

THE FORGE OF WAR DEVELOPMENT GROUP

IN THE EMPEROR'S NAME

Skirmish Wargaming in the Universe of
Warhammer 40K



FOREWORD



I still remember with great fondness the original Rogue Trader rules for Warhammer 40K. I played endless games with my friends across tabletops populated with a wide range of figures and terrain made from shoeboxes. Even though the rules were clunky and often didn't work we found that we could have fun by operating with a cheerful disregard for anything that did not make sense.

The main game of Warhammer 40K remains one of the most popular in the world, despite rules that run into hundreds of pages and the continuous churning out of army codices that do little but earn money for Games Workshop. I believe that it is the 40K universe itself that keeps people playing rather than the rules and figures.

When Space Crusade and then Space Hulk came out I was overjoyed. Simple rules made the play fun again. Unfortunately when the deal with Milton Bradley ended so did support for that game system.

The next true skirmish game from GW was Necromunda. The rules were quite complex and restricted to playing the featured gangs in the box. Like Space Crusade support dwindled and it went into the back catalogue (Specialist Games).

By now I was reading Black Library books and wishing I could be the Inquisitors Eisenhorn and Ravenor, so imagine my joy when the Inquisitor game came out. I rushed down to my local GW and bought the rules. Thank the Emperor I didn't buy the figures too because the rules were probably the worst that GW had ever created. I couldn't believe that you needed a huge volume of rules to describe a game between two groups of five to ten figures.

Since then I have experimented with a number of commercial and home grown SF skirmish rules and this set is the result of all that work.



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These are a set of fan-created rules and as such are free to copy and use.

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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1.0 INTRODUCTION

These are a set of skirmish rules for games with roughly four to ten figures per side. The key design philosophy is KISS [keep it short & simple]. The idea being that the players can learn the rules in a few minutes and then get on with the fun of slaughtering one another.

For example, the main rules for play take up just three pages (section 7.0).

The game is based in the Warhammer 40K universe. Each player forms a Retinue led by a heroic Inquisitor, a devious Chaos agent or one of a selection of other protagonists. They pit their forces against one or more other Retinues for possession of a chosen objective, or just for the rush of bloody combat.

A note for Warhammer 40K Enthusiasts: Despite some similarities these rules are not a sub-genre of 40K. They try to represent very small actions in the 40K universe, but in no way relate directly to any specific rule in that rule set.

A note on figure scales: Regarding figures, our assumption is that these rules will be used with 28mm miniatures. If using 15mm you may wish to reduce the movement rates to 4" normal and 2" if running. 54mm players might wish to double their movement rates to 12" normal and 6" running.

2.0 BUILDING A RETINUE

Each player in this game has a Retinue, which is a group of troops who follow a Leader. There should be a minimum of four figures in a Retinue, including the Leader.

A player has a set number points to spend on his Retinue. We recommend that you begin with one hundred and twenty points until you have played a couple of games. After that you can have as many as you agree with your fellow players.

The leader of the Retinue must be included in the points cost calculation.

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.

$$\text{Figure cost} = [6\text{-Grit}] + \text{FV} + \text{SV} + \text{Speed} + \text{Armour} + \text{Weapon(s)}.$$

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 to last the battle.

The minimum cost for any figure is three points.

3.0 FIGURES

For simplicity's sake the rule is that if it is on the figure then that figure is equipped with it [WYSIWYG]. This applies especially to arms and armour. From that it follows that if the figure is wearing armour, and carrying certain weapons they are competent in those items.

3.1 Troop Type

This determines the Grit, Speed and Combat Value [FV & SV] of a figure:

Grit	is the roll required to save the figure from a hit that penetrates its armour, or to charge a terrifying enemy, or to use or resist against Psyker powers.
Fighting Value [FV]	is the bonus the figure gets when rolling combat dice in close combat.
Shooting Value [SV]	is the bonus the figure gets when rolling combat dice in ranged combat.
Speed	adds to the figure's base movement, modifies shooting attacks against the figure, and adds to the Leader's initiative rolls.

3.2 Terror

Some figures are considered 'Terrifying'. A figure that wishes to move into base-to-base contact with a terrifying enemy must first pass a Grit roll. If he fails then he does not move at all.

A figure charged by a terrifying enemy must pass a grit roll or move 1D6" directly backwards in an attempt to avoid contact.

4.0 RETINUES

In this section two types of Retinues are described: *The Servants of the Emperor*, led by a bold Inquisitor, and *The Enemies of Man*, led by a dastardly Agent of Chaos. These are the classic protagonists from the Black Library series of novels.

More types of Retinue are available to choose from in Appendix 2 – Alternative Retinues.

4.1 The Servants of the Emperor

Each loyalist Retinue is led by an Inquisitor. A powerful individual with many skills and special abilities. He gathers around him a company of specialists to assist him in his task of hunting down the enemies of man. Because he can command anyone in the Imperium to assist him he has a very wide choice of personnel and equipment.

Type	Grit	FV	SV	Speed	Notes
The Inquisitor	2+	+4	+4	+1	Leader. May have Psyker powers @ 10pts each*. Terrifying.
‡ Stormtroopers	4+	+2	+2	+0	Are armed with Hellguns.
Space Marine	2+	+3	+3	+1	
Interrogator	3+	+2	+2	+1	
Approved Psyker*	5+	+0	+0	+0	Has Psyker powers @ 10 pts each*.
Adeptus Arbites	4+	+1	+2	+0	Special weapons.
Daemonhost*	4+	+0	+2	+0	Terrifying. Will have Psyker powers @ 5 pts each. No more than one per Retinue.
Death-cult Assassin	4+	+2	+0	+2	Do not have ranged weapons.

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

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

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

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

Example Inquisitor's Retinue – 108 pts

Inquisitor	Refractor Shield, Bolt Pistol, Power Sword, 2 Psyker Powers @ 44 pts
Interrogator	Carapace Armour, Laspistol & Sword @ 17 pts.
2 ‡ Stormtroopers	Carapace Armour & Hellgun @ 16pts.
Deathcult Assassin	No armour & Power Sword @ 15 pts.

4.2 The Enemies of Man

Below are a variety of the pawns of the Chaos Gods. Chaos Retinues are usually led by a Chaos Agent. He may have been a Chaos Space Marine or Leader of a Chaos Cult who has been blessed by his gods.

Type	Grit	FV	SV	Speed	Notes
The Chaos Agent	2+	+4	+4	+1	Leader. Terrifying. May have Psyker powers @ 10pts each.
Fallen Guardsman	4+	+1	+2	+1	
Chaos Space Marine	2+	+4	+4	+1	Leader.
Chaos Cultist	3+	+1	+1	+0	
Unapproved Psyker	5+	+0	+0	+0	Has Psyker powers @ 10 pts each.
Plague Zombie	4+	-1	+0	-1	Terrifying. Immune to Terror. Uses improvised weapons only.
Chaos-cult Assassin	4+	+2	+0	+2	Do not have ranged weapons.
Hive-Ganger	4+	+1	+2	+1	

If a Chaos Agent chooses to follow a single god this costs 5pts, but brings certain benefits:

Khorne	Chaos Agent and his Retinue get +1 to FV in Melee, but suffer a -1 to Shooting.
Nurgle	Chaos Agent, and all troops except Plague Zombies, get +1 to Grit Rolls. Retinue may include Plague Zombies.
Slaanesh	Ignore Terror. Chaos Agent and all troops get +1 to Speed.
Tzeentch	Chaos Agent can buy Psyker powers @ 5pts each.

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].	Fallen Guardsmen or Chaos Agent Chaos Agent
Heavy	Power Armour [8+ to hit].	Chaos Space Marine or Chaos Agent

Type	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, Shotgun	+1
Heavy	Two-handed Sword, Chainsword, Bolter, Heavy Stubber, Flamethrower (Fallen Guardsmen only).	+2
	Heavy Bolter, Hellgun, Plasma Pistol, Power Weapon	+3
Very Heavy	Plasmagun, Power Fist, Meltagun, Daemon Weapon (Chaos Agent only)	+4

Example Chaos Agent's Retinue – 115 pts

Chaos Agent: Refractor Shield, Autogun, Daemon Weapon, 1 Psyker Power @ 35 pts
 Chaos Space Marine Power Armour, Bolter, Bolt Pistol & Power Sword @ 27 pts.
 3 Chaos Cultists Flak Jacket, Laspistol & Dagger @ 12 pts.
 Unapproved Psyker No Armour & Dagger. 1 Psyker Power @ 17 pts.

5.0 ARMS & EQUIPMENT

In a small Retinue there is much more ability to vary arms and equipment beyond the norm allowed by a W40K army list. Some equipment is still restricted because it is just not possible for some troop types to use it. The perfect example is Power Armour. Only Space Marines, Chaos Space Marines and Sisters of Battle have the physical adaptations to use this usually. A few members of the Inquisition have had these adaptations made as well.

When costing arms and armour take the combat bonus as the cost for weapons and the to hit value for armour. Remember to apply WYSIWYG to this.

You will note that each listed Retinue has its own Armour and Weapons listing, so there is no need for repetition in this section. The reason for this is so a player can simply print out the page for his chosen retinue to assist him during play.

5.1 Armour

Armour affects combat by providing the target number for the attacker to exceed.

5.1.1 Bionics: Any figure can be given bionics. This endows the figure with +1 to Armour and to FV. The +1 to Armour does not count if the figure is wearing Power or Terminator Armour. This advantage costs 5 points per figure, as well as increasing the overall cost of the figure due to improvements in FV & Armour..

5.2 Weapons

Ranged Weapons are counted as having enough ammo to last the skirmish.

Range	Weapon Type
6"	Thrown Dagger, Thrown Hand Axe
12"	Autopistol, Shotgun, Plasma Pistol, Meltagun, Grenade
18"	Bolt Pistol, Laspistol, Autogun
24"	Lasgun, Bolter, Hellgun, Heavy Stubber, Plasmagun, Grenade Launcher
36"	Heavy Bolter, Sniper Rifle

5.2.1 Heavy Weapons

Heavy ranged weapons (heavy bolters, heavy stubbers, etc.) require a crew of two figures to move and shoot in the same turn. When shooting the heavy weapon, neither crew may fire any other weapons (they are too busy loading, spotting, assisting, etc.). If one crew member is taken out of the game, the survivor may only move or shoot the heavy weapon, not both, during a subsequent game turn.

Note that this rule does not apply to figures wearing Power or Terminator Armour (or Xenos equivalent) - they may carry and fire heavy weapons as easily as anything else in their respective arsenals.

5.3 Grenades

Grenades are thrown at a target point and explode attacking each person in a 3" radius. Once you have chosen your target point roll a scatter die and a six-sided die to determine the distance and direction the grenade scatters. If the scatter die comes up with a 'Hit' you are precisely on target.

As a general rule no figure carries more than one grenade. Tick it off the roster when it has been used.

Troops with a Grenade Launcher (see Imperial Guard, Adeptus Arbites & Blood Pact) will have a bandolier with six grenades. Note that Grenades for Launchers cannot be thrown only fired.

A Launcher increases the Grenade's range to 18".

