place one of them back on the board.
2	Hound	, Small, Animal, Trot, Mob, Animal.
2	Familiar	, Small, May carry 1 equipment. Max 2.
2	Servo Skull	, Small, Flies, Animal. Max 3.
3	Cherubim	, Small, Flies, May carry 1 equipment. Max 2.
1	Camo-cloak	May hide for free if you did not attack this turn.
1	Comlink/ Musician	You may use CMD points at any range. This reveals the bearer.
3	Emperor's Tarot	When drawing Psy Cards, take +1 card and discard 1 of your choice.



































¥C	RELIC	If you take the same Relic more than once, each will take an ADDITIONAL Relic slot!
3	Digital Weapon	Free attack: , 4"range. May combine dice for multiples. May have up to 3 on one character, and they will only count as one Relic.
3	Bionic Arm	Melee +1. KD.
3	Bionic Leg	Ignore Heavy. +1 damage vs. structures. Reroll jump/climb rolls.
3	Bionic Eye	May reroll <u>all</u> ranged attacks, inc. grenades. Ignore darkness/smoke.
3	Iron Halo	Attacks against you only do a maximum of 1 hit.
7	Rosarius	+ when defending. (max. 1 per model)
5	Liber Arcanum	Draw +1 Psy card (psykers only).
10	Inferno Pistol	, J/O, SFT. Snap Fire.
5	Needler	Snap Fire. Compare to defender's LOWEST die.
2	Mastercrafted	For one weapon, adds +1 to any 1 die result. Weapon won't fail.
8	Combi- weapon	Bolter + Sp. Weapon. Fire both as 1 attack. Sp. weapon does NOT count towards squad's weapons totals, and commanders may use. Weapons must have separate Master Crafting and targeters.
3	Psy-Link	Adjacent Familiar/Servo skull/Cherubim may spend 1 action to reroll any 1 die for any 1 roll you make that turn (falling, wound chart, attack- anything). May have up to 2 on one character, and they will only count as one Relic.

SKILLS: Cost (EXP) = # of times icon appears on card. Your squad listings specify what skill types you may buy.




WAR SKILLS

<p>CAMOUFLAGE</p>  <p>You do not lose your hidden status unless your attack does damage. TROOPS</p>	<p>CROSS-TRAIN</p>  <p>As an action, you may swap all equipment with a fellow killed troop. TROOPS</p>	<p>KNIFE FIGHT</p>  <p>Troops with less than 3 dice in melee may reroll one die in melee. TROOPS</p>	<p>VOLLEY FIRE</p>  <p>2 adjacent troops may combine their basic weapon dice together. TROOPS</p>
<p>WARRIOR</p>  <p>Flip this card to reroll any number of dice in any melee. CHARACTER</p>	<p>HARDENED</p>  <p>Flip this card in lieu of taking 1 hit. (Max 1 per squad). CHARACTER</p>	<p>CRACK SHOT</p>  <p>Treat your non-area ranged attacks as having the Burn effect. CHARACTER</p>	<p>DIRECT</p>  <p>Once per turn, a friendly Model within 6" may reroll any 1 die. CHARACTER</p>
<p>SUPPLY</p>  <p>Earn +1 Req. at the start of each game. (Max 1 per squad). SQUAD</p>	<p>INFILTRATE</p>  <p>One troop may start anywhere on the board within 12" of start point. TROOP</p>	<p>SUPPLY</p>  <p>Earn +1 Req. at the start of each game. (Max 1 per squad). SQUAD</p>	<p>INFILTRATE</p>  <p>One troop may start anywhere on the board within 12" of start point. TROOP</p>
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<p>CAMOUFLAGE</p>  <p>You do not lose your hidden status unless your attack does damage. TROOPS</p>	<p>CROSS-TRAIN</p>  <p>As an action, you may swap all equipment with a fellow killed troop. TROOPS</p>	<p>KNIFE FIGHT</p>  <p>Troops with less than 3 dice in melee may reroll one die in melee. TROOPS</p>	<p>VOLLEY FIRE</p>  <p>2 adjacent troops may combine their basic weapon dice together. TROOPS</p>





























