



## CODEx: BLACK FIRE



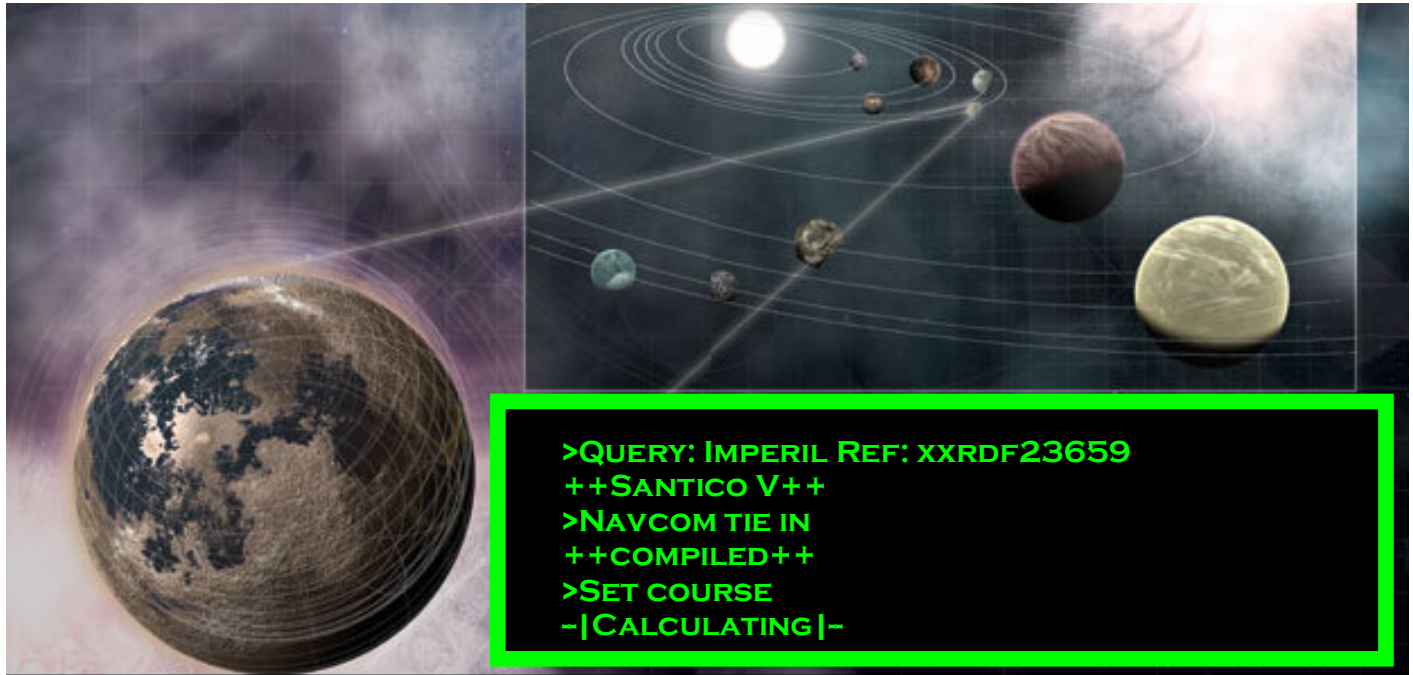
*“To win a war is as disastrous  
as to lose one”*

Character Creation Rules.....	Brother Christie	~
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## ***Background***





**The Santico system** was once one of the most active in the galaxy. The star of Santico itself was once known as the forge star as it shed light on two forge worlds of the aduptus makincus, indeed the hole styum was run by the tec-presits, whit mining, food production, weapons testing and well as thing that the imperil records only hint at. From here fleets here that could in a signal blow distort a star. The system was of the strongest there has ever been the tec-priest some of the most skilled but then it...

Stopped expunged from the records as if it had never been the weapons it made including the was class titian just vanish from history, to the historian these things are a mystery to



the tec-prists they are a blessing. Many have speckled as to what happed to the system, some say that it was that there was a accident whit one of the highly dangerous star tap mines, or that there was a problem conted to the warp engineering rumored to be going on, but until now no one has had any information on which to bass there conjecture.

*Most exsoleded lord, many it pleas you to read this report from your unwreath savant. Many of the astropaths that it is may pleaser to command have recived the same tramition this has been sent whitout frist being encode, and therefore as*

*your exlacey muy shorly know and some that has the abity to detectit may understand it.*



TRANSMITTED: [DATE CORRUPTED]

TELEPATHIC DUCT: TERMINUS  
BATE

RECEIVED: ASTROPATH GAIUS  
GRAX

REF: [DATE CORRUPTED]

DESTINATION: [DATE CORRUPTED]

AUTHOR: [DATE CORRUPTED]

MISSION TIME: [DATE  
CORRUPTED]

THOUGHT FOR THE DAY:

BLESSED BE THE MIND TOO SMALL  
FOR DOUBT

THE END TIME WILL COME, NO ONE MUST HEAR COME AGENE, WE HAD  
CONFUSED REPORTS THAT THE LUMENADDO HAD LANDED ON SANTICO V  
THE NO MORE WAS HERD. AN EXPIDARY FORCE OF THE STEEL EAGLES  
SPORTED BY THE LEGIO DRAGCONIS. I AM NOW ALL THAT IS LEFT OF 3  
TITANS AND OVER A THOUSAND MEN.

