

In the Emperor's Name



RETINUES 2.0
FORGE OF WAR
DEVELOPMENT GROUP

FOREWORD

After the success of the First Edition of these rules we received new Retinue submissions from several gamers. This increased the overall number of retinues to a level where the rules book would have become an unwieldy volume. So the decision was made to split the rules into three volumes; the Core Rules; the Campaign Rules, and; the Retinues.

This book now includes all the Retinues from the original Appendix 1 of the Rules, as well as more that were submitted after they were written.

All example retinues are based on around 200 points.

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Credits

It is the practice of the Forge of War Development Group to give credit to each person who contributes to one of our rulesets through their contributions and play testing.

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Individual credits are given for each Retinue.

Figure Costs

In this game we use a WYSIWYG process for looking at a figure. So if a figure has a Laspistol and a sword then you count both.

Figure cost = Grit[See below] + FV + SV + Speed + Armour + Weapon[s] + Special Abilities/Powers.

Count the cost of every weapon listed for the figure [weapons costs are in section 5.0 of the Core Rules]. The cost of grenades [3pts] is added only once.

If a figure throws a weapon and there is only one such weapon on the figure [WYSIWYG], then that weapon is gone. Guns of various types all come with enough ammunition/energy to last the skirmish.

2.2 The cost of Grit

Grit is the most significant characteristic in combat as it determines the chance of surviving a hit. The table below show the cost of Grit:

Grit	Points Cost
6+	1
5+	2
4+	4
3+	9
2+	16

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THE FORCES OF THE IMPERIUM

THE ADEPTUS ASTARTES BY CRAIG CARTMELL

There is a long history of rivalry and 'misunderstandings' between certain Inquisitors and Chapters of the Adeptus Astartes. Both organizations believe that they report only to the Emperor and work in his name. Space Wolves, Dark Angels and Relictors are perfect examples of this.

The following is a list for someone who wishes to represent just such a situation. It should be noted that the Space Marines listed here and in the Inquisition list above are all veterans. Thus they can deploy in Terminator Armour if the Retinue can afford it.

Type	Grit	FV	SV	Speed	Notes
Captain	2+	+4	+4	+1	Leader. Terrifying [5pts]
Librarian	2+	+4	+3	+1	Leader. May have Psyker powers @ 10pts each
Chaplain	2+	+4	+4	+1	Leader. Terrifying [5pts]. Invokes Faith [5pts].
Space Marine	3+	+3	+3	+1	
Scout	4+	+2	+3	+2	Can move through soft & hard cover at no penalty.
Assault Marine	3+	+3	+3	+3	Can buy a Jump Pack for 5 pts

The power to Invoke Faith makes Marines immune to Terror. A Chaplain can invoke faith in all his Battle Brothers within 9" regardless of line of sight.

Armour	Notes	Restricted to:
Medium	Scout Carapace Armour [7+ to hit], Rosarius [+1 to the to hit number]	Chaplain
Heavy	Power Armour [8+ to hit].	Space Marines
Very Heavy	Terminator Armour [10+ to hit]	Space Marines

Note: Depending upon the mission the any Marine that would normally deploy in Power Armour may do so in Scout carapace instead.

Weapons	Notes	Combat Bonus
Light	Combat Knife, Grenade	+0
Medium	Shotgun [usually only carried by Scouts]	+1
Heavy	Bolter, Bolt Pistol, Sniper Rifle [36" range], Chainsword, Flamethrower	+2
	Storm Bolter [24" range], Heavy Bolter, Power Weapon, Plasma Pistol	+3
Very Heavy	Power Fist, Lightning Claw, Meltagun, Plasmagun	+4

Example Space Marine Retinue – 194 pts.

Captain Power Armour, Bolt Pistol, Power Sword, Grenades@ 44 pts.
 2 Marines Power Armour, Bolter, Bolt Pistol, Chainsword, Grenades @ 33 pts.
 2 Scouts Carapace Armour, Bolt Pistol, Sniper Rifle, Combat Knife, Grenades @ 26 pts.

Famous Adeptus Astartes Chapters.

You can choose to play one of the well know Chapters. If you do each figure affected costs an extra 5 pts [Space Wolves cost an extra 10 pts] and gains the special abilities listed below:

Chapter	Abilities
Black Templars	Scouts have a Grit of 3+ if within 6" of a Space Marine.
Blood Angels	FV+1.
Dark Angels	Terrifying.
Imperial Fists	Immune to Terror.
Iron Hands	All have Bionics [+1 to Armour, but not FV]
Raven Guard	Add +1 to Cover.

Salamanders	Are immune to Flamethrower Attacks.
Space Wolves	Terrifying. FV+1.
Ultramarines	SV+1.
White Scars	Speed +1.

Example Space Wolf Retinue – 197 pts.

Captain Power Armour, Bolt Pistol, Power Axe, Grenades @ 56 pts.
 3 Grey Hunters Power Armour, Bolter, Bolt Pistol, Chainsword, Grenades @ 43 pts.

THE ADEPTUS ARBITES BY CRAIG CARTMELL

The Adeptus Arbites often has to face the enemies of man alone, without the assistance of the Adeptus Astartes or the Inquisition.

Type	Grit	FV	SV	Speed	Notes
Judge	3+	+3	+3	+0	Leader.
Proctor	4+	+3	+3	+0	Leader.
Arbitrator	4+	+2	+2	+0	
Chaplain	3+	+1	+1	+0	Invoke Faith [5pts].
Cyber Mastiff	2+	+3	+0	+2	

The power to Invoke Faith makes the Arbites immune to Terror. A Chaplain can invoke faith in all his comrades within 6" that are in line of sight.

Type	Notes	Restricted to:
Medium	Mastiff Armour [7+ to hit] Carapace Armour [7+ to hit] Refractor Shield [7+ to hit]	Mastiff Judge

Arbitrators may deploy with Suppression Shields. This increases their armour by one level against ranged attacks. These shields cost 3 points.

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Bayonet, Grenade	+0
Medium	Bolt Pistol, Lasgun, Laspistol, Shotgun, Mastiff Bite	+1
Heavy	Heavy Stubber, Sniper Rifle, Shock Maul Heavy Bolter, Power Weapon [Judges only]	+2 +3
Very Heavy	Plasmagun, Meltagun	+4

* Arbitrators can buy a grenade launcher for 5pts. This increases the grenade's range to 18" and if the firer fails to hit you do not have to consult the grenade mishap table. These are gas grenades that disable anyone in the radius [-1 to FV/SV] for one turn. Daemons and Zombies are unaffected.

Example Arbites Patrol – 199 pts.

Proctor Carapace Armour, Bolt Pistol & Shock Maul @ 30 pts.
 6 Arbitrators Carapace Armour, Suppression Shield, Laspistol & Shock Maul @ 22 pts.
 2 Cyber Mastiffs Mastiff Armour & Bite @ 29 pts.

THE ECCLESIARCHY BY CRAIG CARTMELL

It is not unusual for a Bishop to take matters into his own hands when faced with heresy or chaos. The Ecclesiarchy has no particular love for the Inquisition, nor its interfering agents. After all it has its own faithful servants that it can call upon.

A Bishop can call upon the Sisters of Battle to aid him. If so they must be led by a Canoness who may choose to have Sisters, Seraphim and/or Penitents.

Type	Grit	FV	SV	Speed	Notes
Bishop	4+	+3	+0	+0	Leader. Invokes Faith [5pts], Immune to Psyker attacks [5pts]
Canoness	2+	+3	+3	+1	Leader.
Battle Sister	3+	+2	+3	+1	
Seraphim	3+	+2	+3	+1	Have jump packs @ 5 pts per figure.
Penitents	2+	+2	+0	+1	Executioner Chainswords only
Priest	3+	+1	+1	+0	Invokes Faith [5pts]. No armour.
Zealot	3+	+1	+0	+1	No armour.
Imperial Guardsmen	4+	+1	+2	+0	

Type	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket or Mesh [6+ to hit].	
Medium	Carapace Armour [7+ to hit], Refractor Shield [7+ to hit].	Imperial Guardsmen Bishop
Heavy	Power Armour [8+ to hit].	Sisters & Canoness

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Hand axe, Club, Autopistol, Grenade	+0
Medium	Sword, Mace, Spear, Battleaxe, Staff, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Two-handed Sword, Chainsword, Bolt Pistol, Bolter, Heavy Stubber	+2
	Flamethrower	+2
	Heavy Bolter, Hellgun, Plasma Pistol, Power Weapon	+3
	Executioner Chainsword [Penitents only]	+3
Very Heavy	Plasmagun, Power Fist, Meltagun, Force Weapon [Bishops only]	+4

The power to Invoke Faith makes the followers of the Ecclesiarchy immune to Terror. A Priest can invoke faith in all his servants within 6" that are in line of sight. A Bishop can affect all of his servants within 9" regardless of line of sight.