FAITH SKILLS

<p>LAST ACT</p>  <p>When killed, you may immediately perform one final action. SQUAD</p>	<p>BLESSING</p>  <p>Flip this card to add +1 to any die roll you wish at any time. SQUAD</p>	<p>RETRIBUTION</p>  <p>Add + to attacks on an enemy that wounded your allies last turn. SQUAD</p>	<p>SOUL BIND</p>  <p>You may reroll when defending against Psykers / incursion. SQUAD</p>
<p>STRAIN</p>  <p>You may add + to a failed melee attack- take a KD afterwards. CHARACTER</p>	<p>CLEAVE</p>  <p>Troops with Scythe may attack a single target with +. TROOPS</p>	<p>FERVOR</p>   <p>You do not deduct dice for wounds when meleeing or defending. TROOPS</p>	<p>SACRIFICE</p>  <p>You may take all hits from a single attack on models within 3" TROOPS</p>
<p>APOTHECARY</p>   <p>Action: roll : on a 5 or 6, remove 1 hit from self or adjacent model. CHARACTER</p>	<p>RALLY</p>  <p>As an action, you may move any friendly models 3" towards you. CHARACTER</p>	<p>APOTHECARY</p>   <p>Action: roll : on a 5 or 6, remove 1 hit from self or adjacent model. CHARACTER</p>	<p>RALLY</p>  <p>As an action, you may move any friendly models 3" towards you. CHARACTER</p>
<p>STRAIN</p>  <p>You may add + to a failed melee attack- take a KD afterwards. CHARACTER</p>	<p>CLEAVE</p>  <p>Troops with Scythe may attack a single target with +. TROOPS</p>	<p>FERVOR</p>   <p>You do not deduct dice for wounds when meleeing or defending. TROOPS</p>	<p>SACRIFICE</p>  <p>You may take all hits from a single attack on models within 3" TROOPS</p>
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LAW SKILLS

<p>ENTRENCHED</p>  <p>You may retain cover against weapons that ignore cover.</p> <p>SQUAD</p>	<p>DEAD RUN</p>  <p>Move +1" if it gets you adjacent to a model, blip, or building.</p> <p>SQUAD</p>	<p>DISCIPLINE</p>  <p>You may reroll one die for CMD point checks.</p> <p>SQUAD</p>	<p>BODYGUARD</p>  <p>Troops within 3" may take an attack directed at a character / cmdr.</p> <p>SQUAD</p>
<p>MERCILESS</p>  <p>Make a free attack at models that move away or recover from KD.</p> <p>CHARACTER</p>	<p>RAPID FIRE</p>  <p>You may fire twice with a basic or pistol weapon at range 6" or less.</p> <p>CHARACTER</p>	<p>DIVERSION</p>  <p>You may draw enemy fire away from any friendly model within 3".</p> <p>CHARACTER</p>	<p>GRIM</p>  <p>Recover 1 hit and earn 1 CMD point if a squad member is killed.</p> <p>CHARACTER</p>
<p>CROSSFIRE</p>  <p>Add +1 to attacks on a target already fired at by troops 6"+ away.</p> <p>TROOPS</p>	<p>JINK</p>  <p>You may reroll one die when defending while on a mount or vehicle.</p> <p>SQUAD</p>	<p>CROSSFIRE</p>  <p>Add +1 to attacks on a target already fired at by troops 6"+ away.</p> <p>TROOPS</p>	<p>JINK</p>  <p>You may reroll one die when defending while on a mount or vehicle.</p> <p>SQUAD</p>
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TECH SKILLS