5.4 Flamethrowers

Any form of flamethrower sends out a line of flame that may hit one or more targets. The range of a Flamethrower is 12".

The shooter rolls to hit and if he does he can then roll to hit a second target that must be within 3" of the first. He can keep rerolling until he either misses or there are no more targets within 3" of the last figure that he hit. You cannot target the same figure twice.

Cover does not add to armour for resisting Flamethrower attacks, but the shooter must have a clear line of sight to each target. Unlike for normal shooting intervening friendly figures do block line of sight (or you risk immolating them too).

A Figure using a Flamethrower has their armour rating reduced by 1, to reflect the constant risk of the Promethium Tanks being ruptured and immolating them.

6.0 THE FIELD OF BATTLE

6.1 Terrain

For this game the rule is that the more scenery the better.

The key thing though is to agree which areas are soft cover and which are hard. Generally if everyone takes turns slapping down terrain until you run out or you all think it looks good, the game should go alright. Once the terrain is set then agree the objective of the battle and randomly dice for each Retinue's entry point.

A playing area 4'x4' is recommended for games between two Retinues. For three to four Retinues a 6'x4' could be used.

6.2 Deployment

Unless you are playing a scenario that says otherwise each Retinue rolls one die, rerolling ties. The winner chooses which edge to enter play on and deploys his troops within 6" of that edge. All the figures in a Retinue must initially deploy within 8" of their Leader.

The other players follow in turn from highest to lowest.

6.3 Scenarios

The following are some example scenarios. It is suggested that you also build up a number of your own as variety is the spice of life. See Appendix 1 Campaigns for more ideas.

6.3.1 Kelly's Heroes

This classic objective is an ancient artefact, or perhaps a vital data slate, that you need to recover and return to base for analysis. This is suitable for 2-3 Retinues.

Stash this in a suitable building or a hollow tree etc., and mark it with a counter. This should be in the dead centre of the table

The winner is the player who gets the counter off the table. A figure can carry the counter at normal speed, but while doing so cannot charge or use ranged weapons.

6.3.2 Fort Apache

The defence of a strategic building. This is suitable for 3-5 Retinues.

Randomly determine the defender. That player gets to set up within and around the building. The others must force him out and take control of it. In the first turn the defender gets the initiative.

The defender also gets an extra ten points of troops per opposing Retinue after the first.

6.3.3 Assassination

The objective is to slay the enemy's Leader at all costs, except the loss of your own. The last Leader standing is the winner. This is suitable for 2-4 Retinues.

6.3.4 The Gauntlet

One Retinue has the job of escorting a wagon of refugees/orphans/loot/rations/kittens from one short table edge to the other. The other Retinues must capture the wagon and take it off the table at their entry point. This is suitable for 3-5 Retinues.

The attackers must deploy on the long table edges. There is nothing to stop them cooperating with each other, although only one Retinue can win.

The Escort gets to act first on the first turn. It has also been reinforced with an extra twenty points of troops per opposing Retinue after the first.

6.3.5 The Ritual

A Chaos Agent (or possibly a Radical Inquisitor) and his Retinue are performing a dangerous ritual in a building somewhere on the table. The other Retinues have a restricted number of turns to find him and disrupt the ritual (engaging the Chaos Agent in melee would be enough, or shooting him dead). This is suitable for 2-3 Retinues

Place four to six buildings randomly on the table. The Chaos Agent secretly notes which one he is in. He can deploy up to half his Retinue outside the building to lead the others a merry dance if he so wishes.

6.3.6 One of our Robots is missing

A Dreadnought has gone rogue and is standing in the centre of the table fighting anyone who approaches. The Retinue that takes it down wins (Grit 3+, FV4, SV4, Move – none except turning, 12+ Armour, Heavy Bolter and Power Claw).

This is suitable for 2-5 Retinues

7.0 PLAYING THE GAME

This game is played in turns, each of which is divided into three main phases - Movement, Shooting and Melee. Each player will get to act with his troops in each phase, the order in which they do so being determined by their initiative.

The Sequence of Play

7.1 Initiative

At the beginning of each turn each Player rolls 1D6 and adds his Leader's Speed, rerolling any ties. The Players then act in order from highest to lowest in each phase. This lasts until the next turn.

7.2 Movement Phase

This is carried out in initiative order. Each Player may move some or all of his men up to their max distance [Speed + 6"], then play passes to the next Player. During the shooting phase, if a model has no enemies in line of sight, that model may choose to run an additional 3" instead of shooting.

They must take into account terrain with Soft Cover deducting 1" from their maximum movement and Hard Cover deducting 3". Note that because of this deduction a figure cannot Run in Heavy Cover. The deduction applies if they spend any part of or all their movement in that cover.

Figures that are in base-to-base contact with an enemy cannot move, unless they attempt to disengage from Melee [see 7.4 below].

Psykers may use a power they have selected at this point. A Psyker may use his power at the beginning or the end of his movement because he has to stand still for a moment and concentrate.

If a figure ends up in base-to-base contact with an enemy both that figure and the opponent cannot move again in this movement phase.

7.3 Shooting Phase

This is carried out in initiative order. Each player may shoot with any or all the figures that he has, and may run any figures that are not shooting and have no enemy in line of sight. Play then passes to the next Player in the order.

Figures armed with ranged weapons may shoot at any enemy figure in line of sight that is not in Melee (i.e. in base-to-base contact with an opponent). If it is a game where there are more than two Retinuees involved, and the target figure is engaged with another figure who is also not one of the shooter's Retinuee then he can fire into Melee. Use a dice to see who he actually hits and then calculate the shot.

Vehicles do block line of sight, but other figures do not.

Figures that move into base-to-base contact with an enemy this turn cannot shoot unless they are armed with pistols. If they have a pistol they may take one shot at one figure with whom they are in base-to-base contact. In subsequent rounds of base-to-base contact they cannot use their pistol.

The Player must declare all his Retinuee's targets before checking that they are in range. He can check line of sight before selecting his targets.

Range is measured from the base edge of the shooter to the base edge of the target.

A figure that is more than 3" inside an area of soft or hard cover can neither shoot out nor be shot at. Otherwise cover blocks line of sight. Inside cover, line of sight is 3".

Targeted figures that are in soft cover gain +1 to their Armour and in hard cover gain +2 to their Armour.

Targeted figures that have a speed bonus add it to their Armour, if they moved in their last turn.

The basic roll to hit is: 1D6 + Figure's SV + weapon's combat bonus (if any).

If this equals or exceeds the opponent's Armour then they are hit and must make a Grit roll to stay in the game. An unmodified roll of 1 is always a miss.

7.3.1 Torrent of Fire

A group of figures may choose to create a Torrent of Fire. In this one figure rolls to hit, but for each extra figure joining him in targeting a single figure add +1 to the roll. This way figures with relatively poor shooting can join together to take down a very well armoured opponent. However, if they do they will cause only one hit on their joint target.

Example 1

An Inquisitor with a Plasma Pistol is firing at a Chaos Space Marine who is standing in a ruined building. The Inquisitor's SV is +4 and his Bolt Pistol gives him +1 for a total of +5.

The Chaos Space Marine has Power Armour giving him 8+ and is in Hard Cover increasing this to 10+.

If the Inquisitor rolls a 1 to 5 he misses, on a 6 or more he hits.

The Chaos Space Marine must then make his 2+ Grit roll to shrug off the hit. Marines are real tough so it doesn't look good for the Inquisitor.

Example 2

One of the Inquisitor's Guardsmen is firing at a Chaos Cult Ganger.

The Guardsman's SV is +2 and he is using his trusty Lasgun for another +1 and a total of +3.

The Ganger is wearing a Flak Jacket for 6+ and has run into view on his last turn allowing him to add his Speed Bonus of +1 for total value of 7+.

The Guardsman must roll a 4 or better to hit the Ganger, who will then get a Grit roll of 4+.

Example 3

Four Guardsmen are trying to take down a renegade Space Marine in Terminator Armour.

The Guardsmen's SV is +2 and with their trusty Lasgun for another +1 get a total of +3. Technically they don't stand a chance of penetrating the Space marine's Terminator Armour.

However, the player declares he is going to try a Torrent of Fire. One Guardsman fires at +3 and the other three add +1 each to get a total of +6 to the roll.

The Guardsmen will get one hit if they can roll a 4 or better.

7.4 Melee Phase

All melee is simultaneous, unless a specific list declares otherwise (some figures may be so fast that they get in first).

Figures can only hit an enemy figure that is in base-to-base contact with them.

The basic roll to hit is: 1D6 + Figure's FV + weapon's combat bonus (if any).

If this equals or exceeds the opponent's Armour then the target figure is hit and must make a Grit roll to stay in the game. An unmodified roll of 1 is always a miss.

Note that cover has no effect on melee as the combatants are toe to toe, nor does speed.

Where there are more than one attacker against a single defender roll each combat separately. However, unless the single defender can split his attacks (see 7.3.3 below), he must choose one of the attackers to take his attack. Each Attacker gets a +1 bonus to his attack roll for outnumbering their victim.

If a figure should wish to disengage from melee his opponent gets a free attack on him, unless there are other figures also in combat with that opponent. He may defend but cannot cause a hit back.

Example 4

Our Inquisitor has given up trying to shoot the Chaos Space Marine and has drawn his Power Sword and charged into melee.

The Inquisitor's FV is +4 and his Power Weapon gives him another +3, giving him +7 against the Chaos Space Marine's Power Armour of 8. He'll miss the traitor on a 1.

The Chaos Space Marine has a FV of +3 Chainsword for another +2, giving him +5 against the Inquisitor's Refractor Field of 7. This means he misses on a 1 or 2.

The Inquisitor has the edge, but only just.

Example 5

The Chaos Cult Ganger and one of his mates charge an unfortunate Guardsman.

The Gangers have FV's of +1 and Daggers for +0, giving them +1 against the Guardsman's carapace Armour of 7, resulting in a hit only on a 6.

The Guardsman also has a FV of +1 and Sword (given to him by his Master) for +1, giving him +2 against the Ganger's Flak Jackets of 6, resulting in a hit on a 4, 5 or 6.

7.4.1 Multiple Attacks

Some figures are allowed multiple attacks in melee. Generally any figure with a FV bonus greater than 1 can split that bonus against more than one opponent as long as he is base contact with each one he wishes to attack. For example: An Inquisitor in contact with two Cultists could split his FV of +4, so he attacks each one at +2, or choose to attack one at +1 and the other at +3.

Note that it is the FV that is split, the weapon bonus (if any) applies to each attack and the opponent's armour counts against each attack as normal.

Example 6

Our Inquisitor has seen the two gangers above take down his lone Guardsman and has drawn his Power Sword and charged into melee.

The Inquisitor's FV is +4. He chooses to split this equally between the two chaos scum. So he has two attacks, each at +2 plus his Power Sword for a total of +5, against the Gangers' flak jackets at 6, so he will hit each of them on anything but a 1.

The Gangers have FV's of +1 and Daggers for +0, giving them +1 against the Inquisitor's Refractor Field of 7, resulting in them hitting only on a 6.