Example Ecclesiarchy Retinue 1 – 193 pts.

Canoness Power Armour, Plasma Pistol & Power Sword @ 51 pts.

2 Battle Sisters Power Armour, Bolt Pistol & Dagger @ 26 pts.

Priest No Armour, Shotgun @ 22 pts.

4 Zealots No Armour, Autogun & Club @ 17 pts.

Example Ecclesiarchy Retinue 2 – 205 pts.

Bishop Refractor Shield, Force Weapon @ 30 pts.

Priest No Armour, Shotgun @ 22 pts.

3 Zealots No Armour, Autogun & Club @ 17 pts.

6 Guardsmen Flak Jacket, Lasgun, Bayonet @ 17 pts.

THE IMPERIAL GUARD BY CRAIG CARTMELL

The Imperial Guard often has to face the enemies of man alone, without the assistance of the Adeptus Astartes or the Inquisition.

Type	Grit	FV	SV	Speed	Notes
Guard Officer	3+	+2	+3	+0	Leader.
Commissar	2+	+2	+3	+0	Leader. Iron Discipline [5 pts]
Primaris Psyker	3+	+1	+2	+0	May have Psyker powers @ 10pts each
Veteran	4+	+2	+3	+0	
Guardsmen	4+	+1	+2	+0	
Abhuman Guard	4+	+2	+1	+1	These are the classic beastmen from Rogue Trader days.
Stormtroopers	4+	+2	+2	+0	Are armed with Hellguns.
Ogryn	2+	+4	+1	+1	Terrifying [5pts].
Ratling	5+	+1	+3	+0	They are armed with Sniper Rifles.

Type	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket [6+ to hit].	
Medium	Carapace Armour [7+ to hit], Refractor Shield [7+ to hit].	Stormtroopers Primaris Psyker

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Tanith Blade, Grenade*	+0
Medium	Sword, Staff, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Chainsword, Bolt Pistol, Bolter, Heavy Stubber, Sniper Rifle [Ratlings & Tanith 1 st & Only], Flamethrower	+2
	Heavy Bolter, Hellgun Stormtroopers only], Plasma Pistol, Power Weapon [Officers & Commissars only]	+3
Very Heavy	Plasmagun, Power Fist [Officers & Commissars only], Meltagun,	+4

* Imperial Guard can buy a grenade launcher for 5pts. This increases the grenade's range to 24".

Some specialist reconnaissance units have access to cameleoline cloaks. If in cover, troops with these items get +1 on top of the normal cover bonus. This costs 2 pts per figure. A figure with a cloak will not also be in carapace armour.

Example 1 - Imperial Guard Retinue – 199 pts.

Officer Flak Jacket, Laspistol & Power Sword @ 27 pts.

Commissar Flak Jacket, Bolt Pistol & Sword @ 34 pts.

2 Veterans Flak Jacket, Lasgun, Bayonet @ 18 pts.

6 Guardsmen Flak Jacket, Lasgun, Bayonet @ 17 pts.

Example 2 - Tanith 1st & Only – 198 pts.

Gaunt [Commissar] Flak Jacket, Cameleoline Cloak, Bolt Pistol & Power Sword. 41 pts.

6 Guardsmen Flak Jacket, Cameleoline Cloak, Lasgun, Tanith Blade @ 19 pts.

Larkin Flak Jacket, Cameleoline Cloak, Long Las [Sniper Rifle], Tanith Blade @ 21 pts.

Try Again Bragg Flak Jacket, Cameleoline Cloak, Heavy Bolter, Tanith Blade @ 22 pts.

ORDO-BASED INQUISITOR RETINUES BY CRAIG CARTMELL

The Inquisitor Retinue described in 4.1 The Servants of the Emperor is a generic one. If you wish you could tailor your Retinue to represent one of the three main Ordos as shown below. Choosing one Ordo will change the types of Troops available to you.

Armour	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket or Mesh [6+ to hit].	
Medium	Carapace Armour [7+ to hit], Refractor Shield [7+ to hit].	
Heavy	Power Armour [8+ to hit].	Inquisitor & Space Marines

Weapons	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Hand axe, Club, Autopistol, Grenade	+0
Medium	Sword, Staff, Bolt Pistol, Autogun, Lasgun, Laspistol, Shockmaul [Arbites only], Shotgun	+1
Heavy	Two-handed Sword, Chainsword, Bolter, Heavy Stubber Heavy Bolter, Hellgun, Plasma Pistol, Power Weapon	+2 +3
Very Heavy	Plasmagun, Power Fist, Meltagun, Force Weapon [Inquisitor or Grey Knights only]	+4

Ordo Hereticus – The Witch Hunters

This Ordo is dedicated to hunting down rogue Psykers and as such has access to some troops more often seen serving the Ecclesiarchy.

An Ordo Hereticus Retinue must be led by an Inquisitor.

Type	Grit	FV	SV	Speed	Notes
The Inquisitor	2+	+4	+4	+1	Leader. May have Psyker powers @ 10pts each*. Terrifying [5pts].
‡ Stormtroopers	4+	+2	+2	+0	Are armed with Hellguns.
Interrogator	3+	+2	+2	+1	
Death-cult Assassin	4+	+2	+0	+2	Do not have ranged weapons.
Canoness	2+	+3	+3	+1	
Battle Sister	2+	+2	+3	+1	
Penitents	1+	+2	+0	+1	Executioner Chainswords only
Priest	3+	+1	+1	+0	Invokes Faith [5pts]. No armour.

**Only available to a Radical Inquisitor. A Puritan Inquisitor may reroll failed grit rolls against those Psyker powers that allow such rolls.*

Ordo Xenos – The Alien Hunters

This Ordo seeks out and eliminates alien threats to the Imperium. They have access to the elite Space Marines of the Deathwatch.

An Ordo Xenos Retinue must be led by an Inquisitor, except where the Retinue is a Deathwatch Kill-team, when it is led by a Deathwatch Sergeant.

Type	Grit	FV	SV	Speed	Notes
The Inquisitor	2+	+4	+4	+1	Leader. May have Psyker powers @ 10pts each*. Terrifying [5pts].
‡ Stormtroopers	4+	+2	+2	+0	Are armed with Hellguns.
Interrogator	3+	+2	+2	+1	
Deathwatch	2+	+4	+4	+1	Immune to Terror caused by Xenos [5pts]
Deathwatch Sergeant	2+	+5	+4	+1	Immune to Terror caused by Xenos [5pts]

Ordo Malleus – The Daemon Hunters

This Ordo seeks evidence of daemonic incursions and then summons the Grey Knights to finish them off.

An Ordo Malleus Retinue must be led by an Inquisitor, except where the Retinue is all Grey Knights, when it is led by a Grey Knight Captain or Librarian.

Type	Grit	FV	SV	Speed	Notes
The Inquisitor	2+	+4	+4	+1	Leader. May have Psyker powers @ 10pts each*. Terrifying [5pts]. Daemon Lore [5pts]
‡ Stormtroopers	4+	+2	+2	+0	Are armed with Hellguns.
Interrogator	3+	+2	+2	+1	
Grey Knight	2+	+5	+5	+1	Leader. Terrifying [5pts]. Always armed with Force Weapons. Immune to Psyker powers [5pts]. Daemon Lore [5pts]
GK Captain	2+	+5	+5	+1	As above.
GK Librarian	2+	+5	+5	+1	As above & may have Psyker powers @ 10pts each

Inquisitorial Agents

Inquisitors can also avail themselves of any of a number of different specialists. These represent those character we find in the various Inquisitor novels such as Harlon Nayl and Kara Swole.

Note that Inquisitorial Agents cannot be taken as 'Strange Allies' by non-Inquisitorial Retinues.

Inquisitorial Agent: Untouchables [By Scott R. Pyle]

Although never mentioned in the various Codices, these do feature strongly in both the Eisenhorn and Ravenor stories. So for any Inquisition Retinue a player may choose to add one of these useful agents.

Type	Grit	FV	SV	Speed	Notes
Untouchable	4+	+1	+1	+0	Untouchable ability, see below.

Base Cost: 11 pts.

Notes: The basic version of this ability costs +5 pts. [already factored into the model's cost above]. Untouchables act as psychic nullifiers, completely immune to the effects of Psyker powers [both harmful and helpful], while also conferring this immunity to any model in base contact with them.

For +10 pts., the Untouchable's nullifying aura extends to a 3" radius from its base. The Untouchable may also re-roll any failed Grit checks from the Terrifying influence of Daemons.

The Untouchable's psychic blankness makes him an uneasy ally. Untouchables may never take part in Gang Ups in close combat.

They may be outfitted with equipment appropriate to the Inquisitorial list. The cost of any equipment must be added to the model's base cost.

