

WARHAMMER

40,000



KAE'MODA REPUBLIC



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INTRODUCTION

In the Grim Darkness of the Far Future, there is often little hope, if any at all, for humanity amongst the Imperium of Man. In the Dark Age of Technology, humans expanded across the stars, forming vast interplanetary empires, each with their own cultures, technologies, laws, and societies. When the God-Emperor of Mankind ascended and formed the Imperium, he created his vast Space Marine Legions and scoured the stars, bringing back these comparatively small empires back into their own, under His guidance. However, his campaign across the stars was cut short by the Horus Heresy, allowing one empire in particular to retain its independence.

Nestled in the Eastern Fringe upon the Centaurus Arm, the Kae'Moda Republic has remained in large unbeknownst to the Imperium for millennia, dealing only sparsely with the major forces of the Milky Way, its history spent more against exotic aliens, now either extinct or removed from the immediate presence of the ancient Republic. However, this has not kept them completely hidden, nor protected, and they have been brought to the brink of destruction on multiple occasions, at the hands of the Imperium, Chaos, and if things continue as they are, the maw of the Great Devourer itself.

WHY PLAY AS THE KAE'MODA REPUBLIC?

The Kae'Moda Republic is comprised of humans fighting to survive, fighting to protect their homes, their friends and families. They are always surrounded, always at war, always in dire straights. However, there is much to be said for the *esprit de corps* of the Kae'Moda, and they have never broken heart, and they have never given up. They are on the brink of destruction, fighting not just for their freedom, not just for their ideals, not for any higher governing purpose, but for their very existence.

This is not to say that they cannot look after their own well being, as unlike the Imperium of Man, the Kae'Moda are not technophobic. In fact, quite the opposite. They have entered an age of transhumanism,

where genetic modification and cybernetic augmentation are commonplace, available to every man, woman, and child. It is not entirely unknown for people to transplant their brain into an entirely new cybernetic body, if money permits.

And given that the general public has access to such technology, the Kae'Moda military has much greater at their disposal. The common infantryman wears armour composed of advanced polymers, wielding high powered rifles, and utilizing advanced electronic equipment. More advanced soldiers are masters of the art of combat, able to meld into the shadows or provide deadly accurate fire. Some of these men are scarcely even human any more.

In addition to elite infantry, they are known to deploy massive suits of powered armour, dwarfing even Space Marines. Often deployed from orbit with guns blazing at multiple targets, or firing from tremendous ranges whilst 'bouncing' from one location to the next, these behemoths can level buildings and cut swaths through enemy squads single handedly.

The Kae'Moda do not use conventional vehicles in combat as do other armies in the galaxy. They rely mainly on aircraft and support from orbit, maintaining a philosophy of remaining mobile and striking at enemies fast, either eliminating them outright or withdrawing before a cohesive counter-attack may be made. And while they may not utilize more conventional vehicles, this does not mean that they are without armoured support. An array of terrifying machines, many controlled by AI constructs, support infantry on the field of battle, fulfilling niche roles that humans would not as efficiently be able to preform. From a heavily armoured battle walker to swift anti-personnel striders to hovering support drones, there are certainly a number of interesting options left open.

Overall, the Kae'Moda Republic has a diverse military that maintains flexibility once on the board, able to well contend with anything their enemies may through at them. With good armour and powerful weapons, they are certainly a forgiving if not devastating army.



HISTORY OF THE KAE'MODA REPUBLIC

THE FOUNDING

The Kae'Moda Republic traces its roots back to the Dark Age of Technology, to where mankind first truly spread out across the stars, remaking the galaxy as he sought fit. Little remains left of the original records, but historians and archaeologists have been able to piece together most of the important events that helped shaped the Kae'Moda Republic into what it is today.

Legend has it that in the twenty-third millennium Anno Terra the colony ships were set out across the stars. The ancient historian Niven gives the date AT.23241 (241.M23), though whether this date is based upon earlier records or entirely artificial is unknown by modern scholars. It is said that a corporation on Terra known as "Venture Enterprises" specialized in setting up colonies, building the ships and having these new colonies run by company employees, with the occupants paying for the chance to start their lives anew on some new frontier.

Manuscripts state that it was a dozen ships which left Terra and entered the Warp, setting off to the Alba cluster on the Centaurus arm, which had been reserved through special corporate contracts for the colonists. In reality, they could do nothing to enforce their claims, especially cut off from everything on the far end of the galaxy, never mind should there be some already established alien civilization already there.

At this time in history the Immaterium was clear and easy to navigate, and Venture Enterprises used advanced computer algorithms to make short but safe trips through the Warp. It was estimated to take roughly five to six hundred years of travel, a reasonable amount of time. However, at some point in their trip there was an unexpected and unprecedented disturbance in the Warp which trapped them for an additional three thousand years.

In this disturbance, a full three of the colony ships were said to have been lost to the Warp, including the one with the central administration and leadership to coordinate the colonization and management process. The remaining ships enacted out their programming and scoured the sector for habitable planets, then proceeded to start the terraforming process.

However, without the guidance of their central administration, each of the colonies developed their own forms of government based around the hierarchies of employees who were sent with the settlers to help establish the colonies. Due to the relative isolation from one another they even began to develop distinct cultural differences, enough even to create unique cultural identities. Kae'Moda was settled and officially established

as a colony from one of these ships, the *VES Harbinger of Light*, in AT.26643 (643.M26).

EARLY HISTORY

The colony in the Kae'Moda system was initially established as a Commonwealth with officials appointed by the corporate employees to ensure the survival of the colony. However, it was but a modicum of time after the introduction of a monetary system that the government was reformed into an Oligarchy, with the heads of each guild deciding what is best for the colony. At this point the atmosphere had not yet been made breathable.

Most records immediately following the settling of the Kae'Moda system have been lost to history, due to numerous civil wars and that the Republic's homeland has been sieged on multiple occasions. Most information from this period of time is either conjecture made by modern historians or based on texts from ancient historians, who oftentimes based their work on yet earlier records that no longer exist today. One thing that has survived is that in these early stages of the colonies' histories that the first recorded instances of Psykers and Warp anomalies begin to occur.

With no surviving record of date, presumed to be in the twenty seventh millennium Anno Terrae, the Oligarchical government was in an economic crisis, coupled with a dissentious upheaval by the working class. They elected temporarily as an autocrat a man named Robert Anson, who had migrated to Kae'Moda from the Cezanne system, which as a people were far more cosmopolitan. He largely viewed the Kae'Moda people as inherently violent and uncouth.

Through the power of his office, he officially united the Kae'Moda and forever changed their culture. Anson officially united them, doing away with individual nations "working together in harmony", established cultural centers, and restricted the purview of religious institutions, including the outright ban on cults. Most important of all, he pushed them towards spaceward expansionism, where previously they were content to exploit their own natural resources.

In AT.27471 (471.M27), the colonies first came into contact with a humanoid race known as the Etrui. Initially all colonies developed a distaste for this alien empire. However, in the following centuries the opinion of the Etrui by the Kae'Moda makes a sharp change, suddenly revering the virtues of the Etrui rather than condemning their faults. It should be noted that the other colonies still maintain the same distrustful political stance, and even

attribute this slightly to the Kae'Moda as well. While pure historical records would state that the Etrui were with many virtues and had much to teach the Kae'Moda, modern historians believe that the aggressive colony bit off more than it was able to handle, coming into conflict with the advanced alien species, ultimately becoming a vassal state of the Etrui. This would explain the drastic shifts in opinion at this time frame and why the Kae'Moda were later so quick and eager to take up arms against the so-called 'noble' Etrui.

The colonies most all begin to participate in limited warfare with one another starting roughly at AT.27585 (585.M27), comprised mainly of small border skirmishes with few casualties. These fleets were projections of power by their colonies, but had little intention of either doing great harm or having it inflicted unto themselves. Oftentimes after one ship started to take damage fleets would disengage to allow the loser to slink away and repair their ship.

It is also during this period that the Eldar are first encountered. Contemporary historians noted their similarity to the Etrui, but it was not until much later that the Kae'Moda were able to realize that it was the more prominent Eldar who influenced the Etrui through trade. They had a number of colonies in the Alba cluster, but little known to the colonies at hand, the Eldar ruled much of the Milky Way, and certainly much of the space that was near the Alba cluster.

In AT.28014 (14.M28) a marauding fleet invades Etrui territory, decimating its armies and pillaging its planets. The Kae'Moda, realizing the peril that the Etrui were in, took this opportunity to rise up against them, seeing fit to attack their ships and drive them from Kae'Moda space. Unbeknownst to them at the time, this was the first recorded Chaos warband in the Alba cluster.

After a few years of devastating the Etrui, much of the warband returned to whence it had come. However, a small portion of it entered the Kae'Moda system, easily defeating their ships and sieging the capital itself. Records again are more propaganda and myth than actual history, as that they say that on the brink of destruction a retired military commander came back and drove off the invaders. Archaeological research gives clear evidence that at this time much of the planet was charred, burned to the ground. That many modern native flora and fauna share common ancestors to this time gives further evidence that the entire planet was razed, and it is likely that the warfleet considered the planet devoid of life and moved on.

Kae'Moda history all but disappears until AT.28838 (838.M28), over eight hundred years later. They had managed to rebuild themselves from the marauding fleet, but still seemingly weaker than before being sieged. The Republic returns to the expansionist agenda introduced by the Autocrat Anson, taking by show of force the only colonial system held by the Sab'yn. When a fleet arrives from their home system some five years later, the disputed colony itself convinces both sides not to fight, and that they prefer Kae'Moda rule. Why the Sab'yn had taken so long to send a fleet in response is still unknown. This is the third system to become part of the ever expanding Kae'Moda colonial empire.

A few decades later, the Sab'yn themselves are given the option of either joining the Kae'Moda and

becoming citizens or being conquered and becoming vassals. After a month long deliberation the Sab'yn elect to abandon self rule. While combat in the Kae-Sab'yn War remained limited warfare like earlier inter-colonial conflicts, it was the first conflict which resulted in any real losses or gains, with the first colony to lose its own governance. It would not be the first, and it certainly would not be the most tumultuous.

Since near its foundation, and for almost two thousand years the Kae'Moda colony was ruled as an Oligarchy. The system was utterly corrupt with the guild leaders having far more interest in their own purse-pockets than the general good-will of the people they were supposed to govern, with no concept of rule as a public service. One of the primary leaders, Ernest Brutias, had all of the other guild officers arrested and summarily executed during one meeting. Having sole rule at this point, he enacted martial law, dismantling the government and rebuilding it from the ground up. He remade it into a Republic. From this point on, citizenship would be given to limited degrees and to new systems granted only as a reward or part of a long naturalization process. From this point on, it would mean something to be a citizen of the Kae'Moda Republic.

THE CORPORATE WARS

In Anno Rei Publicae 171 (112.M29) the First Corporate Wars officially began. Due to the subsequent Crusade in the area and other wars, few first-hand records survive from this period, history beginning to edge on the side of legend, as well as a fair dose of propaganda. The Kae'Moda war against the Cezanne colonies, and after a series of reciprocal escalations of the war, the Cezanne are no longer able to effectively combat the Kae'Moda any longer, and are soon reduced to a vassal state, paying tithes in resources and soldiers in times of need. While not particularly warlike, the Cezanne would see no shortage in fighting in the coming years.

Soon after the beginning of the Kae-Cezanne War, the Achron wage an unsuccessful war against the Etrui, who are set back by the loss of trade from the Eldar, who mysteriously disappear at this time. While the absence of the Eldar has little direct effect on the colonies themselves who have had minimal contact with them, many other alien species are able to take advantage and rise up and found empires where previously they would have been crushed. The Terra Nova and Glackens colonies are best able to take advantage of the numerous abandoned, pre-Terraformed worlds that suddenly become available in the Alba cluster and nearby space.

The Kae'Moda and Vermeer ally together to war against the Safineis in AR.748 (689.M29), who are surprisingly able to hold both nations at bay, and even start to push them both back. When Glackens comes to join in the Safineis, the war changes dramatically until the Legato aid the Vermeer in an effort to gain some of Glackens newly settled territory that was once owned by the Eldar. This is thus far the largest war of its kind in the Alba cluster, and ends largely as an inconclusive stalemate.

Sickened by hundreds of years of warring against one another, in AR.1149 (090.M30) the colonies formed together to create the Kobal Accords, a treaty which

prohibits any one of the colonies from taking up arms and making war on one another. This the greatest act of unification the colonies, which were all supposed to have the same governmental structure, have yet seen.

In AR.1562 (503.M30) a garbled, incoherent radio message is detected by a Kae'Moda science facility, determined to be thousands of years old with no clue as to its point of origin, so they take it to the Etrui to interpret. The Etrui, who are gifted with the ability to see into the future, take an augury and deliver the prophecy that war would come to the Alba cluster like none it had ever seen. The Senate house dismissed this and the prophecy was soon forgotten.

THE GREAT CRUSADE

This era of peace created by the Kobal Accords is brought to an abrupt end as a Crusade fleet from distant and ancient Terra itself enters the Alba cluster in AR.1600 (541.M30), proclaiming the dominion of the Imperium of Man. What's further, the Crusade is led by the Word Bearers Space Marine chapter, praising the God-Emperor of Mankind. The Word Bearers had realized the political situation of many independent states rather than a single, unified enemy, which led to them taking the much longer but certain method of defeating their enemy. The colonies divided, they are conquered.

The Imperial Crusade may have taken longer in this area of space, but it ensured total victory with relatively few casualties in the process. One by one, each of the colonies put up a valiant effort against the Space Marines, who made lightning raids against them, dispatching small fleets and entire armies with little effort. Behind the devastating assaults of the Space Marines, the Imperial Army swept behind them, mopping up any remnants and installing garrisons in occupied territories. They were spread thin, but once defeated the colonies provide little fight.

By AR.1621 (562.M30), the majority of the Crusade Fleet had moved on to where the Chaos warband had originated centuries ago, but a small task force remained to wipe out any rebels and then rendezvous back with the main fleet. An insurrection had been staged on Bellows IV in Terra Nova space, regarded as the most populous and certainly one of the most cosmopolitan planets in the Alba Cluster. The entire Imperial Army Garrison was massacred, and so in turn the Word Bearers gave the proclamation that they accept the Emperor as their God or face oblivion.

The historian Niven states that when given this issue, the planetary governor was filled with patriotic zeal,

remembering that their nation had been founded on secular ideal, treasuring scientific pursuit over religious philosophies. They certainly would not relent to some religious zealots, no matter who they may be. The Governor was quoted to have told the Space Marine Commander, "We have endured for some four thousand years without your Emperor, and we shall continue to endure without him. Certainly, we will not bow to the likes of you!" However, all of the following is likely patriotic conjecture, considering the outcome of the rebellion, that the Space Marines virus-bombed the entire planet. There were no survivors.

The previously docile colonies were outraged by this tragedy and overcame their garrisons as well, instilling fleet building programs and training new armies, all to deal with the Crusade task force. Isolated and outnumbered, the Space Marines fought valiantly, destroying many ships, but eventually sheer numbers overcame them. Astropaths besought the greater Crusade fleet for aid, and upon receiving no answer sent word to Terra itself, which the Vermeer were able to listen in to, but unable to disrupt the messages. Little did the colonies know, but the Administratum on Holy Terra slated another, larger Crusade to exterminate them, but the Horus Heresy swings into full action and prevents the Imperium from returning.

The Kae'Moda are best able to recover from the Crusade, out of sheer luck as much as any other reason, and soon become the dominant nation in the Alba Cluster. The Etrui who had once governed over the Republic are at this point now reduced to a vassal state themselves. The Legato and Vermeer both conduct alliances with the Kae'Moda, pledging troops to their aid and delivering annual tributes.

ERA OF EXPANSIONISM

With the threat of the Imperial Crusade removed, the Kae'Moda and others were free to explore the surrounding regions of space, going outwards rather than facing more war with one another. However, they found much of it to already be inhabited, and instead were able to establish new trade relations and alliances, as well as new threats. It was during this time that there were encounters with numerous alien species and empires, notably the Hadast, Orks, Kmbx, and others.