7.4.2 Ganging Up

Where you outnumber an opponent, but doubt your figure's ability to hurt him because of his far superior armour, you can choose to Gang Up on him. Only one of your attacking figure's attack counts, but he gets a +1 bonus for each friend helping him take down that opponent.

Example 7

In Example 5 the two Gangers could only hit the Inquisitor on a 6. If they Ganged Up on the Inquisitor they would get one attack between them, but with the resulting bonus of +1 would hit on a 5 or 6.

If they could get another Ganger to join in this could quickly become 4, 5 or 6. It is dangerous to be outnumbered.

7.3 The Grit roll

Roll 1D6 and equal or exceed the figure's Grit. If a figure fails a Grit roll then they are out of the game. Their final fate will be decided afterwards (see Appendix 1, Campaigns).

7.4 Knock Down

Should a figure roll his Grit exactly then it is 'knocked down'. In effect the figure is winded and stunned by the force of the blow or shot.

Lie the figure down. It cannot act this turn or until its next turn. It cannot even defend itself and must rely on its armour and grit to save it if attacked again.

Upon its next turn it can retake its Grit roll and if it exceeds its Grit number it can spring to its feet and carry on as normal. However, if it roll exactly its Grit again, or less, then it remains knocked down until the next turn, and so on.

Any figure attacking one that is knocked down gets a +1 to their attacks.

Example 8

A group of cultists have surrounded a lone Space Marine and ganged up on him. They succeed in hitting him and he makes a Grit Roll. He needs 2+ and gets a 2 exactly.

He is now knocked down and at the mercy of the mob. He survives the beating thanks to his armour and makes it to his next turn where he rolls a 3 for his Grit Roll and stands up. Time for some payback.

8.0 PSYKER POWERS

If listed a Retinue can include personnel that can buy and use Psyker powers.

During play the Psyker can choose to use one power [that he knows and has been paid for] each turn at the beginning or the end of his movement. Most powers are fairly short ranged and of short duration [see descriptions].

To use a power a Psyker must first make a Grit roll. This is very tiring and requires immense focus, so if he fails this he cannot do anything else until the next turn (though he can defend himself in Melee).

If he rolls a natural 1 he must make a further Grit roll and if he fails that he becomes possessed by a lesser daemon (use the Lesser Daemon stats from the Chaos Space Marine Retinue list in Appendix 2.2, except for armour and weapons). Unless the Psyker is a member of a Chaos Retinue (Enemies of Man, Chaos Space Marines or Blood Pact Death Brigade) he will now attack the nearest figure and from then on act as an enemy of the Retinue he formerly belonged to. Control of the figure goes to one of the other players.

Note that Daemonhosts do not risk possession as they are already possessed.

If the Psyker is in base-to-base contact with an enemy he cannot activate a new power.

Some powers, especially those that directly affect enemy figures, allow the affected figures a Grit roll to resist their effects. This is shown in the last column in the table below (Grit roll?).

Power	Range	Duration	Effect	Grit roll?
Bless the Armour's Spirit	Touch	3 turns	The weapon adds +1 to Armour. It can belong to the Psyker or a friend that is in base contact.	No
Bless the Weapon's Spirit	Touch	3 turns	The weapon adds +1 to FV. It can belong to the Psyker or a friend that is in base contact.	No
Dominatus	12"	1 turn	A chosen enemy figure is forced to move towards and attack it's nearest friendly figure [must be within 6" of the enthralled figure].	Yes
Feet of Lead	12"	1 turn	All enemy in a 6" radius of the designated target point move as if in heavy cover (-3").	Yes
Levitate	Self	1 turn	The Psyker can rise up to 12" up a building, tree, cliff etc., in the Movement Phase in addition to their normal movement.	No
Mask of Death	Self	1 turn	All enemies consider the Psyker to be Terrifying.	No
The Path of Light	Self	1 turn	The Psyker creates a clear 6" path through an area of soft or hard cover directly adjacent to himself. He or others can move along the path [in single file] until it fades.	No
The Path of Shadows	Self	1 turn	The Psyker moves 12", unhindered by cover, enemies or even mountains. He must end this movement in an open space.	No
True Grit	Touch	3 turns	The figure touched gains a Grit attribute of 2+ for the duration of the power.	No
Venom	Touch	1 turn	Anyone hit by the touched weapon suffers a -2 to their Grit rolls against that attack.	No
Warpfire	Line of Sight	Instant	Counts as a ranged weapon shot at +2.	Yes
Warpsight	12"	1 turn	The Psyker can shoot at an enemy figure, even if they are concealed by cover or if line of sight is blocked. Any cover also gives them no protection.	No
Zone of Shadows	6" radius	1 turn	Shadows swirl in a 6" radius of Psyker, granting him and anyone else in the radius soft cover.	No

APPENDIX 1: CAMPAIGNS

This appendix contains guidelines for randomly generating campaigns, specifying the nature of the missions that take place in the campaign, and generating the enemy forces that will be encountered. All guidelines are meant to be taken as suggestions for balanced and interesting game play, but they are by no means meant to be followed without deviation. If you feel the game would be improved by adjustments, let common sense and fun be your guide. If the enemy force generator calls for models you do not have, either substitute to your heart's content or pick a different force list that you can use.

This supplement is primarily intended for creating solo-play scenarios, but can be easily adapted for multi-player games.

- I. **CREATE A RETINUE** – Create a 120-point retinue list from the Inquisitor force list of your choice. You may select a force list other than the Inquisitorial lists provided, but in keeping with the spirit of the game, it should ideally be at force with at least nominal allegiance to the Empire of Man.
- II. **IDENTIFY THE SETTING** – It is not absolutely necessary to identify a setting for your game, but it certainly can lend to a more atmospheric game. To randomly select a campaign setting, roll a 1d6 and consult the chart below:

DIE ROLL	SETTING
1	IMPERIAL BARRACKS WORLD-
2	ISOLATED MINING COLONY -
3	ABANDONED RESEARCH STATION -
4	IMPERIAL SECTOR CAPITOL -
5	HIVE WORLD -
6	IMPERIAL FORGE WORLD -

A GUIDE TO RETINUES			
A	Agents of Chaos	G	Space Marines
B	The Traitor Legions	H	Radical Inquisitor
C	Death Brigade	I	Orks
D	Imperial Guard	J	The Tau
E	Ecclesiarchy	K	Genestealer Cult
F	Rogue Trader	L	Squats

III. IDENTIFY THE MYSTERY

Inquisitors of the Emperor must be constantly vigilant, lest the Enemies of Mankind succeed in their dark schemes. In order to determine what events are being investigated in the campaign, roll 1d6, and consult the chart below:

1d6	
1	HEIGHTENED CULT ACTIVITY -There have been reports of strange rites taking place, along with the occasional desiccated body that appears to have been subjected to strange rituals. Word has reached the Inquisition, and now it is your task to seek out the truth and stop the spread of Heresy. (Primary Enemy: Retinue A, Alternates: B and C)
2	RUMOURS OF HOLY RELIC - A long-missing relic has been reportedly been found that dates back to the days when the Emperor still walked Holy Terra. Little is known about its authenticity or its hidden powers, but now dark and powerful forces are spreading their net wide to attempt to be the first to recover it. (Primary Enemy: Force A, Alternates: H and B)
3	MISSING HERETICAL TEXT -An ancient text that was long a part of a bureaucratic library has gone missing, and only afterwards has the truth come out that the text was a blasphemous piece of work devoted to mastering the powers of the warp. The Enemies of Man hope to recover this text and turn its powers against humanity. It is up to you to see that they fail. (Primary Enemy: Force A, Alternates: H and B)
4	SUSPICIOUS PLANETARY GOVERNOR -The planetary Imperial authority has become increasingly reclusive and secretive about his activities. As of late, he has failed to respond to repeated request from High Terra for status reports. Investigate with all haste... (Primary Enemy: Force K, Alternates: D and E)
5	DEATH OF IMPERIAL HIGH MARSHAL - The Imperial High Marshal of the sector has died recently under veiled...and bloody...circumstances. All indicators point to a military operation carried out

	with discipline and precision, so there is probably some sort of enemy sleeper cell at work. (Primary Enemy: Force C, Alternates: A and D)
6	THE CURIOUS CASE OF THE CRAZED INQUISITOR -A secretive Inquisitor of the radical faction is up to some manner of heretical skulduggery, and rumours abound of daemonic rituals and Xenos influence. All that is certain is that the rogue Inquisitor has gone missing and may be plotting something terrible for the human population of this sector. (Primary Enemy: Retinue H, Alternates: I, J, K, and L)

IV. MISSION TYPES.

There are four types of missions in campaigns: Investigation, Breakthrough, Defeat, and Endgame.

Investigation and Breakthrough missions allow players to earn Victory points.

Survival Missions only require the player to survive or complete some objective but do not allow for Victory points to be earned.

Endgame missions only take place once the player has earned enough Victory points and give the player the opportunity to face off against his grand nemesis and win the campaign.

V. CAMPAIGN FLOW.

Play always begins with a random Investigation mission. If any Victory points are earned from the Investigation Mission, the player may next select a random Breakthrough mission, which allow for larger numbers of Victory points to be earned.

As long as Victory points are earned, further random Breakthrough missions may be played. However, if an Investigation or Breakthrough mission ends with no Victory points earned, the player must next select a random Survival mission in which the enemy strikes back at the player. If the player's retinue makes it through the Survival mission, it must begin once again with an Investigation mission.

Once ten Victory points have been earned, the player has gathered enough information to track the primary foe down and confront him, which takes place in a random Endgame mission.

VI. ENEMY FORCES IN EACH CAMPAIGN.

There are three enemy retinue lists associated with each campaign. One is identified as the primary enemy retinue, and any scenario that calls for the primary enemy retinue will employ this one. The two alternate enemy retinues associated with each campaign are support forces employed by the enemy. Where a scenario calls for an alternate enemy retinue, randomly choose between one of these.

Example: For a campaign, your primary opponent is Force B (The Traitor Legions). Your alternate enemy retinues are forces C (The Death Brigade) and D (Imperial Guard). A mission calls for an alternate enemy retinue, so you randomly choose between the Death Brigade and Imperial Guard with a d6 roll, selecting the Imperial Guard. In this scenario, you will face off against corrupted elements of the Imperial Guard.

VI a. ROLLING UP AN ENEMY RETINUE.

Each mission specifies the identity and point-size of the enemy retinue that will appear in the mission. Just cross reference the Identifier of the enemy retinue in the Enemy Retinue Generator starting on page 21. (i.e. Force J=The Tau), and roll the dice specified to determine each element in the enemy force.

Each time you roll up an enemy element, note its type, number, and point value. Keep rolling until all the enemy retinue points are used up. It is okay to roll up a number larger than the those available (i.e. There are only 13 points left but you roll up a model with 27 points), but once the balance has been reduced to zero, no more elements may be rolled up.

VII. OBJECTIVES AND VICTORY POINTS.

Successfully completing objectives in Investigation and Breakthrough missions allow for the player to earn Victory points.

Once ten Victory points have been earned, the player moves on to an Endgame mission and attempts to win the campaign. Victory points can also be traded in for more reinforcements between missions.