Inquisitorial Agent: Grizzled Veteran

Base Cost: 10 pts.

Notes: Inquisitors often surround themselves with dead-hard fighters from the far corners of the Imperium. Whether these men or women were once in the Imperial Guard, or worked as bounty hunters or hired muscle, they now have chosen to dedicate their lives to their Inquisitor to fight and die in the Emperor's name.

A Grizzled Veteran agent possesses the following basic profile:

Type	Grit	FV	SV	Speed	Notes
Grizzled Veteran	4+	+1	+1	+1	Specialist Options, see below.

When purchased, the player may split 4 additional points between the model's FV, SV, and Speed, but must add at least +1 to its FV and SV from this pool. This 4 pts. has already been factored into the model's base cost.

Specialist Options

- Grit Bonus: For +5 pts. the model gets Grit 3+ instead of 4+

- **Nose for Trouble:** For +5 pts. the Grizzled Veteran adds +1 to the Leader's initiative rolls each round. This bonus does not count if the Grizzled Vet gets removed from play. A leader may only ever gain a +1 bonus from models possessing this trait, so multiple models with it do not stack. Too much advice can often be a bad thing!
- **Bionics:** For +5 pts., the model may add Bionics to its profile, gaining +1 to Armor and +1 to FV.

He may be outfitted with equipment appropriate to the Inquisitorial list. The cost of any equipment must be added to the model's base cost

Inquisitorial Agent: Sage

Base Cost: 10 pts.

Notes: Sometimes serving the Emperor requires more than a well-aimed lasgun shot or a deft knife thrust; it requires knowledge. Sages aid their Inquisitorial masters by providing knowledge in key situations. If pressed they will fight, but combat is a secondary role for them.

A Sage agent possesses the following basic profile:

Type	Grit	FV	SV	Speed	Notes
Sage	4+	+1	+1	+0	Specialist Options, see below.

Specialist Options

Players should select at least one of the following options for their sage models, adding their cost to the model's base cost. Each option costs +5 pts.

- **Analyze:** +2 to objective rolls on Investigative and Survival missions for a Friendly model in base contact.
- **Daemon Lore:** Any friendly model within 3" of the Sage gains +1 FV and +1 SV against Daemonic targets.
- **Bionics:** The model may add Bionics to its profile, gaining +1 to Armor and +1 to FV.

He may be outfitted with equipment appropriate to the Inquisitorial list. The cost of any equipment must be added to the model's base cost.

Inquisitorial Agent: Generic

Base Cost: 5 pts.

Notes: An Inquisitor has men and women on his payroll that defy normal classification. This Agent is there to allow you to customize them to your own ideas. If you have read the Black Library Inquisitor Novels you know exactly what we mean.

A Generic Agent possesses the following basic profile:

Type	Grit	FV	SV	Speed	Notes
Generic Agent	4+	+1	+1	+0	Options, see below.

Options

- **Special Abilities;** A Generic Agent can choose up to three special abilities from section 9.0 of the Core Rules. Pay the listed cost for these.
- For 5pts he can add three points to his FV, SV and/or Speed. No more than 2 points can be added to any single one of these.
- He can have up to two Psyker Powers at 10pts each.

He may be outfitted with equipment appropriate to the Inquisitorial list. The cost of any equipment must be added to the model's base cost

Servo Skulls [By Scott R. Pyle]

Base Cost: 9 pts.

Made from cyber-technology encased within the skull of a departed servant of the Emperor, a Servo Skull exists to serve its master, usually an Inquisitor or Interrogator. Servo Skulls do not attack in close or ranged combat, but they can defend themselves in melee.

Type	Grit	FV	SV	Speed	Notes
Servo Skull	5+	+0	+0	+1	Armour 6+

Notes

Floater: The Servo Skull floats on an anti-grav field and thus ignores difficult terrain. It may also move over gaps that would normally cause a model to fall.

In addition, a player may select two of the following abilities for the Servo Skull, adding the costs to the model's base cost.

- Melee Combat Assist [+2 pts]: +1 FV to a Friendly model in base contact.
- Ranged Combat Assist [+2 pts]: +1 SV to a Friendly model in base contact.
- Stimm Injection [+2 pts]: +1 to Grit roll for a Friendly, knocked down model in base contact.
- Analyze [+2 pts]: +1 to an objective rolls on Investigative missions for a Friendly model in base contact.

IMPERIAL NAVY LANDING PARTY

In the space between the worlds that make up the Imperium, the Imperial Navy is often the first to encounter hostile alien threats or Chaos incursions into human space. They are also often the first to be called to investigate planetside trouble or search out the mysteries of sinister space hulks that drift into human shipping lanes from the Immaterium. Imperial Naval personnel can never be certain what dangers they will face.

Type	Grit	FV	SV	Speed	Notes
Master of the Fleet	3+	+3	+3	+1	Leader.
Naval Officer	4+	+2	+3	+1	Leader.
Mate*	4+	+2	+2	+0	Old Salt: Crewman/armsmen within 6" get +1 to Grit rolls [5pts].
Crewman	5+	+0	+1	+0	
Armsman	4+	+1	+2	+0	
Security Trooper	4+	+2	+2	+0	Naval special forces. Can carry Hellguns.
Servitor	3+	+3	+2	-1	Can carry a heavy/very heavy weapon and power weapon.

Type	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket [6+ to hit].	
Medium	Carapace Armour [7+ to hit]. Refractor Shield [7+ to hit]. Combat Chassis [7+ to hit].	Leaders only. Servitors only.

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Knife, Bayonet, Autopistol, Grenade	+0
Medium	Sword, Hand Axe, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Chainsword, Bolt Pistol, Bolter, Sniper Rifle, Flamethrower	+2
	Heavy Bolter, Plasma Pistol, Power Weapon	+3
	Hellgun [Security Troopers only]	+3
Very Heavy	Plasmagun, Meltagun	+4

Example 1 – Imperial Navy Landing Party - 201 Pts

- 1 Officer Refractor Shield, Plasma Pistol, Chainsword @ 24 pts
- 1 Mate Flak Armour , Flamethrower, Bolt Pistol, Knife, @ 25 pts
- 7 Crewmen No Armour, Laspistol, Chainsword @ 12 pts
- 4 Armsmen Flak Armour, Lasgun, Bayonet, Bolt Pistol @ 17 pts

Example 2 – Imperial Navy Space Hulk Search Team - 209 Pts

- 1 Officer Refractor Shield, Plasma Pistol, Chainsword @ 24 pts
- 1 Mate Flak Armour , Flamethrower, Bolt Pistol, Knife, @ 25 pts
- 6 Security Carapace Armour, Hellgun, Grenades @ 21 pts
- 1 Servitor Combat Chassis, Meltagun, Power Weapon @ 30 pts

ROGUE TRADER BY JASON MASTROS

Rogue Traders travel beyond the bounds of Imperial space to discover, explore, loot, and conquer in the name of the Emperor. Most have a comfort level with alien cultures and technology that many Imperial citizens would consider heretical. In consequence, the Rogue Trader's companions are as likely to be from the fringes of humanity as they are from alien societies.

Type	Grit	FV	SV	Speed	Notes
Rogue Trader	3+	+4	+3	+1	Leader. May carry Jokaero digital weapons and refractor shield. May also have a Servo Skull.
Astropath	5+	0	0	-3	May have Psyker powers @ 10 points each. Blind. Can only move at normal speed if carried by another figure who cannot fight that turn.
Space Marine	3+	3+	3+	1+	Leader. On detachment from his Chapter, and may only be fielded one per retinue. Cannot be fielded if there are Xenos in the Retinue.
Mercenary	4+	+2	+2	+0	
Crewman	5+	+1	+1	+0	
Assassin	4+	+4	+3	+1	May wield sniper rifle OR power sword.
Xenos Merc	*	*	*	*	May be Kroot warrior, Tau Fire Warrior, or Ork Boy with allowable basic weapons, armor, and skills from the appropriate roster[see respective retinue lists].

Xenos Mercs

Rogue Traders will often hire the services of alien fighters and specialists to serve in their crews. Such behaviour is an intolerable heresy to many Inquisitors, and as a result can lead to conflict between the groups. The only aliens that can be hired are the Kroot Warrior, the Tau Fire Warrior, and the Ork Boy. Each may purchase the standard weapons from their original retinue and armour lists, or they may be equipped from the human arsenal.

Armor	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket or Mesh [6+ to hit].	
Medium	Carapace Armour [7+ to hit], Refractor Shield [7+ to hit].	Rogue Trader only.
Heavy	Power Armour [8+ to hit].	Space Marine only.