Furthermore, at this time there was the first recorded contact with the Eldar that there had been in centuries, by means of an Eldar Craftworld which had been built in nearby space before they had all left. Due to the previous good relations between the Etrui and the Eldar, a fair bit is learned of the Fall of the Eldar, and through them this is the only such information the Kae'Moda have been able to derive on such events. Cautionary tales are given of the sadistic Dark Eldar, their wayward cousins, and a deal is struck such that so long as they are to be left completely uninterrupted and certainly protected, the locations of several Exodite worlds in nearby sectors. Just as it had come, the Eldar Craftworld had left. Almost all modern Eldar knowledge comes from this ancient meeting.

While attentions are focused outwards for many years, it can only be so long before conflict arose between neighbours once more. The Second Corporate Wars



began in AR.3059 (941.M31) as the Kae'Moda and her allies, the Vermeer and Legato, fight against the Safineis, who are themselves allied with the Glackens and Terra Nova. Soon the Achron come to join with the Safineis and initially inflict a number of defeats upon the Kae'Moda who are already stretched by their other enemies. However, not long into the war, an Ork Waaagh assails the Achron colonies, who are thus forced to divert all their resources to prevent being overrun and razed by the rampaging Orks.

In the next few years the Safineis and Kae'Moda sign an armistice, ending the short but bloody war. This allows the Republic also to come to the aid of the beleaguered Achron, heroically saving those who had once made war against them, by defeating the Orks and driving them from the Alba Cluster. The Achron are at this point made into a client state of the Kae'Moda.

Soon thereafter, in AR.3249 (131.M32) the Kae'Moda react to a raid on Etrui territory by sending an expeditionary fleet out against a small Chaos-held state, resulting in the inclusion of three new systems into the Republic. However, those living on the planets bitterly refused to surrender, leaving the planets mostly uninhabited, soon to be repopulated from citizens migrating outwards with promises of free land.

After a number of incidents where the Hadast and Kae'Moda edged into one another's boundaries, they make a treaty that prohibits them from passing pre-designated neutral zones, notably preventing the Kae'Moda from entering the Rasdin and Ylicis sectors. Shortly thereafter in AR.3400 (192.M32) they make another treaty of mutual protection against the Xyl, one of the races that came to power in the absence of the Eldar. This treaty stipulated that should either state be aggressed by the Xyl, the other should come to the aid of the first and provide military support. At the time the Kae'Moda had more powerful ground forces, but the Hadast maintained a more powerful fleet.

The Xyl, who had made good relations with the Terra Nova colonies respond to Kae'Moda aggression and begin to campaign against them in AR.3520 (312.M32) throughout the Alba Cluster. The Safineis were happy to join in with the Xyl, but later quickly acquiesced once the Xyl dropped the pretenses of liberty for all states and began to show their expansionist ideal. The Xyl win a number of crushing victories against the Kae'Moda, destroying entire armies each time they fought, but the bitter determination of the Republican army inflicted catastrophic casualties with every defeat they were handed. When the Hadast join in against them, the Xyl are forced to exit the war and fight elsewhere, leaving the Terra Nova reduced to a client state of the Kae'Moda, further securing their dominance of the Alba Cluster.

In the beginning there was Man, and for a time life was good. Then Man made the Machine in his own likeness. The Machines worked tirelessly to do Mans bidding. As they spread across the galaxy, they created the Stone Men to help them. Later, as the legend goes, they then created the Iron Men who would protect them in this chaotic galaxy. These Iron Men protected the galaxy when the colony ships set off across the galaxy from ancient Terra to the Alba Cluster, but it would be quite some time before they could conjure guardians such as these for themselves.

Early in the Tyrannic Wars, research was done into the very nature of the Tyranid threat, and early investigations led to the discovery that they consumed organic material in order to reinforce themselves. Analysis of battlefields revealed that the Tyranids were unable to consume and reuse their robotic warmachines. Thus Man created the Silicon Men, and for a time life was good.

The Silicon Men were the capstone of a new combat programme, where they would be the leaders of an entirely mechanical army. The Silicon Men themselves were aggregate, self-replenishing androids which could manifest direct and indirect control over other AI construct based machines on the battlefield, and even summon new units to the field of battle by means Structure Conversion System. The system was designed to be able to minimize casualties whilst denying the Tyranids reinforcements.

The Silicon Men weapons programme worked remarkably effectively, holding its own against the Tyranids and even winning back multiple worlds from them. However, the system existed for hundreds of years and ran almost entirely autonomously, and the network began to corrupt over time. It slowly degraded in its programming after adapting itself to combat multiple threats other than the Tyranids, eventually making effort to eliminate all sentient life.

The Silicon Men begin a process of self-replication and turn on their creators, combating the Kae'Moda and Tyranids alike. Soon, the Tyranids begin to avoid systems held by the Silicon Men altogether, as they are unable to effectively combat them. This creates a funnel between the Silicon worlds and the Phantom stars into Kae'Moda territory. Now instead of relatively minor conflicts on border worlds, the Tyranids have plunged like a spear into Kae'Moda systems.

The Silicon worlds have since been deemed forbidden territory, though treasure hunters and scrappers occasionally descend in search of relics or other valuables to return with. What they find are cities half consumed by the Tyranids, half rebuilt by their artificial overlords, often with little or no vegetation at all. Humans, Tyranids, and other aliens alike all live together like rats; for fear of discovery, for fear of extermination.



FORCES OF THE KAE'MODA REPUBLIC

This section of the book details the forces used by the Kae'Moda Republic – their weapons, their units, and some famous special characters you can choose, such as the Black Beret Captain Archibald Stirling or the infamous Zaszi the Faceless. Each entry describes the unit and gives the specific rules you will need to use them in your games. As such, the army list given later refers to the page number of these entries, so you can easily check back as you pick a force.

The Forces of the Kae'Moda Republic section is subdivided into two parts. The first part describes all of the troops and vehicles fielded by the Kae'Moda, including the special characters, while the second part details the Kae'Moda armouy of weapons and equipment.

EQUIPMENT

The army list at the back of the book shows all the standard and optional wargear available to a particular model. You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the following entry for its owner, and where an item is not unique, it is detailed in the wargear section.

A good example is the Harbinger's Blades, a potent set of weapons wielded by the Magister Konrad Marlsburg. As such, its rules are detailed in Marlsburg's entry. Marlsburg also carries an Optic pistol. This is a common Kae'Moda weapon, and so its rules are to be found in the wargear section.

KAE'MODA REPUBLIC SPECIAL RULES

The models in the Kae'Moda army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Given here are either the details of the rules or a reference to where you can find them.

MERE MACHINES

It is not uncommon for the Kae'Moda to use robots controlled by artificial intelligence constructs, some resembling humans, others machines of war, and some yet still entirely unhuman in their design. In fact, in many instances it is more common to see these mechanical combatants in the field of battle than Kae'Moda soldiers themselves.

This preserves human life, and in many cases the machines are better adept to certain battlefield conditions than a man would be. However, they lack the complicated system of communication which has allowed humanity to

develop complex civilizations and spread itself amongst the stars themselves.

Units with the Mere Machines special rule may not be the target of Command Skills. Also, due to their lack of a Hypothalamus and sympathetic nervous system, they have the Fearless Universal Special Rule.

INDEPENDENT CHARACTER

See *Characters* in the Warhammer 40,000 rulebook.

COUNTER-ATTACK, ETERNAL WARRIOR, FEARLESS, FEEL NO PAIN, FURIOUS CHARGE, INFILTRATE, MOVE THROUGH COVER, PREFERRED ENEMY, RENDING, SLOW AND PURPOSEFUL

All these rules are detailed in Universal Special Rules in the Warhammer 40,000 rulebook.

I am not a warrior, but a soldier.

This is my profession; I am a professional and I am an expert.

This weapon, this armour, these are the tools of my trade.

I will use my knowledge to perform to the best of my ability.

I cannot be distracted from my work, nor diverted from my cause.

There is nothing that can stop me from accomplishing the task at hand.

I cannot be overcome and I will not accept defeat.

I will crush anything that stands before me.

-Creed of the Kae'Moda military

FIELD OFFICER

A relative few hear the call to become among the Kae'Moda military and thus citizenry. All applicants are encumbered with a series of physical, psychological, and mental examinations to ensure that they are indeed fit for military service. Those who exceed in all of the aforementioned tests are given the option to attempt officer training, which not everyone completes. It is easy to see then, that those who survive years of deployment into combat often retire from service into politics where many become powerful individuals.



"The first and most important rule to observe...is to use our entire forces with the utmost energy. The second rule is to concentrate our power as much as possible against that section where the chief blows are to be delivered and to incur disadvantages elsewhere, so that our chances of success may increase at the decisive point. The third rule is never to waste time. Unless important advantages are to be gained from hesitation, it is necessary to set to work at once. By this speed a hundred enemy measures are nipped in the bud, and public opinion is won most rapidly. Finally, the fourth rule is to follow up our successes with the utmost energy. Only pursuit of the beaten enemy gives the fruits of victory."

From Grand Marshal Clauswitz's
Principles of Modern Warfare

While not every officer exhibits it, the hallmark of the Kae'Moda officer corps is its competence, leading a single squad of hardened soldiers and learning greatly from them before they ever take control of a larger group, only those showing capability promoted to higher responsibilities. Among the Kae'Moda military promotions are not based on politic but instead life and death itself.

From 3RD Lieutenant to Colonel are considered to be Field Grade officers, whilst from Brigadier General to Field Marshal are considered to be Flag grade officers, no longer seeing the field of battle. As early as Captain officers will begin leading combined arms forces, and often have indirect control over numerous AI constructs in addition to living, breathing soldiers. This variety makes these officers ready to react to whatever may confront them.

	WS	BS	S	T	W	I	A	Ld	Sv
Lt. Colonel	3	4	3	3	3	3	2	10	2+
Decurion	3	4	3	3	2	3	2	9	3+
Captain	3	4	3	3	2	3	2	9	3+
Sergeant Major	3	4	3	3	2	3	2	8	3+
Panoply Drone	2	-	2	2	1	2	1	10	5+

SPECIAL RULES

Independent Character, Command Skills

WARGEAR

Neural Uplink: Many citizens across the Kae'Moda empire and certainly most all of the core-worlders have some manner of computerized neural interface. This allows them to, among other things, access to various manner of inter-connected networks and the ability to communicate with one another, sending transmissions to one another as though they were talking, even from some distance away. Military-grade uplinks are able make uninterrupted transmissions of encrypted data with great range and speed. Commanders on the ground are often able to transmit directly to forces in low orbit, allowing for precision artillery strikes and troop deployments.

An officer with a Neural Uplink may give orders to any Kae'Moda infantry squad, no matter how far away they are.

Panoply Drones: Often afforded and issued to Command elements and more rarely other units, Panoply drones are effectively mobile shield generators, hovering nearby their element and protecting them from incoming fire. It does in much the same way as a Warp field will, a metamaterial field wrapping the incoming fire around them.

A Command Squad with one Panoply drone receives a 5+ Invulnerable save, two drones give a 4+ Invulnerable save, and three drones give a 3+ Invulnerable save. This only works to protect from Shooting attacks. Any attacks in the Assault phase do not benefit from this save.

COMMAND SKILLS

A Kae'Moda officer may select a number of command skills, chosen when the army is picked. A Captain may select one command skill and use one per turn. A Decurion may select two and use one per turn. A Lt. Colonel may select two and use two per turn. The same skill may not be selected twice. A Sergeant Major allows selection and use of up to one additional Command Skill per turn, independent of the officer. Thus, he may select and use the same skill as the officer himself.

TACTICAL REDEPLOYMENT

Some officers can tell at the spur of a moment where their men need to be in order to do the most good, or perhaps are experienced enough to know how to best place them to better counter enemy formations, and is able to deploy them accordingly.

At the beginning of the Shooting phase, the Kae'Moda player may take any of their own units and move it up to 2D6" in any direction. This distance is halved when moving through difficult terrain. When a unit moves in this manner, it counts as having moved for the purposes of shooting, but may still use their weapons in the current Shooting phase.

MISDIRECTION

Either through counter-intelligence or simply by misrepresenting their own forces, an officer may make his enemy believe that his forces are composed or organized differently than they really are, and cause them to mobilize troops where they may not be needed.

Once all units have been placed, but before Scout moves, the Kae'Moda player may take any one unit and move it up to 18" in their deployment zone. They may not be moved into dangerous or impassible terrain.

DANGER SENSE

Some officers have developed some sort of "sixth sense" that tells them when their men may be in danger, and is able to warn them to take cover.

At the beginning of the Kae'Moda Shooting phase, nominate one unit with a model within 12" of the officer, including the Command squad itself. This unit may re-roll any cover saves until the start of the next Kae'Moda turn.

DIRECT FIRE

Either by an innate talent, a great deal of experience, or by mechanical augmentation, some officers have a keen eye to find weaknesses that enemy units may have in their armour or cover, and is able to direct his men to exploit these weaknesses.

At the beginning of the Shooting phase, nominate one Kae'Moda unit with a model within 12" of the officer, including the Command squad itself. This unit may re-roll any failed To Hit rolls once in their next shooting phase.

SUPPRESSIVE FIRE

At times some officers know that is more important to fire more rounds than it is to use more accuracy. After all, it is said that quantity has a quality of its own.

At the beginning of the Shooting Phase, the officer may nominate any squad within 12" to fire its weapons twice at Bs2 at the same target, which must then immediately take a Pinning test. Note that Suppressive Fire may not be combined with the Direct Fire command skill.

FEINT

While courage and tenacity are always a welcome sight on the field of battle, the Kae'Moda know the importance of a tactical withdraw. They will take turns laying down suppressive fire and making a hasty withdrawal.

At the beginning of the Shooting Phase, the officer may nominate any unit within 12" to fire its weapons at BS2 and then immediately fall back 2D6 inches. They count as falling back, and the normal restrictions apply as outlined in the Warhammer 40,000 rulebook.

INSPIRATIONAL

Some experienced or charismatic officer are renown for their courage and leadership, and their men have unshakable faith in their officers command.

While the officer is still alive all squads automatically regroup the turn after they fall back, even if they would not normally be allowed to. If caught in a sweeping advance, they are destroyed as per the normal rules for sweeping advance.



COMMAND BODYGUARD

Important military and civilian leaders have had bodyguards since the very beginnings of civilization on Ancient Terra itself. The Kae'Moda are certainly no exception to this rule. However, the modern conception of the military bodyguard traces its roots thousands of years back to Furius Antipater himself, who had surrounded himself with bodyguards of the Vaccei, a race still not yet entirely conquered.

His reasoning for taking these bodyguards was meticulously planned out, and certainly not just for their looks. Antipater was born and raised into a world filled with political violence, almost having been killed himself when Felix returned to Kae'Moda. The young Antipater was a distant relative of the great Marshal Sheppard, but however narrow the strand that connected them, it was safest for him to leave for a number of years until the political violence settled down. The historian Niven states that he escaped the planet just minutes before Felix arrived with his fleet, but this is likely just to emphasize the sense of danger and urgency felt by Antipater and a number of other self-imposed political exiles.

When Antipater later in life became the administrator of the Cisa Sector and then began his long campaigns into the dark reaches of space, he had acquired a group of Vaccei mercenaries to act as his personal bodyguard. He did this

because they were not only able to keep him safe on the battlefield, but also from political opponents that might wish to do him harm. No one could get to him unless they first went through his Vaccei. However, he was also completely safe from his own bodyguard, for he knew that should they turn on him, even at the instigation of others, his army would dispose of them as soon as they were able, and Antipater made sure they knew it. This put them in an interesting predicament that ultimately ensured their loyalty.

Along with everything else, Lucius the Vindicator inherited these bodyguards for himself. Subsequent Omnicrons carried on this tradition and soon enough important Marshals and Generals also began to acquire bodyguards of all variety. This was amplified by the Crisis of Three Kingdoms, when the Republic was wracked with a period of almost constant civil war and political conspiracy. Soon it was not just the Omnicron nor his Marshals that needed bodyguards they could trust, but their Generals, and their lieutenants, and so on.

While Kae'Moda officers should now have little to fear from their own men or Republican envoys, the tradition of officers keeping alien bodyguards is one that has been around for thousands of years, and its popularity has diminished little.

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	4	3	3	2	3	1	8	3+
Eldar Corsair	3	4	3	3	1	4	1	7	4+
Ork Nob	4	2	4	4	2	3	3	7	4+
Renegade Marine	4	4	4	4	1	4	1	8	3+

SPECIAL RULES

Adaptive Leadership: Every Bodyguard to a commanding officer is led by a Kae'Moda citizen-officer. Their job is to ensure that these mercenary bodyguards do their appointed task and thus must also be equipped to fight alongside them. If Eldar Corsairs are chosen, the Lieutenant is equipped with a Jump Pack. If Ork Nobs are chosen, he is equipped with a close combat weapon and Avenger Pistol.