VIII. REINFORCEMENTS.

Between missions, the player receives 10 points for reinforcements at the end of each mission. In addition, the player may expend Victory points in order to get more reinforcements. He can get 10 points of reinforcements for each Victory point spent.

IX. INVESTIGATIVE MISSIONS –

1d6	
1-2	<p>NO STONE UNTURNED –<i>Your investigations bring you to dark cluster of buildings, one of which may hold evidence vital to your investigation. However, agents of the enemy will be waiting in the shadows, ready to thwart your efforts. Search for leads in the shadows...</i></p> <p><i>SETUP:</i> In the centre of the table, set up six buildings, spaced at least six inches from one another. Mark an entrance on each building that will be the target of your team. The team will deploy no closer than 24" to the nearest building.</p> <p><i>THE ENEMY:</i> Roll up a 150-point enemy retinue from the active enemy list. None will be deployed until after the game begins.</p> <p><i>OBJECTIVE:</i> The player must move at least one team member into contact with each marked doorway of each of the six objective buildings and remain in stationary contact for a whole turn in order to search the structure.</p> <p>At the end of each search, roll 1d6. On a roll of 5-6, a piece of evidence is found that grants a victory point. Each building can only be searched once. On a roll of 1-3, deploy that number of enemy models just out of sight behind the nearest terrain piece or building to the building just searched. They will commence attacking in their next turn. Repeat until all buildings are searched.</p> <p><i>TURN LIMIT:</i> This scenario has a 6-turn game limit.</p>
3-4	<p>WHISPERS IN THE DARK –<i>A member of the Enemy camp wishes to come forward and offer assistance to your investigation. However, the Enemy has gotten wind of this betrayal and is close on the heels of the traitor. You must act fast to protect this lead.</i></p> <p><i>SETUP:</i> Place plenty of terrain and cover throughout the board. Place the informant directly in the centre of the board. Use stats for the Sanctioned Psyker (minus the psyker powers) for the model. Both the player forces and the Enemy will deploy equal distances of at least 24" away from the informant.</p> <p><i>THE ENEMY:</i> Roll up a 150-point enemy retinue from the active enemy list. All will be deployed in the same zone at least 24" from the informant.</p> <p><i>OBJECTIVE:</i> The informant must be safely escorted off the board, but before he can move, you must move one player model into base contact with him.</p> <p>The enemy will try to recapture him and move him off-table by moving into base contact with him. Whichever side is in base contact with him last has control of him and can move him off the table from their own deployment zone. If the player gets him off-table, he will earn 1 Victory point.</p>
5-6	<p>A PLEASANT LITTLE CHAT –<i>A low-level member of the enemy's force is being escorted to a safe house, and it is up to your team to intercept and interrogate him until he spills his secrets.</i></p> <p><i>SETUP:</i> The Enemy agent's deployment zone should be set up 36" away from the safe house he is trying to reach. They player's deployment zone should be 24" away from each. The table should have plenty of terrain and cover interspersed throughout.</p> <p><i>THE ENEMY:</i> Roll up a 150-point enemy retinue from the active enemy list. Deploy the most powerful model (the enemy agent) along with three escort models in the deployment zone. Deploy the rest at the safe house.</p> <p><i>OBJECTIVE:</i> The player's force must intercept and defeat the enemy agent along with his bodyguard. Once the agent model has failed his grit roll, lay him down where he was defeated. A leader from the player's retinue must spend at least two uninterrupted rounds in base contact with the fallen agent interrogating him. Any enemy ranged or melee attacks against the player</p>

	model will constitute an interruption. As soon as the player's models attack the agent or his escort, the Enemy's remaining forces at the safe house will move out and attempt recover the agent. If the agent is successfully interrogated, the player will earn 2 Victory points.
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X. BREAKTHROUGH MISSIONS –

1d6	
1	<p>A MEETING OF CORRUPTIONS – <i>An enemy agent is meeting with a traitor contact from the Administratorum. Capture them both.</i></p> <p>SETUP: Place lots of cover throughout the table, especially in the centre. The enemy agent is whatever model has the highest stats in the Enemy retinue, and the traitor uses the same stats as an approved psyker minus the psyker powers. Place both at the centre of the table, where their meeting is being held. Each may have two bodyguards from the enemy retinue. The rest will be deployed in the enemy deployment zone, 24" away from the meeting. The player's team deploys 18" away from the meeting and cannot deploy in LOS of it.</p> <p>THE ENEMY: Roll up a force of 180 points from a secondary Enemy retinue (randomly select which). The agent and traitor who are meeting will remain stationary until player forces come within LOS. At that point, each will then begin moving to opposite ends of the table and will try to exit. The traitor will flee and will not fight, while the Enemy Agent will only fight when cornered; he will try to exit the board as fast as possible. The main enemy force will cover them.</p> <p>OBJECTIVE: The player forces must incapacitate and capture both the enemy agent and the traitor. Once each is defeated and knocked down, the player must move a model in base contact to capture each. Each must then be moved off the table by a player model. While carrying an enemy prisoner, each player model cannot run or engage in ranged combat.</p> <p>The player will receive 1 Victory point for capturing one of the two Enemy targets, but 5 Victory points for capturing both. The Enemy forces will try to prevent this by protecting the agents' escape or by recovering them and removing them off-board if they have been captured.</p>
2	<p>TRAITOR'S GATE –<i>You discover that a senior Imperial military official is in collusion with the Enemy. You must eliminate him immediately. Be warned: the Imperial forces around him are loyal to him personally and will die to the last trooper protecting him.</i></p> <p>SETUP: The Enemy's deployment zone is a well-fortified area of the table with plenty of heavy cover available. Cover will be thinner over the rest of the table and allow lanes of fire from the fortification. The player's deployment zone will be at least 24" away from the enemy zone and not in its LOS.</p> <p>THE ENEMY: Roll a force of 180 points from a randomly selected Imperial retinue. The target Official will be the model with the highest stats.</p> <p>OBJECTIVE: The player's retinue must eliminate the targeted official as quickly as possible. The Enemy retinue will fight to protect him, and the Official will remain in his stronghold to the bitter end. The player will receive 4 Victory points for eliminating him and none for failure.</p> <p>TURN LIMIT: The scenario has a ten-turn limit. At the end of the tenth turn, if the enemy Official is still alive, he will be rescued by an enemy Landspeeder.</p>
3	<p>SUCH A PRETTY BAUBLE – <i>You have discovered that the enemy have in their possession an artefact of unknown power and are moving it to a safe location. Prevent them at all costs and recover the artefact in the name of the Emperor.</i></p> <p>SETUP: The table should be well covered with terrain features. The enemy retinue will deploy together in a close formation 36" from an exit point on the edge of the table. The player retinue will deploy at least 24" from the Enemy exit point and 24" from the Enemy retinue, out of the LOS.</p> <p>THE ENEMY: Select 150 points of enemy forces from the primary Enemy retinue list. A single Enemy model will carry the artefact, but will not be able to run or engage in ranged combat while doing so. The other Enemy models will try to ensure it reaches the exit zone. They will only move toward the exit zone together until they spot the player's retinue (until a player model ends its movement in LOS of the enemy or makes an attack) at which point they will also fight as needed.</p> <p>OBJECTIVE: The player's retinue must ambush the Enemy retinue, slay the bearer of the artefact, and carry it off-table successfully, for which they will earn 3 Victory points.</p>

4	<p>THE ENEMY OF MY ENEMY – <i>A traitor in the Enemy's camp has signalled a willingness to betray them into your hands. The informant has had to flee, though, with the Enemy close at his heels. Find the informant before the Enemy does and escort him off the board.</i></p> <p><i>SETUP:</i> Place cover and terrain features liberally across the table. Mark ten terrain features that are possible hiding spots of the informant, none of which is closer than 8" to another. The enemy deployment zone is at least 18" from any marked terrain feature, and the player deployment zone is at least 12" from any marked terrain feature. The two deployment zones must be at least 30" apart.</p> <p><i>THE ENEMY:</i> Roll up an Enemy force of 180 points from a random secondary force list, and place them all together (within an 8" circle) at their deployment zone. They will move in force from each terrain objective to the next, searching for the informant. While searching, they will fire on any player models in LOS but will not engage in a full attack while searching. Each time an Enemy model comes into base contact with a marked terrain feature, roll 1d6. On a roll of 6, they have recovered the Informant and will begin moving him back to their deployment area, where unspeakable tortures await. If the player's retinue finds the informant first, the Enemy will call off the search and begin attacking the player's retinue in earnest and will try to recover the informant.</p> <p><i>OBJECTIVE:</i> The player must search each marked terrain feature by moving a model into base contact with it and rolling 1d6. On a roll of 6, the player's model has recovered the informant and must now move him off the table. The model carrying the informant cannot fire ranged weapons or run. On successfully moving the informant off-table, the player's team will earn 5 Victory points.</p>
5	<p>THE EMPEROR'S FINEST – <i>You have received word that the Enemy is extracting damaging information from a captured Imperial officer. Track the Enemy back to their lair, and rescue the officer along with any other servants of the Imperium being held.</i></p> <p><i>SETUP:</i> Set up two fortified areas that will serve as the Enemy's secret strongholds, placing them roughly 18" from each other. The Imperial officer is being held at one, and his surviving men are being held at the other. Roll a 60 point force from a randomly selected Imperial force list. The officer will be model from this force with the highest stats, and his troops are the remainder. The player's forces will deploy at any spot desired, so long as it is out of LOS of and no closer to the enemy than 18."</p> <p><i>THE ENEMY:</i> Roll up a 200 point force from a random secondary Enemy retinue list. Divide them with roughly 1/3 guarding the troops and 2/3 guarding the officer. The enemy will fight defensively from the strongholds.</p> <p><i>OBJECTIVE:</i> Rescue the captive Officer. He must end the mission alive. As a secondary objective, free the troopers being held at the second compound. Once player models have moved into based contact with each, they in turn will be able to be activated and fight with the player's retinue. At the end of the mission, the Officer and any surviving troopers will join the player's retinue. The player will earn 3 Victory points for recovering the officer.</p> <p><i>TURN LIMIT:</i> The mission will end in ten turns. If the officer is not recovered, by then, he is dispatched by the enemy and lost forever.</p>
6	<p>BLOOD OF THE INNOCENTS- <i>You have learned of a secret ritual being performed by the Enemy that will vastly increase its veiled leader's power – if it proves successful. The ritual will be sealed in blood of innocents: save them if possible, but above all, CLEANSE THE ABOMINATION!</i></p> <p><i>SETUP:</i> At the centre of the table, set up a ring of walls or line-of-sight blocking terrain that is 18" in diameter. Place the leader of the Enemy retinue in the centre. In a ring 4" out from the leader, place six tokens that represent bound victims. In base contact with each victim, place a member of the Enemy retinue. Any remaining member of the Enemy retinue will be placed in a protective outer ring just inside the wall or barrier.</p> <p>The player's retinue will start out of LOS, at least 12" away from the clearing.</p> <p><i>THE ENEMY:</i> Roll up a force of 200 points from the active Enemy retinue.</p> <p><i>OBJECTIVE:</i> The player's forces have four turns to get into position before the ritual begins. Starting on the fifth turn, the Enemy agents will begin sacrificing one victim a turn. Once an agent has sacrificed a victim, he will immediately (in the same turn) move to join the guards at the outer ring. It does not matter in what order the victims are sacrificed; however, they must</p>