Weapons	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Hand axe, Club, Autopistol	0
Medium	Sword, Staff, Autogun, Lasgun, Laspistol,, Shotgun Jokaero Digital Weapons [Rogue Trader only, 12" range]	+1
Heavy	Two-handed Sword, Chainsword, Bolt Pistol, Bolter, Heavy Stubber, Flamethrower Heavy Bolter, Hellgun, Plasma Pistol, Power Weapon,	+2 +2 +3

Jokaero Digital Weapons

The Rogue Trader may purchase up to two Jokaero Digital weapons to use in addition to his own personal ranged weapon, at a cost of 1 point each. The +1 combat bonus from each can also be added to melee combat attacks.

Example Rogue Trader Retinue – 196 points

Rogue Trader	Refractor Shield, 2 Jokaero Digital Weapons, Chainsword @ 28 pts
Space Marine	Power Armour, Bolter, Chainsword @ 25 pts
Astropath	No armour, 1 Psyker power @ 13 pts
8 Crewmen	Mesh armor, Lasgun, dagger @ 12 pts
2 Kroot Mercs	Kroot rifles, photon grenades @ 17 pts

ADEPTUS MECHANICUS QUESTOR PARTY BY JASON MASTROS

The Tech-Priests of the Imperium are not just responsible for maintaining the technology of the Imperium-including its mighty war machines and vast Forge Worlds. They also are charged with seeking out lost and elusive knowledge regarding the Dark Age of Technology as well the technological accomplishments of alien civilizations. As a result, Questor parties representing the Cult of the Machine God have spread out through the galaxy, combing archaeological dig sites, abandoned cities, and captured alien weapon caches for the whisperings of the Omnissiah.

Type	Grit	FV	SV	Speed	Notes
Tech Priest Questor	2+	+4	+3	+1	Leader. Terrifying. Bionics. Servo Skull
Tech Priest	3+	+4	+3	+1	Leader. Bionics. Servo Skull
Electro-Priest	3+	+3	+2	+0	Electro-Charge. Bionics.
Praetorian	3+	+3	+3	+0	Carapace Armour. Bionics
Skitarii Tech-Guard	4+	+2	+2	+0	Flak armour and Bionics.
Servitor	4+	+3	+1	+0	Mechanical Claw and Lasgun or Boltgun attachment. Bionics.
Cultist	5+	+1	+1	+0	

Electro-Charge: Once per turn, in place of other attacks, Electro Priests may deliver charged attack to all models within 3" range. All models in range must automatically make Grit rolls, and any model that fails or rolls its Grit value exactly is knocked down. Costs additional five points.

Bionics: Most Machine Cult members are cybernetically and bionically enhanced to some degree. As a result, all models marked with "Bionics" in the notes must purchase bionic enhancements. The FV bonus for these has already been included in the model's stats, but be sure to also include the +1 armour bonus for all models not wearing power armour. This costs 5pts per figure.

Type	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket [6+ to hit].	
Medium	Carapace Armour [7+ to hit] Refractor Shield [7+ to hit] Combat Chassis [7+ to hit].	Praetorians only. Tech-Priest Questor, Tech-Priest only. Servitors only.
Heavy	Power Armour [8+ to hit].	Tech-Priest Questor, Tech-Priest only.

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Knife, Bayonet, Autopistol, Grenade	+0
Medium	Sword, Hand axe, Autogun, Lasgun, Laspistol, Shotgun Mechanical Claw	+1
Heavy	Chainsword, Bolt Pistol, Boltgun, Heavy Stubber*, Sniper Rifle, Flamethrower	+2
	Heavy Bolter*, Plasma Pistol, Power Weapon,	+2
	Cult Mechanicus Power Axe [no more than 2 per retinue]	+3
		+3
Very Heavy	Plasmagun, Meltagun, Servo-Arm [for Power Armour users only]	+4

Servitor Targeting Systems: Any time a Mechanicus priest [of any kind] is in base contact with one or more servitors, the priest can adjust settings on the servitor[s] to improve firing efficiency. As a result, those servitors get a +1 SV bonus while they remain in base contact.

Example 1 – Mechanicus Questor Party- 206 points

- 1 Tech Priest Questor Power Armour, Plasma Pistol, Servo-Arm and Bionics @ 48 pts
- 1 Electro Priest Flak Armour, Bolt Pistol, Power Axe and Bionics @ 32 pts
- 3 Skitarii Flak Armour, Lasgun, Combat Knife and Bionics @ 22 pts
- 3 Servitors Combat Chassis, Boltgun, Mechanical Claw and Bionics @ 20 pts

HIVE GANGS BY CRAIG CARTMELL

Every Hive in the Imperium has dark and dangerous areas, especially in the Underhive, that are the territory of various warring gangs.

Type	Grit	FV	SV	Speed	Notes
Gang Boss	3+	+2	+2	+0	Leader. Only one allowed per Gang.
Veteran Ganger	4+	+2	+2	+0	If the Gang Boss is killed any remaining Veterans will fight each other for leadership.
Ganger	5+	+1	+1	+0	The mainstay of any gang.
Juvenile Ganger	6+	+0	+0	+1	
Pit Fighter	3+	+3	+0	+0	No more than one per gang.
Priest	3+	+1	+1	+0	Invokes Faith [making his gangers immune to Terror if he is within 6"]. No armour. Cawdor only.

Type	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket or Mesh [6+ to hit].	
Medium	Carapace Armour [7+ to hit], Refractor Shield [7+ to hit].	Enforcers, Squat Miners Van Saar Gang Boss
Heavy	Power Armour [8+ to hit].	Spyre Hunter Gang Boss

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Combat Knife, Bayonet, Hand axe, Club, Autopistol, Grenade	+0
Medium	Sword, Club, Battleaxe, Staff, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Two-handed Sword, Chainsword, Bolt Pistol, Bolter, Heavy Stubber, Flamethrower*, Sniper Rifle*, Shock Maul*. Heavy Bolter, Hellgun, Plasma Pistol*, Power Weapon *	+2 +2 +3
Very Heavy	Plasmagun*, Power Fist*, Meltagun*	+4

*Restricted, see Gang Advantages below.

Each Gang in the Hive has some distinct advantages or disadvantages as show below:

Gang	Advantages & Disadvantages
Cawdor	+1 FV vs. Scavvies and Chaos, as they are members of the Cult of Redemption. Can deploy a Priest
Delaque	+1 SV for all types. Access to Sniper Rifles.
Escher	Speed +2 for all types. Do not have Pit Fighters.
Goliath	+1 FV for all types. A Goliath gunner can carry and use a Heavy Bolter or Stubber without the need for a second crewman.
Orlock	Armour is one level better [i.e. Flak Jackets are 7+ to hit], due to their access to metal workings.
Van Saar	Access to advanced Equipment such as Refractor Shields, Plasma Pistols & Guns, and Sniper Rifles.

Others	Advantages & Disadvantages
The Enforcers	May deploy with Suppression Shields. This increases their armour by one level against ranged attacks. These shields cost 3 points. May also use Shock Mauls. Enforcers must deploy in Carapace Armour.
Pit Slaves	These have bionic augmentations which means the player can pick between having FV+2/SV+0 or FV+0/SV+2.

Ratskins	Scavengers. This means that they can pick up and use the weapons of any figure they kill. They are pretty cowardly though and their Grit is always one step worse than shown above [i.e. a Veteran Scavvies Grit is 5+]. However no Grit can be worse than 6+.
Scavvies	For each figure roll 1D6 and apply the mutations listed below: 1 Brawny: +1 to FV. Reduce SV to 0. 2 Psyker: You can buy one Psyker Power for 5 points. 3 Precog: The figure can reroll one attack it makes per turn. 4 Leprous: Grit is one level better. Reduce Speed to -1. 5 Sharp Eyes: +1 to SV. Reduce FV to 0. 6 Scalie: Replace figure with a Pit Fighter.
Spyre Hunters	Access to advanced Equipment such as Power Armour and Power Weapons.

Example Cawdor Retinue – 196 pts

Gang Boss Carapace Armour, Bolt Pistol, Chainsword @ 25 pts.
3 Veterans Flak Armour, Combat Knife, Shotgun @ 15 pts.
8 Gangers Flak Armour, Club, Autogun @ 12 pts.
5 Juves No Armour, Club, Autopistol @ 7 pts.
Priest No Armour, Club, Autopistol @ 15 pts.

THE FORCES OF CHAOS

THE TRAITOR LEGIONS BY CRAIG CARTMELL

Possibly the most terrifying enemy an Inquisitor may have to face are Chaos Space Marines. These ancient warriors possess knowledge and skills beyond even that of their hated brothers of the Adeptus Astartes. For Renegades use the Adeptus Astartes list and add an Aspiring Champion or Sorcerer.

The following is a list for someone who wishes to represent just such a situation. It should be noted that the Chaos Space Marines listed here are all veterans. Thus they can deploy in Terminator Armour if the Captain can afford it.