<p>ANALYZE</p>  <p>You may reroll one die when rolling for Loot.</p> <p>SQUAD</p>	<p>CLEAR</p>  <p>You may reroll one die when attempting to unjam a weapon.</p> <p>SQUAD</p>	<p>DEMOLITION</p>  <p>Add +1 to one of your die results vs. vehicles / structures.</p> <p>SQUAD</p>	<p>FORGE</p>   <p>Subtract 1 from the cost of rationed items.</p> <p>SQUAD</p>
<p>SAVANT</p>  <p>You may purchase an additional Relic.</p> <p>CHARACTER</p>	<p>WEAK POINT</p>  <p>On a Tie, add +1 to the next attack on the same target.</p> <p>CHARACTER</p>	<p>REPAIR</p>   <p>Action: roll . On a 5 or 6, remove 1 hit from adjacent/ridden vehicle.</p> <p>CHARACTER</p>	<p>SHUT DOWN</p>   <p>Action: neutralize hazard or trap within 3", even before it takes effect.</p> <p>TROOPS</p>
<p>LOGI</p>  <p>Once per turn you may reroll 1 die for any ranged attack.</p> <p>SQUAD</p>	<p>MAINTAIN</p>  <p>You may ignore one fail result each game.</p> <p>SQUAD</p>	<p>LOGI</p>  <p>Once per turn you may reroll 1 die for any ranged attack.</p> <p>SQUAD</p>	<p>MAINTAIN</p>  <p>You may ignore one fail result each game.</p> <p>SQUAD</p>
<p>SAVANT</p>  <p>You may purchase an additional Relic.</p> <p>CHARACTER</p>	<p>WEAK POINT</p>  <p>On a Tie, add +1 to the next attack on the same target.</p> <p>CHARACTER</p>	<p>REPAIR</p>   <p>Action: roll . On a 5 or 6, remove 1 hit from adjacent/ridden vehicle.</p> <p>CHARACTER</p>	<p>SHUT DOWN</p>   <p>Action: neutralize hazard or trap within 3", even before it takes effect.</p> <p>TROOPS</p>
<p>ANALYZE</p>  <p>You may reroll one die when rolling for Loot.</p> <p>SQUAD</p>	<p>CLEAR</p>  <p>You may reroll one die when attempting to unjam a weapon.</p> <p>SQUAD</p>	<p>DEMOLITION</p>  <p>Add +1 to one of your die results vs. vehicles / structures.</p> <p>SQUAD</p>	<p>FORGE</p>   <p>Subtract 1 from the cost of rationed items.</p> <p>SQUAD</p>

SQUAD LISTINGS

NOTES on Squad listings: #= Maximum number of that **character** type allowed. T= **Troops** (any number allowed, squad max size is 7 models unless otherwise noted). C= **Commander**: may never have more than one "C" type. \$= Cost (L=Loy, C=Cap, R=Rations). TROOPS: Listed weapons are included! Troops may not take any other weapons or relics unless otherwise indicated, but may take equipment. If you promote a Troop and sell off their default weapons, the maximum value of each weapon will only be 1 CAP.










SKILLS: May purchase skills of the types listed. Cost in EXP is # of times icon is listed. May not have more skills of one type than of the type listed to it's left: for example, War, Faith means you can't have more Faith skills than War skills. Any models equipped with pistols may snap fire.

+1 SPECIAL / HEAVY: One of your troops may upgrade their basic weapon with this weapon type (pay difference in cost). RELIC: You may purchase a relic. CMD: number of dice to roll each turn for command points, and the maximum number of command points you may have. SPECIAL ITEMS: can be taken by your squad only.





IMPERIAL GUARD







SKILLS: War, Faith, Law

#	\$L	TYPE	DICE	SPECIAL
T 2		Guard		Slow (Max 1 shot / turn), no fail.
C 4		Sergeant	 R	Relic. Troops: +1 Special. CMD-1.
C 7		Lieutenant	 R	2 Relics. Troops: +2 Sp./Hvy/Artillery. CMD-1.
C 12		Captain	 R	3 Relics. Troops: +3 Sp./Hvy/Artillery. +1 Sgt. CMD-2.
1 10		Commissar	 R	2 Relics. May Rapid Fire. CMD+1.
1 8		Ogryn		KD. BIG. Tough. Choose one special weapon below.
T 3		Stormtrooper		Shooting +  , H/X. + 1 Law skill.
1 5		Psyker		Psy level 1.

SPECIAL: Unlike other squads, you may have a **maximum of 10 models** in the squad.

SPECIAL	DICE	FAIL	NOTES (Ogryns only.)
Ripper Gun		J/J	12" Range. Rapid Fire. KD.
Belt Fed GL		J/X	2" B. Rapid Fire. IFC.