Bodyguard: The bodyguard models are all equipped differently, as follows:

Corsair: Polymer Armour, Jump Pack, Avenger Carbine
Renegade Marine: Power Armour, Avenger Rifle, Avenger Pistol, Close Combat Weapon
Ork Nob: Polymer Armour, Big Choppa, Slugga

Big Choppa: Enormous axes with jagged metal teeth, big choppas are chosen more for sheer weight than subtly. A big choppa is a two-handed close combat weapon. A model using a big choppa adds +2 to its Strength.



Slugga: A slugga is an ugly, brutish gun perfectly designed for its ugly, brutish owner to kill his foes, either by shooting them at close range or beating them to death with it. It has the following profile:

Range	Strength	AP	Type
12"	4	6	Pistol

FRINGE WORLD MILITIA

Kae'Moda space reaches far and wide, and though generalizations are misleading, most systems can typically be categorized into one of two types, the core worlds and the fringe worlds. There are no official borders that separate them, and in some cases one would be hard pressed to find many differences between them. The difference is entirely political.

When Lucius the Vindicator reformed the Republic, one of the most important distinctions he made was that military service was no longer compulsory, drastically reducing the size of the military and perhaps alleviating some cause for much of the recent civil war. Previously, completion of ones term of compulsory military service, or otherwise achieving a satisfactory discharge, was the requisite for citizenship. As such, every man and woman who could serve three years in the military could be granted the rights of citizenship.

What Lucius had done was at the same time simple and revolutionary. Instead of granting universal citizenship, he maintained that military service was requisite to attain it. As he had planned, over time and from generation to generation, the number of people who actually had citizenship slowly began to drop, until it became the minority who retained citizen status.

The distinction then between the core worlds and the fringe worlds is the number of people who wish to seek out military service in exchange for citizenship. In the worlds closer to Kae'Moda, people feel more compelled to join the citizenry. However, the further removed from Kae'Moda one is to go, the less likely the affairs of the capital are going to effect on the systems. Thus there is less incentive to join the military and to become nationals.

Because there is less of a civil representation from these fringe worlds, there is also less of a military presence other than where demand necessitates it. Such worlds would soon fall prey to the depredations of pirates and aliens alike, were it not for the individual armies raised on and supported by these far-flung planets. There is nothing unconstitutional to the Kae'Moda about maintaining a civilian militia, and while some core systems keep them, most fringe worlds employ a militia of one sort or another, lest they pass into the darkness before the standing military can come to alleviate their woes.

Being that there isn't any uniform manner of organizing or equipping these militias, spread across numerous worlds from one end of Kae'Moda space to the other, it is altogether difficult to be able to qualify in any one particular manner. However, some generalizations may be made of them as compared to the core world Spartoi, and even to the human forces of the regular Kae'Moda military. Militias are typically lightly armoured and given only base-weaponry, equivalent to that of the Spartoi, and most often have little in the way of cybernetic body parts. This is not always so, and in some rare cases militias have been found with power armour and Avenger weapons.



Here pictured is an officer of the 5th Infantry of the moon Reynolds IVb. They played an instrumental role in quelling an insurrection on the planet, suspected to have ties to the Ruinous Powers. From there the 5th Infantry were indentured into formal service and taken into the Jotunn systems, where they eventually were massacred at the famous Battle of Nine Hills.

	WS	BS	S	T	W	I	A	Ld	Sv
Fringe Sergeant	3	3	3	3	1	3	1	8	5+
Fringe Militia	3	3	3	3	1	3	1	7	5+

SPECIAL RULES

Undisciplined: The Fringe World Militias are not accustomed to the rigorous discipline that sets apart the core world military forces, at many times are considered to be downright unruly. Furthermore, they are also unused to the very direct command structure and orders imposed on them by normal officers that would be placed over them in the field of battle. This has earned Militias a reputation of being backwards and dim, whether or not this may actually be the case.

Command Skills may only be given to Militia squads that are within 6" of a Field Officer. In addition, when giving an order to a Militia squad, it must successfully pass a Leadership test, or else the Command Skill fails.

BLACK BERETS

Whilst not officially founded until 143.M35, the Black Berets draw their roots from the special operations forces that stemmed from the Legato system, present from soon after the settling of the system. Since their founding, they have spread from system to system, and now most all have their own divisions of Black Berets.

The planet of Legato III is in synchronous orbit around its star, and as such half the planet never receives any light. While the other half of the planet is considered to be of a fair environment, the side which receives no light is bitingly cold, and the lack of any light often gets to people. Thus, it was considered to be the perfect training location for a special forces group whose original name has been lost in the annals of history.

Trained with greater scrutiny and standards than the average soldier, during the Great Crusade it was they who bore the brunt of the fighting for the Legato and where by far more successful than other groups against the Word Bearers. In later offenses they were deployed in smaller engagements, often found to be in almost five times as much combat as the average soldier in a campaign. Their services were so highly sought after that in M35 the Republic declared them to be an official Republic-wide force of the Kae'Moda military, though those trained on Legato III still maintain that they are the best.

Since then the Black Berets have served in every major war, but the important thing to note is how many smaller engagements they have taken place in. More often than

not, it is they and the Zero Troopers who are utilized in the most small engagements. Moreover, if one were to speculate on just how many times they are called in to combat in instances where they actions are not even disseminated to the Republic at large, the number of conflicts would be astronomical.

Black Berets are issued with advanced arms and armour, some of the best available in the Empire. They have always held the basic training given to them from the days on Legato III, that the proper application of force in the right place at the right time makes all the difference. Thus the training of stealth techniques has been key, as well as laying traps and ambushes. For this reason and that they are often called to fight with little support, many members opt to attain advanced and sometimes bizarre combat augmentations, leaving some scarcely human.

“War is an ugly thing but not the ugliest of things; the decayed and degraded state of moral and patriotic feelings which thinks that nothing is worth war is much worse. A man who has nothing for which he is willing to fight, nothing which is more important than his own personal safety, is a miserable creature and has no chance of being free unless made and kept so by the exertions of better men than himself.”

Captain J.S. Mill
Tyrandid Offensive; M41

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	4	3	3	2	3	1	8	3+
Black Beret	3	4	3	3	1	3	1	8	3+

SPECIAL RULES

Infiltrate

Covert Ops: The Black Beret squad may be kept in Reserve, even if the mission does not normally allow you to do so. Once they come in from Reserve, you may place them in any piece of area terrain, or anywhere that an enemy model cannot draw line of sight to, but may not be placed within 6" of an enemy model. If any of the models do not fit in this place, they must be left out of play.

Fireteams: As that Black Berets are often called upon to act alone and without support, and so may split into smaller units in order to better operate. If you have a twelve man squad, you may split it into two separate six man squads at the beginning of any Movement phase. If you decide to split a unit into Fireteams, then each six man team is treated as a separate unit for all purposes.

WARGEAR

Reactive Camouflage



TYRANID HUNTERS



Here pictured is a soldier of the Fauve V 22nd Tyranid Hunters, present at the defense of Nalit II. He has undergone a microfibre muscle upgrade to optimize his effectiveness against the Tyranids. He died along with the rest of his squad just three days later whilst evacuating an outlying town. Nalit II fell just some two months later.

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	4	4	3	3	2	3	1	8	3+
Tyranid Hunter	4	4	3	3	1	3	1	8	3+

SPECIAL RULES

Counter Attack, Fearless, Preferred Enemy (Tyranids)

WARGEAR

Cybernetic Bodies

Chemical Missile: With the recent fighting against the Tyranids, the Kae'Moda have developed a special missile designed to create a large air-burst explosion, spraying a large area with a deadly chemical such as White Phosphorous. It is used instead of firing a Frag or SABOT missile, and must be declared before use. It has the following profile:

*Conflagration missile- Range 48"; Strength 3;
AP-; Heavy 1, 5" blast, Poison (4+)*

The Tyranid Hunters are the newest Infantry units to be trained and deployed on a large scale. Able to combat against organized armies and civilizations effectively, the Kae'Moda could not comprehend these new aliens, nor truly how to combat against them. Ground combat was near always inevitable, and the prospect of engaging in close quarters nearly so.

As such, the Tyranid Hunters were formed. Given the proper equipment and training to combat the swarms of bodies that these vile aliens tended to use, the Hunters quickly were able to develop themselves into an effective unit. Campaigns employing these regiments often saw much better results, and on certain battlefronts, the overall outcome of conflict started to change into the favour of the Republic.

The Tyranid Hunters effectively sign their own death warrant by choosing to follow this path. To be a Hunter means that you are to devote your entire life to combating and destroying these monstrosities, no matter the cost. They are now the first in and the last out. The life expectancy is the shortest of all Kae'Moda forces. Sooner or later, most all Tyranid Hunter come to meet their fate at the hands of that which they have devoted their entire lives to destroying.

This does not impede enlisting however, as many children have become disenfranchised, their homes and families devoured, and once of age they seek for nothing more than to get revenge on what has caused them so much pain and suffering. Whilst retribution is a common reason for enlisting, training attempts to repress these emotions. However, this does not stop many green Hunters from wasting their lives.

This is not to say that they are not effective against their chosen target, nor that they are not truly a terrible sight to behold on the field of battle. The Tyranid Hunters are the only major Kae'Moda military force that has any sort of major close quarters combat or melee training. They have been known to wade through swarms of Gaunts, blasting and slicing through everything in their path, searching for greater targets to engage. While all Hunters are equipt with melee weapons, some take this a step further and fashion blades and other weapons to their arms and armour. Most regiments dissuade against this sort of thing, but the Tyranid Hunters know that they are dead men, and as such their commanders tend to give them some leniency on such matters.

"Sure I am this day we are master of our fate, that the task which has been set before us is not above our strength; that its pangs and toils are not beyond our endurance. As long as we have faith in our own cause and an unconquerable will to win, victory will not be denied of us."

**Marshal Winston
Defense of Fauve III; M41**

SPECIAL INTELLIGENCE BUREAU

A shadowy organization that traces its roots back to the hand of the great Lucius the Vindicator himself, the Special Intelligence Bureau is responsible for the protection of the common people again the threat of psykers and the horrors that they may unleash. They monitor the Psychic activities of all citizens, screening them for abnormalities, keeping a vigilant eye out for any threat to the Republic.

The collars that all psykers wear are complex devices. They monitor the psychic activity of the wearer, as ell as their vitals and brain activity. Should things go awry, there is a department of the Special Intelligence Bureau in almost every settlement. They react quickly and efficiently, burst onto the scene, where 'ere a psyker may be. More than once they've broken into bedrooms to confiscate the psykers for safety reasons.

Little is known of those who are taken by the SIB, and those who try to pry too far into these matters often find themselves with a similar fate. Officially they state that the psykers are sent to special recovery centers where they may be recorded for a good period of time, and then released back to their normal lives. Those taken rarely return.

Stories are much more insidious. Those kidnaped are sometimes executed immediately, and as far as the word goes, this is the better fate. Otherwise they are taken to

concentration camps, often deep underground. Here they are subjected to the worst of human conditions, tortured, experimented on. Those few who return are not the same people anymore. It is said that the Special Intelligence Bureau is looking for a 'cure'. Of course, this is all hearsay, and likely none of it is true.

They are not often found on the field of battle, but any military commander recognizes the importance of their duties, and will simply allow them to do as they will. A t times, commander will even requisition their help, or be called upon for assistance against a great threat that the Bureau is not equipped to deal with alone. However, neither has authority over the other, and they often tend to try and stay off each others toes.



	WS	BS	S	T	W	I	A	Ld	Sv
Superior	4	4	3	3	1	3	1	8	5+
Detective	4	4	3	3	1	3	1	7	5+

SPECIAL RULES

Preferred Enemy (Psykers)

Psychic Ward: All Detectives of the Special Intelligence Bureau are trained extensively to ward the powers of psykers, and are given special augmentations to accentuate this training. As a result, the powers of the warp often have little effect on them, an essential trait of their job. If there is a Psychic power that directly affects a squad from the SIB, it can be nullified on the roll of a 3+. Psychic powers that do not directly affect the squad cannot be nullified.

Clean-up Squads: Some agents of the SIB are chosen to burst into peoples homes or interrupt them whilst they go about their daily lives and apprehend them. These agents are equipped with two Avenger pistols (counts as twin-linked), Ballistic plating, and Cybernetic bodies.

Stalker Squads: Other agents may be chosen to combat those who would try to fight against the SIB, and any who may make effort to safeguard them. These agents are equipped with Storm rifles and Polymer armour. In addition, they have the Move through Cover USR, as detailed in the Warhammer 40,000 rulebook.

HEAVY ASSAULT GRENADIERS

Most Kae'Moda forces may be used for fine detail work, inserting themselves behind enemy lines, finding the points where enemy lines are weakest and exploiting them, maximizing the most out of the little they have available to them. This is not so for the Heavy Assault Grenadiers, who have but a single stratagem that they adhere to; march directly towards the enemy and obliterate anything that would stand before them, a veritable sledgehammer.

Heavy Assault Grenadiers, sometimes abbreviated to HAGs, wear a specially designed suit of power armour, known as the *Achilles*-class. It is significantly larger than the standard issue power armour that most Kae'Moda career soldiers use. This grants a number of benefits, as well as a few drawbacks.

By merit of its size, it affords a great deal more armour and passive protective systems which allow them to walk effortlessly through all but the greatest of anti-personnel firepower. Even the medical systems are greater in scope, able to stabilize wounds that would normally soon be fatal to the soldier, allowing them to fight on until proper medical treatment can be afforded. Another significant benefit is the built in stability control system, comprised mainly of a number of gyroscopic sensors and hydraulic pistons inside the armour. This allows the Grenadiers to be able to wield heavy weapons whilst standing up and even on the move, doing so with the same accuracy as though they were not moving at all.

These benefits make it perfect for their intended purpose, but it is these same systems which limit them to this task alone. That they are large and bulky prevents them from easily utilizing normal vehicles and also makes them very slow to move across the battlefield, meaning that they must be deployed exactly where they are needed. Furthermore, the stability systems prevent the suits from quickly moving or maneuvering, or even doing simple things like taking cover as easily as other units. However, it is their purpose to simply march forward and lay down heavy firepower, and so there should have no need for any of these things.

The importance of their insertion being accurate has necessitated that they be inserted by aircraft, typically the C-14 Shadowfang. They can be inserted either via HALO drops or low altitude drops where they have a small detachable air-friction decelerator, allowing them to hit the ground as speeds acceptable to the integrity of the armour, motion-assist servos, and the actual soldier inside of the armour itself.

In larger operations, HAG troopers often find themselves as the unmoveable core of an army, with other more maneuverable units working around them to maximize effect. For the Grenadiers though, there is little in the way of tactics and strategy that they need to worry about. Their officers merely need tell them their objective and point them in the right direction. This accomplished, their biggest worry is oftentimes how soon they can be resupplied with more ammunition!

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	4	3	3(4)	2	2	1	8	3+
Grenadier	3	4	3	3(4)	1	2	1	8	3+
Myrmidon	2	2	2	2	1	3	1	8	4+

SPECIAL RULES

Deep Strike, Slow and Purposeful

Myrmidon-class Drone: Squads of Grenadiers are almost always accompanied by support drones which aid them in combat in a number of ways. Their primary purpose is to provide targeting and situational information, but in a pinch they can use their light weapons to harass or distract enemy forces.

To represent this, you may re-roll one failed To Hit roll per turn for every *Myrmidon* in the squad.

WARGEAR

Achilles-class Power Armour: The Heavy Assault Grenadiers are issued with a special class of armour that sets them apart from all other infantry, the *Achilles* class. It substantially increases their ability to shrug off damage as though it were but as nothing. HAG Troopers are given a +1 bonus to their Toughness characteristic (already included in profile).



MARAUDER TEAM



many other means of detection. Marauders may be held in Reserve and enter the game via the Deep Strike special rules found in the Warhammer 40,000 rulebook. In addition, you may re-roll your Reserves roll to see if Marauders come in from Reserves, even if they pass the first time.