Type	Grit	FV	SV	Speed	Notes
Aspiring Champion	2+	+5	+5	+1	Leader.
Sorcerer	2+	+4	+3	+1	Leader. May have Psyker powers @ 10pts each
Chaos Space Marine	2+	+4	+4	+1	
Raptor	2+	+4	+4	+3	Can fly [5pts].
Lesser Daemon	4+	+3	+1	+2	Terrifying to non-Chaos forces [5pts]

Armour	Notes	Restricted to:
Medium	Daemonic Hide [6+ to hit]	Daemons
Heavy	Power Armour [8+ to hit].	
Very Heavy	Terminator Armour [10+ to hit]	

Weapons	Notes	Combat Bonus
Light	Combat Knife, Grenade	+0
Medium	Daemonic Talons [Daemons only]	+1
Heavy	Bolter, Bolt Pistol, Chainsword, Flamethrower	+2
	Storm Bolter, Heavy Bolter, Power Weapon, Plasma Pistol	+3
Very Heavy	Power Fist, Lightning Claw, Meltagun, Plasmagun, Daemon Weapon	+4

All Chaos Space Marines are immune to Terror [5pts].

Some Legions have special abilities honed over thousands of years. If you wish to use specific Legion Marines they will cost an extra 5 pts per Marine figure [i.e. not Daemons].

In a Chaos Space Marine Retinue you can mix figures from different legions. However, if the Aspiring Champion is of a specific Legion then all other Marines must be from that Legion also.

Legion	Special Abilities
Alpha Legion	Always deploy last and can deploy up to 12" into the board as long as they cannot be seen by the other's player's deployed figures.
Black Legion	A Black Legion Aspiring Champion can have Marines from other Legions in his Retinue.
Death Guard	They ignore the first hit they take each turn.
Emperor's Children	Add +3 to Initiative rolls.
Iron Warriors	All have Bionics.
Night Lords	All are Terrifying.
Thousand Sons	Thousand Sons Bolters are +3. Psyker powers cost 5pts instead of 10.
Word Bearers	Sorcerer or Champion can begin game with Lesser Daemons.
World Eaters	FV is one higher than listed.

The World Eaters have no Sorcerers.

Example Word Bearers Retinue – 194 pts.

Aspiring Champion	Power Armour, Bolter, Bolt Pistol & Daemon Weapon @ 54 pts.
2 Chaos Space Marines	Power Armour, Bolter, Bolt Pistol & Chainsword @ 47 pts.
2 Lesser Daemons	Daemonic Hide & Talons @ 23 pts.

BLOOD PACT DEATH BRIGADE BY CRAIG CARTMELL

The Force of Chaos are often able to call upon the assistance of a Traitorous Guard formations such as the Blood Pact, featured in the Sabbat Worlds novels of Dan Abnett.

The Blood Pact Death Brigades are efficient veteran soldiers that invoke fear and loathing in all Imperial forces. They are dedicated servants of the Chaos God Khorne which is why they are so ferocious.

The Retinue options listed below represent a patrol or perhaps a raiding party.

Type	Grit	FV	SV	Speed	Notes
Brigade Officer	3+	+3	+3	+0	Leader.
Gore Mage	3+	+3	+2	+0	May have one Psyker power @ 10pts.
Brigade Veteran	4+	+3	+2	+0	

Type	Notes	Restricted to:
Medium	Plate & Mail Armour [7+ to hit], Refractor Shield [7+ to hit].	Brigade Officer or Gore Mage

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Autopistol, Grenade*	+0
Medium	Sword, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Chainsword, Bolt Pistol, Bolter, Heavy Stubber, Flamethrower	+2
	Plasma Pistol, Power Weapon [Officers only]	+3
Very Heavy	Plasmagun, Power Fist [Officers only], Meltagun	+4

* Death Brigade Veterans can buy a grenade launcher for 5pts. This increases the grenade's range to 18" and if the firer fails to hit you do not have to consult the grenade mishap table.

Example Death Brigade Retinue 1 – 202 pts.

Officer Plate & Mail, Laspistol & Power Sword @ 30 pts.
 Gore Mage Refractor Shield, Laspistol, 1 Psyker Power @ 28 pts.
 8 Veterans Plate & Mail, Autogun, Bayonet @ 18 pts.

Example Death Brigade Retinue 2 – 194 pts.

Officer Plate & Mail, Laspistol & Power Sword @ 30 pts.
 7 Veterans Plate & Mail, Autogun, Bayonet @ 18 pts.
 2 Veterans Plate & Mail, Laspistols, 1 Heavy Stubber @ 38 pts.

THE LOST AND THE DAMNED BY CRAIG CARTMELL

Actions within the Imperium by the Traitor Legions and the Bloodpact are thankfully fairly infrequent. Far more common are chaos-inspired rebellions on planets where the people have been led astray or that have become weary of the demands of the Imperium.

These are often led by cultists or even fallen members of the Ecclesiarchy. These are the forces described as Adversaries in the Witch Hunters Codex.

This list is for when the secret conspiracies of the Chaos Agent have borne fruit and rebellion is inevitable or actually in progress.

Type	Grit	FV	SV	Speed	Notes
Apostate Cardinal	3+	+1	+1	+0	Leader. May have Psyker powers @ 10pts each
Cult Leader	3+	+2	+2	+0	Leader. May have Psyker powers @ 10pts each
Fallen PDF Officer	4+	+2	+2	+0	Leader.
Chaos Space Marine	2+	+4	+4	+1	Up to one Alpha Legion 'advisor' [+5pts]
Rogue Psyker Alpha	4+	+0	+0	+0	Has Psyker powers @ 5 pts each.
Rogue Psyker Beta	6+	+0	+0	+0	Has Psyker powers @ 5 pts each.
Fallen PDF	5+	+0	+1	+1	
Chaos Cultist	3+	+1	+1	+1	
Mutants - Brawny	3+	+2	+0	+0	
Mutants - Bloated	2+	+1	+0	-1	
Ogryn Berserker	2+	+4	-2	+0	Has no ranged weapons

All Chaos Space Marines are immune to Terror [5pts].

Armour	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket or Mesh [6+ to hit].	
Medium	Carapace [7+ to hit]. Refractor Shield [7+ to hit].	PDF only. Apostate Cardinal and Cult Leader only.
Heavy	Power Armour [8+ to hit].	Chaos Space Marine only.

Weapons	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Hand axe, Club, Autopistol	+0
Medium	Sword, Staff, Autogun, Lasgun, Laspistol, Shockmaul [Arbites only], Shotgun	+1
Heavy	Two-handed Sword, Chainsword, Bolt Pistol, Bolter, Heavy Stubber, Flamethrower [Stormtroopers only]. Heavy Bolter, Hellgun, Plasma Pistol, Power Weapon	+2 +2 +3
Very Heavy	Plasmagun, Power Fist, Meltagun	+4

Example Damned Retinue 1 –203 pts.

Cult Leader Refractor Shield, Bolt Pistol, 1 Psyker Power @ 33 pts.

5 Cultists No Armour, Laspistol, Dagger @ 16 pts.

5 Brawny Mutants No Armour, Two-handed Swords @ 18 pts.

Example Damned Retinue 2 –202 pts.

Apostate Cardinal Refractor Shield, Power Sword, 2 Psyker Powers @ 31 pts.

Fallen PDF Officer Carapace Armour, Lasgun, Bolt Pistol @ 21 pts.

10 Fallen PDF Carapace Armour, Lasgun, Bayonet @ 14 pts.

XENOS FORCES

BLOODAXE WARFLEET BY CRAIG CARTMELL

Ambitious and devious Bloodaxe warlords can be found in every corner of the Imperium. Their mercenary and criminal activities often come to the notice of the Inquisition.

Type	Grit	FV	SV	Speed	Notes
Warboss	2+	+4	+1	+0	Leader. Can declare a Waagh!
Nobz	3+	+3	+1	+0	
Ork Boyz	4+	+2	+0	+0	
'Ard Boyz	3+	+2	+0	+0	Wear 'Eavy Armour
Kommando	4+	+2	+1	+0	Move through soft and hard cover at no penalty
Mekboy	4+	+1	+1	+0	Can use a Kustom Mega Blasta
Weirdboy	5+	+1	+0	+0	Has Psyker powers @ 5 pts each
Painboy	4+	+1	+0	+0	Hard medicine [see below]
Gretchin	6+	-1	+1	+1	Move through soft & hard cover at no penalty. Can only use light weapons & no armour [2+ to hit].
Squighound	2+	+2	+0	+1	Move through soft and hard cover at no penalty

Armour	Notes	Restricted to:
None	Just clothes/skin [5+ to hit]	Gretchin
Medium	Just Ork hide [6+ to hit] 'Eavy Armour [7+ to hit]	Warboss, Nobz, 'Ard Boyz, Mekboyz
Very Heavy	Mega Armour [10+ to hit]	War Boss, Nobz

Weapon	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Knife, Grot Pistol, Ork Fist, Stikkbomz [Grenade]	+0
Medium	Choppa, Shoota, Slugga, Squig Bite	+1
Heavy	Big Choppa, Burna, Big Shoota, Flamethrower	+2
Very Heavy	Power Klaw, Kustom Mega Blasta, Rokkit	+4

Like other Psykers the Weirdboy must make a Grit roll to use powers. However, his Grit roll depends on how many Orks are within 12" of him, as he is drawing upon their latent psyker power.