REQUISITION: You may requisition the One of the following troop types for 1 REQ each: **Commissar (with Master Crafted Bolter, 2 pts of Faith skills, and Power Sword), Ogryn (with Ripper Gun or Belt Fed GL)**. You may requisition a piece of ARTILLERY complete with two (Guard) crew members for 1 REQ. You may purchase additional vehicle cards for 1/2 REQ each.

REQ	VEHICLE	DICE	H	T	Weapons / Equipment
3	CHIMERA		3	12/C	Autolaser ( Rap). Heavy Bolter ( P Rap. J/X)
4	LEMANN RUSS	 Armored	4	--	Battle Cannon ( 2" B, Load) 3x Lascannon ( P. Load).



ADEPTUS ARBITES

SKILLS: Law, War, Tech

#	\$L	TYPE	DICE	SPECIAL: All troops may CAPTURE instead of Kill.
T	2	Enforcer	☐☐	Slow (max 1 shot/turn), no fail.
T	4	Arbiter	☐☐	1" Area, KD, no fail. Armored.
T	6	Suppressor	☐☐☐	Shooting ☐☐, 8" range. KD. +1 when parrying.
C	5	Regulator	☐☐R	Relic. +1 Special. CMD-1.
C	10	Provost	☐☐R	Relic. +1 Special. CMD-2. Armored.
C	15	Marshal	☐☐R	2 Relics. +1 Special. CMD-3. Armored.
1	20	Judge	☐☐☐R	3 Relics. +2 Special. CMD+1.
1	2	Investigator	☐☐	1 Relic.
2	3	CyberMastiff	☐☐	As action, reveal 1 hidden model or blip within 6". Mob-2.

\$R	GRENADE	DICE	AREA	NOTES: 8" Range. Ignore front cover.
[2]	Photon	☐☐☐	3"	Burn. Max damage = KD.
[3]	Web Grenade	☐☐☐	3"	Roll Vs. each Target's Melee. Kill = KO.
\$R	SPECIAL AMMO	DICE	FAIL	NOTES:
[1]	Solid Slug	☐☐☐	J	Shotguns only.
[2]	Executor	☐☐☐	J	Burn. Shotguns/Bolters only.
[4]	Tranquilizer	☐☐☐	J	Needlers only. Kill = KO.
\$C	EQUIPMENT	NOTES		
2	Sniper Scope	Ignores cover. May fire at hidden models.		
3	Phase Field	As an action, an adjacent building can be entered by your troops.		

REQUISITION: You may requisition a Bike (as Mount: Melee / Defend + ☐, Trot, Swift) for 1 Req. You may take additional vehicle cards at a cost of 1/2 REQ each.

REQ	VEHICLE	DICE	H	T	Weapons / Equipment
2	PATROL RHINO	☐☐☐	3	10/C	Ram Plow (Ram / Overrun + ☐) Rapid Deploy Doors: enter / exit only costs 3" Cupola: 1 model may fire weapon from cover.



ADEPTUS MECHANICUS

SKILLS: Tech, Faith, Law

#	\$L	TYPE	DICE	SPECIAL
T	2	Skiitari	☐☐	Penetrate. Load.
T	4	Sicarian	☐☐	Melee Only, + ☐☐☐, KD. Fast.
T	3	Combat Servitor	☐☐	Melee Only, + ☐☐. Promote to Gun Servitor only.
T	5	Gun Servitor	☐☐	Heavy Weapon. Promote to Kataphron only.
2	7	Kataphron	☐☐☐	Special Weapon. May purchase + Heavy Weapon.
2	1	Apprentice	☐☐	Must purchase weapons.
3	6	Enginseer*	☐☐	2Relics. +2 cap when purchased. CMD+1. Service: counts as two models when operating Artillery.
2	8	Techmarine*	☐☐ R	Armored. 2 Relics. May Rapid Fire Bolters.
C	10	Tech Priest*	☐☐ R	3 Relics. CMD-2.
C	20	Magos	☐☐☐ R	4 Relics. Heavy. CMD-2.

*One model of this type may take a Special or Heavy weapon. R=Reroll.