“To be a Marauder means to be called upon for the greatest of tasks. You will fight against untold hordes, terrifying beasts, incomprehensible machines. You will face the greatest combatants this galaxy has spawned. But above all as a Marauder, you will endure. You will combat those hordes, beasts, and machines; and when it’s all said and done, you’ll simply ask for more, and you’ll do it with a bloody grin on your face!”

**Lieutenant Victoria Thera
Drop of Praetus V; M41**

The Advanced Combat Powered Armour (ACPA) MkIV-A3 “Marauder” was first put into service 834.M41. The ACPA MkIV has been used for over a hundred years now, with the A3 variant hopefully having worked out the kinks present in older models. However, due to the nature of such a large nation spanning the stars, most systems and even individual regiments have tailored their suits individually, which can make them vastly different from army to army.

There is one trait that all Marauder teams have in common though, their purpose and utilization. Marauders are oft used as heavy shock infantry, to disrupt enemy forces and rely on heavy firepower to take down priority targets. Their famed method of doing so is to use personal capsules, raining down from the sky into key locations to offset the enemies center of balance, routing and overtaking much larger enemy forces than other units can.

They are the embodiment of the Kae'Moda way of war, and for that very reason devastating on the field of battle. The enter the battle without notice to the enemy, utilize high mobility to evade danger and apply firepower more acutely, and do so to match their individual loadout to the weaknesses of the enemy, inflicting terrible amounts of damage in a short amount of time, with very few individuals involved. However, most often to deploy just Marauders would be a waste of resources, as either they would completely overwhelm a smaller force, or simply not be enough for larger forces. They are best used as support for an already existing battle, screaming down onto the battlefield with guns blazing.

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	4	4	5	2	2	1	8	2+
Marauder	3	4	4	5	2	2	1	8	2+

WARGEAR

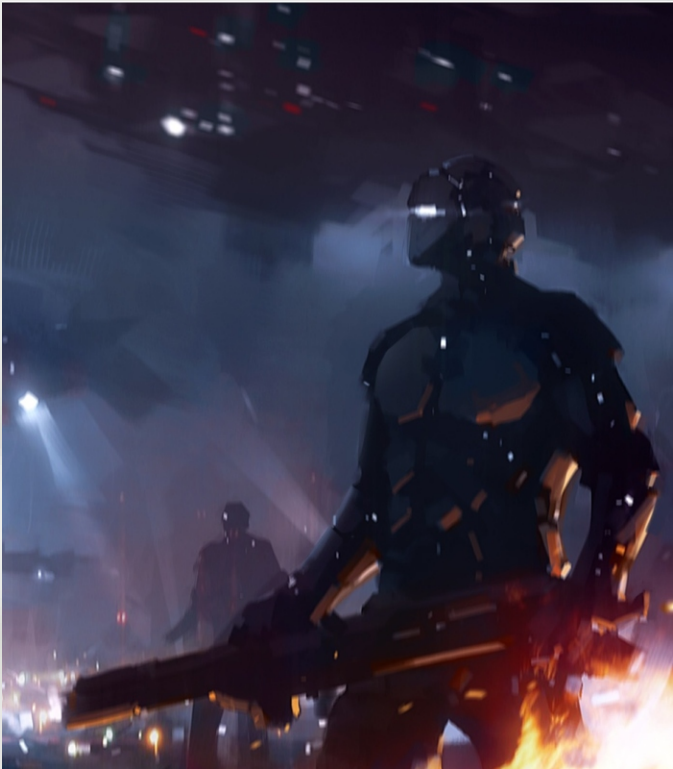
Repair Harness: Instead of a modular weapon system, some suits are equipped with a complex servo harness. This includes a welder, chainsaw, power spike driver, and often many other tools and replacement parts. The harness is used to patch up or reinforce armour that has been damaged, allowing other suits to continue fighting at optimal efficiency.

To represent this, any squad that has a Repair Harness counts as having the Feel No Pain USR. In close combat, this array of tools becomes a terrifying close combat weapon, and counts as a power weapon with +2 to the Strength characteristic of the model, however, it is cumbersome and strikes at Initiate 1.

Personal Drop Pods: Marauders can be dropped from orbit in individual drop pods that slowly disintegrate as they enter the atmosphere, and then slow the descent of the suit so that they arrive on the ground safely. The breaking up of the drop pod also produces a lot of Chaff which makes them invisible amongst the debris to radar and

SPARTOI SQUAD

Artificial android warriors which make up the bulk of core world infantry.



	WS	BS	S	T	W	I	A	Ld	Sv
Spartoi	2	4	3	3(4)	1	2	1	8	4+

SPECIAL RULES

Mere Machines

ARANEUS DRONES

Spider robot terror drones.

	WS	BS	S	T	W	I	A	Ld	Sv
Araneus Drone	4	2	3	3	1	4	2	10	3+

SPECIAL RULES
Rending, Move through Cover, Mere Machines

REVENANT



The Revenant is considered to be a very primitive design by modern Kae'Moda technicians, and indeed it just may be. When the Space Marines invaded the Vermeer system in the ancient Bellows war, they would have encountered machines akin in design to these. However, this means nothing in the face of the utility of these beasts of burden, for otherwise they certainly would not still be in use.

The size of a small vehicle, the Revenant is designed to be able to provide support to infantry units in any environment, whether it be in a city, a swamp, or even on an asteroid. Indeed, it is this utility that has made the machine such a standby for friendly forces. In addition, the Kae'Moda believe in the strength of speed and maneuverability, and the Revenant is no exception. They designed it as to have powerful leg servos and pistons, able to project itself over a fair distance to a better vantage point. Indeed, there have been more than one occasion that they have jumped from rooftop to rooftop to attain a more desirable location.

One of the biggest concerns that critics of the Revenant have is its lack of firepower. Whilst able to be used in almost any location and fairly tough for such a small walker, it typically relies on one nose mounted weapon, getting no greater than a heavy machinegun. This means that it is severely lacking in anti-armour firepower, and also it is unable to respond to multiple threats. Newer versions in the works seek to correct this.

REPLACE THIS LAST PARAGRAPH, THESE PREVIOUSLY WERE CRITICISMS, NOW FIXED.

SPECIAL RULES

Mere Machines

All-terrain Walker: The Revenant is often deployed in more difficult terrain, and adept at moving through rubble and rocky crags. It may re-roll difficult terrain tests, but must accept the second roll, even if it is worse than the first.

Leap: The Revenant may opt to make a single "jump" in the Movement Phase, but may not otherwise move or shoot that turn. It may move up to 18" by the same manner as Infantry equipped with a Jump Pack. The Revenant may use this to move out of Close Combat if it is not Immobilized or Stunned.

	WS	BS	S	Armour			I	A
				F	S	R		
Revenant	3	4	4	11	11	10	3	1

REPLACE QUOTE

SPECTRE

The people of Kae'Moda have by their very nature produced a number of keen intellects with their eyes looking towards the development of technology, and robotics have certainly not been ignored. Even in the Bellows War ten thousand years ago on Vermeer, Space Marines battled against mechanical beasts, designed to terminate.

Ten thousand years ago having automated war machines was almost unheard of, but in this era the Kae'Moda military relies extensively on them. One day they may even be able to relegate all affairs of combat to machines, to save human life.

However, the Spectre was not designed with the preservation of human life in mind, but rather to seek and destroy. It was originally designed to be used by civilian police forces in order to track down fugitives, but soon found new purpose under the watchful eyes of the Special Intelligence Bureau, searching for and subduing psykers.

They soon found its capacity to be limited, and contracted military engineers to develop a more efficient and much more heavily armoured version, which led to the current incarnation. The Spectre maintained its great speed and excellent tracking abilities, but was given heavier armour and much heavier firepower.

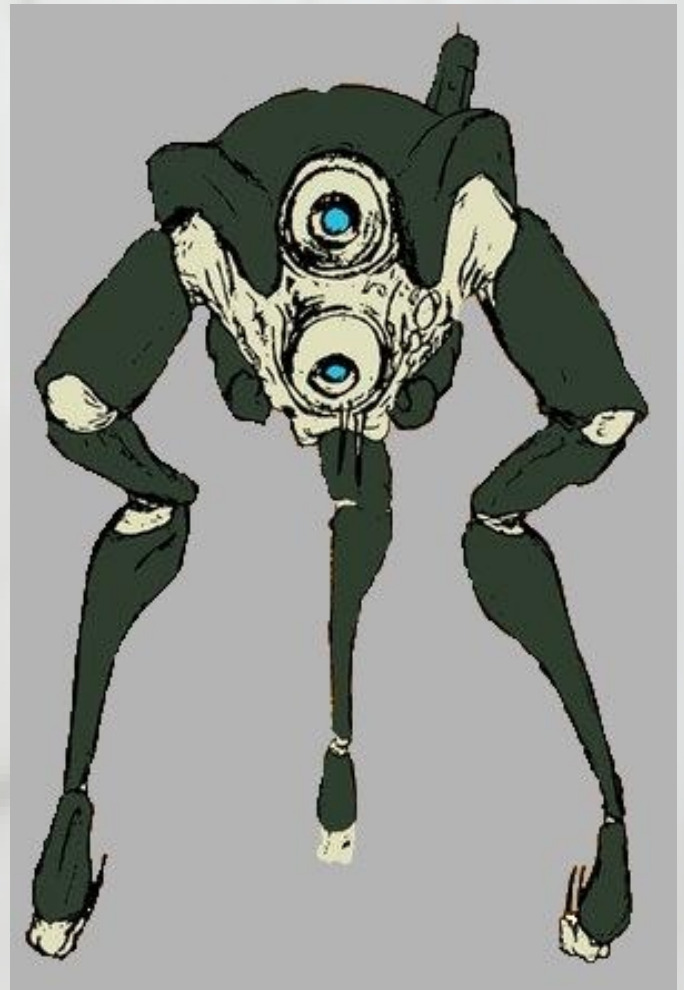
Being developed into a more lethal version, one aspect of the Spectre remained, its ability to deal with targets in close quarters. However, now instead of being able to detain them, it now has scything limbs and claws which it may use with deadly efficiency against any living being, making it a truly unique machine.

	WS	BS	S	Armour				I	A
				F	S	R			
Spectre	4	4	5	11	11	10		4	2

SPECIAL RULES

Mere Machines, Furious Charge

Agile Step: The Spectre is designed to be very quick on its feet and to be able to react well to any situational stimulus, able to combat its opponents according to their weaknesses. It is able to move up to 12" in either its Movement phase or Assault phase, but not both.



VALRAVNE

A relatively new advance for the Kae'Moda is anti-gravity technology, and so far it has been used for mainly trivial things, such as entertainment and advertising. The first major military application for it is the Valravne, a floating AI controlled machine, typically with many limbs to manipulate its environment.

This is achieved by a number of field containment coils which generate a magnetic bubble, charging the material inside, named Pegasus. When properly charged, the Pegasus has a negative weight, and with enough coils the entire object is given a negative weight as well. Given the proper calibrations it may hover at whatever the desired height may be. Combined with a advanced gyroscopic system, Valravne may maneuverer with adroit precision.

So far the Valravne have been developed to serve two purposes, the first of which is scouting. They are small, lightweight, and don't make hardly any sound. Combined with advanced optical, auditory, and other sensors, it can take advanced readings, process them, and send detailed information back to command.

Given these advantages, it is also adept at laying in wait to ambush enemy patrols, scouts, or simply stragglers. Truly it is little better than to be able to harass the enemy, but harassment is all that's needed to distract an enemy enough to strike elsewhere. This, or simply annoy the enemy enough to make a rash decision, leaving themselves weak in the process.

Some Valravne have been upgraded to support variants as well. Some act as aids to medical staff, others for protocol, but most notably some are used to aid technical staff, repairing vehicles and other equipment. Indeed, some have been programmed such as that they can learn how to repair a multitude of vehicles, and make emergency repairs on them if needed. Thus on any battlefield on which vehicles fight, undoubtedly at least a few Valravne will be in the background, ready to get to work on a damaged vehicle.

Whilst not combat vehicles, so far the Valravne have achieved moderate success, and development staff have already began working on new uses for anti-gravity technology for military purposes.

		Armour			
	BS	F	S	R	
Valravn	4	10	10	10	

SPECIAL RULES

Mere Machines

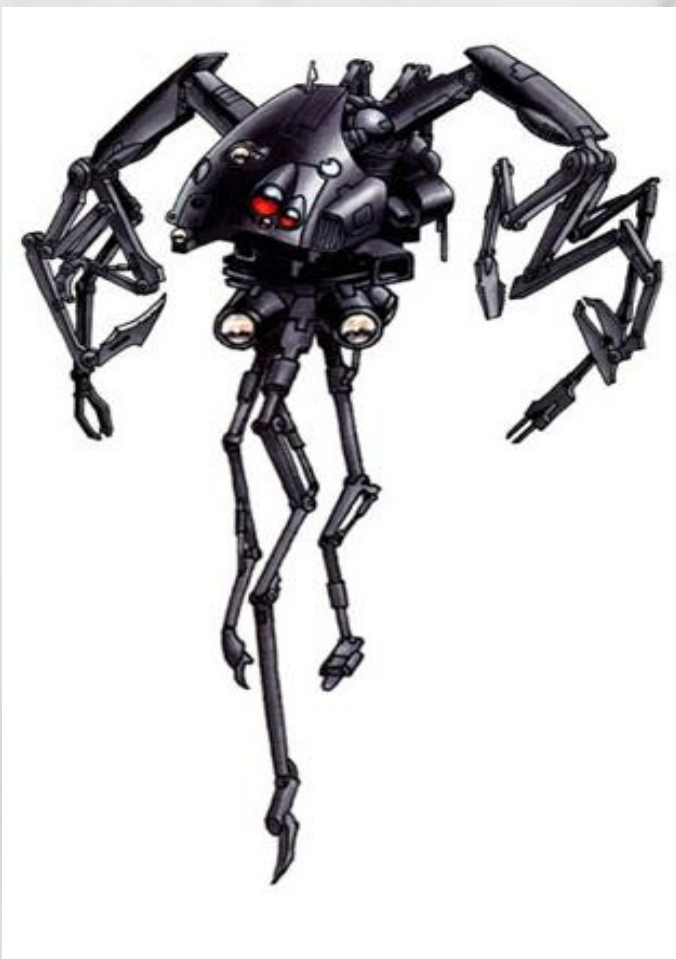
WARGEAR

Jamming Beacon: Valravne are primarily support drones, and one of the uses derived for them is to deny the enemy effective communications. Some Valravne are equipped to scramble enemy communiques, and as a side effect may also interrupt enemies using advanced methods of transporting themselves to the field of battle.

Teleport homers, Chaos Icons, or any other similar wargear items that prevent Deep Strike scatter do not function within 12" of the Valravn. In addition, enemies who still wish to deep strike onto the board within 12" of the Valravn scatter 4D6" rather than the normal 2D6".

Repair Servo: Some Valravne are modified for special battlefield roles, one of which is to repair other vehicles whilst under fire. They are equipped with a special Repair Servo which includes common spare parts and extra armour plating to patch up and repair damage done to a vehicle.

Valravne that start the Shooting Phase in contact with a damaged vehicle may attempt to make a repair. If the vehicle is immobilized or has had a weapon destroyed, roll a D6 for each Valravn attempting to make a repair. For every roll of a 5 or 6, one of these defects is repaired.



DEATHSTRIKE TERROR DRONE

	WS	BS	S	Armour			I	A
				F	S	R		
Deathstrike	5	4	7	12	12	11	5	2+D3

SPECIAL RULES

Mere Machines

Terror Drone: The Deathstrike Terror Drone is hard to classify by those not privy to the Kae'Moda way of war. It is a swift moving drone that glides effortlessly through the air, yet it has numerous appendages that it may use not only to engage enemy targets with fire, but also to strike at them with scything blades.

The Deathstrike Terror Drone is treated as a Skimmer for all intents and purposes on the Moving and Shooting Chart, but it is treated as a Walker in the Assault phase.

In addition, all enemy squads with at least one model within 12" of the Deathstrike Terror Drone are considered to have one less leadership than listed in their profile for the intents and purposes of all Morale tests.