THREE DAY AFTER ARIVEL WE SAW IT IN THE EAST BURING BURNIG IN THE  
EAST [DATE CORRUPTED] THAT WHICH WE HAD MADE [DATE CORRUPTED]  
BLOOD FLOWD OVER [DATE CORRUPTED] THE LUMENADDO [DATE  
CORRUPTED] THEY HAVE IT NOW [DATE CORRUPTED] PAIN WITH OUT END  
[DATE CORRUPTED] THERE IS NO HOPE.

THIS SYSTEM MUST END [DATE CORRUPTED] DON'T COME BACK .

MAY THE EMPEROR GUIDE YOUR HAND.

*Lord Commander Militant of the Imperial Guard to Inquisitor Goth*

*To Goth Must Humbel servant of the emporia,*

*It would be of great services to me if  
you could give me information on the following as it seem that our own  
information is sadly lacing on these key areas.*

- 1. Santico V*
- 2. Space Marine Chapter Steel Eagles*
- 3. The Lumenaddo*

*Inquisitor Goth to Lord Commander Militant of the Imperial Guard*

My derast brother blessed are you that cary out the will of the empora,



As you know

Commander it is not your place to make demands upon the valuable time of an Inquisitor, but after consultation with the Council it has been decided that I shall answer your questions. However I cannot coartion, may of the matter that you have asked about or at the lest not matters that should concern the guard and at the worst matter of the deepest heresy. You should therefore expect an agent to arrive soon how will make shore that this information I here give has been fittingly used, this agent will advise you as to the method of acting of this information no action should be taken until they arrive. The apiece to transmit should help.

Santico V an account

Compiled by Inquisitor Hardanel

Santico V is the fifth world of the Santico system. The planet like the inter system has been under the control of the Tech-Priest, how have been strangely reluctant in permitting inspections to take place. However it is known that the planet of Santico V has undergone many types of terraforming to establish many types of environment. It is believed that this bio-diverse planet was used as a testing station for any new developed weapon that the tech-priest might want to field test there one of each environment on the planet. The planet like the rest of the system has been locked in a warp anomaly for many long centuries. All attempts to contact the planet are forbidden.

Space Marine Chapter Steel Eagles

Legion: Ultramarines (second founding)

Primarch: Roboute Guilliman

Home Planet: Void Born Skills: Long Range

Fire Sprout Flaws: Dislike of close quarter

fighting Power armour: Yellow with dark red

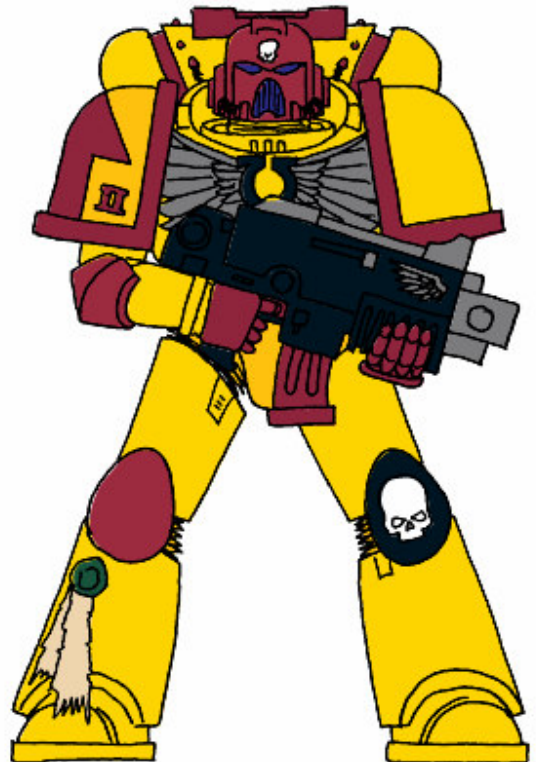
trim (see image from library) Notable

actions: The purge of Hanor, Grupa Gull,

The second battle for Niatirb.

I have abridged this report to only that which I feel is necessary.

After receiving reports that the Lumanaddo Battle fleet was on route to the near by



***General Riles***

## Character Creation Rules

The main aim of the black fire is not just to battle but to actively encourage you to think about your army, its background and its Generals. Army in this campaign are easily customisable than in a standard army list. This fluidity is granted by the Character Creation Rules. These rules are meant to give you the ability to set up a character in keeping with your personal background.

Each army has to have three special characters no more no less or using the rules that follow, although a special character

If your character is killed in battle that's it, they're dead there they stay, for more on this see the force selection.

