ASTRA CARTOGRAPHICA

Rogue Traders are the ultimate human adventurers, explorers, and conquerors. Operating beyond the frontiers of the Imperium, it is their task to uncover xenos civilizations, eliminate possible threats to the Imperium, and to investigate new and potentially useful technologies. Every Rogue Trader receives a Warrant of Trade from the Emperor. Each is entitled to recruit volunteers, and they may even be given command of troops of the Astra Militarum, sometimes numbering many hundreds, or detachments of the Adeptus Astartes. Though the galaxy is home to numberless dangers that threaten to take their lives, Rogue Traders know that the rewards of success are greater still.

Though the Imperium of Man is spread across the length and breadth of the galaxy upon a million or more inhabited worlds, the majority of the galaxy remains unknown and unexplored. Hidden within these expansive tracts of wilderness space are untold dangers – and untold riches. In some areas might be found pockets of humanity that have been cut off from the rest of the species since before the rise of the Imperium, or renegades seeking to escape from the Imperium. In other areas are xenos races, sometimes primitive, sometimes advanced, and often a threat to Mankind's destiny to rule the galaxy. Vast resources are to be found, whether natural resources that might sustain Mankind, advanced technology that might be put to use, or xenos artifacts that might be great wealth to those with the skill and cleverness to trade them.

It falls to the Rogue Traders to explore beyond the reach of the Imperium, to face the dangers of the galaxy and to seize everything of use to the Imperium. Operating sizeable fleets and potent fighting forces, the Rogue Traders journey to the stars and spread the light of the Emperor. They locate xenos races and assess whether or not they are a threat to humanity. Those that are hostile are put to the sword, or the Rogue Trader will gather information about the xenos race and communicate the intelligence to the Imperium so that other forces can destroy the threat. Others can be subdued or negotiated with so that the Rogue Trader can establish trade. Rogue Traders, too, might be assigned missions of dealing with recalcitrant planetary governors or assisting in military endeavors, bringing their fighting forces and expertise at void warfare to the service of the Imperium.

Issued with a Warrant of Trade, the Rogue Trader is given access to a wide range of resources, not least including a mighty fleet of vessels and crews to man them. A Rogue Trader might also be granted control of an extensive military force, often drawn from the soldiers of the Astra Militarum or the voidsmen of the Aeronautica Imperialis, or both. Sometimes a Rogue Trader might have the benefit of pacts with one or more Chapters of the Adeptus Astartes, with those Chapters sending some of their battle-brothers, sometimes full detachments under the command of a Captain, to aid the Rogue Trader. A Rogue Trader might also have sponsors from within the Imperium – individuals and organizations willing to contribute their own experts and forces to assist the Rogue Trader – as long as the Rogue Trader repays the debt with whatever wealth they accrue in their journeys.

A Rogue Trader will likely have provisions within their Warrant of Trade – specific objectives they are mandated to fulfill in their service to the Emperor. In some instances, a Rogue Trader might be tasked with aiding an Adeptus Mechanicus Explorator fleet; or an influential Cardinal might promote a War of Faith to spread the Imperial Cult to those who live outside its light.

The life of a Rogue Trader is a beacon to those who crave adventure, and Rogue Traders have no shortage of volunteers whose skills and knowledge can be put to use. A Rogue Trader's fleet must be self-sufficient for the entirety of its journey, acquiring the resources it needs to survive by diplomacy, chicanery, and force. Specialized skills are always in high demand, but even those lacking such skills can perform the diverse menial tasks required to maintain ships in working order. Or they can fight. Often, they do both.

D6	BACKGROUND: TRUSTED CREW
1	**Chosen Few:** This crew has been handpicked by the Rogue Trader for the most difficult missions.
2	**Advance Party:** Operating at the forefront of the Rogue Trader's forces, this crew must establish a foothold for the follow-on forces.
3	**Keen Edge:** The elite of the Rogue Trader's complement, this crew has been trained to perfection for their vital mission.
4	**Survivors:** Standing firm against the terrors of the outer dark, this crew has endured every horror imaginable.
5	**Forlorn Hope:** This crew has been assigned the most dangerous of tasks – one that few are expected to survive.
6	**A Dagger in the Night:** Dispatched in secrecy, this crew must move in stealth before seizing their objective.

D6	MISSION: GRAND ENDEAVORS
1	**Establish a Colony:** The crew must work towards establishing a new colony, regardless of who stands in their way.
2	**Exploit Resources:** This world is rich in resources. It is the duty of the crew to seize those resources in the name of the Imperium.
3	**Establish Trade:** A world has resources that the Rogue Trader needs and the crew must establish a trade agreement with its denizens.
4	**Mankind's Destiny:** The Rogue Trader and his warband seek to purge foul xenos in their righteous quest to expand the Imperium.
5	**Judgment of the Throne:** The Rogue Trader must punish the servants of the Emperor who have been lax in their duties.
6	**Serving the Faith:** The Imperial Faith must be spread through the galaxy.

D6	SQUAD QUIRK: EXPLORERS ON THE FRINGE
1	**Fortune-Hunters:** The Rogue Trader's fortunes bring wealth beyond measure, wealth that this crew covets.
2	**Zealous:** These crew members are among the truly faithful and seek to bring that faith to the stars.
3	**Glory-seekers:** These crew members desire nothing more than to have their names echo in eternity.
4	**Vengeful:** Wronged long ago, these servants seek to exact vengeance upon those responsible.
5	**Survivors:** These crew members seek only to endure, and by enduring, to grow stronger.
6	**Bellicose:** Mankind alone is entitled to the galaxy, and these crew members are dedicated to ensuring that destiny.