\$R	GRENADE	DICE	AREA	NOTES: 8" Range. Ignore front cover.
[3]	Bombot	☐☐☐☐	2"B	Defend: ☐☐. Trot. ***
[4]	Haywire	☐☐☐	2"	Burn. Vs. Machines, vehicles only.
[4]	Tremor	☐☐☐☐	3"	Targets: no move. Dam. Vs. Bldgs. only.

*** Volatile: if it takes any damage, it goes off! Misfire: if you roll nothing, it does not go off.

\$C	EQUIPMENT	NOTES
2	Bionics	Bionic arm, leg, or eye Does not count as Relic, costs 2 (see Relic Chart).
2	Electrograft	KD in melee.
2	Servo Arm	Melee + ☐.
\$C	RELIC	NOTES
2	Servo Harness	May shoot 2 different weapons with a single attack action.

REQUISITION: You may requisition a Bike (as Mount: Melee / Defend + ☐, Trot, Swift) for 1 REQ. Vehicles come with 1 free vehicle equipment card per Techmarine or Enginseer.

REQ	VEHICLE	DICE	H	T	Weapons / Equipment
2	RHINO	☐☐☐	3	10/C	Storm Bolter (☐☐☐ P Rap. J/X)
3	VINDICATOR	☐☐☐ Armored	3	5/C	Thunderer (☐☐☐☐☐ 2"B, IFC, Load) Storm Bolter (☐☐☐ P Rap. J/X)
1	IRONSTRIDER	☐☐	3	2/O	Fast. Autocannon (☐☐☐☐ Rap. KD J/X).



ADEPTUS SORORITAS

SKILLS: Faith, Law, War

#	\$L	TYPE	DICE	SPECIAL
T	2	Initiate	☐☐☐	Melee only, 2 hits only.
T	3	Repentia	☐☐	Melee only, +☐☐. Frenzy. Scythe.
T	4	Sororitas	☐☐	Armored. Shooting P.
T	5	Seraphim	☐☐	Armored. Range 8", P. Rapid Fire. Fly. Snap Fire.
C	10	Sister Superior	☐☐☐ R	Armored. 2 Relics. Troops: +1 Special or Heavy. CMD-1.
C	20	Canoness	☐☐☐☐ R	Armored. 4 Relics. Troops: +2 Special or Heavy. CMD-2.

\$C	MELEE	DICE	NOTES:	
3	Neural Whip	+☐	NOR, KD	
\$R	GRENADE	DICE	AREA	NOTES: 8" Range. Ignore front cover.
[4]	Emperor's Tears	☐☐☐	2"	Burn. +☐ Vs. Chaos troops.
\$	EQUIPMENT	NOTES		
5L	Emperor's Light	Once per battle, may automatically do KD to all enemies within 3".		
2C	Brazier	Do 1 hit in any melee that your high die ties.		
3C*	Pinions	Move 8", Fly. Commanders only.		
2C	Cherubim	☐, Small, Flies, May carry 1 equipment. Max 4.		

REQUISITION:

REQ	VEHICLE	DICE	H	T	Weapons / Equipment
3	RHINO	☐☐☐	3	10/C	Storm Bolter (☐☐☐ P Rap. J/X)
3	IMMOLATOR	☐☐☐	3	12/C	Autolaser (☐☐☐ Rap). Heavy Bolter (☐☐☐☐ P Rap. J/X)



SQUATS

SKILLS: Tech, Law, War

#	\$L	TYPE	DICE	All Squats are TOUGH (roll full dice even if wounded).
T	3	Squat	☐☐	Shooting: P, J/X. Heavy.
T	4	Slayer	☐☐	Melee only, +☐☐ P. Frenzy. Scythe.
C	7	Guild Master	☐☐R	2 Relics. Troops: +1 Special or Heavy. CMD-1. Heavy.
C	15	Warlord	☐☐☐R	3 Relics. Troops: +2 Special or Heavy. CMD-2. Heavy.
1	10	Ancestor	☐☐	Relic. Psy level 1. Heavy.
2	5	Engineer	☐☐	Relic. Heavy. Troops or self: +1 Special, Heavy or Artillery. SERVICE: Counts as 2 models when operating Artillery.