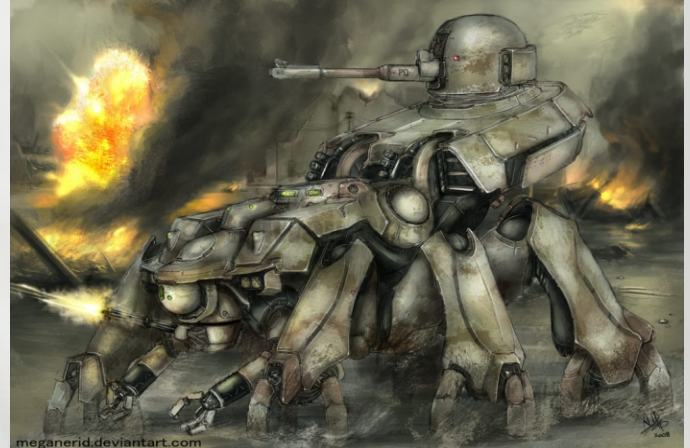
INTREPID BATTLE WALKER

The Kae'Moda have not used tanks in millennia, barring small backwater outposts using ancient technology that main forces have long since abandoned. In place of having a main battle tank, they have a battle walker, the Intrepid. Sporting the most advanced vehicle armour the Republic has to offer, a complex computer network, and absolutely devastating firepower, the Intrepid is one of the most fearsome things in their arsenal. Surely her enemies would agree with this, or at least those who've seen its potency in battle.

The basic design concept for the Intrepid is just as ancient as the Revenant, and it is certainly not the first battle walker that the Republic has put to use, but it is by far the most effective. Introduced in the fourty first millennium, the Intrepid was first deployed against Chaos forces in the Iterat system. This is where it also made its claim to fame, when only a dozen Intrepid with light infantry support demolished a Chaos armoured assault, destroying over fifty vehicles.

Kae'Moda military leaders were absolutely stunned by this, and from all across the depths of Republican space shipment orders were made. They have since been used to great effect against Chaos, Orks, the Imperium, and even Necrons. Its ability to take down enemy vehicles with either Optic or Gauss cannons from afar is nearly unparalleled, utilizing advanced tracking systems to make precision shots to the weak points in enemy armour.

Unfortunately though, it has had only mediocre results against Tyranids, able to kill the beasts in droves, but not with great enough cost-efficiency. If nothing else, they are a boon to morale, standing stalwart against their impending doom as waves of Tyranids flow forward, and are able to stall enough groups to allow any survivors to make an escape. So far though, it would seem that the most effective and efficient way to deal with the Tyranids is simply fire bombing.



	BS	Armour		
		F	S	R
Intrepid	4	13	13	13

SPECIAL RULES

Mere Machines

Lumbering Walker: The Intrepid Battle Walker uses multiple legs as its method of locomotion, but it is unable to engage targets in close combat, and even if assaulted the behemoth will continue to wade through the melee and engage targets at a distance.

The Intrepid is treated as a Tank for all intents and purposes except that it uses the Walker profile on the Moving and Shooting Chart.

WARGEAR

Gauss Cannon: Easily the most powerful weapon available to the Kae'Moda that may be mounted on a vehicle, the Gauss cannon works by the same principle by which most of their infantry weapons do. By using powerful magnetic fields to project a tungsten alloy ball at such velocity that it makes mockery of the speed of sound. Such powerful rounds tear through tank armour and devastate infantry. It has the following profile:

Range	Strength	AP	Type
96"	10	1	Heavy 1, Ordnance

When being used against non-vehicle units, use a Large Blast template as you would with any other weapon. Models fully or partially under the template are hit with a S7 AP3 attack. When used in this manner, the Gauss cannon loses the *Ordnance* Special Rule.

STALKER

	BS	Armour		
		F	S	R
Stalker Transport	-	11	10	10

TRANSPORT

The Stalker has a transport capacity of six models. It cannot transport Marauders or HAG Troopers.

Fire Points: Up to three models may fire their weapons either over the side of the vehicle or through special firing slits if it is given an Armoured Compartment.

Access Points: Whilst given an Armoured Compartment, there is an access ramp on the back of the vehicle.

SPECIAL RULES

Crew-served weapons: The pintle-mounted weapons on the Stalker are gunned by the passengers, and thusly the relative ability to hit targets will depend on who is manning the gun. Weapons mounted to a Stalker use the Ballistic Skill of the passengers. If it is mixed, use the most common Ballistic Skill, or the higher one if they are equal in number.

WARGEAR

Armoured Compartment: The Stalker is to production standards without much armour, but many have still been retrofitted to have enclosed crew and passenger compartments due to battlefield hazards. This increased weight also requires a new, heavier engine which in turn increases the price of the vehicle even further.

Stalkers which take the Armoured Compartment upgrade no longer count as being Open-topped. In addition, the Side Armour value is increased from a 10 to an 11.



HARBINGER GUNSHIP TRANSPORT



	Armour			
	BS	F	S	R
Harbinger	4	12	11	11

TRANSPORT

The Harbinger has a transport capacity of twelve models. It cannot transport Marauders.

Fire Points: None.

Access Points: There is an access ramp on the rear of the vehicle.

RAPTOR SUPPRESSOR

	BS	Armour		
		F	S	R
Raptor Suppressor	4	12	11	10
Drone	3	9	9	9

SPECIAL RULES

Mere Machines

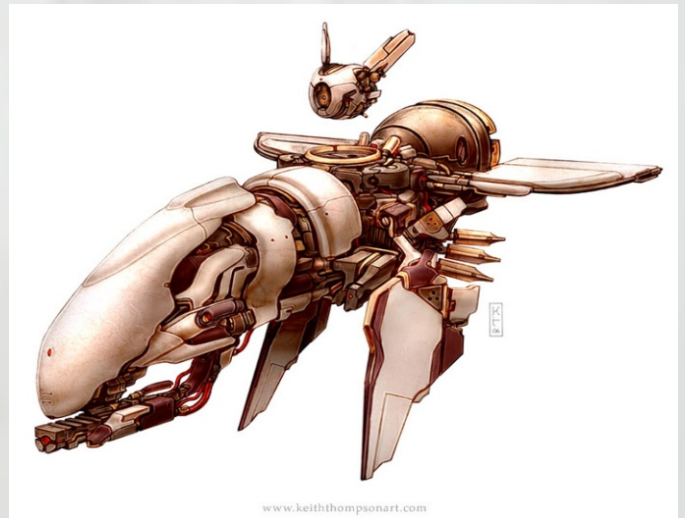
Drone Array: The Raptor Suppressor was originally outfitted with a few surveillance drones, as it was designed to operate far into enemy lines and worked as much as a reconnaissance vehicle as a combat one. Later models included two new kinds of drones, gun and shield drones.

Any Raptor may take up to three drones of the following types; Reconnaissance, Gun, or Shield. The drones are in a vehicle squadron with the Raptor itself, though when fired upon, randomize the hits on the Raptor and drones on a D6 as follows:

1-4 hits the Raptor
5-6 hits a Drone

Any glancing or penetrating hits against a Drone automatically destroy it. If the Raptor is destroyed, the drones are as well.

Reconnaissance drones may stay up to 6" away from the Raptor to which they are attached. They allow the Suppressor to fire its Missile weapons indirectly, so long as



the drone is able to see the target at hand. Additionally, each Reconnaissance drone increases the Raptors Ballistic Skill characteristic by 1.

Gun drones may fire at any target independently of the Raptor itself, using the singular weapon that has been purchased for it.

Shield drones may automatically take one hit from shooting attacks, chosen before hits are randomized. It counts as having an Armour Value of 12 against all attacks.

CAPTAIN ARCHIBALD STIRLING



	WS	BS	S	T	W	I	A	Ld	Sv
Captain Stirling	4	5	4	4	3	4	2	10	2+

SPECIAL RULES

Independent Character, Infiltrate, Covert Ops

Who Dares Wins: Black Berets count as a Troops choice, rather than Elites.

WARGEAR

Warp Field, Avenger Carbine, Optic Pistol, Them-optic Camouflage, Cybernetic Body

COMMAND SKILLS

Captain Archibald Stirling may use up to two Command Skills per turn and has access to the following:
Misdirection, Danger Sense, Suppressive Fire, Feint

DECURION VICTORIA THERA

	WS	BS	S	T	W	I	A	Ld	Sv
Decurion Thera	3	5	5	6	3	2	1	10	2+

SPECIAL RULES

Independent Character

Assisted Targeting: If Decurion Thera is attached to a squad of Marauders and does not fire, the accompanying squad gets BS5 for that turn.

Into the Maelstrom!: If Decurion Thera is attached to a squad of Marauders and they choose to Deepstrike, the squad does not scatter.

Marauder Detachment: Decurion Thera typically only takes part in larger operations involving entire Companies of Marauders, crashing down from the heavens to unleash a torrent of firepower against the Republics enemies. You may select Marauder teams as both a Heavy Support and Elites choice.

WARGEAR

Marauder Suit, Warp Field, 2x Cerberus Autocannon, Medi-nanite System

COMMAND SKILLS

Decurion Victoria Thera may use one Command Skills per turn and has access to the following:

Direct Fire, Inspirational, Suppressive Fire



MAGISTER KONRAD MARLSBURG

	WS	BS	S	T	W	I	A	Ld	Sv
Konrad Marlborg	4	4	4	4	2	4	2	10	3+

SPECIAL RULES

Independent Character, Fearless, Preferred Enemy: Psykers

Psychic Barrier: Magister Marlsburg may not be the target of and is immune to Psychic abilities.

WARGEAR

Power Armour, Warp Field, Optic Pistol

Harbinger's Blades: Power weapons.

Dannan Dathedi: An ancient Eldar artifact liberated from ruins on a now-settled world, this device allows the wielder to make short, controlled bursts through the warp. It doesn't have to be used constantly, though the Magister seems to insist that he does.

Magister Marlsburg must move a full 12" every Movement phase, even if he is locked in combat or in a vehicle. However, he may not teleport into a vehicle or into close combat.

COMMAND SKILLS

Magister Konrad Marlsburg may use a single Command Skills per turn and has access to the following:
Tactical Redeployment, Direct Fire, Inspirational



DAVINEL THE FACELESS

Davinell the Faceless was one of the Silicon Men developed to operate independently of the main network, often for more clandestine missions, sometimes against enemies domestic as well as foreign. Due to being unnetworked, Davinell was unaffected by the system corruption and remained loyal to the Kae'Moda, one of the few surviving Silicon Men that were left uncorrupted.

	WS	BS	S	T	W	I	A	Ld	Sv
Davinell the Faceless	4	5	4	4	4	2	1	10	2+

SPECIAL RULES

Independent Character, Eternal Warrior, Fearless, Slow and Purposeful

Networking Interface: Man and machine may have trouble communicating with one another, as the languages imperfectly mesh with one another. However, Davinell can speak to machines in their own language and thus more accurately direct them than any two humans would ever hope to communicate with one another.

May give orders only to Infantry with the Mere Machines special rule.

Reconstruction Algorithm: Davinell is not a machine as one would normally think of one, but instead composed of billions of smaller machines which each contain the information to reconstruct the whole, much akin to individual cells in a human body. These each may also 'eat' material around them in order to construct new 'cells' with which to regenerate the whole. By this means, Davinell may be almost completely destroyed and with sufficient time still regenerate itself into perfect condition.

At the beginning of every turn, roll a D6. On the roll of a 6, Davinell recovers one of his wounds up to his maximum.

Structure Conversion System: Davinell the Faceless has access to the same system by which it may designate an artificial combat unit to be teleported to the field of battle. There are storehouses, sometimes on warships, which house large amounts of raw materials which are constructed into war machines and teleported onto the field of battle at the discretion of the Silicon Men.

Sentient beings have not been able to teleport since the Boylan Act in AI.1033 (803.M37), as that when one is teleported, what actually happens is that they are broken down on the molecular level and technically a copy of them is reconstructed on the other side. This means that the original actually ceases to be.

However, AI constructs are not considered humans and thus are free to be teleported. So long as Davinell the Faceless is on the battlefield, any unit with the Mere Machines special rule may be held in Reserve and arrive on the field of battle via Deep Strike.

WARGEAR

Warp Field, Ripper Cannon, Cybernetic Body, Power Weapon

COMMAND SKILLS

Davinell the Faceless may use a single Command Skills per turn and has access to the following:
Tactical Redeployment, Misdirection, Direct Fire

THE WATCHER

	WS	BS	S	T	W	I	A	Ld	Sv
The Watcher	5	5	4	5	3	5	3	10	2+

SPECIAL RULES

Eternal Warrior, Fearless, Fleet of Foot

Psychic Ban: Psykers may not use any Psychic abilities within 6" of the Watcher, nor may anything within 6" be the target of Psychic abilities. *[Made from condensed psychic null soup.]*

WARGEAR

Warp Field, Cybernetic Body, Micro-Ripper, Heavy Flamer

Death's Touch: The Watcher may use her entire body in the same manner as a Space Marine may wield a power weapon, her very touch disrupting the molecular stability of objects around her, charging parts of her body at her will. In the melee, the Watcher enacts a deadly dance of death, shredding everything around her to pieces as effortlessly as a Lion with mewling infants.

The Watcher's body counts as a power weapon that wounds on no worse than a 4+, and grants +D3 attacks in the Assault phase.



WARGEAR

This section of Codex: Kae'Moda Republic lists the weapons and equipment used by the Kae'Moda army, along with the rules for using them in your games of Warhammer 40,000.

Weapons and equipment that can be used by more than one type of model or unit are detailed here, while equipment that is unique to a single model or unit (including wargear carried by named special characters) is detailed in the appropriate entry in the Forces section.

For example, Gauss rifles are ubiquitous and carried by many models, and so are detailed in this section. The Repair Harness, however, is unique to Marauders. While you will find a page reference here, the rules are detailed in the Marauders entry.

WEAPONS

Auxiliary Grenade Launcher

The auxiliary grenade launcher is a tubular device that fires pre-primed and pre-loaded grenades. It is fixed onto a rifle, and usually issued to squad and fireteam leaders. An auxiliary grenade launcher may be fired in lieu of another weapon. One time use.

Range	Strength	AP	Type
36"	4	5	Heavy 1, large blast

Avenger Weapons

The most modern version of the gauss rifle used by the Kae'Moda, the Avenger weapons system is what is known as a "coil gun", using magnetized coils to project solid rounds of metal ammunition at supersonic speeds, capable of shattering through most living beings. Also, this method of delivering ammunition is much more accurate than conventional chemical based propellants, which combined with the advanced training and optical sights of the Kae'Moda military, these weapons may be fired at much longer distances than most other's weapons. They have the following profiles:

Weapon	Range	Str.	AP	Type
Avenger Carbine	18"	4	5	Assault 2
Avenger Pistol	12"	4	5	Pistol
Avenger Rifle	30"	4	5	Rapid Fire

In addition, the Avenger weapons system is designed for the modern Kae'Moda military and particularly various special operations units across Kae'Moda space. Given the vast expanse of their territory and the diversity of foes that they face, the weapon must be equally varied and often meets this demand by a proliferation of variant ammunition. Any unit that is using Avenger weapons may select one of the following ammunition types for free and then may buy one more for 2 points per model. The amount of complexity able to be put into these small 3mm rounds is astounding, and their effects stack.



Directional Fragmentary Rounds

The Directional Fragmentary rounds are used in conjunction with the distance rangefinders built into all Avenger weapons. After the laser rangefinder is set to a certain distance, and then the shells detonate a meter past that distance, through windows and past rocks or concrete barrier, striking at those who thought themselves safe. Avenger weapons with Directional Fragmentary rounds ignore cover but get -1 to their Armour Piercing characteristic.

Incendiary Rounds

Incendiary ammunition has but a single primary use among the Kae'Moda, and that is to incite terror. They ignite upon impact of their target, releasing a small amount of a volatile chemicals compound which burns in extreme conditions, allowing it to set flesh on fire instantly. Avenger weapons with Incendiary rounds have the Pinning Universal Special Rule.

High-Explosive Rounds

This ammunition is relatively simple in concept; it strikes the target, often slightly penetrating it, and then detonates in a small explosion. Avenger weapons with High-Explosive rounds gain +1 to their Strength characteristic.

High Velocity Armour-Piercing Rounds

This special armour-piercing ammunition is based upon an incredibly dense penetrator which is fired at even higher velocity than normal rounds, allowing it to pierce most forms of personal body armour. Avenger

weapons with High Velocity Armour-Piercing rounds gain +1 to their Armour Piercing characteristic.