Special characters will gain experience points, that will become important later on, record of these points should be kept track of on the character Creation sheet.

Points will be given as follows

Winning a battle	+3 experience points
Drawing a battle	+2 experience points
Losing a battle	+1 experience points
Killing any general...	+5 experience points
If it was a special character	+5 experience points
In personal close combat	+5 experience points
Claiming an objective	+2 experience points
Claiming a vital objective	+5 experience points
All squads above half strength, and no immobile vehicles	+10 experience points
Fighting a different enemy	+1 experience points



*"The safety of the world is in our hands; the safety of souls is in the hands of him who sits on the golden Throne"*

Commissar Homer, before the gates of Torg





## Army Spiffy Rules



# Space Marines Special Character Rules Creation Rules

Please note that any and all chapters have the use of the SM armour in codex Space Marine where a unit may normally take wargear, ie Blood Angel veterans could take teleport homers.

## A. Commander

Choice of *ONE* from the following list for +10 points:

**+1 WS**

**+1 Ld (Captain only)**

AND choice of *ONE* from this list:

**Trophy Rack:** The Commander understands the power of grisly trophies. All enemy models require a 5+ to hit the Commander (and any unit he has joined) in shooting, but their hatred of the Commander gives them the Preferred Enemy ability when attacking the unit in close combat; 15 points.

**Master Strategist:** As long as the Commander is alive and on the tabletop, he may choose to add +1 to each Reserves roll; 15 points.

**Personal Standard:** Any unit that is joined by a Commander with a Personal Standard gains the *Counter Attack* ability and +1 Attack on the turn they are charged; 20 points.

**Scholar of War:** May re-roll the die to determine who goes first; 20 points.

**War Veteran:** This Commander has learned the painful lessons of war. He (and any unit he joins) gains the *Preferred Enemy (agents of pre selected enemy)* and *Counter Attack* skills. 15 points.

**Honoured Leader:** This Leader Commander is deeply respected upon his death all units controlled by the same player must charge forward their full movement +D6 inches at the nearest enemy unit at the start of their next movement phase. If this movement brings them in to combat they gain +1 Attack rolls. 10 points

## B. Chaplain

Choice of *ONE* from this list:

**Death Mask:** Any enemy unit with a model within 6" of the Chaplain suffers a -1 modifier to its Leadership; 10 points.



**Inspiring Battlefield Oratory:** Once per game, at the start of the Chaplain's Shooting phase, the Chaplain may inspire his battle-brothers into a frenzy. Instead of shooting, any unit with a model within 6" gains the *Fleet* ability for that turn only; 20 points.

**Indomitable Will:** The Chaplain has the *Feel No Pain* special ability; 20 points.

**Personal Standard:** Any unit that is joined by a Chaplain with a Personal Standard gains the *Counter Attack* ability and +1 Attack on the turn they are charged; 20 points.

**Com link:** The Chaplain's *Honour of the Chapter* special rule is extended to units with models within 6" of the Chaplain; 15 points.

**Honoured Leader:** This Leader Commander is deeply respected upon his death all units contorted by the same player must charge forward there full movement +D6inches at the nearest enemy unit at the start of there next movement phase. If this movement bring them in to combat they gain +1 Attach rage bounces. 10 points

### C. Librarian

Choice of *ONE* from this list:

**Clarity of Vision:** The Librarian's visions are particularly powerful. If a Summoned or Deep Striking unit enters play within 4D6" of the Librarian (roll when each unit enters play), both he and any joined unit may immediately take a "free shot" at them. These shots are taken before the enemy unit moves, as an exception to the normal turn sequence, and the shooting unit counts as stationary. Aside from this, the normal shooting rules apply; 10 points.

**Personal Standard:** Any unit that is joined by a Librarian with a Personal Standard gains the *Counter Attack* ability and +1 Attack on the turn they are charged; 20 points.

**Psychic Backlash:** If killed in close combat, the player controlling the Librarian may remove any single model in base contact with the Librarian (no saves of any type are allowed). Models without a Leadership score are immune; 25 points.

**Psychic Beacon:** The Librarian may use his powerful psychic presence to act as a beacon, aiding his allies and confusing his foes. The Librarian may choose EITHER to re-roll the Scatter die for any friendly unit entering play via Deep Strike once per turn OR he may force his opponent to re-roll the Scatter die for a unit entering play via Deep Strike or Summoning once per turn. The Librarian chooses at the beginning of the game; 15 points.