If it is six or more he does not fail, if it is 5 or more he must roll 2+, if it is 4 or more he must roll 3+, and if it is less than 4 he must roll 4+.

If he rolls a natural 1 he must make a further Grit roll. If he fails that his head blows off. Weirdboyz never become possessed by daemons.

Hard Medicine

On his turn a Painboy can move into base contact with a downed Ork. He then tries to revive it using a near-lethal cocktail of stimulants and a few hefty kicks. He rolls 1D6 and on a 6 the Ork gets up and can act immediately, though he cannot move until his next turn.

Waagh!

Once per game a Warboss can declare a Waagh! When this happens all Orks get +1 to FV for a turn as long as they engage in melee. It does not affect shooting at all.

Example Blood Axe Warband – 201 pts

- Warboss 'Eavy Armour, Power Klaw & Slugga @ 35 pts.
- Nob 'Eavy Armour, Big Choppa & Slugga @ 24 pts.
- 5 Ork Boyz Ork Hide, Choppa & Slugga @ 14 pts.
- 2 Ork Boyz Ork Hide, Shoota @ 15 pts.
- 1 Ork Boy Ork Hide, Big Shoota @ 18 pts.
- 3 Gretchin No Armour, Grot Pistol @ 8 pts.

GENESTEALER CULT BY CRAIG CARTMELL

Genestealer cults have infested many world across the Imperium, especially those that are in the path of one of the Hive Fleets. These are a particular target of the Ordo Xenos.

Such cults are usually found underground in an urban centre such as a city or hive. The retinue options given here are typical for a raiding group sent out by the Patriarch on a mission.

Type	Grit	FV	SV	Speed	Notes
Patriarch	2+	+3	+1	+0	Leader. Terrifying [5pts].
Magus	4+	+2	+2	+0	Leader. May have Psyker Powers @ 10 pts each.
Hybrid	4+	+2	+2	+1	
Human Cultists	6+	+1	+1	+0	
Genestealer	2+	+5	+0	+3	Terrifying [5pts].

Type	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket [6+ to hit]. Genestealer Carapace [6+ to hit].	Genestealers
Medium	Refractor Shield [7+ to hit].	Magus & Patriarch

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Bayonet, Autopistol, Grenade	+0
Medium	Sword, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Genestealer Talons Plasma Pistol, Power Weapon.	+2 +3

The limited weapons available to a cult represent its underground status.

Example Genestealer Cult Retinue - 205 pts.

- Magus Refractor Shield, Power Sword, 1 Psyker Power @ 30 pts.
- 3 Hybrids Flak Armour, Autogun, Dagger @ 17 pts.
- 2 Genestealers Carapace, Talons @ 38 pts.
- 6 Cultists No Armour, Autopistol & Dagger @ 8 pts.

TAU INCURSION TEAM BY CRAIG CARTMELL

The Tau are now actively reconnoitring Imperial space. They are inserting teams on missions even on heavily populated planets and can be a deadly foe in a fire fight.

Type	Grit	FV	SV	Speed	Notes
Fire Warrior Shas'ui	3+	+2	+3	+0	Leader.
Pathfinder Shas'ui	3+	+2	+3	+0	Leader.
Pathfinder	4+	+2	+3	+0	
Fire Warrior	4+	+1	+3	+0	
Stealth Suit	3+	+2	+3	+0	Flight - Jet Pack [5pts]
Gun Drone	5+	+0	+3	+2	Flight [5pts]. Pulse Carbine only.
Kroot Shaper	3+	+4	+2	+1	Leader [Kroot only].
Kroot Warrior	4+	+2	+1	+1	
Kroot Hound	5+	+3	-	+2	

Pathfinders are experts at reconnaissance and if in cover get +1 on top of the normal cover bonus. This costs 2 pts per figure.

Stealth Suits are designed to be difficult to target. Against ranged fire in the open they are counted as being in soft cover, and in cover they get +2 on top of the normal cover bonus. This costs 3 pts per figure.

Stealth Suits have jet packs which allow them to move and ignore intervening terrain. But they must end their movement on the ground. This costs 5 pts per figure.

Gun Drones can fly over terrain but remain within 2m of the ground, so can be assaulted.

Type	Notes	Restricted to:
Light	Kroot [6+ to hit].	
Medium	Fire Warrior Armour [7+ to hit], Gun Drone Armour [7+ to hit].	Tau
Heavy	Stealth Suit [8+ to hit].	

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Dagger, Photon Grenade ²	+0
Medium	Staff, Pulse Rifle [30" range], Pulse Carbine [18" range], Pulse Pistol [12" range] Kroot Hound Bite, Kroot Rifle [24" range] ¹	+1
Heavy	Burst Cannon [18" Range] Stealth Suits only. Rail Rifle [36" range] Pathfinders only. No more than one per Retinue.	+2 +3

1. A Kroot Rifle give +1 in Melee as well because of the blades on the muzzle and stock.

2. Photon Grenades do not cause damage but visual distortion. Enemies hit with these have a penalty of -1 to FV & SV for the next turn.

Example Tau Team – 205 pts.

Shas'ui Fire Warrior Armour, Pulse Carbine & Pulse Pistol, Photon Grenade @ 25 pts.

6 Fire Warriors Fire Warrior Armour, Pulse Rifle, Photon Grenade @ 19 pts.

3 Gun Drones Pulse Carbine @ 22 pts.

Example Kroot Kindred – 194 pts.

Shaper Pulse Carbine & Dagger, Photon Grenade @ 29 pts.

6 Warriors Kroot Rifle, Photon Grenade @ 20 pts.

3 Hounds @ 15 pts.

SQUAT BROTHERHOOD BY MIKE RYBAK

In a bygone era, the Squats were allies and trading partners of the Imperium. However, when the Tyrannid Hive fleet appeared in Squat space, Humanity cut all ties and left them to their fate. The few lonely survivors of the once proud Squat civilization will never forget nor forgive the Imperium's betrayal.

Type	Grit	FV	SV	Speed	Notes
Warlord	2+	+4	+4	+0	Leader.
Hearthguard	2+	+3	+3	+0	Leader.
Ancestor Lord	2+	+5	+4	+0	May have Psyker powers @ 10pts each.
Guild Engineer	2+	+3	+3	+0	Repair [+5 pts]. Combat Engineer [5pts].
Squat Warrior	3+	+2	+2	+0	
Squat Adventurer/ Mercenary	3+	+2	+1	+0	
Ratling Adventurer	5+	+1	+3	+0	May be armed with a Sniper Rifle.

Repair: A Squat Engineer may move into contact with a damaged device or vehicle and attempt to repair it. If he passes a Grit roll, the device is repaired. He cannot shoot in that turn, and can only defend in melee.

Combat Engineer: An engineer in contact with a heavy weapon adds an additional +1 to the weapon's Combat Bonus. This represents the engineer assisting the gunner in finding weak spots in the enemy's defences. An engineer can also quickly prepare improvised defences. If he spends one turn stationary in cover, he then increases the cover value by +1. A given area cover can never be increased by more than +1, regardless of how long the engineer stays there.

Type	Notes	Restricted to:
None	Just clothing [5+ to hit].	
Light	Flak Jacket [6+ to hit].	
Medium	Carapace Armour [7+ to hit] Refractor Shield [7+ to hit].	Ancestor Lord, Guild Engineer
Heavy	Power Armour [8+ to hit].	Guild Engineer
Very Heavy	Exo-Armour [10+ to hit].	Hearthguard, Warlord

Type	Notes	Combat Bonus
Improvised	Tree branches, broken bottle [-1 to hit].	-1
Light	Knife, Bayonet, Autopistol, Grenade	+0
Medium	Sword, Hand axe, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Chainsword, Bolt Pistol, Bolter, Heavy Stubber*, Sniper Rifle, Flamethrower	+2
	Heavy Bolter*, Plasma Pistol, Power Weapon, Graviton Gun [18" range, Guild Engineer only]	+3
Very Heavy	Plasmagun, Power Fist, Meltagun, Thunder Hammer	+4

* Squats use anti-gravity suspensor technology to lessen the weight of their heavy weapons. Squat Heavy Stubbers and Heavy Bolters do not require a second crew member.