D10	SPECIALISTS' DEMEANORS
1	**Bilious:** Exposed to the darkest that the galaxy has to offer, this bitter crew member remains ever-vigilant.
2	**Fixed:** No matter the situation, this crew member is a beacon of calm and strength.
3	**Haunted:** This crew member has seen the terrors of the void and his soul has been scarred as a result.
4	**Melancholic:** A deep thinker, this crew member is often introspective and gloomy.
5	**Professional:** This crew member is implacably calm and focused no matter the circumstances.
6	**Ambitious:** Only by proving oneself can one advance through the hierarchy of the Imperium of Mankind.
7	**Wildcard:** This rebellious crew member is unpredictable and undisciplined.
8	**Choleric:** This crew member has a bias for action and is quick to anger.
9	**Supine:** Easily led, this crew member is extremely loyal and eager to please his masters.
10	**Prideful:** This crew member desires respectful treatment above all else.

ASTRA CARTOGRAPHICA NAMES
Rogue Traders and their retinues are drawn from across the length and the breadth of the Imperium. You may consult the name charts for any of the Imperium factions in order to determine random names for the members of your Rogue Trader's retinue. Consult the appropriate name charts for xenos factions in order to determine random names for xenos in your Rogue Trader's retinue.

ASTRA CARTOGRAPHICA KILL TEAMS

Many Astra Cartographica models are highly loyal to the Rogue Traders they serve and use the Loyal Retainer ability below. Many servants of the Rogue Trader make use of cyber-linked familiars and these familiars use the Handler ability below. If every model in your kill team has the Astra Cartographica Faction keyword, you can use Astra Cartographica Tactics. In addition, if your kill team includes a ROGUE TRADER, you can use the Rogue Trader Tactics.

Loyal Retainer: Add 1 to the Leadership characteristic of this model whilst it is within 6" of a friendly ROGUE TRADER.

AUGUR SCAN

Astra Cartographica Tactic

Use this Tactic when you choose a Readied model to shoot with. Ignore all negative hit modifiers for that model this phase.

2 COMMAND POINTS

SUFFER NOT THE ALIEN TO LIVE

Astra Cartographica Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Each time you make a hit roll of 5+ for that model during this phase, that model can, if it was targeting a model that does not have the IMPERIUM, CHAOS, or UNALIGNED keyword, immediately make an additional attack against the same model using the same weapon. These extra attacks cannot themselves generate any further attacks.

1 COMMAND POINT

TAKE COVER!

Astra Cartographica Tactic

Use this Tactic in your opponent's turn in the Shooting phase when they choose a model from your kill team as a target, and your model is obscured. Attacks that target that model in this phase suffer an additional -1 penalty to their hit rolls.

1 COMMAND POINT

INSPIRING PRESENCE

Astra Cartographica Tactic
Commander Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a COMMANDER. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own.

1 COMMAND POINT

COMBAT MEDICINE

Astra Cartographica Tactic
Master Medicae Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a MASTER MEDICAE. That model gains the following ability until the end of the battle round.

As long as this model is not shaken, roll a D6 whenever a model from your kill team within 3" of this model loses a wound. On a 6, that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

1 COMMAND POINT

RESOLUTE PURPOSE

Astra Cartographica Tactic
Master-at-Arms Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a MASTER-AT-ARMS. That model gains the following ability until the end of the battle round:

As long as this model is not shaken, you can reroll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

TARGETING ARRAYS

Astra Cartographica Tactic
Master Engineer Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a MASTER ENGINEER. That model gains the following ability until the end of the battle round.

As long as this model is not shaken, when friendly models within 6" of this model fire Overwatch, they successfully hit on a roll of 5 or 6.

1 COMMAND POINT

STRIKE AND WITHDRAW

Astra Cartographica Tactic
Rogue Trader Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a ROGUE TRADER. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 3" of this model in the Shooting phase may attack with ranged weapons, even if they Fell Back or Retreated this battle round.

0 COMMAND POINTS

BY MY COMMAND

Astra Cartographica Tactic
Rogue Trader Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a ROGUE TRADER. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to Advance, charge, and hit rolls for friendly models within 6" of this model.

2 COMMAND POINTS

BALE GAZE

Astra Cartographica Tactic
Navigator Aura Tactic

Use this Tactic at the start of the Psychic phase if your kill team includes a NAVIGATOR. That model gains the following aura ability until the start of your next Psychic phase:

As long as this model is not shaken, enemy models within 6" of the NAVIGATOR suffer a -1 modifier to all Nerve and Ld tests.

1 COMMAND POINT

WARPSIGHT

Astra Cartographica Tactic
Navigator Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a NAVIGATOR. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, select one friendly model within 6" of the NAVIGATOR. Subtract 1 from all to hit rolls for ranged attacks targeting this model.

2 COMMAND POINTS

TRADE AGREEMENT

Astra Cartographica Tactic
Seneschal Tactic

Use this Tactic at the end of a mission in which any of your opponents used any models that did not have the CHAOS keyword, if your kill team includes a SENESCHAL that is not out of action or shaken. If you do, roll a D6; on a 5+ you gain 1 Materiel. You can only use this Tactic once per mission.

2 COMMAND POINTS

QUEST FOR KNOWLEDGE

Astra Cartographica Tactic
Tech-Priest Tactic

Use this Tactic at the end of a mission in which any of your opponents used any models that did not have the IMPERIUM or CHAOS keyword, if your kill team includes a TECH-PRIEST that is not out of action or shaken. If you do, roll a D6; on a 5+ you gain 1 Intelligence. You can only use this Tactic once per mission.

2 COMMAND POINTS

BATTLE LEADER

Astra Cartographica Tactic
Master Gunner Aura Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes a MASTER GUNNER. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can reroll wound rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

HOLY FERVOR

Astra Cartographica Tactic
Missionary Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a MISSIONARY. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can reroll failed hit rolls in the Fight phase for friendly models within 6" of this model.

1 COMMAND POINT

EXPEDITION OBJECTIVES

The Sub-factions for models with the **ASTRA CARTOGRAPHICA** Faction keyword are called expeditions, and their Sub-faction abilities are called Expedition Objectives. If your kill team is Battle-forged and all models in your kill team are drawn from the same expedition, models in the kill team gain the Expedition Mandate described below, and you can use that expedition's Tactics.