### D. Tanker Ace

Predator, Land Raider (any type) or Vindicator

All Tanker Aces cost 30 than standard

**All Tanker Aces are HQ chose.**

**All Tanker ace have a Ld 10 BS5**

**All Tanker Aces have hatches these let the crew escape if any thing goes wrong, the crew may attempt to get out as if they were in a transport vehicle. The crew are as follows**



	WS	BS	S	T	W	I	A	Ld	Sv
<b>Tank Commander (General)</b>	4	4	4	4	3	5	3	10	2+
<b>Gunner</b>	3	5	4	4	1	4	2	9	4+
<b>Loader</b>	4	3	4	4	1	4	2	9	4+
<b>Driver</b>	3	3	4	4	1	4	2	9	4+

Wagers

Tank Commander

**Artificer amour, Powerfist, Bolt Pistol**

Others

**Carapaces amour, Chainsword, Bolt Pistol**

**N.B. if the crew out life there tank then they may commander another at the end of the battle this will not have any up grades the previous one may have had from the following list.**

Choice of *ONE* from this list +15 points:

**+1 Amour point all round up to max 14**

*AND* choice of *ONE* from this list:

**Over Charged Engine:** The engine of this tank has been tinkered to improve its speed.

D6	Result
1	The Engine Shakes violently the tank may move up to 6" but after this movement treat the tank as being crew shaken
2-3	The overcharge fails the tank may move as normal
4-6	The overcharge works the tank may move up to 18"

This cost 15 points

**Master Crafted Weapon:** One weapon may re-roll any to hit dice. 25 Points

**Blest by the Machine Spirit:** The Tec-Priest of the particular forge world on which this tank was made have worked in many powerful symbols of blessings. The result of this is that any attack

## E. Dreadnought

### Dreadnought (any type)

Choice of *ONE* from this list +15 points:

**+1 A**

**+1 BS**

*AND* choice of *ONE* from this list:

**Warsmith:** The warrior that sit at the heart of this treble and aged warmachine has lost all sense of self, his long and aggressive life has forced him to forget all that is not a skill of war. Such skills are so perfected that he may add +1 when rolling for first turn and force a re-roll for first turn. 20 Points



**Honoured Leader:** This Leader Commander is deeply respected upon his death all units contorted by the same player must charge forward there full movement +D6inches at the nearest enemy unit at the start of there next movement phase. If this movement bring them in to combat they gain +1 Attach rage bounces. 10 points

**Homing of the mind:** This Dreadhogt may take any non movement Psychic power form the relevant codex

## F. BLACK TEMPLARS

### Commander, Chaplain or Emperor's Champion

Choice of *ONE* from this list +15 points:

+1 WS

+1 A (Emperor's Champion only)

+1 Ld (Captain and Chaplain only)

AND choice of *ONE* from this list:

**Cenobyte Retinue:** The Chaplain leads three Cenobyte Servitors that carry an ancient and powerful relic. These follow all the normal rules for Cenobyte Servitors and, so long as at least one of them is alive, the Chaplain counts as having a Sacred Standard; 30 points.

**Indomitable Will:** Imbued by an unbreakable faith in the Primarch, the hero of the chapter has the *Feel No Pain* special ability; 20 points.

**Only in Death does Duty End:** Once the Emperor's Champion has lost all of his Wounds (even if caused by a weapon that causes Instant Death), do not remove him from play. Instead take a Leadership test and if this is passed, the Champion fights on with 1 Wound remaining. If he loses this wound remove him from the table. At the beginning of each game turn for the rest of the battle, the Champion must make a Leadership test. If he fails this test, he is removed from play; 20 points.

**Honoured Leader:** This Leader Commander is deeply respected upon his death all units contorted by the same player must charge forward there full movement +D6inches at the nearest enemy unit at the start of there next movement phase. If this movement bring them in to combat they gain +1 Attach rage bounces. 10 points

## G. BLOOD ANGELS

### Company Captain, Chaplain or Librarian

Choice of *ONE* from this list +15 points:

+1 WS (Company Captain only)

+1 Ld (Chaplain and Librarian only)

AND choice of *ONE* from this list:

**Ancient Relic:** The character was honored with the care of an ancient Blood Angels relic. The relic may be carried by an Honor Guard Standard Bearer instead of a Company Banner.



All Blood Angels units with a model within 12" of the Relic may re-roll failed Morale and Pinning tests. In addition, all models in the Standard Bearer's unit add +1 to their Attacks. Honor Guard only; 25 points.

**Indomitable Will:** Imbued by an unbreakable faith in the Primarch, the character has the *Feel No Pain* special ability; 20 points.

**Red Thirst:** The Blood Angels Company Captain and his battle-brothers are consumed by the Red Thirst. Any friendly unit of Blood Angels within 12" of him count their opponents as a *preferred enemy*; 15 points.

**Honoured Leader:** This Leader Commander is deeply respected upon his death all units contorted by the same player must charge forward there full movement +D6inches at the nearest enemy unit at the start of there next movement phase. If this movement bring them in to combat they gain +2 Attach rage bounces. 10 points

## H. DARK ANGELS

### Company Captain, Chaplain or Librarian

Choice of *ONE* from this list +15 points:

**+1 WS**

**+1 Ld** (Chaplain and Librarian only)

AND choice of *ONE* from this list:

**Ancient Relic:** The character was honored with the care of an ancient Dark Angels relic. The relic may be carried by a Command Squad Standard Bearer instead of a Company Banner. All Dark Angels units with a model within 12" of the Relic may re-roll failed Morale and Pinning tests. In addition, all models in the Standard Bearer's unit add +1 to their Attacks. Command Squad only; 25 points.