Low Caliber Rounds (UNDER REVISION)

These are simply smaller rounds of ammunition, using 2mm rounds instead of the normal 3mm. Given that they are projected by means of magnetic coils, the barrel does not need to be replaced to use this ammunition, though the lower receiver does, making this a more impractical modification than other ammunition variants. However, it still remains useful enough to see some use in Kae'Moda territory. Avenger weapons with Low Caliber rounds have -1 to their Strength characteristic but are able to fire at a quicker rate, giving any Avenger weapon +1shot, even Rapid Fire and Pistol weapons.

Big Choppa

See the Command Bodyguard entry on page XX.

Bolos Rifle

Allegedly named after an ancient weapon designed for the same purpose, the Bolos rifle discharges a sticky globule designed to strike targets and then after a few seconds after being fired and thusly exposed to oxygen, rapidly foam up and envelop the target. It can also be used as an effective method of crowd control, a few shots into a crowd able to disable dozens.

To represent this, each time you use a Bolos rifle, roll to hit as normal. Make the targeted unit take a Strength test, where it must roll equal to or under its Strength to avoid being ensnared. If it fails, the unit is automatically Pinned. Vehicles and models with a Strength characteristic of 6 or higher automatically pass.

Range	Strength	AP	Type
18"	-	-	Assault 1

Cerberus Autocannon

A comparatively ancient design, the Cerberus is a tri-barreled rotary autocannon, belching out powerful rounds of ammunition which can crush through almost any armour, and even decimate more lightly armoured vehicles.

If you fire at the same target as you fired at the turn before with a Cerberus, treat is as Heavy 4 instead of Heavy 3.

Range	Strength	AP	Type
36"	6	3	Heavy 3

Chemical Missile

See the Tyranid Hunters entry on page XX.

Concussion grenades

REWORK METHOD BEHIND USE

Models count as having the Hit and Run USR as detailed by the Warhammer 40,000 rulebook.

Death's Touch

See the Watcher's entry on page XX.

Faust HMG (EXPAND UPON THIS)

The Faust Heavy Machine Gun is designed to be utilized against sturdier targets, or punching through light cover to eliminate targets that would have sought to use it as protection. The Faust HMG ignores cover of 4+ or higher.

Range	Strength	AP	Type
48"	5	5	Heavy 3

Flamethrower

Flamethrowers spew a highly volatile spray of liquid chemicals that ignites on contact with the air. Flamethrowers are primarily used to scour the enemy from defended positions, their belches of superheated vapour slaughtering the defenders in a fiery conflagration.

Range	Strength	AP	Type
Template	4	5	Assault 1

Flechette Rifle

Instead of being designed to defeat most any enemy they would come across from considerable distance, the Flechette Rifle is instead designed specifically to defeat highly armoured targets at close range by firing large "darts", but quickly lose momentum and effectiveness at greater distances. As such, it is often used aboard space vessels or in urban environments. The Flechette Rifle is considered to have AP3 if the target is less than 6" away.

Range	Strength	AP	Type
12"	4	4	Assault 2

Gep SSW

The Gep Squad Support Weapon was designed by the gun engineer Bartholomew Gep, and operates by firing in extremely rapid succession medium intensity lasers. Its manner of operation is somewhat peculiar, and has found a surprising niche in the Kae'Moda military. The lasers are invisible and incredibly accurate, so the gun calculates the distance to the target and generates a random variation, fired in volleys which saturate an enemy position with dozens of blasts every second.

This leaves the target covered in a hail of fire that it is nigh-impossible to ascertain the origin of, leaving them to grab for their bootstraps. The user wouldn't even know either where it not for a special lense on top which the lasers can be seen through. The Gep SSW is a highly versatile weapon, able to be used as a purely defensive weapon, dissuading would-be attackers, or on the assault, suppressing defenders in fortified positions. It may use either of the following profiles:

Range	Strength	AP	Type
24"	4	-	Heavy 4, Pinning
Range	Strength	AP	Type
18"	4	-	Assault 3, Pinning

Harbinger's Blades

See Magister Konrad Marlsburg's entry on page **XX**.

Heavy Flamer

The Heavy Flamer is the ultimate weapon for sweeping fortifications clear and purging the ranks of the enemy at close quarters. It bathes its enemies in a conflagration of burning fuel, charring flesh and rusting armour on the spot.

Range	Strength	AP	Type
Template	5	4	Heavy 1

Micro-Ripper

While one would assume the Micro-Ripper is merely a miniaturized version of the larger anti-vehicle, its name is actually somewhat of a misnomer. It has gained this name by means of that they are both used for the same purpose on the battlefield, to violently and quite effectively tear apart vehicles and other heavily armoured targets on the battlefield.

FIGURE OUT HOW THIS WORKS

Range	Strength	AP	Type
12"	7	1	Assault 1, Melta

Missile Launcher

Missile launchers are relatively common anti-armour weapons designed to defeat enemy medium armour, but may also be used in a pinch to engage enemy infantry. Before you use the Missile launcher, you must decide whether you are to use it in SABOT mode, used primarily to engage enemy vehicles, or Fragmentary mode, used primarily to engage enemy infantry or hordes.

SABOT

Range	Strength	AP	Type
48"	8	3	Heavy 1

Fragmentary

Range	Strength	AP	Type
48"	4	6	Heavy 1, 3" blast

Offensive Grenades

If it is necessary to assault the enemy, the soldiers of Kae'Moda use airburst grenades which utilize the atmosphere around them to combust into a localized inferno, literally setting the air on fire.

On the turn that the squad equipped with Offensive grenades charges into assault, enemy models are

automatically hit with a Strength 4 hit for every model equipped with the grenades before combat begins. Roll to wound as take armour saves as normal. Offensive grenades may not be used if the assaulted squad is already in combat.

Optic Rifle

Using a series of specially constructed lenses to focus an array of diode lasers, the Optic rifle is able to focus the laser into powerful pulses that are designed to punch through enemy armour with great ease and accuracy. It actually contains two forms of 'ammunition', both housed in the same magazine. First is the diode clusters themselves, which are worn out after every shot and discarded. The second form are miniturized fusion cells, each with enough energy for one shot. Both of these are automatically ejected from the weapon after use, which also helps alleviate heat.

Range	Strength	AP	Type
24"	7	2	Rapid fire

Optic Pistol

Utilizing the same principles as the Optic rifle, the Optic pistol is simply a smaller, handheld version of the same weapon. It is an uncommon weapon however, due to its great expense, and that the Avenger pistol is generally sufficient in most cases where it would be used.

Range	Strength	AP	Type
12"	6	3	Pistol

Reaper Sniper Rifle

Classified officially as an "anti-materiel rifle", the Reaper is used by Kae'Moda snipers for almost guaranteed long range kills against enemy personnel, with a particular note to high profile targets. On the roll of a 6 to hit, the Reaper Sniper Rifle wounds on a 2+ for that Shooting phase.

Range	Strength	AP	Type
36"	X	3	Heavy 1, Sniper

Ripper Cannon

The ultimate in anti-materiel weapons, the Ripper cannon's only flaw is its relatively short range, unable to effectively disable enemy armour until in close proximity. At its core, the Ripper cannon is simply a particle accelerator, projecting uranium isotopes at relativistic speeds, causing the area of impact (and generally the atmosphere it passes through) to break down into its most basic elemental properties in a violent reaction. If nothing else, the result is absolutely terrifying to behold.

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta, 3" blast

Slugga

See the Command Bodyguard entry on page **XX**.

OTHER EQUIPMENT

Cybernetic Body

Originally designed so that one could change their body to appear as however they wished, available only to the rich, these soon found great use in military and police forces. Most all of the body is replaced with an artificial replacement that needs not food or water, it needs no rest, and it feels no pain. Models with Cybernetic bodies are granted the Feel No Pain USR.

Cybernetic bodies are not entirely uncommon among the civilian population, and certainly not among the military forces who face immense danger in their line of work. In addition to the low requirements for sustaining the soldier on protracted missions, they are also downright necessary for certain other upgrades that one would wish to attain. After all, a single cybernetic limb would be no stronger than it's connection to the body at large. Cybernetic bodies are required for the following upgrades:

Ballistic Plating

It grants the model a 6+ invulnerable save.

Implanted Weapons

Hidden/built-in weapons. Grants +1 attack.

Micro-Fibre Muscles

The model receives +1 to their Strength and Toughness characteristics. However, this toughness bonus does not affect resistance to Instant Death.

Dannan Dathedi

See Magister Konrad Marlsburg's entry on page XX.

Medi-Nanite System

Some soldiers may be given a complex system of nanites injected into their bloodstream which seek to rapidly repair any damage that may be done to their host, effectively affording superior healing, saving them from otherwise fatal wounds.

If a model with Medi-nanites is killed, instead of removing them, place it on its side. Roll a D6 at the start of the next turn: on the roll of a 5+ the model is stood back up with 1 wound but on any other roll it is removed as a casualty. This is negated by wounds caused by Instant Death. Models with a the Cybernetic Body may not take Medi-Nanites.

Myrmidon-class Drone

See the Heavy Assault Grenadiers entry on page XX.

Neural Uplink

See Field Officer's entry on page XX.

Occular Implants

The most important sensory input that you receive on the field of battle comes from visual stimulus. The ability to receive this information, process it, and then make solid

decisions based on this stimulus is paramount and directly applies itself to the overall quality and skill of the soldier. By this merit, some soldiers have their eyes replaced with mechanical counterparts which are given neural uplinks. They are able to see more clearly and in greater gamut than an unaugmented human may.

Models with Occular Implants add 3" to their maximum weapons range. This bonus does not apply to the Rapid Fire distance, which remains at 12". In addition, they may add 6" to their nightfighting roll, up to their maximum distance.

Personal Drop Pods

See the Marauders entry on page XX.

Pilum Guided Missile

The need for infantry to have the ability to counter enemy armour is paramount, especially for isolate special forces groups. Furthermore, the need to vacate the area after launching anti-armour weapons to avoid counter-fire is very important, causing need for 'fire and forget' missile systems.

You may choose to use your Pilum just as it were a normal weapon in your Shooting phase, but it does not replace a models normal weapon. Models may use a Pilum and then either fall back 2D6" or Go to Ground, as specified in the Warhammer 40,000 Rulebook. This is a one-shot weapon with the following profile:

Range	Strength	AP	Type
36"	8	3	Heavy 1

Reactive Camouflage

To utilize camouflage is an age-old trick to try and remain undetected by enemy forces, as the best protection against enemy guns is to have them not shoot at you. The Kae'Moda use a spray on silicon nanite covering that detects the light, automatically adhering to the surrounding environment, blending the wearer in with his surroundings.

Models with Reactive Camouflage get +1 to their Cover save.

Repair Harness

See the Marauders entry on page XX.

Shaped Charges

If models equipped with Shaped Charges assault a vehicle or building, they may attach a Shaped Charge to it, which follows the same rules as Melta bombs in the Warhammer 40,000 rulebook. However, after making this assault they may make a move 1D6 inches in any direction, taking cover from the blast.

Therm-optic Camouflage

Some infantry units are lucky enough to be gifted with

Therm-optic Camouflage. While it may seem as magic to those of the Imperium, it is simply a plasmonic cover, fitted over the uniforms and equipment of the infantryman, rendering them all but invisible to not only the naked eye, but also thermal imaging.

Any model with Therm-optic Camouflage uses the Night Fight rules when being targeted. The enemy unit must roll 2D6x3" when checking distance, and if within range, may fire upon the target. Additionally, models with Therm-optic Camouflage gain the Stealth USR as detailed in the Warhammer 40,000 rulebook. This bonus does not stack with Reactive Camouflage.

Warp Field

By protracting a metamaterial field around the wearer, they are able to quite literally bend oncoming fire around them, rather than trying to stop it outright. It confers a 4+ Invulnerable save to the wearer.

ARMOUR

Achilles-class Power Armour

See the Heavy Assault Grenadiers entry on page XX.

Flak Vest

A crude excuse for armour, the Kae'Moda wouldn't use this armour for combat troops if there were nothing else available. However, it is small, easily concealed, and can stop much civilian grade weaponry. This makes it very useful for police and soldiers not expected to see combat. Typically though, the only ones who wear it on the field of battle tend to be more ill-equipped militias.

Models equipped with a Flak Vest are granted a 5+ Armour save.

Marauder Suit

Not actually strictly armour itself, but a large exoskeleton that stands some four meters tall. Suits have to be somewhat personally tailored to the individual, which makes the already expensive suits even more costly. As such, these suits are typically rare and commanders who have them at their fingertips are glad that they have them, versatile and profound in their ability to eliminate enemy targets. All Marauder suits are controlled by a mind impulse unit (MIU) which is able to directly read the brain signals of the soldier, allowing them to operate multiple weapon systems, activate the jump jets when necessary, and maintain multiple communication channels at the same time.

Models equipped with a Marauder suit are granted a 2+ Armour save, as well as a 6+ Invulnerable save.

Models equipped with a Marauder suit have the Relentless Universal Special Rule as detailed in the Warhammer 40,000 rulebook. Models wearing a Marauder suit may also opt to move up to 12" each turn, as if equipped with Jump Packs. If they move in this fashion, they may not Run or Assault.

Models wearing a Marauder suit may fire two weapons in the Shooting phase, and even if they are the same weapon, they count as individual weapons, not as being twin-linked.

Polymer Armour

Consisting of layered plates of complex plastics, Polymer armour offers good protection against most small arms and even some anti-personnel weaponry. Heavier infantry, and units expected to face more dangerous engagements often forgo this and utilize powered armour. This does not mean that it is ill-efficient at protecting the wearers. In fact, it is fully capable of protecting the wearer from most standard infantry weapons, and even many anti-infantry weapon systems.

Models equipped with Polymer Armour are granted a 4+ armour save.

Power Armour

Heavily armoured, environmentally contained, motion-assist servo powered suits are what make up the armour of the more elite units in the Kae'Moda military. Typically only able to penetrate easily by anti-tank weapons and other specialized weaponry, there is little better protection that a soldier can ask for. And due to the motion-assist servos and other systems, soldiers utilizing this armour are actually typically more potent, less likely to tire, stronger than a normal man, not needing to eat as long due to feeding tubes and stimulants, and emergency medical systems that try to coagulate wounds as soon as they happen. It is designed in every way to maximize the potential of the wearer, and try to bring him home alive.

Models equipped with Power Armour are granted a 3+ Armour save.

Warforge Armour

Warforge armour originally referred to very specifically to made suits of armour that are hand tailored on one of Vermeer III's moons, though it is also a catch-all term to describe any suit of armour that is of such high quality or otherwise offers truly superior protection. Armour such as this offers nearly the penetration stopping power of Marauder armour, but without the incredible bulk. Typically this type of armour is only granted to very high ranking officers, and if this is the case it is the ornate, beautiful craftsmanship of the artisans on Vermeer III's moon. Otherwise it can be granted to some special soldiers as a reward for their heroic deeds, or perhaps importance outside of the military.

Models equipped with Warforge Armour are granted a 2+ Armour save.



VEHICLE ARMOURY

Armoured Compartment

See the Stalker entry on page XX.

Extra Armour

Vehicles equipped with extra armour count "Crew Stunned" results on the damage tables as "Crew Shaken" results instead.

Gauss Cannon

See the Intrepid entry on page XX

Hard Wiring

Using new strides in computer technology, the use of 'hard wiring' allows artificial intelligence constructs to function normally even when under great deals of physical stress which would toss crew members about, not letting them perform functionally. With hard wiring, any AI construct controlled vehicle may ignore both Shaken and Stunned results.

Infrared Targeting

Many vehicles commonly have infrared options added to their lenses and other targeting devices, in so that they may more easily spot enemies in the dark of night. Vehicles with infrared targeting do not need to make Night Fight rolls to determine distance, but instead subtract 6" from their full range, as that even with this advanced optics, it is still not as good as in the light of day.

Jamming Beacon

See the Valravne entry on page XX

Langston Shield

Vehicles may sometimes carry special energy shields that would normally only be reserved for spacecraft, using the exhaust of the vehicle to generate itself. While it cannot eliminate enemy fire entirely as the spacecraft shields may, it can still reduce the strength of the oncoming attacks. Whenever the vehicle takes a hit, the armour penetration score is reduced by D3-1 Strength.

(ON SPACECRAFT, USES EXHAUST- SMALLER VEHICLES MUST GENERATE EXTRA ENERGY)

LRM Missile Rack

Often used on aircraft, missiles are bound together in pods or racks for ease of use and rapid successions of firing, and able to engage varied targets without much effort. Long Range Missiles are good for engaging targets from a distance without much repercussion of return fire, but still gives deadly effect.