CHARTIST: MANDATE MERCANTILE

The Rogue Trader has embarked on an expedition to fill the ships' holds with as much of value as possible. As a result of lucrative trading, the Rogue Trader's crew has the best equipment available.

Models in your kill team do not suffer the penalty to hit rolls for their attacks that target enemy models at long range.

ARCHEOTECH: MANDATE EXPLORATOR

A Magos Explorator of the Cult Mechanicus has commissioned the expedition, providing ships, adepts, and troops in exchange for the Rogue Trader's assistance in the Quest for Knowledge.

ASTRA CARTOGRAPHICA models with the **ADEPTUS MECHANICUS** keyword may be included in your kill team. When a model in your kill team fires Overwatch, they successfully hit on a roll of 5 or 6.

BELLICOSA: MANDATE MILITANT

The Imperium is always at war against numberless xenos species, the worshippers of the Dark Gods, and traitors from within. The expedition has been tasked with joining the enemy in battle. To augment his forces, Rogue Trader has invoked a pact with a Chapter of the Adeptus Astartes for aid.

ASTRA CARTOGRAPHICA models with the **ADEPTUS ASTARTES** keyword may be included on the command roster. Models in your kill team do not suffer the penalty to Injury rolls for the target of their attacks being obscured and within 1" of a model or piece of terrain that is between the two models.

IMPERIAL CREED: MANDATE MISSIONARIUS

The Ecclesiarchy has sponsored the expedition, fronting the vast resources at its disposal in exchange for the Rogue Trader's assistance to missionaries in spreading the Imperial Creed across the stars.

ASTRA CARTOGRAPHICA models with the **ADEPTA SORORITAS** keyword may be included on the command roster. You can re-roll failed Nerve tests for models in your kill team.

RENEGADE: MANDATE DENIED

Sometimes a Rogue Trader and their crew will cross the line, turning to a renegade life of piracy.

All models in the kill team keep the **ASTRA CARTOGRAPHICA** faction keyword, but lose any other faction keywords they may have. All models in the kill team replace the **IMPERIUM** keyword with **PIRATE**. When making Morale tests, models in this kill team may roll an additional die and discard the lowest result, but if any friendly **PIRATE** model fails a Morale test, the kill team may not use this ability for the rest of the battle.

> ### THE WARRANT OF TRADE
>
> The Warrant of Trade issued to a Rogue Trader grants not only permission to go beyond the Imperium's borders, but to deal with who or whatever might be out there with the full authority of the Senatorum Imperialis, the High Lords of Terra. The Warrant also elevates the recipient to the highest ranks to which a servant may rise, granting him equivalent status as Imperial Commanders, Inquisitors, and Chapter Masters of the Adeptus Astartes. The Warrant of Trade grants enormous rights to the recipient, allowing them to call upon what aid they can negotiate, and to claim by conquest whatever worlds and privileges they may obtain by whatever manner they wish.

ROGUE TRADER

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rogue Trader	6"	3+	3+	3	3	3	3	9	4+	1
Rogue Trader Lord	6"	3+	3+	3	3	4	3	10	4+	1

This model is armed with a close combat weapon, laspistol, refractor field, concussion grenades, and carapace armor.

WARGEAR OPTIONS	- This model may replace its close combat weapon with a combat shotgun, chainsword, monomolecular rapier, power fist, power maul, or power sword. - This model may replace its laspistol with a bolt pistol, boltgun, combi-flamer, combi-melta, combi-plasma, hand flamer, heirloom pistol, inferno pistol, needle pistol, or plasma pistol. - This model may replace its carapace armor with power armor or artificer armor. - This model may replace its refractor field with a disruption field generator. - This model may take any of the following: archeotech grenade, concealed archeotech weapon, multi-spectral auspicator, null rod, psyber-eagle, servo-skull targeter.
ABILITIES	**Warrant of Trade:** A ROGUE TRADER may be taken as a COMMANDER option in any IMPERIUM kill team. If taken in a non-Astra Cartographica kill team, this model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword. **Artificer Armor:** Model with artificer armor only. A model with artificer armor has a 2+ save. **Concealed Archeotech Weapon:** Model with concealed archeotech weapon only. Once per battle, at the start of the Fight phase, pick an enemy model within 1" of this model and roll a dice; on a 4+ the enemy model suffers D3 mortal wounds. **Disruption Field Generator:** Model with disruption field generator only. A model with a disruption field generator has a 4+ invulnerable save. **Multi-Spectral Auspicator:** Model with multi-spectral auspicator only. Re-roll hit rolls of 1 for attacks made by this model. **Null Rod:** Model with null rod only. This model cannot be targeted or affected by psychic powers. In addition, whilst any models from your kill team that have null rods are within 18" of any enemy PSYKER models, subtract 1 from Psychic tests and Deny the Witch tests taken for those enemy models. **Power Armor:** Model with power armor only. A model with power armor has a 3+ save. **Refractor Field:** Model with refractor field only. A model with a refractor field has a 5+ invulnerable save. **Servo-Skull Targeter:** Model with servo-skull targeter only. This model does not suffer the penalty to hit rolls for the target being obscured.
PIRATE	If this model has the PIRATE keyword (see the **Mandate Denied** rule on page 5), the model loses the **Warrant of Trade** ability and replaces it with the **Ruthless Master** ability. **Ruthless Master:** This model can target enemy models that are within 1" of friendly models during the Shooting phase and when firing Overwatch. Roll to hit as normal. If the to hit roll is successful, roll a D6; on a 2+, the attack is resolved against the enemy model; on a 1, the attack is resolved against the friendly model.
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Shooting, Stealth, Strategist, Strength
FACTION KEYWORD	ASTRA CARTOGRAPHICA, ADEPTA SORORITAS, ADEPTUS ARBITES, ADEPTUS ASTARTES, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, ADEPTUS TERRA, ASTRA MILITARUM, ADEPTUS MINISTORUM, ADEPTUS TERRA, INQUISITION
KEYWORDS	IMPERIUM, INFANTRY, COMMANDER, ROGUE TRADER

COMMANDER UPGRADES AND TACTICS

To survive and succeed as a Rogue Trader requires not only superlative battle skills, but also access to specialist equipment and wargear. As an investigator and judge of the Emperor's will, a Rogue Trader must ensure that their personal arsenal is well-stocked with the exact weapons and devices needed to triumph in any situation.