**Deathwing Captain:** A Captain in Terminator Armor may be upgraded to a Deathwing Captain. He gains the *Furious Charge* ability and may take Deathwing Terminator units as Troops as well as Elites. Company Captain only; 15 points.

**Ravenwing Captain:** A Captain on a Bike may be upgraded to a Ravenwing Captain. He gains the *Scout* ability and may take Ravenwing units as Troops as well as Fast Attack. Company Captain only; 15 points.

**Watcher in the Dark:** The Dark Angels Company Captain has attracted the attention of the mysterious Watchers in the Dark. If the Captain reduced to zero wounds, he is removed from play instead of being killed, whisked away by the Watchers. His opponent scores only half Victory Points for killing the Captain instead of full points; 10 points.

### I. Imperial Fist

#### Company Captain, Chaplain or Librarian

**Master of Deep Strike:** (models in terminator amour only)  
The Imperial Fist are highly at spurring there advertise buy there sudden arrival on the battle field. If a special character whit this rule deep strike on to the battle field all units troop that deep strike in to play may enterer at the same him roll once pre-turn at -1, each turn ; 15 points.



**Death From Above:** This commander like to make use of the Phalanx's Teleport banks Any Tactical Squad or Devastator squad may have the Deep Strike rule for 2 points a model

**War Veteran:** This Commander has learned the painful lessons war He (and any unit he joins) gains the *Preferred Enemy (agents of pre selected enemy )* and *Counter Attack* skills. 15 points.

**Honoured Leader:** This Leader Commander is deeply respected upon his death all units contorted by the same player must charge forward there full movement +D6inches at the nearest enemy unit at the start of there next movement phase. If this movement bring them in to combat they gain +1 Attach rage bounces. 10 points

## IJ. SPACE WOLVES

### **Wolf Lord, Rune Priest, Wolf Priest**

Choice of *ONE* from this list +15 points:

+1 WS (Wolf Lord only)

+1 W (Rune Priest and Wolf Priest only)

AND choice of *ONE* from this list:

**Battle Frenzy:** The Wolf Lord and his battle-brothers are consumed by their thirst for battle. Any friendly unit of Space Wolves within 12" of him count their opponents as a *preferred enemy*; 15 points.

**Berserk Charge:** On a player turn in which he charges, the Space Wolf hero and all members of any squad he has joined are filled with berserker rage and may re-roll failed rolls to wound; 25 points.

**Wolf Brother:** The Wolf Priest may be purchase twice the normal number of Fenrisian Wolves (up to eight) to accompany him. Wolf Priests only; 10 points.

## K. Ultramarines

### **Company Captain, Chaplain or Librarian**

Choice of *ONE* from this list +15 points:

+1 WS (Company Captain only)

+1 Ld (Chaplain and Librarian only)

AND choice of *ONE* from this list:

**Tyrannic War Veteran:** This Ultramarines has learned painful lessons in defeating the Tyranid threat. He (and any unit he joins) gains the *Preferred Enemy (Tyranid)* and *Counter Attack* skills. In addition as described in the Tyrannic War Veterans entry, any Heavy Bolter in the unit may use the Hellfire round option and the squad gains the ability to use Krak Grenades as close combat weapons. Any army lead by a Tyrannic War Veteran may take 0-2 Tyrannic War Veterans as troop chose as well a 0-3 as elites chose only; 20 points.

**Personal Standard:** Any unit that is joined by a Commander with a Personal Standard gains the *Counter Attack* ability and +1 Attack on the turn they are charged; 20 points.

**Honoured Leader:** This Leader Commander is deeply respected upon his death all units contorted by the same player must charge forward there full movement +D6inches at the

nearest enemy unit at the start of there next movement phase. If this movement bring them in to combat they gain +1 Attach rage bounces. 10 points