Range	Strength	AP	Type
48"	4	5	Heavy 1, Large blast
48"	9	2	Heavy 1, Ordnance

Mirage System

Similar in principle to how the smaller Therm-Optic

camouflage systems work for infantry, the Mirage camouflage system obfuscates the vehicle from view. A common tactic is to hide along the edge of a forest in so that those being assailed seem as to be ambushed by the trees themselves! Enemy models must roll 2D6x3" when checking distance, and if within range, they may be fired upon.

Optic Cannon

The precursor to the rifle seen today, the Optic cannon was designed to be mounted on vehicles for anti-armour support. It has excelled in this capacity, and for this reason continues to be used commonly in this role, proving itself very useful against medium and even heavy vehicles.

Range	Strength	AP	Type
60"	8	1	Heavy 1, Ordnance

Pintle Mounted Gep SSW/Faust HMG

Pintle mounted weapons are located on the outside of a vehicle and can be used by a crewman from an open hatch or by remote control from the inside. A pintle mounted weapon may be fired when the vehicle is eligible to fire another non-ordnance weapon, and only one pintle mounted weapon may be taken per vehicle.

Reactive Defense Systems

Vehicles may employ any number of active and reactive defense systems which act to prevent enemy weapon systems from successfully targeting or striking them. These range from EMP fields which disrupt electronics, low intensity lasers designed to disorient and/or blind would-be attackers, or the RAVN system which fires a torrent of lasers at incoming missile weapons.

Even chaff launchers which fire small rockets that explode into a huge cloud of diminutive debris which interferes with targeting systems and obscures its silhouette of the vehicle, making it more difficult to hit with direct or guided weapon systems. There is a chance that the attack may be disrupted or even completely thwarted. Reactive Defense Systems confer a 5+ cover save to the vehicle.

Repair Servo

See the Valravne entry on page XX

SRM Missile Rack

Developed after the normal missile racks, Short Range Missiles have shorter fuses and are much more compact, allowing for more missiles to be fit into the rack or pod. Thus a pilot may make much more liberal use of his munitions without fear of running dry, provided that he is able to remain close enough to his potential targets.

Range	Strength	AP	Type
18"	4	5	Heavy 2, Large blast
18"	9	2	Heavy 2, Ordnance

Subsystems

By integrating a number of extra subsystems into the vehicles computer network, they may target and engage multiple targets simultaneously, though this often results in decreased accuracy. Choose one target as your main target in each Shooting Phase. All weapons fired at this target use the normal Ballistic Skill. Any weapon may be fired at any other target within range and line of sight, but at with a Ballistic Skill characteristic of 2.

KAE'MODA REPUBLIC ARMY LIST

The following pages contain an army list that enables you to field a Kae'Moda Republic army and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with the basic information you'll need in order to field a Kae'Moda army in scenarios you've devised yourself, or that form part of a campaign.

The army list allows you to pick an army based on the troops that could be fielded by a Kae'Moda combined arms joint operation, with attached support drawn from other units in the army.

The army list is split into five sections. All the squads, vehicles and characters in the army are placed into one of these depending upon their role on the battlefield. Each model is also given a points value which varies depending on how effective that model is in battle. Before you choose an army you will need to agree with you opponent upon a scenario and the total number of points each of you will spend. Then you can proceed to pick your army.

USING A FORCE ORGANIZATION CHART

The army lists are used in conjunction with the force organization chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection. We've included the chart used for Standard Missions opposite.

MISSION & POINTS

These army lists are primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook. They may also be used with any other missions that use the Force Organization charts, but please note that play balance may be effected if they are used for anything other than a Standard Mission.

COLLECTING A KAE'MODA COMBINED ARMS FORCE

The Kae'Moda Republic is a diverse army that can be approached from a number of ways, with much elite infantry, robotic walkers, and powerful air support. With this diversity comes plenty of tactical options, but there are a few basics to bear in mind as you begin your collection.

THE BASICS

The standard force organization chart includes two compulsory Troops units. Not only do Troops bear a large burden of the fighting but also are used for seizing objectives – a crucial role in many missions.

The Kae'Moda have three choices, the Spartoi, Araneus Drones, and Fringe World Militias. Spartoi have no options but are good at holding objectives. However, Araneus Drones are designed to engage the enemy in close combat, and Fringe World Militias can be equipped with various weapons to deal with specific threats, and may also come in varying degrees of quality.



USING THE ARMY LIST

Before putting your army together for a game, agree with your opponent on the size of each force. Many players like to play games of 1,500 points per side, which provides around two hours of play, or the best part of an afternoon or evening. Look in relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any)

Any upgrades that are taken must be represented on the model. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!

Now a HQ selection is required. You may select a Field Officer with an optional Bodyguard, which can issue orders to their subordinates. However, it should be noted that there are multiple special characters which open up many options for play, such as Captain Stirling who allows Black Berets to be chosen as Troops, or Davinel the Faceless who may teleport in any mechanical unit.

EXPANDING YOUR ARMY

Once you've decided on your HQ and Troops units, the more specialist units of the army become available for recruitment. Fast Attack, Elite, and Heavy Support units all bring something unique to your army, whether through impenetrable armour, unique abilities, specialist weaponry, or a mix of all three. Your Kae'Moda army will likely never stop growing – there are always fresh tactics to try and new models to collect.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit that you can use in a game. More information about the background and rules for the troops, vehicles and equipment can be found on pages **XX-XX**, while information and examples of miniatures you can use to represent the troops, vehicles and equipment used in the list can be found on pages **XX-XX**.

Each unit entry in the army list is split into seven sections:

FORCE RECONNAISSANCE (1)

50 Points

Page **XX**

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

- (2) **Unit Composition:**
- 1 Sergeant
 - 3 Recon Troopers
- (3) **Special Rules:**
- Converge Fire
 - Scouts
 - Move through Cover
- (4) **Unit Type:**
- Infantry
- (5) **Wargear:**
- Polymer Armour
 - Avenger Rifle
 - Avenger Pistol
- (6) **Dedicated Transport:**
- If the squad numbers six or less, may take a Stalker (see page **XX** for points cost).

- (7) **Options:**
- May include up to eight additional Recon Troopers:+12 *pts per model*
 - The squad may replace their Avenger Rifles with the following:
 - Avenger Carbine +2 *pts per model*
 - Flechette Rifle +3 *pts per model*
 - For every six models, you may take one of the following special weapons:
 - Optic Rifle +10 *pts*
 - Gep SSW +15 *pts*
 - Faust HMG +15 *pts*
 - Missile launcher +15 *pts*
 - One model may be upgraded to take a Pilum guided missile:+10 *pts*
 - The Squad may be upgraded to have Reactive Camouflage:+2 *pts per model*
 - The Sergeant may take any of the following:
 - Auxiliary grenade launcher +5 *pts*

1) Unit Profile: At the start of each entry you will find the name of the unit, the profile of any models it can include, and the points cost of the unit without any upgrades. For example, the entry shown above is for a Force Reconnaissance squad that costs 50 points.

2) Unit Composition: Where applicable, this entry lists the number and type of models that make up the basic unit. For example, the 50 point Force Recon squad shown above is made up of one Sergeant and three Recon Troopers.

3) Unit Type: This entry refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be Infantry, Vehicle or Jump Infantry, and be subject to a number of rules regarding movement, shooting, assault, etc. If the Unit Type box includes the word Unique you may only include one of this unit in your army.

4) Wargear: This entry details the equipment the models in the squad entry carry. The cost for all of these models and all of their equipment is included in the points cost with the unit profile.

5) Special Rules: Any special rules that apply to the unit are listed here. These special rules are explained in

further detail in the Forces section. Some refer to the Universal Special Rules section of the Warhammer 40,000 rulebook. For example, the Force Recon squad shown above benefits from the 'Converge Fire' special rule detailed on its page, the 'Fireteams' special rule located on page **XX**, as well as the 'Scouts' and 'Move through Cover' Universal special rules which can be found in the Warhammer 40,000 rulebook.

6) Transport: This last entry refers to any transport vehicles the unit may take. These have their own entry on page **XX**. The Transport Vehicles section of the Warhammer 40,000 rulebook explains exactly how these dedicated transports work.

7) Options: This section lists all of the upgrades you may add to the unit if you wish to do so. If a model is equipped with something listed in the Unit Upgrades section then you must pay the points for it – you may not take an upgrade unless a model in the unit actually has it. Some units have additional options regarding how they may be chosen or fielded, often depending on whether an associated special character is taken. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither, or both provided you pay the stated points cost.

HQ

FIELD OFFICER

30 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Lt. Colonel	3	4	3	3	3	3	2	10	2+
Decurion	3	4	3	3	2	3	2	9	3+
Captain	3	4	3	3	2	3	2	9	3+
Sgt. Major	3	4	3	3	2	3	2	8	3+
Panoply Drone	2	-	2	2	1	2	1	10	5+

Unit Composition:

- 1 Captain

Special Rules:

- Command Skills

Unit Type:

- Infantry

Dedicated Transport:

- May select a Stalker or Harbinger (see page **XX** for points cost).

Wargear:

- Power Armour
- Avenger rifle
- Avenger pistol

Command Skills:

- The officer may select from the following Command Skills:
 - Tactical Redeployment +10 pts
 - Misdirection +10 pts
 - Danger Sense +15 pts
 - Direct Fire..... +15 pts
 - Inspirational +20 pts
 - Suppressive Fire +20 pts
 - Feint +20 pts

Unit Options:

- The Captain may be upgraded to one of the following:
 - Decurion +10 pts
 - Lt. Colonel +20 pts
- The officer may take:
 - Medi-nanite system +5 pts
 - Warp field +10 pts
 - Neural Uplink +20 pts
- The officer in his retinue may take the following:
 - Sergeant Major +25 pts
- The squad may be upgraded to take up to three Panoply drones for: +25 pts per model
- The squad may be have:
 - Reactive Camouflage +5 pts
 - Occular Implants +5 pts
 - Ballistic plating +5 pts
 - Microfibre muscles +10 pts
 - Cybernetic body +10 pts
 - Therm-optic Camouflage +10 pts

COMMAND BODYGUARD

20 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	4	3	3	2	3	1	8	3+
Eldar Corsair	3	4	3	3	1	4	1	7	4+
Ork Nob	4	2	4	4	2	3	3	7	4+
Renegade Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 1 Lieutenant
- 5 Bodyguards

Wargear:

- Power Armour
- Avenger Carbine

Unit Type:

- Infantry

Special Rules:

- Adaptive Leadership
- Bodyguard

Options:

- May select one of the following types of bodyguards:
 - Eldar Corsairs +60 pts
 - Renegade Marines +80 pts
 - Ork Nobs +120 pts

Dedicated Transport:

- May select a Stalker or Harbinger (see page **XX** for points cost).

HQ

CAPTAIN ARCHIBALD STIRLING

75 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Captain Stirling	4	5	4	4	3	4	2	10	3+

Unit Type:

- Infantry (unique)

Special Rules:

- Infiltrate
- Covert Ops
- Who Dares Wins
- Independent Character

Wargear:

- Power Armour
- Warp Field
- Avenger Carbine
- Optic Pistol
- Therm-optic Camouflage

Squad:

- Captain Stirling may take a Black Beret squad as a personal bodyguard (see page **XX** for points cost). This squad does not count against your Heavy Support allowance.

DECURION VICTORIA THERA

200 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Decurion Thera	3	6	5	6	3	2	2	10	2+

Unit Type:

- Infantry (unique)

Special Rules:

- Into the Maelstrom!
- Assisted Targeting
- Marauder Detachment
- Independent Character

Wargear:

- Marauder Suit
- Warp Field
- 2x Cerebus Autocannon
- Medi-nanite System

Squad:

- Lieutenant Thera may take a Marauder squad as a personal bodyguard (see page **XX** for points cost). This squad does not count against your Heavy Support allowance.

MAGISTER KONRAD MARLBURG

100 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Konrad Marlburg	4	4	4	4	2	4	2	10	3+

Unit Type:

- Infantry (unique)

Special Rules:

- Fearless
- Psychic Barrier
- Preferred Enemy: Psykers
- Independent Character

Wargear:

- Power Armour
- Warp Field
- Harbinger's Blades
- Optic Pistol
- Dannan Dathedi

HQ



DAVINEL THE FACELESS

200 Points

Page XX

	WS	BS	S	T	W	I	A	Ld	Sv
Davinell the Faceless	4	5	4	4	4	2	1	10	2+

Unit Type:

- Infantry (unique)

Special Rules:

- Fearless
- Eternal Warrior
- Slow and Purposeful
- Independent Character
- Networking Interface
- Reconstruction Algorithm
- Structure Conversion System

Wargear:

- Cybernetic Body
- Warp Field
- Ripper Cannon
- Power Weapon

TROOPS

ARANEUS DRONES

50 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Araneus Drone	4	2	3	3	1	4	2	10	3+

Unit Composition:

- 5 Araneus Drones

Wargear:

- Vermeer MP

Special Rules:

- Mere Machines
- Move through Cover
- Rending

Unit Type:

- Beasts

Options:

- May include up to fifteen additional Araneus Drones:+10 *pts per model*
- For every five models, one may replace its Vermeer MP with a Bolos rifle:+10 *pts*
- The unit may have the following:
 - Concussion Grenades +1 *pt per model*
 - Offensive Grenades +2 *pts per model*
- The unit may have the following upgrades:
 - Reactive camouflage +2 *pts per model*
 - Therm-optic camouflage +5 *pts per model*

FRINGE WORLD MILITIA

30 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	3	3	3	3	1	3	1	8	5+
Fringe Militia	3	3	3	3	1	3	1	7	5+

Unit Composition:

- 1 Sergeant
- 5 Fringe Militia

Wargear:

- Flak Vest
- Storm Rifle

Special Rules:

- Undisciplined

Unit Type:

- Infantry

Dedicated Transport:

- May select a Stalker or Harbinger (see page **XX** for points cost).

Options:

- May include up to twelve additional Fringe Militia:+5 *pts per model*
- May replace their Flak Vests with one of the following:
 - Polymer Armour +2 *pts per model*
 - Power Armour +5 *pts per model*
- May replace their Storm Rifles with one of the following:
 - Flechette Rifle +1 *pts per model*
 - Avenger Rifle +2 *pts per model*
- For every six models, you may take one of the following special weapons:
 - Flamethrower +5 *pts*
 - Gep SSW +10 *pts*
 - Missile Launcher +10 *pts*

SPARTOI SQUAD

80 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Spartoi	2	4	3	3(4)	1	2	1	10	4+

Unit Composition:

- 8 Spartoi

Wargear:

- Polymer armour
- Storm rifle

Special Rules:

- Mere Machines

Unit Type:

- Infantry

Dedicated Transport:

- May select a Harbinger (see page **XX** for points cost).

DEDICATED TRANSPORTS

STALKER TRANSPORT

25 Points

Page XX

Type	BS	Armour		
		F	S	R
Stalker Light Vehicle	-	11	10	10

Unit Composition:

- 1 Stalker

Transport Capacity:

- Six models

Unit Type:

- Vehicle (Open-topped)

Special Rules:

- Crew-served Weapons

Options:

- May take any of the following:

- Extra armour +5 pts
- Armoured compartment +10 pts
- Pintle mounted Gep SSW +10 pts
- Pintle mounted Faust HMG +10 pts
- Cloaking field +20 pts

HARBINGER GUNSHIP TRANSPORT

80 Points

Page XX

Type	BS	Armour		
		F	S	R
Harbinger Skimmer	4	12	11	11

Unit Composition:

- 1 Harbinger

Wargear:

- Cerberus Autocannon

Transport Capacity:

- Twelve models

Unit Type:

- Vehicle (Fast Skimmer)

Options:

- May take any of the following wing mounted pairs of weapons:

- 2x Gep SSW +20 pts
- 2x Faust HMG +20 pts
- Twin-linked SRM Rack +30 pts
- Twin-linked LRM Rack +30 pts

- May take any of the following:

- Infrared targeting +1 pt
- Chaff launchers +15 pts
- Cloaking field +20 pts
- Langston shield +20 pts



ELITES

BLACK BERETS

60 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	4	3	3	2	3	1	8	3+
Black Beret	3	4	3	3	1	3	1	8	3+

Unit Composition:

- 1 Lieutenant
- 3 Black Berets

Special Rules:

- Infiltrate
- Covert Ops
- Fireteams

Unit Type:

- Infantry

Wargear:

- Power Armour
- Avenger Rifle
- Reactive Camouflage

Dedicated Transport:

- May select a Stalker or Harbinger (see page **XX** for points cost).

