

# ASTRA CARTOGRAPHICA

# UNCHAINED

**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 Explorer 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.



With much appreciation to the other hobbyists that assisted in the development of these rules (in alphabetical order):  
 apologist, Brother Tyler, Dosjetka, Inquisitor Eisenhorn, N1SB, Sandalphon, ThePenitentOne, TPS, and war009  
 Their input and feedback were essential in turning my rough ideas into the product you see before you.



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

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

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

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

<b>ASTRA CARTOGRAPHICA NAMES</b>	
<p>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.</p>	



# 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**.

**Handler:** When you recruit a **FAMILIAR** into your command roster, it must be assigned to a **CREW MEMBER** or a **ROGUE TRADER**. That **CREW MEMBER** or **ROGUE TRADER** is the **FAMILIAR**’s handler and gains the **HANDLER** keyword.

- A **HANDLER** may only be assigned one **FAMILIAR**.
- When you muster your kill team, you must include either both the **FAMILIAR** and its **HANDLER**, or neither.
- During deployment, the **FAMILIAR** must be set up within 2” of its **HANDLER**.
- If the **HANDLER** leaves the table for any reason, the **FAMILIAR** will follow the **HANDLER**.
- If the **HANDLER** suffers a dead result on the casualty chart in campaign play, or if the **HANDLER** is ever retired, you must assign the **FAMILIAR** to a different **CREW MEMBER** or **ROGUE TRADER** model. The **FAMILIAR** and its new **HANDLER** cannot be used in your next mission as the two models bond.

## 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**

## 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**

## 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**



### 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**

### FOREBODING

**Astra Cartographica Tactic**  
**Astropath Tactic**

Use this Tactic at the start of the Movement. Pick an **ASTROPATH** (other than a shaken model) from your kill team. All friendly models within 6” of that **ASTROPATH** that are not Readied and did not Advance, Charge, or Fall Back this battle round are now Readied.

**3 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.*

Models with the **XENOS** keyword may not be included on the command roster. **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
<b>Rogue Trader</b>	6"	3+	3+	3	3	3	3	9	4+	1
<b>Rogue Trader Lord</b>	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.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its close combat weapon with a combat shotgun, chainsword, monomolecular rapier, power axe, power fist, power maul, power sword, or Scythian venom talon.</li> <li>This model may replace its laspistol with an archeo-revolver, bolt pistol, boltgun, combi-flamer, combi-melta, combi-plasma, hand flamer, heirloom pistol, inferno pistol, kroot pistol, kroot rifle, needle pistol, plasma pistol, shuriken pistol, shuriken catapult, xenotech pistol, or xenotech rifle.</li> <li>This model may replace its carapace armor with power armor or artificer armor.</li> <li>This model may replace its refractor field with a disruption field generator.</li> <li>This model may take any of the following: archeotech grenade, concealed archeotech weapon, mind impulse unit, multi-spectral auspicator, null rod.</li> <li>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, laspistol, needle pistol, or plasma pistol.</li> </ul>									
<b>ABILITIES</b>	<p><b>Warrant of Trade:</b> A <b>ROGUE TRADER</b> may be taken as a <b>COMMANDER</b> option in any <b>IMPERIUM</b> 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.</p> <p><b>Artificer Armor:</b> Model with artificer armor only. A model with artificer armor has a 2+ save.</p> <p><b>Concealed archeotech weapon:</b> 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.</p> <p><b>Disruption Field Generator:</b> Model with disruption field generator only. A model with a disruption field generator has a 4+ invulnerable save.</p> <p><b>Mind Impulse Unit:</b> Model with mind impulse unit only. The model may shoot the slaved weapon instead of or in addition to any other shooting attacks.</p> <p><b>Multi-Spectral Auspicator:</b> Model with multi-spectral auspicator only. Re-roll hit rolls of 1 for attacks made by this model.</p> <p><b>Null Rod:</b> 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 <b>PSYKER</b> models, subtract 1 from Psychic tests and Deny the Witch tests taken for those enemy models.</p> <p><b>Power Armor:</b> Model with power armor only. A model with power armor has a 3+ save.</p> <p><b>Refractor Field:</b> Model with refractor field only. A model with a refractor field has a 5+ invulnerable save.</p>									
<b>PIRATE</b>	<p>If this model has the <b>PIRATE</b> keyword (see the <b>Mandate Denied</b> rule on page 5), the model loses the <b>Warrant of Trade</b> ability and replaces it with the <b>Ruthless Master</b> ability.</p> <p><b>Ruthless Master:</b> 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.</p>									
<b>SPECIALISTS</b>	<b>Ferocity, Fortitude, Leadership, Logistics, Melee, Psyker (PSYKER only), Shooting, Stealth, Strategist, Strength</b>									
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA, ADEPTA SORORITAS, ADEPTUS ARBITES, ADEPTUS ASTARTES, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, ADEPTUS TERRA, ASTRA MILITARUM, ADEPTUS MINISTORUM, ADEPTUS TERRA, INQUISITION</b>									
<b>KEYWORDS</b>	<b>IMPERIUM, INFANTRY, COMMANDER, ROGUE TRADER</b>									



## 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
Archeo-revolver	4
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
Kroot pistol	1
Kroot rifle	2
Laspistol	0
Needle pistol	1
Plasma pistol	4
Shuriken catapult	2
Shuriken pistol	1
Xenotech pistol	1
Xenotech rifle	2

ASTRA CARTOGRAPHICA MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	1
Close combat weapon	0
Monomolecular rapier	4
Power axe	3
Power fist	5
Power maul	3
Power sword	3
Scythian venom talon	3