# Space Marines Special Character Creation Sheet

Total Points =

Name:					Home Planet					Wargear				
WS	BS	S	T	W	I	A	Ld	Save						
<b>Generic Chapters</b>														
<b>Commander</b>					<b>Chaplain</b>									
Trophy Rack					Death Mask									
Master Strategist					Inspiring Battlefield Oratory									
Personal Standard					Indomitable Will					Physical appparent:				
Scholar of War					Personal Standard									
War Veteran					Com link					Personal History:				
Honoured Leader					Honoured Leader									
<b>Librarian</b>					<b>Dreadnought</b>									
Clarity of Vision					Warsmith									
Personal Standard					Honoured Leader									
Psychic Backlash					Homing of the mind					<b>Tanker Ace</b>				
					<b>Battlefield Commission</b>					<b>Predator</b>				
					Battlefield Commission					<b>Land Raider</b>				
Psychic Beacon					<b>BLACK TEMPLARS</b>									
					<b>Commander</b>					Vindicator				
<b>BLOOD ANGELS</b>					<b>Chaplain</b>					Vindicator BS F S R				
<b>Company Captain</b>					<b>Emperor's Champion</b>									
<b>Captain</b>					Cenobyte Retinue									
<b>Librarian</b>					Indomitable Will					Over Charged Engine				
Ancient Relic					Only in Death does Duty End					Master Crafted Weapon				
Indomitable Will					Honoured Leader					Blest by the Machine Spirit				
Red Thirst					<b>ULTRAMARINES</b>					<b>SPACE WOLVES</b>				
Honoured Leader					<b>Company Captain</b>					<b>Wolf Lord</b>				
<b>DARK ANGELS</b>					<b>Chaplain</b>					<b>Rune Priest</b>				
<b>Company Captain</b>					<b>Librarian</b>					<b>Wolf Priest</b>				
<b>Chaplain</b>					Tyrannic War Veteran					Battle Frenzy				
<b>Librarian</b>					Personal Standard					Berserk Charge				
Ancient Relic					Honoured Leader					Wolf Brother				
Deathwing Captain					<b>Imperial Fist</b>					Experian points tally				
					Master of Deep Strike									
Ravenwing Captain					Death From Above									
					Honoured Leader									
Watcher in the Dark					War Veteran									

Notes:

## INQUISITION

### *Inquisitor Lord or Inquisitor*

Choice of ONE from this list +10 points:

- +1 WS
- +1 S
- +1 T (use original Toughness for Instant Death)
- +1 A
- +1 Ld (Inquisitor only)

AND choice of TWO from this list:

- **Cult Knowledge:** The Inquisitor has fought (and vanquished) many threats before. In the midst of combat he can relay key information to those troops nearby. Every Imperial unit with a model within 12" of the inquisitor counts as having the Preferred Enemy rule against an army that includes one or more units of the Inquisitor's primary enemy type; 10 points.

*Daemonhunters:* Chaos units (including Lost and the Damned units).

*Witch Hunters:* Psykers (including Tyranid Hive Powers).

*Alien Hunters:* Xenos units (including Orks, Eldar, Dark Eldar, Necrons, Tyranids, Tau or Kroot).



- **Influential:** This puritan Inquisitor commands almost unlimited resources in the sector. He may purchase up to 15 henchmen, and may have 0-4 of any one type. All other standard restrictions apply; 10 points.
- **Inquisitorial Rosette:** At the start of the turn, the Inquisitor may reveal his Rosette instead of moving. All friendly Imperial units with line of sight to the Inquisitor that are falling back will regroup automatically, even if they are not normally allowed to do so. Pinned units in line of sight to the Inquisitor are no longer Pinned; 15 points.
- **Potent Summoner:** This radical Inquisitor controls particularly potent warp creatures. Wounds that would cause Instant Death to Daemonhosts instead cause a single wound. In addition, the Inquisitor may choose the result of the Daemonhosts psychic power roll each turn; 20 points.

- **Teleport:** The Inquisitor uses teleportation technology to travel where he is needed most. The Inquisitor (and his retinue) may be held in Reserve and enter play by *Deep Strike* using the *Deep Strike* scenario special rules even in missions which do not normally allow *Deep Strike* or Reserves; 10 points.

## WITCH HUNTERS

### *Canoness*

Choice of *ONE* from this list +10 points:

- +1 WS
- +1 A

AND choice of *ONE* from this list:



- **Blessed Ammunition:** Any Bolt Pistol, Bolter or Heavy Bolter shots made by a unit attached to the Canoness ignore cover saves; 20 points.
- **Indomitable Will:** Heroine has the *Feel No Pain* special ability; 20 points.
- **Undying Faith:** All Faithful units in the army provide double Faith points, but the army does not benefit from the Martyr rule; 20 points.
- **Wings of Faith:** The Canoness gains the *Hit & Run*

special rule; 10 points.

### *Priest*

Choice of *TWO* from this list +10 points:

- +1 WS
- +1 BS
- +1 I
- +1 W
- +1 A
- **Faithful** (any attached unit also counts as *Faithful*)

AND choice of *ONE* from this list:

- **Confessor:** Faced with the zealous rage and spittle-laden tirades from this Priest, any enemy unit within 12" if the Priest suffers a -1 Leadership modifier; 10 points.

- **Evangelist:** The Priest is unswerving in his faith and can inspire acts of courage even in the direst circumstances. The Priest (and any friendly unit in close combat with the Priest) never count as losing a close combat, counting a lost combat as drawn instead; 10 points.
- **Missionary:** In his countless years of preaching the Word of the Emperor this Priest has visited many worlds and fought over many battlefields including these areas found locally. The Priest and the unit he is attached to may *Infiltrate*, if the scenario allows; 20 points.
- **Phanacian Rosette:** At the start of the turn, the Priest may reveal his Rosette. All friendly Imperial units with line of sight to the Priest that are falling back will regroup automatically, even if they are not normally allowed to do so. Pinned units in line of sight to the Priest are no longer Pinned; 15 points.
- **Preacher:** The Priest's sermons of faith and devotion inspire those around him. Units within a model within 12" may re-roll any failed Morale and Pinning checks; 10 points.