ARTILLERY: may be purchased at a -1C discount.

\$C	HEAVY	DICE	FAIL	NOTES
5	Conversion Beamer	☐ +Defender's Dice	O/X	Burn. Line effect. Load.
5	Graviton Gun	Defender's Dice	-/J	Burn. 2"A. KD. Load.

REQUISITION: You may requisition a Bike (as Mount: Melee / Defend + ☐, Trot, Swift) for 1 REQ.
 You may requisition a piece of ARTILLERY complete with two (Squat) crew members for 1 REQ.
 You may take additional vehicle cards for your rhino at a cost of 1/2 REQ each.

REQ	VEHICLE	DICE	H	T	Weapons / Equipment
1	GUILD TRIKE	☐☐	2	--	Multi-Melta (☐☐☐☐ P HFT J/X Load). Fast.
3	RHINO	☐☐☐	3	10/C	Storm Bolter (☐☐☐ P Rap. J/X)



INQUISITION

The following characters, troops, and equipment are available to all Ordos.
 After that are listings for the three Ordos- choose one to determine Skills and additional characters / equipment available. Note that you may take one Commander from the list below, AND one commander from your chosen Ordos listing. Last is the list of Requisitionables available to ALL Ordos, including Assassins.

#	\$L	TYPE	DICE	WEAPONS
4	2	Henchman		--
C	5	Interrogator	R	Relic. +1 Special Weapon. CMD-1.
C	12	Inquisitor	R	3 Relics. +1 Special or Heavy. CMD-2.
C	20	Master Inquisitor	R	4 Relics. +1 Special or Heavy. CMD-3.
1	5	Astropath		Psy level 1.
\$C	Sp. Weapon	DICE	FAIL	NOTES
3	Psy-Cannon		J	KD. + Vs. Daemons, Psykers.
\$R	Grenade	DICE	AREA	NOTES: 8" Range. Ignore front cover.
[5]	Plasma		2"	Burn.
[7]	Psyk-Out		2"	Instead of hits, reduces opponent's Psy Value.
[8]	Rad		2"	Burn. Persistent. Max damage = 2.
[5]	Stasis		2"	Burn. KD only. Persistent. Roll again if they get up.
[13]	Vortex		3"	Burn. Moves "/turn (6=Dissipates).
\$R	Special Ammo	DICE	NOTES	
[4]	Tranquilizer		Needlers only. KD. Kill = KO. Compare to lowest die.	
[4]	Toxin Round		Needlers only. Compare to lowest die.	
[2]	Psy-Bolt		Bolters only. KD. + vs. Daemons, Psykers.	
\$R	DRUG	NOTES: if you use more than 1 drug / game, take 1 hit.		
[4]	Stimm Dose	Ignore up to 2 points of damage from a single attack.		
[4]	Frenzon	Move and attack twice this turn, but must take a hit.		
[4]	Immunizer	Ignore all hazards this game. Burn weapons are at -. Ignore poison.		
[4]	Combat Drugs	Move, Melee and hits are at +1 for the rest of the game.		
[4]	Psychotropics	Increase your PSY value (and incursion rolls!) by +1 for the game.		

ORDO HERETICUS

SKILLS: Faith, Law, War, Tech

#	\$L	TYPE	DICE	WEAPONS
3	2	Preacher		Does not count towards squad total.
T	1	Militia		8" Range. Snap Fire.
T	2	Redemptionist		Autogun (Rapid Fire) OR Shotgun (1"A, KD).
T	3	Arco-Flagellant		Electroflail / Eviscerator. Frenzy.
1	5	Confessor		Relic. +1 Special. CMD+1.
\$C		MELEE	+ DICE	NOTES
4		Electroflail	+	KD. NOR.
4		Eviscerator	+	2H. Scythe.
\$		EQUIPMENT	NOTES	
5L		Emperor's Light	Once per battle, may automatically KD all enemies within 3".	
2C		Incinerator	As Flamer. Once per game. May equip Redemptionists.	
1C		Brazier / Spikes	In melee, high die tie does +1 hit to opponent.	
1C		Chains	Opponent may not reroll in melee.	