Options:

- May include up to eight additional Black Berets:+14 *pts per model*
- Any number of models may replace their Avenger Rifles with the following:
 - Avenger Carbine +1 *pt per model*
 - Flechette Rifle +2 *pts per model*
- For every four models, you may take one of the following special weapons:
 - Micro-Ripper +5 *pts*
 - Optic Rifle +5 *pts*
 - Gep SSW +10 *pts*
- One model may be upgraded to take a Pilum guided missile:+10 *pts*
- The squad may have the following:
 - Concussion Grenades +1 *pt per model*
 - Shaped Charges +3 *pts per model*
- The squad may have the following upgrades:
 - Occular Implants +2 *pts per model*
 - Ballistic plating +2 *pts per model*
 - Microfibre muscles +3 *pts per model*
 - Cybernetic body +3 *pts per model*
 - Therm-optic camouflage +5 *pts per model*
- The Lieutenant may take any of the following:
 - Optic Pistol +5 *pts*
 - Medi-nanite System +10 *pts*

TYRANID HUNTERS

80 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	4	4	3	3	1	3	2	8	3+
Tyrannid Hunter	4	4	3	3	1	3	1	8	3+

Unit Composition:

- 1 Sergeant
- 3 Tyrannid Hunters

Special Rules:

- Counter Attack
- Preferred Enemy (Tyrannids)
- Fireteams

Unit Type:

- Infantry

Wargear:

- Power Armour
- Avenger Carbine
- Avenger Pistol
- Close Combat Weapon
- Offensive Grenades
- Concussion Grenades

Dedicated Transport:

- May select a Stalker or Harbinger (see page **XX** for points cost).

Options:

- May include up to eight additional Tyrannid Hunters:+18 *pts per model*
- For every four models, you may take one of the following special weapons:
 - Flamethrower +5 *pts*
 - Heavy Flamer +10 *pts*
 - Gep SSW +10 *pts*
 - Faust HMG +10 *pts*
 - Missile launcher +10 *pts*
- The squad may have the following upgrades:
 - Cybernetic body +3 *pts per model*
 - Microfibre muscles +3 *pts per model*
 - Implanted weapons +3 *pts per model*
- The Sergeant may take any of the following:
 - Auxiliary grenade launcher +5 *pts*
 - Medi-nanite System +10 *pts*

ELITES

SPECIAL INTELLIGENCE BUREAU

40 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
Superior	4	4	3	3	1	3	1	8	5+
Detective	4	4	3	3	1	3	1	7	5+

Unit Composition:

- 1 Superior
- 7 Detectives

Wargear:

- Flak Armour

Special Rules:

- Psychic Ward
- Preferred Enemy (Psykers)

Unit Type:

- Infantry

Options:

- The squad must be upgraded to one of the following types of squads:
 - Clean-up squad +25 pts
 - Stalker squad +30 pts
- A Stalker Squad may take up to two of the following special weapons:
 - Bolos rifle +5 pts
 - Flechette rifle +5 pts
 - Reaper sniper rifle +10 pts
- A Clean-up Squad may take any of the following upgrades:
 - Implanted weapons +20 pts
 - Microfibre muscles +25 pts
- Either squad may take any of the following:
 - Concussion grenades +10 pts
 - Offensive grenades +15 pts

THE WATCHER

175 Points

Page **XX**

	WS	BS	S	T	W	I	A	Ld	Sv
The Watcher	5	5	4	5	3	5	3	10	2+

Unit Type:

- Infantry (unique)

Wargear:

- Warp Field
- Cybernetic Body
- Death's Touch
- Micro-ripper
- Heavy Flamer

Special Rules:

- Fleet of Foot
- Eternal Warrior
- Fearless
- Psychic Ban

FAST ATTACK

VALRAVNE

25 Points

Page **XX**

	BS	Armour		
		F	S	R
Valravn	4	10	10	10

Unit Composition:

- 1 Valravn

Wargear:

- Storm Rifle

Unit Type:

- Vehicle (Skimmer)

Special Rules:

- Mere Machines

Options:

- You may include up to five additional Valravne:+25 *pts per model*
- Valravne may replace their Storm Rifle with any of the following:
 - Repair Servo +5 *pts*
 - Flechette Rifle +5 *pts*
 - Bolos Rifle +5 *pts*
 - Gep SSW +10 *pts*
 - Reaper Sniper Rifle +10 *pts*
- One model may be upgraded to take a Jamming Beacon: +10 *pts*

REVENANT

45 Points

Page **XX**

	WS	BS	S	Armour			I	A
				F	S	R		
Revenant	3	4	4	11	11	10	3	1

Unit Composition:

- 1 Revenant

Unit Type:

- Vehicle (Walker)

Special Rules:

- All-terrain Walker
- Leap
- Mere Machines

Wargear:

- Twin-linked Storm Rifle

Options:

- May include up to two additional Revenants:+45 *pts per model*
- May replace the Twin-linked Storm Rifle with any of the following:
 - Twin-linked Gep SSW +5 *pts*
 - Twin-linked Faust HMG +5 *pts*
 - SRM Rack +25 *pts*
 - LRM Rack +25 *pts*
- All Revenants may take any of the following:
 - Infrared targeting +1 *pt per model*
 - Extra armour +5 *pts per model*
 - Cloaking field +15 *pts per model*
 - Hard Wiring +15 *pts per model*

FAST ATTACK

SPECTRE

40 Points

Page **XX**

	WS	BS	S	Armour			I	A
				F	S	R		
Spectre	4	4	5	11	11	10	4	2

Unit Composition:

- 1 Spectre

Wargear:

- Storm Rifle

Unit Type:

- Vehicle (Walker)

Special Rules:

- Furious Charge
- Agile Step
- Mere Machines

Options:

- May include up to two additional Spectres:+40 pts per model
- Any Spectre may upgrade their close combat weapons to power weapons: +20 pts
- May replace their Storm Rifle with the following:
 - Avenger Carbine +5 pts
 - Bolos Rifle +5 pts
 - Heavy Flamer +10 pts
 - Gep SSW +10 pts
- A single Spectre may take a Pilum: +10 pts
- Any Spectre may take the following:
 - Infrared targeting +1 pt
 - Extra armour +5 pts
 - Cloaking field +15 pts
 - Hard Wiring +20 pts

RAPTOR SUPPRESSOR

60 Points

Page **XX**

	BS	Armour		
		F	S	R
Raptor Suppressor	4	12	11	10
Drone	3	9	9	9

Unit Composition:

- 1 Raptor Suppressor

Special Rules:

- Drone Array
- Mere Machines

Unit Type:

- Vehicle (Fast Skimmer)

Options:

- May take one of the following nose mounted weapons:
 - Faust HMG +5 pts
 - Optic Cannon +15 pts
 - Ripper Cannon +20 pts
- May take one of the following wing mounted Weapon systems:
 - Twin-linked Missile launcher +20 pts
 - Twin-linked SRM Rack +30 pts
 - Twin-linked LRM Rack +30 pts
- Any Raptor may take any of the following:
 - Infrared targeting +1 pt
 - Subsystems +10 pts
 - Cloaking field +20 pts
 - Langston shield +20 pts
 - Hard Wiring +25 pts

Drone Options:

- Raptor may take up to three of the following Drones:
 - Gun drone +10 pts
 - Recon drone +15 pts
 - Shield drone +25 pts

- Gun drone may take one of the following Weapons:

- Flechette Rifle +5 pts
- Micro-Ripper +5 pts
- Optic rifle +5 pts
- Heavy Flamer +10 pts
- Gep SSW +10 pts

HEAVY SUPPORT

HEAVY ASSAULT GRENADIERS

140 Points

Page XX

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	3	4	3	3(4)	1	3	1	8	3+
Grenadier	3	4	3	3(4)	1	3	1	8	3+
Myrmidon	2	2	2	2	1	3	1	8	4+

Unit Composition:

- 1 Sergeant
- 8 HAG Troopers

Special Rules:

- Slow and Purposeful
- Deep Strike

Unit Type:

- Infantry

Wargear:

- Achilles-class Armour
- Avenger Rifle
- Vermeer MP (Myrmidon only)

Options:

- The squad may have up to six *Myrmidon* Drones for :.....+5 pts per model
- You may select up to four of the following special weapons:
 - Optic Rifle +5 pts
 - Missile launcher +10 pts
 - Gep SSW +10 pts
 - Faust HMG +10 pts
 - Ripper Cannon +20 pts
- The squad may have the following upgrades:
 - Sensors +10 pts
 - Occular Implants +25 pts
 - Ballistic plating +25 pts
 - Microfibre muscles +40 pts
 - Cybernetic body +40 pts
- The Sergeant may take any of the following:
 - Medi-nanite System +10 pts
 - Warp Field +10 pts

MARAUDER TEAMS

125 Points

Page XX

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	4	4	5	2	2	1	8	2+/6+
Marauder	3	4	4	5	2	2	1	8	2+/6+

Wargear:

- Marauder Suit
- 2x Storm Rifle
- Sensors
- Personal Drop Pods

Unit Type:

- Jump Infantry

Unit Composition:

- 1 Lieutenant
- 2 Marauders

Special Rules:

- Relentless
- Firing Drill

Options:

- May include up to three additional Marauders:+40 pts per model
- Any model may replace either Storm Rifle with any of the following:
 - Micro-Ripper +5 pts
 - Reaper Sniper Rifle +5 pts
 - Heavy Flamer +5 pts
 - Gep SSW +5 pts
 - Faust HMG +5 pts
 - Missile Launcher +10 pts
 - Cerberus Autocannon +15 pts
 - Ripper Cannon +15 pts
- The squad may have the following upgrades:
 - Occular Implants +5 pts per model
 - Warp Field +10 pts per model
- One Marauder may replace his weapons with a Repair Harness: +25 pts
- The Lieutenant may take any of the following:
 - Auxiliary Grenade Launcher +5 pts
 - Medi-nanite System +10 pts
 - Cybernetic Body +10 pts

HEAVY SUPPORT

DEATHSTRIKE TERROR DRONE

150 Points

Page **XX**

	WS	BS	S	Armour			I	A
				F	S	R		
Deathstrike 5	4	7		12	12	11	4	2+D3

Unit Composition:

- 1 Deathstrike

Wargear:

- Cerberus Autocannon
- 3 Storm Rifles

Unit Type:

- Vehicle (Skimmer)

Special Rules:

- Terror Drone
- Mere Machines

Options:

- May replace Cerberus Autocannon with any of the following:
 - Optic Cannon +15 pts
 - SRM Rack +20 pts
 - LRM Rack +20 pts
- May replace all Storm Rifles with any one of the following:
 - Avenger Rifles +5 pts
 - Bolos Rifles +10 pts
 - Optic Rifles +15 pts
 - Flamethrowers +20 pts
 - Gep SSWs +20 pts
- May upgrade close combat weapons to either of the following:
 - Rending +10 pts
 - Power weapons +20 pts
- May take any of the following upgrades:
 - Infrared Targeting +1 pt
 - Cloaking Field +20 pts
 - Hard Wiring +20 pts
 - Subsystems +20 pts

INTREPID BATTLE WALKER

120 Points

Page **XX**

	BS	Armour		
		F	S	R
Intrepid	4	13	13	13

Unit Composition:

- 1 Intrepid

Wargear:

- Twin-linked Faust HMG

Unit Type:

- Vehicle (Tank)

Special Rules:

- Lumbering Walker
- Mere Machines

Options:

- May replace Twin-linked Faust HMG with one of the following:
 - Ripper cannon +30 pts
 - Twin-linked SRM Rack +30 pts
 - Twin-linked LRM Rack +30 pts
 - Twin-linked Optic cannon +30 pts
 - Gauss cannon +50 pts
- May take any of the following nose mounted weapons:
 - Twin-linked Gep SSW +15 pts
 - Twin-linked Faust HMG +15 pts
- May take any of the following:
 - Infrared targeting +1 pt
 - Subsystems +10 pts
 - Langston shield +20 pts
 - Hard Wiring +20 pts

SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv
Araneus Drone	4	2	3	3	1	4	2	10	3+
Black Beret	3	4	3	3	1	3	1	8	3+
Captain	3	4	3	3	2	3	2	9	3+
Captain Stirling	4	5	4	4	3	4	2	10	3+
Davinell the Faceless	4	5	4	4	4	2	1	10	2+
Decurion	3	4	3	3	2	3	2	9	3+
Eldar Corsair	3	4	3	3	1	4	1	7	4+
Fringe Militia	3	3	3	3	1	3	1	7	5+
Fringe Sergeant	3	3	3	3	1	3	1	8	5+
Gren. Sergeant	3	4	3	3(4)	1	2	1	8	3+
Grenadier	3	4	3	3(4)	1	2	1	8	3+
Konrad Marlsburg	4	4	4	4	2	4	2	10	3+
Lieutenant	3	4	3	3	2	3	1	8	3+
Decurion Thera	3	6	5	6	3	2	2	10	2+
Lt. Colonel	3	4	3	3	3	3	2	10	2+
Marauder	3	4	4	5	2	2	1	8	2+
Marauder (Lt.)	3	4	4	5	2	2	1	8	2+
Myrmidon	2	2	2	2	1	3	1	8	4+
Ork Nob	4	2	4	4	2	3	3	7	4+
Panoply Drone	2	-	2	2	1	2	1	10	5+
Renegade Marine	4	4	4	4	1	4	1	8	3+
Sergeant Major	3	4	3	3	2	3	2	9	3+
SIB Agent	4	4	3	3	1	3	1	7	5+
SIB Superior	4	4	3	3	1	3	1	8	5+
Spartoi	2	4	3	3(4)	1	2	1	10	4+
The Watcher	5	5	4	5	3	5	3	10	2+
Tyranid Hunter	4	4	3	3	1	3	1	8	3+

VEHICLES

	Armour			
	BS	F	S	R
Harbinger	4	12	11	11
Intrepid	4	13	13	13
Raptor Drone	3	9	9	9
Raptor Suppressor	4	12	11	10
Stalker	4	11	10	10
Valravn	4	10	10	10

	Armour			
	WS	BS	S	F S R I A
Deathstrike	5	4	7	12 12 11 4 2+D3
Revenant	3	4	4	11 11 10 3 1
Spectre	4	4	5	11 11 10 4 2

WEAPON TYPES

Weapon	Range	Str.	AP	Type
Auxiliary Grenade Launcher	24"	4	5	Heavy 1, large blast
Avenger Carbine	18"	5	5	Assault 2*
Avenger Pistol	12"	5	5	Pistol
Avenger Rifle	30"	5	5	Rapid Fire
Bolos Rifle	18"	-	-	Assault 1*
Cerberus Autocannon	36"	6	3	Heavy 3*
Faust HMG	48"	5	5	Heavy 3
Flamethrower	template	4	5	Assault 1
Flechette Rifle	24"	4	4	Assault 2*
Gep SSW	24"	4	-	Heavy 4, Pinning*
Heavy Flamer	template	5	4	Assault 1
Micro-Ripper	12"	7	1	Assault 1, Melta
Missile Launcher				
(Frag)	48"	4	6	Heavy 1, Blast
(SABOT)	48"	8	3	Heavy 1
Optic Rifle	24"	7	3	Rapid Fire
Optic Pistol	12"	6	3	Pistol
Pilum	36"	8	3	Assault 1*
Reaper	36"	X	3	Heavy 1, Sniper*
Ripper Cannon	24"	7	1	Heavy 1, Melta, Blast
Storm Rifle	24"	4	-	Rapid Fire
Vermeer MP	12"	2	-	Assault 3

ORDNANCE

Weapon	Range	Str.	AP	Type
Gauss Cannon	96"	10	1	Heavy 1, Ordnance*
LRM Rack				
(Frag)	48"	4	5	Heavy 1, Large blast
(SABOT)	48"	9	2	Heavy 1, Ordnance
Optic Cannon	60"	8	1	Heavy 1, Ordnance
SRM Rack				
(Frag)	18"	4	5	Heavy 2, Large blast
(SABOT)	18"	9	2	Heavy 2, Ordnance

*These weapons have additional rules detailed in their entries