## DAEMONHUNTERS

### *Grey Knight Hero*

Choice of *ONE* from this list +10 points:

- **+1 BS** (Brother-Captain only)
- **+1 I** (Brother-Captain only)
- **+1 W** (Brother-Captain only)

AND

choice of *ONE* from this list:

- **Sanctified Weapon:** Instead of using the Force Weapon, the Grey Knight Hero may choose to allow all of his close combat attacks to ignore Invulnerable saves. The Grey Knight Hero must choose at the beginning of the Assault phase; 20 points.
- **Healing Light:** The Grey Knight Hero counts as equipped with a Narthecium; 20 points.



## DEATHWATCH KILL-TEAM

### *Deathwatch Captain or Librarian*

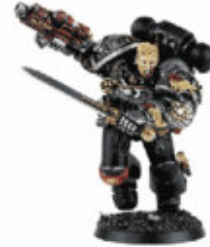


Choice of *ONE* from this list +10 points:

- **+1 WS**
- **+1 Ld** (Deathwatch Captain only)

AND choice of *ONE* from this list:

- **Battle Captain:** The Deathwatch Captain has the Rites of Battle ability. Deathwatch Captain only; 15 points.



- **Master Librarian:** May select a second Psychic Power from the Space Marine Codex for free. Deathwatch Librarian only; 15 points.
- **Chapter Librarian:** The Librarian was recruited from the Dark Angels or Blood Angels chapter and has access to the two Chapter specific Psychic Powers only. Deathwatch Librarian only (must be modeled appropriately); 10 points.
- **Xenos Knowledge:** The Deathwatch Kill-team has fought (and vanquished) many Xenos threats before. In the midst of combat he can relay key information to those troops nearby. Every Imperial unit with a model within 12" of the Deathwatch Captain counts as having the Preferred Enemy rule against an army that includes one or more Xenos units (*including Orks, Eldar, Dark Eldar, Necrons, Tyranids, Tau or Kroot*). Deathwatch Captain only; 10 points.

## ORKS

### *Warboss*

Choice of *ONE* from this list +15 points:

- +1 WS
- +1 BS
- +1 A

AND choice of *ONE* from this list:

- **Big Boss:** The Warboss is the largest of his kind. He gains +1 to his Strength and Toughness characteristics; 30 points.
- **Goin' Kommando:** This sneaky Warboss has the *Infiltrate* and *Slippery* special rules. He must accompany a mob of Kommandos and may not wear mega armor; 15 points.
- **Looted:** This Warboss has looted a Weapon as a trophy of one of his many kills; may take up to 25 points of wargear from any codex 25 points.
- **Kunnin':** One of the most kunnin' of his kind, the Warboss can reveal his plans once set-up is complete but before first turn is determined. The kunnin' Warboss may re-deploy D3 of his Ork units; 20 points.
- **Storm Boss:** The Warboss may be equipped with the Jump Pack. He must accompany a Stromboyz Mob; 20 points.
- **Sure Footed:** The Warboss (and any unit he joins) has the *Slippery* special rule and may not be Entangled; 10 points.



### *Big Mek*

Choice of *ONE* from this list +10 points:

- +1 WS
- +1 BS
- +1 T
- +1 W
- +1 Ld
- 5+ Invulnerable Save

Choice of *TWO* from this list:

- **Bolt-on Big Fixxa:** The Big Mek in Mega-Armor may also be equipped with a Bolt-on Big Fixxa. This contraption counts as a Techmarine Servo Harness (two servo arms, plasma cutter, and flamer). He may fire both harness mounted

weapons or one harness-mounted weapon and one of his personal weapons. The Big Mek may re-roll the result a repair attempt. The Big Mek using a Bolt-on Big Fixer may not be equipped with a Kustom Force Field; 30 points.

- **Red Paint Job:** If the Big Mek's armor is painted red he can *Fleet* in the Shooting phase instead of shooting. May not be used if equipped with Mega-Armor; 15 points.
- **Spikes and Blades:** Enemy units that attack the Big Mek in close combat and miss potentially wound themselves on the Big Mek's armor. Each failed hit in close combat causes a single S3 hit to the attacking unit. Wounds caused by Spikes and Blades do not count for combat resolution; 15 points.
- **Teleporta:** The Big Mek has access to a "state of the Ork" teleporta. The Ork player may choose D3 units to be held in Reserve and enter play by Deep Strike using the Deep Strike scenario special rules even in missions which do not normally allow Deep Strike or Reserves; 25 points.