When purchasing Commander upgrades for a Rogue Trader, you can choose from the Imperial Battle Master, Rogue Trader Militant, Lord Rogue Trader, and Quick Draw Traits below in addition to those listed on pg 16 of the *Kill Team – Commanders* rulebook. In addition, if your kill team includes a Rogue Trader, you can use the Beacon of Resoluteness, Punish the Impure, or Righteous Fury Tactics (see right).

10 Pts

TRADER FLEET MASTER
Astra Cartographica Trait
If your kill team is Battle-forged, you start the battle with 1 additional Command Point (this can only be spent to use an Astra Cartographica Tactic).

15 Pts

TRADER MILITANT
Astra Cartographica Trait
Add 1 to this model's Attacks characteristic.

5 Pts

QUICK DRAW
Astra Cartographica Trait
This model can shoot each turn as if it was Readied.

ASTRA CARTOGRAPHICA COMMANDERS

MODEL	POINTS PER MODEL
Rogue Trader (Level 1)	25
Rogue Trader (Level 2)	31
Rogue Trader (Level 3)	43
Rogue Trader (Level 4)	61
Rogue Trader Lord (Level 1)	40
Rogue Trader Lord (Level 2)	46
Rogue Trader Lord (Level 3)	58
Rogue Trader Lord (Level 4)	76

ASTRA CARTOGRAPHICA RANGED WEAPONS

WARGEAR	POINTS PER WEAPON
Archeotech grenade	1
Bolt pistol	1
Boltgun	2
Combat shotgun	2
Combi-flamer	3
Combi-melta	3
Combi-plasma	3
Concussion grenades	0
Hand flamer	2
Heirloom pistol	2
Inferno pistol	4
Laspistol	0
Needle pistol	1
Plasma pistol	4
Psyber-eagle	4

ASTRA CARTOGRAPHICA MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	1
Close combat weapon	0
Monomolecular rapier	4
Power fist	5
Power maul	3
Power sword	3

ASTRA CARTOGRAPHICA WARGEAR

WARGEAR	POINTS PER ITEM
Artificer armor	10
Carapace armor	0
Concealed archeotech weapon	1
Disruption field generator	4
Multi-spectral auspicator	2
Null rod	3
Power armor	5
Refractor field	0
Servo-skull targeter	1

NAVIGATOR

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Navigator	6"	5+	5+	3	3	3	2	7	6+	1

This model is armed with a laspistol and force-orb cane.

WARGEAR OPTIONS	• This model may replace its laspistol with a hand flamer, heirloom pistol, needle pistol, or plasma pistol. • This model may replace its force-orb cane with a force rod or a force stave. • This model may take any of the following: concealed archeotech weapon, disruption field generator, psyber-eagle, servo-skull targeter.
ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **Concealed archeotech weapon:** Model with concealed archeotech weapon only. Once per battle, at the start of the Fight phase, pick an enemy model within 1" of this model and roll a dice; on a 4+ the enemy model suffers D3 mortal wounds. **Disruption Field Generator:** Model with disruption field generator only. A model with a disruption field generator has a 4+ invulnerable save.	**Servo-Skull Targeter:** Model with servo-skull targeter only. This model does not suffer the penalty to hit rolls for the target being obscured. **The Third Eye:** When this model attempts to manifest the Psybolt psychic power, select an enemy model within 12" of and visible to it before making the Psychic test – if there are none, it cannot attempt to manifest Psybolt this phase. If the power is successfully manifested, the model you chose suffers the mortal wounds, even if another enemy model is closer to this model.
PSYKER	This model can attempt to manifest two psychic powers and deny two psychic powers in each Psychic phase. It knows the Psybolt psychic power and two psychic powers generated from the Divination discipline.
SPECIALISTS	Psyker
FACTION KEYWORD	ASTRA CARTOGRAPHICA
KEYWORDS	IMPERIUM, NAVIS NOBILITE, COMMANDER, INFANTRY, PSYKER, CREW MEMBER, NAVIGATOR

DIVINATION DISCIPLINE

To generate psychic powers from the Divination discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have.

D3   Result

1   PSYCHIC BARRIER

Bullets bounce off of thin air and are deflected harmlessly away as the psyker erects a barrier of shimmering energy about himself.

Psychic Barrier has a warp charge value of 6. If manifested, all friendly **ASTRA CARTOGRAPHICA** models within 6" of the psyker have a 4+ invulnerable save until the start of your next Psychic phase.

2   DOMINATE

The psyker reaches into his foe's mind, taking control of the foe's actions.

Dominate has a warp charge value of 8. If manifested, select one enemy model with 12" of and visible to this psyker. This model acts as a friendly **ASTRA CARTOGRAPHICA** model until the start of your next Psychic phase.

3   IN HARM'S WAY

The psyker reaches out with his senses to anticipate the actions of his enemies.

In Harm's Way has a warp charge value of 6. If manifested, the psyker adds 1 to his To Hit rolls until the start of your next Psychic phase; in addition, all enemy To Hit rolls against this model suffer a -1 penalty until the start of your next Psychic phase.