Graviton Gun: Roll to hit as normal. If the shot hits, the target is automatically immobilized [no Grit roll allowed]. The effect lasts for d3 turns. Immobilized models cannot carry out any actions whatsoever. If hit by a shooting or melee attack, they may attempt a Grit roll. Models caught in the effect when the game ends recover automatically.

Example 1 – Squat Brotherhood Retinue - 207 Pts

Warlord Carapace Armour, Bolt Pistol, Power Weapon @ 39 pts
 1 Hearthguard Carapace Armour, Bolt Pistol, Power Weapon @ 36 pts
 6 Warriors Flak Jacket, Lasgun, Knife @ 22 pts

ANCIENT SLANN WARBAND BY GREG STOREY

Of all the races in the galaxy the Slann claim to be, and may actually be, the oldest. The days of their bright empire are waning, but they remain amongst the most enigmatic creatures of known space. When they seek to do battle, it is for reasons beyond any human comprehension.

Slann technology is far in advance of that of any other known sentient race, and items that would be considered exotic artefacts among other races are commonplace equipment in Slann Warbands.

Type	Grit	FV	SV	Speed	Notes
Warchief	2+	+4	+3	+0	Leader. Must have Psyker powers @ 10 pts each.
Warleader	3+	+3	+2	+0	Leader. May have Psyker powers @ 10 pts each.
Brave	3+	+2	+1	+0	

Amphibious

Moving in water terrain [rivers, marshes, etc.] does not cost a Slann any reduction in movement.

Psykers and Force Weapons

The Slann are a deeply psychic race. Their society is heavily Psyker-oriented and led by powerful Mages. A Slann Warchief **must** buy at least one Psyker power. Furthermore, if a Slann has any Psyker powers it **must** buy a Force Weapon [so a Warchief will always have a Force Weapon].

Hoverer

The Slann Warchief may buy a personal hoverer. This allows it to fly over terrain, but it must remain within 2m of the ground so can be assaulted. This costs 3 points.

Type	Notes	Restricted to:
Medium	Refractor Shield [7+ to hit]	
Heavy	Displacer Field [8+ to hit] [see below]	

Displacer Field

The Displacer Field protects its wearer by warping them away from the source of danger. If a Slann with a Displacer Field is hit by one or more attacks in any turn, mark it with a counter. At the end of the turn, the Slann is teleported D6" in a random direction, avoiding any obstacles. This costs 7 points per Slann [one point less than usual for armour 8+, due to the unpredictable results].

Weapons	Notes	Combat bonus
Light	Dagger, Hand Axe, Club, Autopistol, Grenade	+0
Medium	Sword, Bolt Pistol, Autogun, Lasgun, Laspistol	+1
Heavy	Flamethrower, Neuro-Disruptor [12" range, Warchief/Warleader only – see below]	+2
	Plasma Pistol, Power Weapon, Shuriken Catapult [24" range], Graviton Gun [18" range, max. 1 per Warband – see below]	+3
Very Heavy	Power Fist, Plasma Gun, Meltagun, Force Weapon [psykers only]	+4

Neuro-Disruptor

The Neuro-Disruptor is a crystalline Pistol weapon that disrupts its target's central nervous system. Roll to hit as normal. If the shot hits, there is no Grit roll. The target is automatically 'knocked down', just as though it had rolled exactly its Grit value after taking a hit [5pts].

Graviton Gun

Up to one Brave per Warband may be equipped with a Graviton Gun. Roll to hit as normal. If the shot hits, the target is automatically immobilized [no Grit roll allowed]. The effect lasts for D3 turns. Immobilized models cannot carry out any actions whatsoever. If hit by a shooting or melee attack, they may attempt a Grit roll. Models caught in the effect when the game ends recover automatically [5pts].

Example Slann Warband – 189 pts

Warchief Force Weapon, Autopistol, Displacer Field, Hoverer, 2 Psyker Powers @ 58 pts
 Warleader Force Weapon, Neuro-Disruptor, Displacer Field, 1 Psyker Power @ 40 pts
 3 Braves Lasgun, Hand Axe, Refractor Shield @ 22 pts
 1 Brave Graviton Gun, Hand Axe, Refractor Shield @ 25 pts

ELDAR PIRATES BY GREG STOREY

Eldar who turn to piracy often include the worst elements of the race; misfits, lunatics, sadists and the seriously disturbed. They are sometimes accompanied by Zoats, powerful and enigmatic renegades from the Tyranid Hive Fleets.

The ranks and titles of Eldar pirate leaders vary greatly, with examples given below. Many also make claim to aristocratic birthrights, styling themselves as lords or princes of their kind.

Although not directly in the service of Chaos, their amoral behaviour, indiscriminate attacks and terror tactics mean that Eldar pirates often benefit the aims of the Ruinous Powers nonetheless.

Type	Grit	FV	SV	Speed	Notes
Malefactor	2+	+4	+4	+1	Leader. May have psyker powers @ 10 pts each
Prefector	2+	+3	+3	+1	Leader. May have psyker powers @ 10 pts each
Eldar Pirate	3+	+2	+3	+1	
Renegade Zoat	2+	+4	+2	+3	Terrifying [5pts]. Must have Zoat Hide [7+ to hit]

Type	Notes	Restricted to:
Light	Mesh Armour [6+ to hit]	
Medium	Zoat Hide [7+ to hit] Refractor Shield [7+ to hit]	Zoats only Malefactor/ Prefector only
Heavy	Power Armour [8+ to hit]	

Weapons	Notes	Combat bonus
Light	Dagger, Grenade, Barbed Strangler [Zoats only – see below]	+0
Medium	Sword, Laspistol, Shuriken Pistol [12" range] Jokaero Digital Weapons [Malefactor only, 12" range]	+1 +1
Heavy	Chainsword, Flamethrower, Fleshborer [18" range, Zoats only] Shuriken Catapult [24" range], Plasma Pistol, Power Weapon	+2 +3
Very Heavy	Power Fist, Plasma Gun, Meltagun, Force Weapon [Psykers only]	+4

Flight packs/power boards

Any Eldar may purchase a flight pack or power board for 10 points. The effect is the same for either device, granting the wearer or rider Flight and +3 Speed.

Jokaero Digital Weapons

The Malefactor may purchase up to two Jokaero Digital weapons to use in addition to his own personal ranged weapon, at a cost of 1 point each. The +1 combat bonus from each can also be added to melee combat attacks.

Barbed Strangler

Any Zoat may be armed with a Barbed Strangler. This costs 5 points and is a Grenade Launcher.

Mercenaries

The less psychotic of outcasts from the Eldar Craftworlds often find work as mercenaries for the Mon-Keigh. Rogue Trader retinues may include basic Eldar Pirates as Xenos Mercs. Unlike other Xenos Mercs, these must always be equipped with weapons and armour chosen from the Eldar Pirates retinue list, not the Rogue Trader one.

Example Pirate Crew – 208 pts

Malefactor Power Armour, Shuriken Catapult, 2 Jokaero Digital Weapons @ 51 pts
 3 Eldar Pirates Power Armour, Shuriken Catapult, Dagger @ 29 pts
 1 Eldar Pirate Power Armour, Flamethrower, Dagger @ 26 pts
 Renegade Zoat Zoat Hide, Barbed Strangler @ 44 pts

Example Mercenary Band – 204 pts

Prefector Refractor Shield, Laspistol, Force Weapon, 1 Psyker Power @ 48 pts
 3 Eldar Pirates Mesh Armour, Shuriken Catapult, Laspistol, Dagger, Grenade @ 31 pts
 1 Eldar Pirate Power Armour, Chainsword, Shuriken Pistol @ 26 pts
 1 Eldar Pirate Mesh Armour, Meltagun, Dagger, Power Board @ 37 pts

CRAFTWORLD ELДАР BY GREG STOREY

This retinue represents a small expeditionary force from an Eldar Craftworld. The scale of such an undertaking is beneath the personal attention of a Farseer or Autarch, much less the Avatar, and not sufficiently challenging for an Exarch. It will typically be directed by a Warlock.

Craftworld Eldar approach all conflict in a ritualistic fashion, and will bear only the prescribed arms and armour of their current Path. There is therefore much less freedom in the choices for each warrior in this retinue, though there is a wider range of available specialist troops than most.