### ***Painboss***

Choice of *ONE* from this list +10 points:

- +1 WS
- +1 BS
- +1 W
- +1 Ld
- 5+ Invulnerable Save



AND choice of *ONE* from this list:

- **'Urty Wurks:** The Painboss has access to Combat Drugs (Chaos Codex, Book of Slaneesh); 25 points.
- **'Uge Bonesaw:** The 'Uge Bonesaw is a two-handed Power Weapon. Roll D6 at the start of each Assault phase the Painboss is in combat. On a roll of 1 the Painboss suffers a wound (saves taken as normal) and may not attack as he fights to control the 'Uge Bonesaw. Any other result is the number of additional attacks available to the Painboss; 30 points.
- **Joos Injectors:** A Painboss may improve his Cybork bodyguard with implanted Joos injectors. When charging into close combat, the unit rolls 2D6" to determine their assault range. The distance is not reduced by Difficult Terrain. If the result is an 11 or 12, a model is removed as a casualty as the Joos wreaks havoc on his already ravaged body; 20 points.
- **Indomitable Will:** Due to years of experimenting on himself, the Painboss the *Feel No Pain* universal rule. He also has lost the ability to taste Bananas (wich he never liked that much any way so "Da ok); 20 points.

## *Weirdboy*

Choice of *TWO* from this list +10 points:

- +1 WS
- +1 T
- +1 W
- +1 Ld
- 5+ Invulnerable Save

A warp head can choice of *TWO* powers from this list instead of rolling for 15 points each (Weirdboy may only have the one) NB Warp heads may have one power for 15 points and role for one:



- **Blazin' Fist of Gork:** This psychic power used instead of shooting. If successful, designate a target unit and place the flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Weirdboy's normal BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+. The Blazin' Fist of Gork has the following profile: Range 24" Strength 6 AP 4 Assault 1/Template;

25 points.

- **Hit Da one:** This power may be used at the beginning of either player's Assault phase. If the Psychic test is passed all Ork mobz with a model within 12" count as Initiative 4 but may not Waaagh. This effect lasts until the beginning of the next player's turn; 25 points.
- **Mork Wants Ya!:** Nominate one Ork mob within 12" of the Weirdboy; this mob may move 2D6" in the Shooting Phase instead of shooting; 25 points.
- **Psychic Vomit:** This power can be used in the Weirdboy's Shooting phase instead of firing a weapon. As normal, the Weirdboy must pass a Psychic test in order to use the power. It has the following profile: Strength 2D6 AP D6 Template/Assault 1. Note that the Strength of the attack is determined by rolling 2D6 and the AP value is determined by rolling a D6. Roll once for the Strength and AP of the attack each time you shoot; don't roll separately for each target you hit. If the Strength is 11 or 12, then the attack has no effect; 15 points.
- **Pulsa:** The Pulsa psychic power is used in the Weirdboy's Assault phase, at an effective Initiative of 1. If the Psychic test is passed, place the Ordnance template anywhere in contact with the Weirdboy. All models, friend or foe, touched by the template take a Strength 5 hit with armor saves take as normal. Wounds caused by the Pulsa do not count toward the combat result; 15 points.



- **Roar of Mork:** This psychic power is used at the beginning of the Weirdboy's Movement phase. If successful, all enemies with LoS to the Weirdboy make a successful Target Priority test to target an Ork unit other than the Weirdboy's unit. If the Target Priority test fails, the unit must shoot at the Weirdboy's unit instead of their intended target (even if this would be out of range). The Weirdboy may only use this power if joined to an Ork unit. This effect lasts until the beginning of the Weirdboy's next turn (when using this it is compulsory to roar yourself in a “warp” like manner); 25 points.

# ARMORY



## **Space Marine Armoury**

*Models with access to the Armoury may select up to two weapons of which only one can be a two-handed weapon. In addition to weapons, you can pick up to 100 points of wargear per model, though no model can pick the same item, twice. Models in Terminator armour can only select equipment marked with.\* All weapons and wargear must be represented on the model. Where two points costs are shown, the first applies to, models with 2 or more Wounds, the second to models with 1 Wound.*

### **SINGLE-HANDED WEAPONS**

Bolt pistol 1 point  
Chainfist \* (models in Terminator armour only) 30 points  
Close combat weapon 1 point  
Single lightning claw\* 25/15 points  
Pair of lightning claws' (count as two weapons) ..... 30 points  
Plasma pistol 15/10 points.  
Power fist\* 25/15 points  
Power weapon\* 15/10 points  
Storm shield\* 10 points  
Thunder hammer \* 30 points

### **TWO-HANDED WEAPONS**

Bolter 1 point  
Combi-meltagun\* 15/10 points  
Combi-plasma gun\* 15/10 points  
Combi-flamer\* • 10/5 points  
Storm holler\* •....•••••5,points

### **WARGEAR**

Artificer armour 20 points  
Auspex\* 2 points  
Bionics\* 5 points  
Body Grad\* .....20 points (plus cost of model)  
Combat shield 10/5 points  
Familiar (*Librarian only*) 10 points  
Frag grenades 1 point

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