ASTRA CARTOGRAPHICA COMMANDERS

MODEL	POINTS PER MODEL
Navigator (Level 1)	32
Navigator (Level 2)	44
Navigator (Level 3)	56
Navigator (Level 4)	68

PSYKER RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Hand flamer	2
Heirloom pistol	2
Laspistol	0
Needle pistol	1
Plasma pistol	4
Psyber-eagle	4

PSYKER MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Force orb-cane	0
Force rod	1
Force stave	1

PSYKER WARGEAR

WARGEAR	POINTS PER ITEM
Concealed archeotech weapon	1
Disruption field generator	4
Refractor field	0
Servo-skull targeter	1

SENESCHAL

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Seneschal	6"	4+	4+	3	3	2	2	8	5+	2

This model is armed with a close combat weapon, laspistol, and concussion grenades.

VOID-MASTER	When you recruit a Seneschal, it may be assigned one role from the options below. Your command roster may include only one model with each of the roles. • **Master-at-Arms:** This model's WS is increased to 3+ and the Attacks characteristic is increased to 3. This model gains the **MASTER-AT-ARMS** keyword. • **Master Engineer:** Friendly Astra Cartographica models that are within 6" of this model have a 5+ invulnerable save. This model is always a Comms specialist, but this does not count towards the maximum number of specialists in your kill team. This model gains the **MASTER ENGINEER** keyword. • **Master Gunner:** This model's BS is increased to 3+. Choose one friendly **ASTRA CARTOGRAPHICA** model within 6" of this model. That model re-rolls hit rolls of 1 for ranged attacks until the end of the turn. This model gains the **MASTER GUNNER** keyword. • **Master Medicae:** This model replaces its close combat weapon with a scalpel claw. At the end of the Movement phase, as long as this model is not shaken or Readied and did not Fall Back or make a charge attempt this phase, choose a friendly **ASTRA CARTOGRAPHICA** model that has any flesh wounds and is within 1" of this model. Roll a D6; on a 4-5 one flesh wound is removed from that model; on a 6 D3 flesh wounds are removed from that model. This model is always a Medic specialist, but this does not count towards the maximum number of specialists in your kill team. This model gains the **MASTER MEDICAE** keyword.
WARGEAR OPTIONS	• This model may replace its close combat weapon with a chainsword, eviscerator, laspistol, monomolecular rapier, power axe, power fist, power maul, or power sword. • This model may replace its laspistol with a bolt pistol, boltgun, combat shotgun, combi-flamer, combi-melta, combi-plasma, hand flamer, heirloom pistol, hot-shot lasgun, hot-shot laspistol, lasgun, needle pistol, or plasma pistol. • This model may take any of the following: carapace armor, concealed archeotech weapon, psyber-eagle, refractor field, servo-skull targeter.
ABILITIES	**Loyal Retainer:** See pg 3. **Trusted Retainer:** A **SENESCHAL** may be taken in any **IMPERIUM** kill team. If taken in a non-Astra Cartographica kill team, this model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword. **Carapace Armor:** Seneschal with carapace armor only. This model has a 4+ save.	**Concealed archeotech weapon:** Model with concealed archeotech weapon only. Once per battle, at the start of the Fight phase, pick an enemy model within 1" of this model and roll a dice; on a 4+ the enemy model suffers D3 mortal wounds. **Refractor Field:** Seneschal with refractor field only. A model with a refractor field has a 5+ invulnerable save. **Servo-Skull Targeter:** Model with servo-skull targeter only. This model does not suffer the penalty to hit rolls for the target being obscured.
PIRATE	If this model has the **PIRATE** keyword (see the **Mandate Denied** rule on page 5), the model loses the **Loyal Retainer** and **Trusted Retainer** abilities and replaces them with the **Ruthless** ability. **Ruthless:** This model can target enemy models that are within 1" of friendly models during the Shooting phase and when firing Overwatch. Roll to hit as normal. If the to hit roll is successful, roll a D6; on a 3+, the attack is resolved against the enemy model; on a 1 or 2, the attack is resolved against the friendly model.
SPECIALISTS	**Leader**, **Combat**, **Comms**, **Demolitions**, **Medic**, **Scout**, **Veteran**
FACTION KEYWORD	**ASTRA CARTOGRAPHICA, ADEPTA SORORITAS, ADEPTUS ARBITES, ADEPTUS ASTARTES, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, ADEPTUS TERRA, ASTRA MILITARUM, ADEPTUS MINISTORUM, ADEPTUS TERRA, INQUISITION**
KEYWORDS	**IMPERIUM, INFANTRY, CREW MEMBER, SENESCHAL**

ARMSMAN

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Armsman	6"	4+	4+	3	3	1	1	7	5+	-
Armsman Gunner	6"	4+	3+	3	3	1	1	7	5+	2
Armsmaster	6"	4+	3+	3	3	2	2	8	5+	1

This model is armed with a lasgun, laspistol, and concussion grenades.
Up to two Armsmen in your kill team can be Armsman Gunners, and one Armsman in your kill team can be an Armsmaster.

WARGEAR OPTIONS	
	• This model may replace its lasgun with an Arbites shotgun, bolt pistol, boltgun, chainsword, close combat weapon, combat shotgun, great weapon, hot-shot lasgun, hot-shot laspistol, laspistol, needle pistol, power maul, shotgun, or suppression shield. • This model may replace its laspistol with a bolt pistol, chainsword, close combat weapon, hot-shot laspistol, needle pistol, or suppression shield. • An Armsman Gunner may replace its lasgun with a flamer, grenade launcher, heavy stubber, hot-shot volley gun, meltagun, plasmagun, rotor cannon, or sniper rifle. • An Armsmaster may replace its lasgun with a combi-flamer, combi-melta, or combi-plasma, power axe, power fist, power maul, or power sword. • An Armsmaster may replace its laspistol with a hand flamer or plasma pistol. • This model may take carapace armor.

ABILITIES		
	Loyal Retainer: See pg 3. **Carapace Armor:** Armsman with carapace armor only. This model has a 4+ save.	**Combat Training:** When you recruit an Armsman, you may improve that fighter's WS or BS to 3+.