Type	Grit	FV	SV	Speed	Armour	Weapons, Equipment & Notes
Warlock	3+	+3	+3	+1	8+	Laspistol or Shuriken Pistol, Force Weapon. Leader. May have Psyker powers @ 10 pts each.
Dire Avenger	3+	+3	+3	+1	7+	Shuriken Catapult.
Fire Dragon	3+	+3	+3	+1	8+	Meltagun.
Striking Scorpion	3+	+3	+3	+1	8+	Chainsword, Shuriken Pistol, Mandiblasters.
Howling Banshee	3+	+3	+3	+2	7+	Laspistol or Shuriken Pistol, Power Sword. Terrifying [5pts].
Swooping Hawk	3+	+3	+3	+4	6+	Lasgun, Grenades [6]. Flight [5pts].
Dark Reaper	3+	+2	+4	+0	8+	Reaper Launcher.
Warp Spider	3+	+3	+3	+4	8+	Death Spinner, Warp Jump Generator.
Guardian	4+	+1	+2	+1	6+	Choose from list at foot of page.
Scout	4+	+2	+3	+1	6+	Sniper Rifle, Cameleoline Cloak. May also choose pistol and/or close combat weapons the list below.
Wraithguard	2+	+5	+3	+0	10+	Wraithcannon [same as Meltagun].

Mandiblasters

Striking Scorpions are equipped with a special helmet-mounted laser weapon known as a Mandiblasters. If a Striking Scorpion hits an opponent in close combat and the target passes its Grit roll, the Scorpion may immediately roll to hit once more with his FV and a weapon bonus of +1 [+4 total]. If the Scorpion had split his close combat attack and hit multiple opponents, you must choose which one you are targeting with the Mandiblasters before rolling to hit with it. A Mandiblasters costs 1 point.

Swooping Hawk Grenades

Each Swooping Hawk carries a total of 6 Grenades. This costs 3 points.

Death Spinner

A Death Spinner is treated as a Flamethrower, except that it does not ignore cover and the carrier does not suffer a -1 penalty to his armour value. A Death Spinner costs 2 points.

Warp Jump Generator

A Warp Jump Generator grants a Warp Spider the effects of Flight. However, as well as being able to move over terrain, the Warp Spider can also pass directly through obstructions, for example to enter a building. Warp Spiders must end their move in clear terrain [e.g. open ground or an interior room of a building] or behind an obstacle – not within area cover [e.g. woods]. This costs 5 points.

Cameleoline Cloak

If in cover, Scouts get +1 on top of the normal cover bonus. This costs 2 points.

Weapons	Notes	Combat bonus
Medium	Sword, Laspistol, Lasgun, Shuriken Pistol [12" range], Mandiblasters [Striking Scorpions only]	+1
Heavy	Chainsword, Flamethrower*, Death Spinner [Warp Spiders only], Sniper Rifle [Scouts only]	+2
	Shuriken Catapult [24" range], Power Weapon, Reaper Launcher [36" range, Dark Reapers only]	+3
Very Heavy	Power Fist, Plasma Gun*, Meltagun*, Force Weapon [Warlock only], Wraithcannon [12" range, Wraithguard only]	+4

* max. 1 Guardian per retinue may be armed with a Flamethrower, Plasma Gun **or** Meltagun

HARLEQUINS BY GREG STOREY

The Harlequins are a uniquely Eldar social and military institution – a caste of fighters and entertainers who exist beyond conventional Eldar social structure. In battle, they use their acrobatic skills and a range of specialist equipment to devastating effect.

Type	Grit	FV	SV	Speed	Notes
Troupe Master	2+	+4	+3	+2	Leader. Terrifying [5pts].
Shadowseer	3+	+4	+3	+2	May have Psyker powers @ 10 pts each.
Death Jester	3+	+4	+3	+1	
Harlequin	3+	+4	+3	+2	
Solitaire	2+	+5	+3	+2	Maximum 1 per retinue.

Elite Few

There is no minimum number of models in a Harlequin Troupe.

Flip Belt

This anti-gravity device enhances Harlequins' already superhuman acrobatic abilities, allowing them to leap around obstacles and enemies with ease. Harlequins never have their movement rate reduced by terrain, and may move through enemy figures without stopping in base-to-base contact. If a Harlequin begins its move in contact with any enemies, it may break away without incurring a free attack. Every member of this retinue must have a flip belt. This costs 8 points per model.

Type	Notes	Restricted to:
Medium	Holo Field [7+ to hit]	

Weapons	Notes	Combat bonus
Light	<i>Creidann</i> Grenade Pack [Shadowseer only, see below],	+0
	Harlequin's Kiss [see below]	+0
Medium	Sword, Laspistol, Shuriken Pistol [12" range]	+1
	Jokaero Digital Weapons [12" range – Solitaire only, see below]	+1
Heavy	Chainsword, Neuro-Disruptor [12" range – Solitaire only, see below]	+2
	Plasma Pistol, Power Weapon	+3
	Shrieker Cannon [24" range – Death Jester only, see below]	+3
Very Heavy	Fusion Pistol [6" range], Power Fist, Force Weapon [Psykers only]	+4

Creidann Grenade Pack

A *Creidann* Grenade Pack is loaded with 6 hallucinogen grenades. It is treated as a Grenade Launcher, except that it may be fired **in addition** to a handheld ranged weapon, and hits **do not** cause Grit rolls. Living creatures hit by it instead treat all enemies as Terrifying for the whole of the following turn. Targets that are not living creatures are completely unaffected. This costs 3 points.

Harlequin's Kiss

The Harlequin's Kiss is a nozzle-like weapon that, when thrust into a crack in an opponent's armour, projects a thrashing monofilament wire that shreds the target's flesh and bones alike. Any living creature hit by the Harlequin's Kiss automatically fails its Grit test. This costs 5 points.

Jokaero Digital Weapons

The Solitaire may purchase up to two Jokaero Digital weapons to use in addition to his own personal ranged weapon, at a cost of 1 point each. The +1 combat bonus from each can also be added to melee combat attacks.

Neuro-Disruptor

The Neuro-Disruptor is a crystalline Pistol weapon that disrupts its target's central nervous system. Roll to hit as normal. If the shot hits, there is no Grit roll. The target is automatically 'knocked down', just as though it had rolled exactly its Grit value after taking a hit.

Shrieker Cannon

The virulent ammunition of the Shrieker Cannon causes violent reactions in its victims' bodies, resulting in gruesome explosions of flesh. If a living creature is killed by a Shrieker Cannon, every friendly model within 6" must pass a Terror test or retreat D6" directly away from the casualty.

Example Harlequin Troupe: Lead Players – 198 pts

Troupe Master Shuriken Pistol, Power Weapon, Flip Belt, Holo Field @ 51 pts
 Shadowseer Shuriken Pistol, Force Weapon, Flip Belt, Holo Field, 1 Psyker powers @ 60 pts
 Harlequin Laspistol, Sword, Flip Belt, Holo Field @ 35 pts
 Solitaire Neuro-Disruptor, Harlequin's Kiss, Flip Belt, Holo Field @ 52 pts

Example Harlequin Troupe: Chorus – 194 pts

Troupe Leader Plasma Pistol, Chainsword, Flip Belt, Holo Field @ 52 pts
 2 Harlequins Laspistol, Sword, Flip Belt, Holo Field @ 35 pts
 Harlequin Shuriken Pistol, Sword, Flip Belt, Holo Field @ 34 pts
 Death Jester Shrieker Cannon, Flip Belt, Holo Field @ 38 pts

NECRONS BY GAVIN BROWN

A race of immortal, undead warriors clad in seemingly indestructible Living Metal, the Necrons have arisen from their aeons-long slumber to cleanse the Galaxy of all living things, in the service of their eldritch Gods. Wielding horrifying weaponry and gifted with arcane technologies, the Necrons seem to appear as if from nowhere, wreak devastation across entire worlds, and then disappear, as if they had never existed.

Type	Grit*	FV	SV	Speed	Notes
Necron Lord	2+/2+	+5	+5	+1	Leader. Terrifying [5pts].
Necron Immortal	3+/2+	+3	+4	+1	Terrifying [5pts].
Necron Pariah	3+/2+	+4	+3	+1	Terrifying [5pts]. Immune to Psyker powers [5pts].
Necron Wraith	3+/2+	+5	+1	+3	Terrifying [5pts].
Necron Flayed One	3+/2+	+4	+1	+0	Terrifying [5pts].
Necron Warrior	3+/2+	+3	+3	+0	Terrifying [5pts].

* Necrons have a special rule relating to their Grit rolls. A Necron's Grit roll is normally 3+, but when rolling after being knocked down, their Grit roll is reduced to 2+. If a Necron fails this roll, then they "phase out" and are removed from the game.

Armour

Type	Notes	Restricted to:
Standard Living Metal	[8+ to hit]	

Weapons

Weapons	Notes	Combat Bonus
Gauss Flayer, Flayed One Blades		+2
Staff Of Light, Warscythe*, Wraith Blades		+3
Gauss Blaster		+4

* The Warscythe is a melee-only weapon when used by a Necron Lord, but may be used as both a ranged weapon and melee weapon by Pariahs.

Example Retinue - 207 pts.

Necron Lord Living Metal, Staff of Light @ 43 pts.
 Immortal Living Metal, Warscythe @ 34 pts.
 5 Warriors Living Metal, Gauss Flayer @ 26 pts.