	<p>be executed in base contact and cannot be shot. As long as the player's forces end their move actions out of sight of the Enemy sentries, the ritual participants will not be alarmed; once a player model ends a move in LOS OR attacks an Enemy model, the participants are alerted and the outer ring of guards will begin moving to engage the player's models. If an intended executioner of one of the victims is disposed of by the player, the Enemy leader in the centre or one of the other guards will move to execute the victim. If all the victims are killed, the mission immediately ends, the Enemy scores a great victory before melting into the shadows, and the player loses 3 Victory points. If the player disposes of all Enemy models and saves at least one victim, the player gains 3 Victory points. However, because the victims may have learned sensitive information about the Enemy's plans during their captivity, each additional victim saved (after the first) earns the player a further Victory point, for a maximum possible total of seven.</p>
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XI. SURVIVAL MISSIONS -

1d6	
1	<p>“WHAT A PIECE OF JUNK!” –<i>The player's retinue is stranded in a desolate stretch of terrain near an abandoned complex, left helpless by the breakdown of their airspeeder. Fortunately, a number of abandoned supply sheds nearby may hold the materials needed to repair the stricken craft. However, the Enemy force that just arrived in the vicinity will make finding the needed supplies...challenging.</i></p> <p>SETUP: Place the player's retinue in the roughly 8" from one table edge. If you have a representation of a transport craft, place it between the retinue and the table edge; otherwise, just assume that the craft is just off-table. Further, place five small structures representing the supply sheds randomly on the table, all at least 18" from the player's forces and at least 12" from one another. Place other soft, hard, and LOS blocking terrain across the table randomly. The Enemy force will be deploy in a single formation out of player LOS about 36" from the downed airspeeder.</p> <p>THE ENEMY: Roll up a 200-point Enemy retinue from a randomly selected alternate Enemy force list.</p> <p>OBJECTIVE: The player must secure parts needed to repair the downed airspeeder by sending out models to search the supply sheds. On a player model making base contact with a supply shed, immediately roll 1d6. On a roll of 5-6, the component was found and must be transported back to the airspeeder by the discovering model (If no search roll is successful after searching all five structures, just assume it is found in the last structure searched.</p> <p>After the component is returned to the ship, a further five turns are required to install the component, <i>but a turn will be deducted from that length for each additional player model that assists, and up to three models may be assigned to assist.</i> No player model that is taking part in the repairs may engage in any form of combat or movement, if must stay in base contact with the ship. For each assisting member of the repair team that breaks away from the ship to fight, add another turn to the game.</p> <p>Once the repairs are complete, the player's retinue escapes via the airspeeder and wins the mission. Complicating all this is the fact that as soon the first player model moves at the beginning of the game, the Enemy force will begin to advance toward the downed ship. They will engage any player forces they see (such as the search parties), but their primary objective is to damage the player's ship beyond repair.</p> <p>Any Enemy model that makes base contact with the ship (or moves off-table at the spot where it should be located) will damage it beyond repair with a hidden satchel charge and the scenario ends. Therefore, the player must prevent all Enemy models from reaching the ship while simultaneously acquiring the repair components and effecting the repairs. Failure to save the ship will mean that the player's force has to walk out of the wilderness through Enemy terrain and will lose 50 points worth of models (in addition to any lost during the fight who failed their grit roll).</p>
2	<p>AMBUSHED! –<i>Your retinue stumbles into an ambush laid by agents of the Enemy. Now your forces must wage a desperate fight to get clear of the trap.</i></p> <p>SETUP: Roughly a third of the player's retinue-and all its leaders- will start out in the centre of a</p>

	<p>clearing 18" in diameter. There may be an abandoned hard-cover structure about 6" away from the retinue in the clearing. The outer edge of the perimeter should be no closer than 12" from the table edge in any direction. The Enemy force will be arrayed behind cover around the perimeter of the clearing. The remainder of the player's retinue will be placed together 18" outside the edge of the perimeter, out of LOS of the enemy.</p> <p><i>THE ENEMY:</i> Roll up a force of 200 points from one of the Enemy's alternate retinues.</p> <p>The Enemy forces will focus their attempts on killing all leaders in the player's retinue. Any of the Player's leaders who fail their grit roll will remain on the field where they fell unless they can be rescued by the remaining forces from the players' retinue.</p> <p><i>OBJECTIVE:</i> The player must exit at least one of his leaders alive off the table edge. Any of the player's leaders who fall in battle and who are not recovered by friendly forces will be permanently lost to the enemy. The mission ends when at least one of the player's leaders exits the board.</p>
3	<p>BETRAYAL-<i>Your retinue being shadowed by a larger Imperial force that appears to have been compromised to the Enemy. Unsure what the Enemy is waiting for, your band grows restless. Little do they suspect that the Enemy is already in their midst....</i></p> <p><i>SETUP:</i> Liberally fill the board with terrain and cover. Place the player's retinue in the centre of the table. The Enemy retinue should be placed at least 24" away and not in LOS.</p> <p><i>THE ENEMY:</i> Roll up an enemy force of 200 points from a random Imperial retinue list. The main Enemy force will remain passive until its second activation, at which point it will begin to aggressively engage the player's retinue.</p> <p><i>OBJECTIVE:</i> During the Enemy's first activation, roll 1d6 for each model in the player retinue, except for its leaders. Any model for which a roll of 6 is made is a traitor and will immediately be considered under enemy control. It (or they) will immediately begin attacking the primary leader of the player's force. The player's goal is to put down the traitors and fall back to safety where reinforcements can be called for. The player's surviving leader(s) call(s) for reinforcements by not moving or shooting for an entire turn while also not being the target of any kind of attack and making a successful grit roll at the end of turn. If the leader's call is successful, loyal Imperial forces are alerted. At least one of the player's leaders must survive until then.</p> <p><i>TURN LIMIT:</i> Once the leader makes a successful call for help, end each subsequent turn by rolling a 1d6. On a roll of 6, the cavalry has arrived and the mission ends.</p>
4	<p>INSISTO RECTOR –<i>Your retinue's primary leader has gone missing. The remaining members of the band must save him at all costs before the Enemy absconds with him. It seems that he is being held somewhere in a sprawling Imperial complex.</i></p> <p><i>SETUP:</i> As much as is possible, densely pack the table with buildings, walls, and other LOS-blocking terrain, so that it is filled with narrow and twisty lanes and corridors with an emphasis on TWISTY). Randomly set four possible detention spots around the table, where your leader may be held. None of them should be closer than 12" to another, should never be in LOS to another, and should be at least 18" from the player's deployment point. The player's retinue will deploy within 8" of the table edge at an appropriate distance from the objectives. The Enemy will not deploy until after the game begins.</p> <p><i>THE ENEMY:</i> The Enemy retinue will be a force of 200 points from one of the random alternate Enemy retinue lists. However, their force composition will not be rolled up during pre-game setup. Instead, as the player's models move through the complex, roll 1d6 at the end of each player movement action, no matter how short the move. On a roll of 6, an element of the Enemy retinue appears from around the furthest corner into LOS of the player model that just moved. To determine the makeup of the Enemy element, make a roll on the Enemy retinue list. Each time the player rolls a 6 after moving, roll up and deploy a new enemy element until its 200 point limit has been reached.</p> <p><i>OBJECTIVE:</i> The player must search all four objectives; rolling 1d6 after a player model reaches each one. On a roll of 5-6, the leader is found, activated, and can again fight and move. The player can only win after evacuation the recovered leader back to the player deployment zone.</p>
5	<p>AT ALL COSTS... – <i>Your party has learned that a highly sensitive and valuable Imperial installation is about to be overrun by the Enemy in a surprise terror attack. Join the small detachment of Imperial personnel protecting the site, hold the line, and bring the righteous</i></p>

	<p><i>wrath of the Emperor upon the foe pouring from the shadows.</i></p> <p>SETUP: Set up a perimeter of roughly 8" by 12" in the centre of the table, ringed with hard cover (such as a wall). This represents the compound to be defended by the player's retinue. Place additional hard, soft, and LOS blocking cover terrain interspersed across the table. The player's retinue will deploy inside the compound. In addition, roll up a force of 60 points from a random Imperial force list and attach it to the player's forces.</p> <p>THE ENEMY: Roll up a 200 point force from a random Enemy alternative retinue list. The initial Enemy forces will deploy at random points out of LOS of the player's forces, at least 18" away from the compound. In addition, identify and number three enemy deployment points, not in LOS of the player's forces, at least 18" away from the compound. Each time the Enemy loses 20 points' or more worth of models in a turn, roll up a single detachment from the Enemy's force list and deploy them at randomly at one of of the three deployment points. The reinforcements will become active in the next turn.</p> <p>OBJECTIVE: Defend the compound from Enemy forces. The Enemy's troops will immediately begin advancing toward the compound and will engage any player forces they see by ranged or melee combat. Their objective is to clear the compound of the player's troops. The player's objective is to prevent this from happening at all costs.</p> <p>TURN LIMIT: Starting with the end of turn seven, roll 1d6 at the end of each turn. On a roll of 6, the Enemy's will to press the attack is broken and his forces recede into the shadows. The mission ends.</p>
6	<p>"THE EMPEROR EXPECTS..." – <i>Your retinue seems to have run smack into a small band of the Enemy. It seems the meeting is purely a result of coincidence, as they seem as unprepared for the encounter as your followers are. Still, it presents you with a fine opportunity to bloody some traitor, mutant, and xenos noses. Make the Emperor proud and KILL-THEM-ALL!</i></p> <p>SETUP: This is purely a meeting engagement in a random location. Roll 1d6 to determine how much cover is on the table. For 1-2, the amount of cover and terrain will be light. For 3-4, the amount will be medium, and for 5-6 the amount will be heavy. The player's retinue will deploy 12" from one table edge, and the Enemy force will deploy in LOS 4d6 inches away. Each force may be behind some soft or hard cover, but they must be in LOS of each other.</p> <p>THE ENEMY: Roll up an enemy force equal in points to whatever point value the player's force is worth, and use the primary Enemy retinue list to do so. The Enemy force will begin attacking immediately and aggressively and will do so until either they put down all the player's troops or they themselves are wiped out.</p> <p>OBJECTIVE: The player's forces will endeavor to eradicate the Enemy to the last model, Alternately, the player may exit his retinue off the nearest table edge, at a penalty of 1 Victory point.</p>