SPECIALISTS	**Leader** (Armsmaster only), **Combat**, **Demolitions**, **Heavy** (Armsman Gunner only), **Veteran**
FACTION KEYWORD	ASTRA CARTOGRAPHICA
KEYWORDS	IMPERIUM, INFANTRY, CREW MEMBER, ARMSMAN

BATTLE SISTER

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	5

This model is armed with a boltgun, bolt pistol, frag grenades, and krak grenades.

WARGEAR OPTIONS	
	• One Battle Sister in your kill team may replace its boltgun with a flamer or storm bolter.

ABILITIES	
	Shield of Faith: Models with this ability have a 6+ invulnerable save. In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a **PSYKER**. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power. **War of Faith:** This model may only be included in a kill team that has the **MANDATE MISSIONARIUS** expedition objective.

SPECIALISTS	**Comms**, **Demolitions**, **Medic**, **Sniper**, **Veteran**, **Zealot**
FACTION KEYWORD	ASTRA CARTOGRAPHICA
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, ADEPTA SORORITAS, BATTLE SISTER

CANID

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Canid	7"	3+	-	3	3	1	1	5	6+	-

This model is armed with a vicious bite.

ABILITIES	
	Beast: Canids cannot be specialists, are not part of a fire team, and cannot gain experience. **Loyal Retainer:** See pg 3.

FACTION KEYWORD	ASTRA CARTOGRAPHICA
KEYWORDS	IMPERIUM, BEAST, CANID

CRUSADER

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Crusader	6"	3+	4+	3	3	2	2	7	4+	2

This model is armed with a power sword and storm shield.

ABILITIES	**Loyal Retainer:** See pg 3.	**Storm Shield:** This model has a 3+ invulnerable save.
	Hacking Advance: Each unmodified hit roll of 6 made for this model's attacks in the Fight phase scores 2 hits instead of 1.	**Spiritual Fortitude:** When this model would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.
	Ecclesiarchy Battle Conclave: If your kill team is Battle-forged and includes any **MISSIONARY** models, the maximum number of Crusaders you may include in your kill team is 6.	**Faithful Unto Death:** This model may not be included in a kill team that has the **MANDATE DENIED** expedition objective.

SPECIALISTS	Combat
FACTION KEYWORD	ASTRA CARTOGRAPHICA
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, CRUSADER

DEATH CULT ASSASSIN

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Death Cult Assassin	7"	3+	4+	4	3	1	4	7	5+	2

This model is armed with a Death Cult power blade and frag grenades.

WARGEAR OPTIONS	• This model may replace its Death Cult power blade with a pair of Death Cult power stilettos.

ABILITIES	**Ecclesiarchy Battle Conclave:** If your kill team is Battle-forged and includes any **MISSIONARY** models, the maximum number of Death Cult Assassins you may include in your kill team is 6.	**Uncanny Reflexes:** This model has a 5+ invulnerable save.
		Zealous: You can re-roll failed hit rolls for this model in a battle round in which it charged or was charged by an enemy model.

SPECIALISTS	Combat
FACTION KEYWORD	ASTRA CARTOGRAPHICA
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, DEATH CULT ASSASSIN

JOKAERO WEAPONSMITH

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Jokaero Weaponsmith	6"	6+	4+	2	3	1	2	7	5+	-

This model is armed with Jokaero weapons and defense orbs.

| ABILITIES | **Defense Orbs:** This model has a 5+ invulnerable save.

Inconceivable Customization: At the start of your Shooting phase, you can select one friendly Astra Cartographica model within 3" of this model and roll one D6; apply the result from the following table to the selected model until the end of the turn.

D6	Result
1-2	**Augmented Targeting:** When resolving an attack made by this model, you can re-roll the hit roll.
3-4	**Augmented Penetration:** When resolving an attack made by this model, you can re-roll the wound roll.
5-6	**Total Augmentation:** When resolving an attack made by this model, you can re-roll the hit roll and you can re-roll the wound roll.

FACTION KEYWORD	ASTRA CARTOGRAPHICA
KEYWORDS	INFANTRY, JOKAERO WEAPONSMITH

MISSIONARY

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Missionary	6"	4+	4+	3	3	1	1	7	7+	-
Missionary Zealot	6"	3+	4+	3	3	1	2	7	7+	1

This model is armed with a laspistol and close combat weapon.

WARGEAR OPTIONS	• This model may replace its laspistol with a combat shotgun, flamer, lasgun, or plasmagun. • A missionary zealot may replace its laspistol with a hand flamer • This model may replace its close combat weapon with a chainsword or power maul. • A missionary zealot may replace its close combat weapon with an eviscerator. • This model may take any of the following: holy relic, rosarius.
ABILITIES	**Holy Relic:** Model with holy relic only. Whilst this model is within 6" of any friendly **IMPERIUM** models, add 1 to the Leadership characteristic of those friendly models. **Maniacal Fervor:** Missionary zealot only. Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost. **Rosarius:** Model with rosarius only. A model with a rosarius has a 4+ invulnerable save.	**Word of the Emperor:** Roll one D6 when a friendly **IMPERIUM** model would fail a Nerve test whilst it is within 6" of this model. On a 4+ that model does not fail the test. **Faithful Unto Death:** This model may not be included in a kill team that has the **MANDATE DENIED** expedition objective.
SPECIALISTS	**Veteran**, **Zealot**
FACTION KEYWORD	**ASTRA CARTOGRAPHICA**
KEYWORDS	**IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, CREW MEMBER, MISSIONARY**

PRIMARIS SPACE MARINE

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primaris Space Marine	6"	3+	3+	4	4	2	2	7	3+	1

This model is armed with a bolt rifle, bolt pistol, frag grenades, and krak grenades.