ORDO MALLEUS

SKILLS: Law, Faith, War, Tech

#	\$L	TYPE	DICE	NOTES
T	8	Grey Knight		Armored. Shooting + J Rap P. Melee +.
C	16	Justicar	R	Armored. Relic. +1 Special Weapon. CMD-1.
C	20	Captain	R	Armored. 2 Relics. +1 Special/Heavy Weapon. CMD-2.
1	15	Daemonhost		Psy-2. Fearless. Animal. Melee Only.

\$C		EQUIPMENT	NOTES	
4		Storm Bolter	J Rap P.	
3		Nemesis	2 handed. Melee + Scythe.	
2		Psychic Hood	You may reroll one die when using any psychic powers or in Mind War.	
1		Aegis	+ when defending against psychic attacks or incursions.	
5		Daemonblade	Add + to melee. If you tie in melee, suffer 1 Wound!	
7		Terminator Armor	Defense +. Heavy.	

SKILL	\$E	DESCRIPTION
Psychic Training	3	Psy level 1 (Justicar / Captain only).

ORDO XENOS

SKILLS: War, Tech, Law, Faith

#	\$L	TYPE	DICE	WEAPONS
T	6	Deathwatch Marine	☐☐☐	Armored. Shooting + ☐ J Rap KD. Snap Fire.
C	15	Deathwatch Sgt.	☐☐☐R	" ". Relic. +1 Special/ Heavy Weapon. CMD-1.
C	20	Deathwatch Capt.	☐☐☐☐R	" ". 2 Relics. +1 Special/ Heavy Weapon. CMD-2.
1	7	Sanctioned Alien	☐☐☐	Choose 2 alien abilities.*

ALIEN ABILITIES. +1 free CMD move per turn / Melee +☐☐☐ / Defense +☐☐☐ / Ambush / Climb / Fly / Furtive / Grapple / Armored / Infiltrate / Latch On / Poison / Small.

SPECIAL AMMO. For the cost of 1 ration [**\$1R**], any one Bolter or Heavy Bolter may choose to apply any of the following effects in lieu of the normal KD effects. A **different effect** may be chosen every turn, until the end of that game (when the ration will run out).

AMMO TYPE	NOTES
Hellfire	+☐ vs. targets with natural armor (Tyranids).
Inferno	Burn
Metal Storm	1"A, IFC
Kraken	+Pen
Tracker	Reroll all subsequent tracker shots at that target.
Stalker	Will not reveal a hidden firer.

REQUISITIONABLES FOR INQUISITION

You may requisition a Rhino (2 REQ), Chimera (3 REQ), or a Raptor or Land Raider (5 REQ). May take additional vehicle cards at a cost of 1/2 REQ each. You may requisition one ASSASSIN for 4 REQ (see statistics below) if you have an Inquisitor.

DEFAULT SKILLS FOR ALL ASSASSINS

SYNSKIN: You may ignore the effects of all hazards / poison. Burn weapons do -1 damage.

INFILTRATE: During BATTLE games, may start hidden, anywhere except within 6" of an enemy.

FRENZY: you do not lose dice for wounds.

AMBUSH: If you are revealed by an enemy, you may immediately make one attack.

ASSASSIN	DICE / NOTES	SPECIAL
EVERSOR Combi-bolter needler	☐☐☐☐ RO Scythe	May take up to 3 drugs / game without penalty. If wounded, make a free 6" range ☐☐ Burn Line attack. If killed, make a free ☐☐☐☐ Burn 3"A attack with yourself at the center.
VINDICARE Exitus rifle, pistol	☐☐☐☐ RO Snap Fire	Ranged: Ignore Range penalties, Ignore force fields. May use Needler ammunition. Firing will not reveal your hidden status.
CALLIDUS Neuroshredder Pistol	☐☐☐☐ RO Scythe	Melee +☐☐☐, Ignore force fields. Poisoned Polymorphine: may enter play by replacing any man-sized 1 hit model.
CULEXIS Mind Blaster	☐☐☐☐ RO	Ranged Attack: As Mind War. Carries 3 Psyk-out Grenades. Psy-2.

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