X. ENDGAME MISSIONS –

1d6	
1-2	<p>THE RECKONING – <i>The findings of your masterful investigation have startled the Enemy's Chief Agent and caught him flatfooted. As the fist of Imperial justice descends upon his hidden organization, he is now fleeing madly with his personal retainers, attempting to escape the retribution that will shortly engulf him. All his carefully-laid plans are in ruins, but he at least hopes to escape with his life, lest he can return and pursue his dark agenda at some time in the future. Your knowledge of his plans, however, even includes his possible escape routes. You and your retinue have secretly placed yourselves in his path and are quietly awaiting his approach. Do not let this foe of Mankind escape his just retribution. Intercept him and finish him!</i></p> <p>SETUP: Place plenty of LOS-blocking terrain randomly across the board, along with hard and soft cover. The player retinue will start up 12" from the table edge, out of LOS of the Enemy deployment zone. The Enemy will deploy in the centre of the board 5d6 inches away from the player deployment zone.</p> <p>THE ENEMY: Roll up a 300-point force rolled up from the primary Enemy retinue list. It must include the most powerful leader model on the list, which will serve as the Chief Agent of the Enemy. The Enemy's objective is simply to exit their Chief Agent off the table edge that is directly behind the player deployment zone. The enemy retinue will move as quickly as possible</p>

	<p>in a direct line from their deployment zone toward the table edge right behind the player's zone. As soon as a player model ends its movement in LOS of an Enemy model, the Enemy force is alerted. Once alerted, the bulk of the enemy forces will immediately into combat to cover their leader's escape. The Chief Agent, on the other hand, will attempt to sneak around the fighting (out of LOS if possible) and exit the table at any point on the designated edge.</p> <p>OBJECTIVE: The player must slay the Enemy Chief Agent at all costs. Subduing the rest of the Enemy's retinue is a far secondary goal; if the Enemy Chief Agent escapes, the game and the campaign are lost to the player. If the Enemy Chief agent is defeated, the mission and the campaign are a complete success for the player.</p>
3-4	<p>DAY OF WRATH – <i>Thanks to the efforts of your investigation, the Enemy's plans have been laid bare, and their time for scheming in the shadows is done. Knowing his time is short, the Chief Agent of the Enemy has drawn all his reserves of strength around him for a final stand in a chain of abandoned Imperial fortification; literally thousands of corrupted Imperial citizens, prepositioned Enemy troops, and other darker forces have been gathered into this fastness. In response, the might of the Imperial war machine has been unleashed in an effort to dislodge this confluence of foes of the Imperium, and the day is ruled by bloody scenes of war and carnage on a scale to chill the soul.</i></p> <p><i>In the midst of all this destruction, your retinue gets word that the enemy's Chief Agent has orchestrated this onslaught to buy himself one last space of time to complete his dark agenda, though it remains unclear exactly what that purpose is. There is no time to spare-gather the forces you can, fight through his defences, and visit the wrath of the Emperor upon this encarnined puppetmaster personally before he can bring his work to fruition.</i></p> <p>SETUP: This mission will require two layers of fortification-hard cover or LOS blocking terrain-to stretch across the board. The player's forces will deploy 6" from one table edge. Then first layer of fortifications will be out 24" from the deployment zone, and the second layer will be set back 12" beyond that. There can be some light and hard cover interspersed between to the player's deployment zone and the first layer of fortifications. The Enemy will have two deployment zones: the first is just along and behind the first layer of fortifications and the second zone is located just beyond the second line of fortifications.</p> <p>THE ENEMY: There will be two Enemy retinues involved in this mission. The primary Enemy retinue will be a 300-point force rolled up from the primary Enemy retinue list. It must include the most powerful leader model on the list, which will serve as the Chief Agent of the Enemy. This primary retinue will not be deployed until later in the game and will be deployed behind the second line of fortifications, but only after Imperial forces have breached and entered the first line. The secondary Enemy retinue will be a 250-point force rolled up from a secondary Enemy retinue list and will be deployed behind the first line fortifications. Each retinue will fight defensively at range but will aggressively engage any Imperial troops who enter their respective defence lines. The Enemy Chief Agent will always remain behind the secondary defence line and will not engage in combat until the secondary line is breached.</p> <p>OBJECTIVE: The player will also have control of two retinues, his own as well as a 250- point retinue rolled up from a random Imperial retinue list. The Imperial retinue will be deployed initially and will lead the attack. The player's retinue will deploy at the end of turn six and can move and shoot in round seven. The player's objective is to fight through the two defence lines, reach the Enemy Chief Agent, and slay him before he completes his work. This will result in a total victory, but anything less will result in a total failure for the player.</p> <p>TURN LIMIT: <i>Starting at the end of turn 12, roll 1d6. On a roll of 5-6, the Enemy Chief Agent completes his task and the game ends. Otherwise, the game ends with the death of the Chief Agent.</i></p>
5-6	<p>The Light of the Emperor – <i>Thanks to your investigation, the net descends onto the Enemy's hidden organization and its troubling plans. You have even identified the precise location of the Enemy's Chief Agent and his retinue of close followers. You plan to confront his personal force with your own, strength to strength, warband to warband. However, it in a flash of inspiration that could only be sent from the Emperor himself, it soon becomes clear to you that the Chief Agent would never stand loyally alongside his followers to face what could only be certain doom. Rather, he is leaving them to their fate while he escapes with only one or two lackeys in tow,</i></p>

obviously hoping that the destruction of his own retinue will buy him the time he needs to escape. You decide that two can play at this shadowy game, and you quietly select a few most trusted-and dangerous-members of your retinue to accompany on this final mission and silently go on your way to mete out the Emperor's justice.

SETUP: This final mission takes place in a sprawling but abandoned ruin that is filled with small chambers and corridors, so array plenty LOS-blocking terrain in ways that create small, confined spaces and connecting corridors where possible. Place the Enemy deployment zone in the centre of the table, out of LOS of the player. The player's force will deploy in a random direction out of LOS 12" away from the enemy.

THE ENEMY: Roll up a force of 80 points for the enemy from the primary Enemy retinue list, which must include the most powerful leader model on the list, which will serve as the Chief Agent of the Enemy. The Enemy retinue will move toward a randomly determined direction (use a scatter die) and attempt to exit the board until a player model ends its move in LOS of the Enemy. At that point, the secondary models will begin attacking the player's forces, while the Chief Agent of the Enemy will attempt to escape of any table edge. He will only fight where he must, but he will engage the player's primary leader in melee combat if the two models get within 4" of each other.

OBJECTIVE: The player can only take 80 points of his own retinue's models for this mission, which must include his primary leader. The only objective is to slay the Enemy's Chief Agent before he can leave the board, which will lead the player to win both the mission and the campaign. If the Enemy Chief Agent does leave the board, the mission and the campaign are both lost indelibly.

ENEMY RETINUE GENERATOR

FORCE A: THE AGENTS OF CHAOS

Roll 3d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
3-5	<i>The Chaos Agent</i>	2+	+4	+4	+1	+8	Plasma Gun (+4), Daemon Weapon (+4), 3x Psychic Powers	59
6-7	<i>Plague Zombie (x6)</i>	4+	-1	+0	-1	+5	Improvised Weapons (-1)	(5) 30
8	<i>Hive-Ganger (x2)</i>	4+	+1	+2	+1	+6	1x Autogun (+1), 1x Heavy Bolter (+3)	(14) 30
9	<i>Hive-Ganger (x2)</i>	4+	+1	+2	+1	+6	Bolt Pistol(+1), Sword (+1)	(14) 28
10	<i>Chaos Cultist (x3)</i>	3+	+1	+1	+0	+5	Autopistol (0), Dagger (0)	(11) 33
11	<i>Fallen Guardsman (x3)</i>	4+	+1	+2	+1	+6	Lasgun (+1), Bayonet (+0)	(13) 39
12	<i>Fallen Guardsman (x2)</i>	4+	+1	+2	+1	+6	1x Lasgun (+1), Bayonet (+0), 1x Grenade Launcher or Flamer	(13) 31
13	<i>Unapproved Psyker</i>	5+	+0	+0	+0	+5	2x Psychic Powers (10 ea)	26
14	<i>Chaos-cult Assassin</i>	2+	+4	0	+2	+7	Power weapon (+3)	20
15-18	<i>Chaos Space Marine</i>	2+	+4	+4	+1	+8	Bolter (+2), Chainsword (+2)	23

FORCE B: THE TRAITOR LEGIONS

Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2-3	<i>Aspiring Champion*</i>	2+	+5	+5	+1	+10	Stormbolter(+3), Power Fist (+4)	33
4	<i>Sorcerer*</i>	2+	+4	+3	+1	+8	Plasma Pistol (+3), Power Weapon (+3), 2x Psyker	46

							Powers (10 ea)	
5-7	<i>Chaos Space Marine</i>	2+	+4	+4	+1	+8	Bolter (+2), Chainsword(+2)	22
8	<i>Raptor</i>	2+	+4	+4	+3	+8	Bolt Pistol (+1), Chainsword(+2), Can Fly(5 pts)	31
9	<i>Chaos Terminator</i>	2+	+4	+4	+1	+10	Storm Bolter(+3), Power Weapon (+3)	29
10-11	<i>Chaos Space Marine</i>	2+	+4	+4	+1	+8	Heavy Bolter (+3), Combat Knife (0)	24
12	<i>3 Lesser Daemon</i>	4+	+3	+1	+2	+6	Talons(+1),	(16) 48

FORCE C: THE DEATH BRIGADE

Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2	<i>Brigade Officer*</i>	3+	+3	+3	+0	+7	Plasma Pistol (+4), Power Fist (+4)	24
3	<i>Gore Mage*</i>	3+	+3	+2	+0	+7	Bolt Pistol (+1), Chain Sword (+2), 1x Psyker Power (10)	28
4-7	<i>Brigade Veteran x2</i>	4+	+3	+2	+0	+7	Lasgun (+1), Sword (+1), Grenade (0)	(16) 32
8-9	<i>Brigade Veteran</i>	4+	+3	+2	+0	+7	Heavy Bolter (+3), Dagger (0)	18
10-12	<i>Brigade Veteran</i>	4+	+3	+2	+0	+7	Meltagun (+4), Dagger (0)	19

FORCE D: THE IMPERIAL GUARD

Roll 3d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
3-4	<i>Primaris Psyker*</i>	3+	+1	+2	+0	+5	2x Psyker Powers (10pts each)	31
5	<i>Guard Officer*</i>	3+	+2	+3	+0	+7	Plasma Pistol (+3), Power Fist (+4)	22
6	<i>Commissar*</i>	2+	+2	+3	+0	+7	Bolt Pistol (+1), Power Weapon (+3), Iron Discipline (5 pts)	25
7	<i>Veteran x2</i>	4+	+2	+3	+0	+6	Lasgun (+1), Bayonet (0), Grenade (0)	(14) 28
8-9	<i>Guardsmen x3</i>	4+	+1	+2	+0	+6	Lasgun (+1), Bayonet (0), Grenade (0)	(12) 36
10	<i>Guardsmen x2</i>	4+	+1	+2	+0	+6	1x Lasgun (+1), 1x Grenade Launcher (5 pts), 2x Bayonet (0)	28
11-12	<i>Stormtroopers X2</i>	4+	+2	+2	+0	+7	Hellgun (+3), Grenade (0), Bayonet (0)	(16) 32
13	<i>Guardsmen x2</i>	4+	+1	+2	+0	+6	1x Lasgun (+1), 1x Heavy Bolter (+3), 2x Bayonet (0), Grenade (0)	26
14-16	<i>Ogryn</i>	2+	+4	+1	+1	+7	Heavy Bolter (+4), Chainsword (+2)	23
17-18	<i>Ratling</i>	5+	+1	+3	+0	+6	Sniper Rifle (+2)	13