WARGEAR OPTIONS	• This model may replace its bolt rifle with an auto bolt rifle or stalker bolt rifle.
ABILITIES	**And They Shall Know No Fear:** You can re-roll failed Nerve tests for this model. **Transhuman Physiology:** Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.	**Angels of Death:** This model may only be included in a kill team that has the **MANDATE MILITANT** expedition objective.
SPECIALISTS	**Combat**, **Comms**, **Sniper**, **Veteran**
FACTION KEYWORD	**ASTRA CARTOGRAPHICA**
KEYWORDS	**IMPERIUM, INFANTRY, ADEPTUS ASTARTES, PRIMARIS SPACE MARINE**

REJUVENAT ADEPT

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rejuvenat Adept	6"	4+	4+	3	3	1	2	7	5+	-

A Rejuvenat Adept is armed with a laspistol and scalpel claw.

ABILITIES	**Specialist Henchman:** This model is always a Medic specialist, but this does not count towards the maximum number of specialists in your kill team.	**Medicus:** At the end of the Movement phase, as long as this model is not shaken or Readied and did not Fall Back or make a charge attempt this phase, choose a friendly **ASTRA CARTOGRAPHICA** model that has any flesh wounds and is within 1" of this model. Roll a D6; on a 4+ one flesh wound is removed from that model.
SPECIALISTS	**Medic**
FACTION KEYWORD	**ASTRA CARTOGRAPHICA**
KEYWORDS	**IMPERIUM, INFANTRY, CREW MEMBER, REJUVENAT ADEPT**

SERVITOR

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Servitor	6"	4+	4+	3	3	1	2	7	5+	2

This model is armed with a pair of close combat weapons.

WARGEAR OPTIONS	• This model may replace either close combat weapon with an arco-flail, chainsword, servo-arm, or servo-claw. • This model may replace one close combat weapon with a heavy bolter, multi-melta, or plasma cannon.
ABILITIES	**Automaton:** A Servitor cannot be a specialist, is not part of a fire team, and cannot gain experience. A Servitor automatically passes any Nerve tests it is required to take.	**Mechanicus Automata-Cohort:** If your kill team is Battle-forged and includes any TECH-PRIEST models, the maximum number of Servitors you may include in your kill team is 6.
FACTION KEYWORD	ASTRA CARTOGRAPHICA	
KEYWORDS	IMPERIUM, INFANTRY, SERVITOR	

SKITARII RANGER

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	3

This model is armed with a galvanic rifle.

WARGEAR OPTIONS	• One Skitarii Ranger in your kill team may take an enhanced data-tether or an omnispex. • One Skitarii Ranger in your kill team may replace its galvanic rifle with an arc rifle.
ABILITIES	**Canticles of the Omnissiah** (see the *Kill Team Core Manual*) **Bionics:** This model has a 6+ invulnerable save. **Enhanced Data-tether:** You can re-roll failed Nerve tests for SKITARII models while a friendly model with an enhanced data-tether is on the battlefield and not shaken.	**Omnispex:** At the start of each Shooting phase, you can choose another SKITARII model within 3" of a friendly model equipped with an omnispex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured. **Quest for Knowledge:** This model may only be included in a kill team that has the MANDATE EXPLORATOR expedition objective.
SPECIALISTS	Comms, Scout, Sniper, Zealot	
FACTION KEYWORD	ASTRA CARTOGRAPHICA	
KEYWORDS	IMPERIUM, SKITARII, INFANTRY, ADEPTUS MECHANICUS, SKITARII RANGER	

SKITARII VANGUARD

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Skitarii Vanguard	6"	4+	3+	3	3	1	1	6	4+	3

This model is armed with a radium carbine.

WARGEAR OPTIONS	• One Skitarii Vanguard in your kill team may take an enhanced data-tether or an omnispex. • One Skitarii Vanguard in your kill team may replace its radium carbine with an arc rifle.
ABILITIES	**Canticles of the Omnissiah** (see the *Kill Team Core Manual*) **Bionics:** This model has a 6+ invulnerable save. **Omnispex:** At the start of each Shooting phase, you can choose another SKITARII model within 3" of a friendly model equipped with an omnispex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured.	**Enhanced Data-tether:** You can re-roll failed Nerve tests for SKITARII models while a friendly model with an enhanced data-tether is on the battlefield and not shaken. **Rad-saturation:** Reduce the Toughness characteristic of enemy models by 1 whilst they are within 1" of one or more models with this ability. **Quest for Knowledge:** This model may only be included in a kill team that has the MANDATE EXPLORATOR expedition objective.
SPECIALISTS	Comms, Scout, Sniper, Zealot	
FACTION KEYWORD	ASTRA CARTOGRAPHICA	
KEYWORDS	IMPERIUM, SKITARII, INFANTRY, ADEPTUS MECHANICUS, SKITARII VANGUARD	

SPACE MARINE

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Space Marine	6"	3+	3+	4	4	1	1	7	3+	1

This model is armed with a boltgun, bolt pistol, frag grenades, and krak grenades.

WARGEAR OPTIONS	• This model may replace its boltgun with a chainsword. • One Space Marine in your kill team may replace its boltgun with a flamer.
ABILITIES	**And They Shall Know No Fear:** You can re-roll failed Nerve tests for this model. **Transhuman Physiology:** Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.	**Angels of Death:** This model may only be included in a kill team that has the MANDATE MILITANT expedition objective.
SPECIALISTS	**Comms**, **Demolitions**, **Sniper**, **Veteran**
FACTION KEYWORD	ASTRA CARTOGRAPHICA
KEYWORDS	IMPERIUM, INFANTRY, ADEPTUS ASTARTES, SPACE MARINE

TECH-PRIEST

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tech-priest	6"	4+	4+	4	4	2	2	8	3+	1

This model is armed with a laspistol and close combat weapon.