FORCE E: THE ECCLESIARCHY								
Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2	Bishop*	4+	+3	+0	+0	+7	Force Weapon (+4), Invokes Faith (10 pts), Immune to Psyker attacks	26
3	Canoness*	2+	+3	+3	+1	+8	Plasma Pistol (+3), Power Weapon (+3)	25
4-5	Battle Sister	2+	+2	+3	+1	+8	Bolter (+1), Combat Knife (0)	19
6	Imperial Guardsmen x3	4+	+1	+2	+0	+7	Lasgun (+1), Combat Knife (0), Grenade (0)	(13) 39
7	Penitents	2+	+2	+0	+1	+6	Executioner Chainsword (+3)	16
8	Zealot x3	2+	+1	+0	+1	+5	Las Pistol(0), Combat Knife (0)	(11) 33
9-10	Imperial Guardsmen x2	4+	+1	+2	+0	+7	Hellgun (+3), Combat Knife (0), Grenade (0)	(15) 30
11-12	Seraphim	2+	+2	+3	+1	+8	Bolt Pistol (+1), Chainsword (+2), Jump packs(5 pts)	26

FORCE F: ROGUE TRADER								
Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
1	Rogue Trader	3+	+4	+3	+1	+7	Plasma Pistol (+3), Chainsword (+2), 2x Jokaero Digital Weapons (1 pt ea.)	25
2-3	Astropath	5+	0	0	-3	+5	2x Psyker Powers (10 pts. ea.)	23
4-5	Space Marine*	2+	3+	3+	1+	+8	Bolter (+2), Chainsword (+2), Grenade (0)	22
6-7	Mercenary x2	4+	+2	+2	+0	+7	Lasgun (+1), Combat Knife (0), Grenade	(14) 28
8	Crewman x3	5+	+1	+1	+0	+6	Bolt Pistol (+1), Sword (+1)	(11) 33
9	Assassin*	4+	+3	+3	+1	+6	Sniper Rifle (+2), Power Weapon (+3)	20
10	Ork Merc x3	4+	+2	+0	+0	+7	Shoota (+1), Choppa (+1)	(13) 39
11	Kroot Merc x3	4+	+4	+1	+1	+6	Kroot Rifle (+1)*, Photon Grn.	(15) 45
12	Tau Merc x3	4+	+1	+3	+0	+7	Pulse Rifle (+1), Dagger (0),	(14) 42

FORCE G: SPACE MARINES								
Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2	Captain*	2+	+4	+4	+1	+8	Storm Bolter (+3), Power Weapon (+3)	27
3	Librarian*	2+	+4	+3	+1	+8	Plasma Pistol (+3), Power Weapon (+3), 2x Psyker Powers (10pts ea)	46

4	Devastator	2+	+3	+3	+1	+8	Plasma Gun (+4), Combat Knife (0)	23
5-6	Space Marine x2	2+	+3	+3	+1	+8	Bolter (+2), Combat Knife (0), Grenade (0)	(21) 42
7	Scout x2	3+	+2	+3	+2	+7	Bolt Pistol (+1), Sword (+1), Grenade	38
8	Scout x2	3+	+2	+3	+2	+7	1x Heavy Bolter(+3), 1x Bolter(+2), Combat Knife (0)	39
9	Assault Marine	2+	+3	+3	+3	+8	Bolt Pistol (+1), Chainsword (+2), Grenade, Jump Pack (5 pts.)	29
10	Chaplain*	2+	+4	+4	+1	+10	Storm Bolter (+3), Power Fist (+4), Invokes Faith (10 pts).	40
11-12	Terminator	2+	+3	+3	+1	+10	Storm Bolter (+3), Power Fist (+4)	28

FORCE H: RADICAL INQUISITOR

Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2	The Inquisitor*	2+	+4	+4	+1	+8	Plasma Pistol (+4), Force Weapon (+4), 3x Psyker Powers (10pts ea)	59
3-4	Interrogator	3+	+2	+2	+1	+7	Hellgun (+3), Chainsword (+2)	20
5-6	Space Marine	2+	+3	+3	+1	+8	Bolter (+2), Chainsword (+2), Grenade (0)	23
7-8	Stormtroopers x2	4+	+2	+2	+0	+7	Hellgun (+3), Combat Knife (0), Grenade (0)	(16) 32
9	Adeptus Arbites	4+	+1	+2	+0	+8**	Bolter (+2), Shockmaul (+1), Suppression Shield ** (3 pts ea)	?
10	Approved Psyker*	5+	+0	+0	+0	+5	2x Psyker powers (10 pts ea)	26
11	Death-cult Assassin	4+	+2	+0	+2	+6	Power Weapon (+3)	
12	Daemonhost*	4+	+0	+2	+0	+6	4x Psyker Powers (5 pts ea)	30

FORCE I: ORKS

Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2	Warboss*	2+	+4	+1	+0	+10	Kustom Mega Blasta (+4), Power Klav (+4)	27
3	Nob	3+	+3	+1	+0	+7	Big Choppa (+2), Big Shoota (+2)	18
4	'Ard Boyz x2	3+	+2	+0	+0	+7	Big Choppa (+2), Slugga (+1)	(15) 30
5	Kommando x2	4+	+2	+1	+0	+6	Blasta (+1), Big Choppa (+2)	(14) 28
6-7	Ork Boyz x3	4+	+2	+0	+0	+6	Shoota (+1), Choppa (+1)	(12) 36
8	Mekboy	4+	+1	+1	+0	+10	Kustom Mega Blasta (+4), Choppa (+1)	19
9	Painboy *	4+	+1	+0	+0	+6	Shoota (+1), Choppa (+1)	11

10	Gretchin x5	6+	-1	+1	+1	+5	Shoota (+1), Knife (0)	(7) 35
11	Squighound	2+	+2	+0	+1	+5	Squig Bite (+1)	12
12	Weirdboy*	5+	+1	+0	+0	+6	Choppa (+1), 2x Psyker Powers (5 pts ea)	19

FORCE J: THE TAU

Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2	Fire Warrior Shas'ui*	3+	+2	+3	+0	+7	Pulse Rifle (+1), Pulse Pistol (+1), Dagger (0), Photon Grenade (0)	17
3	Pathfinder Shas'ui*	3+	+2	+3	+0	+7	Pulse Carbine (+1), Pulse Pistol (+1), Dagger (0) , Photon Grenade (0)	17
4-5	Pathfinder	4+	+2	+3	+0	+7	Pulse Carbine (+1), Pulse Pistol (+1) , Photon Grenade (0)	16
6-7	Fire Warrior	4+	+1	+3	+0	+7	Pulse Rifle (+1), Dagger (0), Photon Grenade (0)	14
8	Stealth Suit	3+	+2	+3	+0	+8	Burst Cannon (+2), Pulse Pistol (+1), Jet Pack (3 pts)	22
9	Gun Drone	5+	+0	+3	+2	+6	Flight. (3 pts) Pulse Carbine(+1)	13
10	Kroot Warrior	4+	+4 *	+1	+1	+6	Kroot Rifle (+1)* , Photon Grenade (0)	15
11	Kroot Hound	5+	+1	+3	+2	+6	Kroot Hound Bite (+2)	15
12	Kroot Shaper *	3+	+2	+2	+1	+6	Pulse Rifle (+1), Dagger(0), , Photon Grenade (0)	15

FORCE K: GENESTEALER CULT

Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2-3	Patriarch *	2+	+3	+1	+0	+7	Plasma Pistol (+3), Power Weapon (+3)	21
4-5	Hybrid x2	4+	+2	+2	+1	+6	Laspistol (+1), Talons (+2)	(16) 32
6-8	Human Cultists x4	6+	+1	+1	+0	+5	Autogun (+1), Sword (0)	(8) 32
9-10	Genestealer	2+	+5	+0	+3	+7	Talons (+2)	21
11-12	Magus*	4+	+2	+2	+0	+7	Laspistol (+1), Sword (+1), 2x Psyker Powers (10 pts ea.)	35

FORCE L: SQUATS

Roll 2d6	Troops	Grit	FV	SV	Spd	Arm	Weapons/Powers	Points Each
2	Warlord *	2+	+4	+4	+0	+10	Plasma Gun (+4), Power Fist (+4)	30
3	Ancestor Lord *	2+	+5	+4	+0	+7	Plasma Pistol (+4), Power Weapon (+3), 2x Psyker Powers (10 pts ea)	45
4	Hearthguard	2+	+3	+3	+0	+10	Heavy Bolter (+3), Power	27

							Fist (+4)	
5-7	Squat Warrior x2	3+	+2	+2	+0	+6	Lasgun (+1), Hand Axe (+1)	(15) 30
8	Squat Warrior	3+	+2	+2	+0	+6	Heavy Stubber (+2), Hand Axe (+1)	16
9	Squat Warrior	3+	+2	+2	+0	+6	Heavy Bolter (+3), Hand Axe (+1)	17
10*	Squat Adventurer/ Mercenary	3+	+2	+1	+0	+7	Bolter (+2), Power Weapon (+3)	18
11	Guild Engineer	2+	+3	+3	+0	+8	Graviton Gun (+3), Hand axe(+1), Repair (+5 pts)	27
12	Ratling Adventurer	5+	+1	+3	+0	+6	Sniper Rifle (+2), Dagger (0)	13

APPENDIX 2: ALTERNATIVE RETINUES

Although this game is aimed at the Inquisition and its natural enemy – Chaos, there is no reason why they cannot face off against any of the Xenos races or Imperial forces. Below are some suggested races.

The Retinue lists in this set of rules cannot possibly represent every troop type in the 40K universe. They are written to show what a small force created for a special mission may consist of. If you wish to represent a more specific force, such as Space Wolves, please feel free to adapt these lists.

APPENDIX 2.1 THE FORCES OF THE IMPERIUM

THE ADEPTUS ASTARTES

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
Librarian	2+	+4	+3	+1	Leader. May have Psyker powers @ 10pts each
Chaplain	2+	+4	+4	+1	Leader. Terrifying. Invokes Faith.
Space Marine	2+	+3	+3	+1	
Scout	3+	+2	+3	+2	Can move through soft & hard cover at no penalty.
Assault Marine	2+	+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	Bolt Pistol, Shotgun [usually only carried by Scouts]	+1
Heavy	Bolter, 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 – 111 pts.

Captain	Power Armour, Bolt Pistol, Bolter & Power Sword @ 27 pts.
2 Space Marines	Power Armour, Bolt Pistol, Bolter & Combat Knife @ 22 pts.
2 Scouts	Carapace Armour, Bolt Pistol, Bolter (or Sniper Rifle) & Combat Knife @ 20 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 3 pts (Space Wolves cost 5pts) and gains the special abilities listed below:

Chapter	Abilities
Ultramarines	SV+1.
Imperial Fists	Immune to Terror.
Dark Angels	Terrifying.
Blood Angels	FV+1.
Black Templars	Scouts have a Grit of 2+ if within 6" of a Space Marine.
Salamanders	Are immune to Flamethrower Attacks.
Iron Hands	All have Bionics [+1 to Armour, but not FV]
Space Wolves	Terrifying. FV+1.
White Scars	Speed +1.
Raven Guard	Add +1 to Cover.