WARGEAR OPTIONS	• This model may replace its laspistol with a bolt pistol, gamma pistol, hand flamer, or servo-claw. • This model may replace its close combat weapon with an Omnissian axe, power fist, or servo-claw. • This model may take any of the following: artificer armor, dataspike, ornate bionics. • This model may take up to two of the following: mind impulse unit, servo-arm. • If this model has a weapon mind impulse unit, it must take one of the following additional weapons that are slaved to the mind impulse unit: bolt pistol, boltgun, gamma pistol, hand flamer, or laspistol.
ABILITIES	**Canticles of the Omnissiah** (see the *Kill Team Core Manual*) **Artificer Armor:** Model with artificer armor only. A model with artificer armor has a 2+ save. **Bionics:** This model has a 6+ invulnerable save. **Ornate Bionics:** Model with ornate bionics only. This model has a 5+ invulnerable save.	**Mind Impulse Unit:** Model with mind impulse unit only. The model may shoot the slaved weapon instead of or in addition to any other shooting attacks. **Quest for Knowledge:** This model may only be included in a kill team that has the MANDATE EXPLORATOR expedition objective.
SPECIALISTS	**Combat**, **Comms**, **Demolition**, **Medic**, **Veteran**, **Zealot**
FACTION KEYWORD	ASTRA CARTOGRAPHICA, ADEPTUS MECHANICUS
KEYWORDS	IMPERIUM, INFANTRY, TECH-PRIEST

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc rifle	24"	Rapid Fire 1	6	-1	1	-
Archeotech grenade	6"	Grenade D3	6	-1	D3	You can only use this weapon once per battle.
Auto bolt rifle	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combat shotgun	When attacking with this weapon, choose one of the profiles below.					
- Scatter shell	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
- Solid shell	12"	Assault 1	4	-1	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Plasma (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma (supercharge)	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Concussion grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Galvanic rifle	30"	Rapid Fire 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1.
Gamma pistol	12"	Pistol 1	6	+3	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Hand flamer	6"	Pistol D6	3	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Heirloom pistol	12"	Pistol 1	4	-2	2	-
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Jokaero weapons	When you choose this weapon to shoot with, select one of the profiles below.					
- Focused strike	24"	Heavy 1	8	-3	3	-
- Scattershot	12"	Assault 6	4	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Needle pistol	12"	Pistol 1	1	0	1	When resolving an attack made with this weapon, a wound roll of 2+ is successful.

RANGED WEAPONS (CONTINUED)

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.
Plasmagun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Psyber-eagle	24"	Assault D6	4	0	1	-
Radium carbine	18"	Assault D3	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with a Damage of 3.
Rotor cannon	24"	Heavy 4	4	-1	2	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Stalker bolt rifle	36"	Heavy 2	4	-2	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arco-flail	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Close combat weapon	Melee	Melee	User	0	1	-
Dataspike	Melee	Melee	User	0	1	A dataspike can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Death Cult power blade	Melee	Melee	User	-2	1	-
Death Cult power stiletto	Melee	Melee	User	-3	1	If a model is armed with two Death Cult power stilettos, each time it fights it can make 1 additional attack with them.
Eviscerator	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the roll.
Force-orb cane	Melee	Melee	User	0	D3	-
Force rod	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Great weapon	Melee	Melee	+2	0	1	When attacking with this weapon, you must subtract 1 from the hit roll. Each time the bearer fights, it can make 1 additional attack with this weapon.
Monomolecular rapier	Melee	Melee	User	-4	1	-
Omnissian axe	Melee	Melee	+1	-2	2	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Scalpel claw	Melee	Melee	User	-1	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Servo-claw	Melee	Melee	+1	-1	1	-
Suppression shield	Melee	Melee	User	-1	1	A model with a suppression shield has a 3+ armor save.
Vicious bite	Melee	Melee	User	0	1	A model with a vicious bite may make one vicious bite attack in addition to any other melee attacks he may have in the Fight phase.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Armsman	6
- Armsman Gunner	7
- Armsmaster	7
Battle Sister	7
Canid	6
Crusader	6
Death Cult Assassin	12
Jokaero Weaponsmith	6
Missionary	4
Primaris Space Marine	13
Rejuvenat Adept	9
Seneschal	7
- Master-at-Arms	9
- Master Engineer	9
- Master Gunner	8
- Master Medicae	11
Servitor	5
Servo-Skull	3
Skitarii Ranger	9
Skitarii Vanguard	9
Space Marine	10
Tech-Priest	10

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arco-flail	1
Chainsword	0
Close combat weapon	0
Dataspike	1
Death Cult power blade	0
Death Cult power stiletto	0
Eviscerator	6
Great weapon	1
Monomolecular rapier	4
Omnissian axe	3
Power fist	5
Power maul	3
Power sword	3
Scalpel claw	0
Servo-arm	0
Servo-claw	1
Suppression shield	1
Vicious bite	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Arc rifle	0
Auto bolt rifle	1
Bolt pistol	1
Bolt rifle	1
Boltgun	1
Combat shotgun	1
Combi-flamer	4
Combi-melta	4
Combi-plasma	5
Concussion grenades	0
Flamer	3
Frag grenades	0
Galvanic rifle	0
Gamma pistol	3
Grenade launcher	3
Hand flamer	1
Heavy bolter	4
Heavy stubber	2
Heirloom pistol	2
Jokaero weapons	0
Krak grenades	0
Lasgun	0
Laspistol	0
Meltagun	3
Multi-melta	5
Needle pistol	1
Plasma cannon	5
Plasma pistol	2
Plasmagun	4
Psyber-eagle	4
Radium carbine	0
Rotor cannon	4
Shotgun	0
Sniper rifle	2
Stalker bolt rifle	0
Storm bolter	2

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Artificer armor	11
Carapace armor	3
Concealed archeotech weapon	1
Defense orbs	2
Enhanced data-tether	5
Holy relic	1
Mind impulse unit	1
Omnispex	1
Ornate bionics	2
Refractor field	2
Rosarius	2
Servo-skull targeter	1
Storm shield	4