THE ECCLESIARCHY

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, Immune to Psyker attacks
Canoness	2+	+3	+3	+1	Leader.
Battle Sister	2+	+2	+3	+1	
Seraphim	2+	+2	+3	+1	Have jump packs @ 5 pts per figure.
Penitents	1+	+2	+0	+1	Executioner Chainswords only
Priest	3+	+1	+1	+0	Invokes Faith. No armour.
Zealot	2+	+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, Bolt Pistol, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Two-handed Sword, Chainsword, Bolter, Heavy Stubber, 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 – 110 pts.

Canoness Power Armour, Plasma Pistol & Power Sword @ 25 pts.
 2 Battle Sisters Power Armour, Bolt Pistol & Dagger @ 19 pts.
 Priest No Armour, Shotgun.@ 11 pts.
 3 Zealots No Armour, Autogun & Club @ 12 pts.

Example Ecclesiarchy Retinue 2 –116 pts.

Bishop Refractor Shield, Force Weapon @ 17 pts.
 Priest No Armour, Shotgun.@ 11 pts.
 3 Zealots No Armour, Autogun & Club @ 12 pts.
 4 Guardsmen Flak Jacket, Lasgun, Bayonet @ 13 pts.

THE IMPERIAL GUARD

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	
Stormtroopers	4+	+2	+2	+0	Are armed with Hellguns.
Ogryn	2+	+4	+1	+1	Terrifying.
Ratling	5+	+1	+3	+0	They are armed with Sniper Rifles.

Iron Discipline: If a figure should fail a Grit roll to attack a terrifying figure and a Commissar is in range and line of sight, the Commissar shall execute him (automatic kill). He can only do this once per turn. This allows other Imperial Guard figures to reroll their Grit rolls against Terror for the remainder of that turn.

Similarly if a Primaris Psyker should become possessed and the Commissar is in range and line of sight, the Commissar shall execute him (automatic kill).

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, Bolt Pistol, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Chainsword, Bolter, Heavy Stubber, Sniper Rifle (Ratlings & Tanith 1 st & Only), Flamethrower	+2
	Heavy Bolter, Hellgun (Stormtroopers only), Plasma Pistol, Power Weapon (Officers & Commissars only)	+2
		+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 18" and if the firer fails to hit you do not have to consult the grenade mishap table.

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 – 113 pts.

Officer Flak Jacket, Laspistol & Power Sword @ 18 pts.
 Commissar Flak Jacket, Bolt Pistol & Sword. 17 pts.
 6 Guardsmen Flak Jacket, Lasgun, Bayonet @ 13 pts.

Example 2 - Tanith 1st & Only – 120 pts.

Gaunt (Commissar) Flak Jacket, Cameleoline Cloak, Bolt Pistol & Power Sword. 26 pts.
 4 Guardsmen Flak Jacket, Cameleoline Cloak, Lasgun, Tanith Blade @ 15 pts.
 Larkin Flak Jacket, Cameleoline Cloak, Long Las (Sniper Rifle), Tanith Blade @ 16 pts.
 Try Again Bragg Flak Jacket, Cameleoline Cloak, Heavy Bolter, Tanith Blade @ 18 pts.

ORDO-BASED INQUISITOR RETINUES

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.
‡ 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. 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.
‡ 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
Deathwatch Sergeant	2+	+5	+4	+1	Immune to Terror caused by Xenos

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.
‡ Stormtroopers	4+	+2	+2	+0	Are armed with Hellguns.
Interrogator	3+	+2	+2	+1	
Grey Knight	2+	+5	+5	+1	Leader. Terrifying. Always armed with Force Weapons. Immune to Psyker powers.
GK Captain	2+	+5	+5	+1	As above.
GK Librarian	2+	+5	+5	+1	As above & may have Psyker powers @ 10pts each

THE ADEPTUS ARBITES

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	3+	+3	+3	+0	Leader.
Arbitrator	4+	+2	+2	+0	
Chaplain	3+	+1	+1	+0	Invoke Faith.
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	+2
	Heavy Bolter, Power Weapon (Judges only)	+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 – 114 pts.

Proctor Carapace Armour, Bolt Pistol & Shock Maul @ 19 pts.

3 Arbitrators Carapace Armour, Suppression Shield, Laspistol & Shock Maul @ 19 pts.

2 Cyber Mastiffs Mastiff Armour & Bite @ 16 pts.

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 often also 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	3+	+2	+3	+1	Leader.
Mate*	3+	+2	+2		Crewman/armsmen within 6" get +1 to Grit.
Crewman	5+	+0	+1		
Armsman	4+	+1	+2		
Security Trooper	4+	+2	+2		Naval special forces. Can carry Hellguns.
Servitor	3+	+3	+2		Can carry a heavy/very heavy weapon and power weapon.

*Old Salt

Mates are the NCOs of the Fleet; their level heads and steadying influence can inspire, cajole and rally others under the most harrowing circumstances. Any crewman or armsman within 6" of a Mate gets a +1 bonus to its Grit roll.

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, Bolt Pistol, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Chainsword, Bolter, Sniper Rifle, Flamethrower Heavy Bolter, Plasma Pistol, Power Weapon Hellgun [Security Troopers only]	+2 +3
Very Heavy	Plasmagun, Meltagun	+4

Example 1 – Imperial Navy Landing Party - 116 Pts

- 1 Naval Officer – Plasma Pistol, Chainsword, Refractor Shield @ 21 points
- 1 Mate - Flamethrower, Bolt Pistol, Knife, Flak Armour @ 16 points
- 4 Crewmen – Laspistol, Chainsword @ 10 points each
- 3 Armsmen – Lasgun, Bayonet, Bolt Pistol, Flak Armour @ 13 points each

Example 2 – Imperial Navy Space Hulk Search Team - 107 Pts

- 1 Naval Officer – Plasma Pistol, Chainsword, Refractor Shield @ 21 points
- 5 Naval Security Troopers – Hellgun, Carapace Armour, Grenades @ 16 points ea.
- 1 Servitor - Meltagun, Power Weapon, Combat Chassis @ 22 points

ROGUE TRADER

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.
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	2+	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, Bolt Pistol, Autogun, Lasgun, Laspistol,, Shotgun Jokaero Digital Weapons (Rogue Trader only, 12" range)	+1
Heavy	Two-handed Sword, Chainsword, Bolter, Heavy Stubber, Flamethrower	+2 +2
	Heavy Bolter, Hellgun, Plasma Pistol, Power Weapon,	+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 – 113 points

Rogue Trader	2 Jokaero Digital Weapons, Chainsword, Refractor Shield @ 22 points
Space Marine	Bolter, Chainsword, Power Armour @23 points
Astropath	No armour, 1 Psyker power @ 13 points
4 Crewmen	Mesh armor, lasgun, dagger @ 10 points each
2 Kroot Mercs	Kroot rifles, photon grenades @ 15 points each

APPENDIX 2.2 - THE FORCES OF CHAOS

THE TRAITOR LEGIONS

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.

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.
Lesser Daemon	4+	+3	+1	+2	Terrifying to non-Chaos forces

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	Bolt Pistol, Daemonic Talons (Daemons only)	+1
Heavy	Bolter, 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.

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 figure.

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 – 121 pts.

Aspiring Champion	Power Armour, Bolt Pistol & Daemon Weapon @ 28 pts.
2 Chaos Space Marines	Power Armour, Bolt Pistol & Chainsword @ 24 pts.
3 Lesser Daemons	Daemonic Hide & Talons @ 15 pts.

BLOOD PACT DEATH BRIGADE

The Force of Chaos are often able to call upon the assistance of a Traitorous Guard formation 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, Bolt Pistol, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Chainsword, 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 – 121 pts.

Officer Plate & Mail, Laspistol & Power Sword @ 20 pts.
 Gore Mage Refractor Shield, Laspistol, 1 Psyker Power @ 26 pts.
 5 Veterans Plate & Mail, Autogun, Bayonet @ 15 pts.

Example Death Brigade Retinue 2 – 110 pts.

Officer Plate & Mail, Laspistol & Power Sword @ 20 pts.
 4 Veterans Plate & Mail, Autogun, Bayonet @ 15 pts.
 2 Veterans Plate & Mail, Laspistols, 1 Heavy Stubber @ 30 pts.

APPENDIX 2.3 - XENOS FORCES

BLOODAXE WARBAND

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, Bolt Pistol, 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 – 120 pts

Warboss	'Eavy Armour, Power Klaw & Slugga @ 21 pts.
Nob	'Eavy Armour, Big Choppa & Slugga @ 17 pts.
3 Ork Boyz	Ork Hide, Choppa & Slugga @ 12 pts.
2 Ork Boyz	Ork Hide, Shoota @ 11 pts.
1 Ork Boy	Ork Hide, Big Shoota @ 12 pts.
2 Gretchin	No Armour, Grot Pistol @ 6 pts.

GENESTEALER CULT

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
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

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 118 –pts.

Magus Refractor Shield, Power Sword, 1 Psyker Power @ 28 pts.
 2 Hybrids Flak Armour, Autogun, Dagger @ 14 pts.
 1 Genestealer Carapace, Talons @ 20 pts.
 6 Cultists No Armour, Autopistol & Dagger @ 7 pts.

TAU INCURSION TEAM

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]
Gun Drone	5+	+0	+3	+2	Flight. Pulse Carbine only.
Kroot Shaper	3+	+2	+2	+1	Leader [Kroot only].
Kroot Warrior	4+	+4	+1	+1	
Kroot Hound	5+	+1	+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. This costs 3 pts per figure.

Type	Notes	Restricted to:
Light	Kroot [6+ to hit].	
Medium	Fire Warrior 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 – 115 pts.

Shas'ui Fire Warrior Armour, Pulse Carbine & Pulse Pistol, Photon Grenade @ 17 pts.

5 Fire Warriors Fire Warrior Armour, Pulse Rifle, Photon Grenade @ 14 pts.

2 Gun Drones Pulse Carbine @ 14 pts.

Example Kroot Kindred – 118 pts.

Shaper Pulse Carbine & Dagger, Photon Grenade @ 15 pts.

5 Warriors Kroot Rifle, Photon Grenade @ 15 pts.

4 Hounds @ 14 pts.

SQUAT BROTHERHOOD

In a bygone era, the Squats were allies and trading partners of the Imperium. However, when the Tyranid 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).
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.

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, Bolt Pistol, Autogun, Lasgun, Laspistol, Shotgun	+1
Heavy	Chainsword, Bolter, Heavy Stubber*, Sniper Rifle, Flamethrower Heavy Bolter*, Plasma Pistol, Power Weapon, Graviton Gun [18" range, Guild Engineer only]	+2 +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 - 121 Pts

Warlord	Carapace Armour, Bolt Pistol, Power Weapon @ 23 pts
2 Hearthguard	Carapace Armour, Bolt Pistol, Power Weapon @ 21 pts
4 Warriors	Flak Jacket, Lasgun, Knife @ 14 pts