ASTRA CARTOGRAPHICA WARGEAR	
WARGEAR	POINTS PER ITEM
Artificer armor	10
Carapace armor	0
Concealed archeotech weapon	1
Disruption field generator	4
Mind impulse unit	1
Multi-spectral auspicator	2
Null rod	3
Power armor	5
Refractor field	0



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.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its laspistol with a hand flamer, heirloom pistol, needle pistol, or plasma pistol.</li> <li>This model may replace its force-orb cane with a force rod or a force stave.</li> <li>This model may take any of the following: concealed archeotech weapon, disruption field generator.</li> </ul>									
<b>ABILITIES</b>	<p><b>Refractor Field:</b> This model has a 5+ invulnerable save.</p> <p><b>Concealed archeotech weapon:</b> 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.</p> <p><b>Disruption Field Generator:</b> Model with disruption field generator only. A model with a disruption field generator has a 4+ invulnerable save.</p> <p><b>The Third Eye:</b> 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.</p>									
<b>PSYKER</b>	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.									
<b>SPECIALISTS</b>	Psyker									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	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.*

*Dominare* has a warp charge value of 8. If manifested, select one enemy model within 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

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





## ADAPTATIONS & MUTATIONS

There is an almost limitless variety of lifeforms in the universe, ranging from basic humanoids to those that defy any classification of form. The effects of the Warp, too, can create an endless variety of mutations. Science, too, has the potential to create adaptations in creatures, better suiting those creatures to serve their creators' needs.

Adaptations can be the result of nature as well as of science. Life has evolved in all corners of the universe, adapting to overcome the challenges to its continued existence. Those that have mastered the arcane art of science, too, modify or create cybernetic creatures with a variety of adaptations incorporated, sometimes elegant and bespoke, sometimes maddeningly grotesque. Mutations are unnatural effects on life, causing random changes that don't breed true. Sometimes, an adaptation or mutation is of little real consequence, having no game effect. These include things like having a forked tongue or oddly colored eyes. Often, adaptations and mutations can have identical effects. The variety of adaptations and mutations are covered in the chart below. Unless otherwise indicated, a model may only take an adaptation or mutation once.

ADAPTATIONS & MUTATIONS	
ADAPTATION/MUTATION	EFFECT
<b>Atrophied Arm</b>	The model loses either its laspistol or close combat weapon.
<b>Atrophied Leg</b>	The model's Movement characteristic is reduced by 2".
<b>Barbed/Spiked Tail</b>	The model may make one attack during the Fight phase in addition to any other attacks.
<b>Breath Weapon</b>	Instead of making an attack in close combat, this model may make a breath attack. This represents toxic, corrosive, burning, or otherwise painful fumes or liquid.
<b>Brutish</b>	The model's Strength and Toughness are increased by 1. The model must be on a 32mm base.
<b>Club Hand</b>	The fingers on one of the model's hands have fused together into a single knobby lump. The model may have only one weapon, but also has a club hand. May not be taken with Manipulating Appendages or Talons.
<b>Cosmetic</b>	This adaptation/mutation has no game effect (e.g., large eyes, tentacles instead of limbs, etc.).
<b>Cyclopean</b>	The model's BS characteristic is reduced by 1 (e.g., 4+ becomes 5+).
<b>Diminutive</b>	The model's Strength and Toughness are decreased to 2. This may not be taken with Brutish or Hulking.
<b>Extra Arm</b>	The model has one extra arm that is equipped with either a laspistol or close combat weapon. The model's Attacks are increased by 1.
<b>Extra Limbs</b>	The model has two extra limbs that are each equipped with either a laspistol or close combat weapon. The model's Attacks are increased by 1. This adaptation may be taken twice.
<b>Fangs</b>	The model may make one vicious bite attack during the Fight phase in addition to any other attacks.
<b>Hazardous Blood</b>	If this model suffers a mortal wound, roll a dice for each other model within 3". On a 4+, that model suffers D3 mortal wounds.
<b>Horns/Spikes</b>	If this model charges, during the Fight phase before any other attacks are made, this model may make one gore attack.
<b>Hulking</b>	The model's Strength, Toughness, and Wounds are increased by 1. The model must be on a 40mm base and may not be equipped with any weapons with the Pistol type.
<b>Lithe</b>	The model's Weapon Skill is increased by 1 (e.g., 4+ becomes 3+).
<b>Manipulating Appendages</b>	The model may be equipped with a laspistol or close combat weapon. May not be taken with Club Hand or Talons.
<b>Natural Armor, Heavy</b>	The model's Save characteristic is increased to 4+.
<b>Natural Armor, Light</b>	The model's Save characteristic is increased to 5+.
<b>Natural Camouflage</b>	When an enemy player makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.
<b>Poison</b>	When making close combat attacks, this model wounds on a 4+.
<b>Quadruped</b>	The model's Toughness is increased by 1 and its Move characteristic is increased by 1".
<b>Rending Claws</b>	Replace this model's laspistol and close combat weapon with a pair of rending claws.
<b>Rotting Flesh</b>	The model's Save characteristic is reduced to 6+. This may not be taken with Natural Armor, Heavy or Natural Armor, Light.
<b>Small Target</b>	When an enemy model makes a hit roll for a shooting or melee attack that targets this model, that hit roll suffers a -1 modifier. The model must be on a 25mm base.
<b>Swift</b>	The model's Attacks are increased by 1 and its Move characteristic is increased by 1".
<b>Talons</b>	The model is equipped with a pair of talons. May not be taken with Manipulating Appendages or Club Hand.
<b>Wings</b>	The model's Move characteristic is increased by 2" and the model gains the FLY keyword. This adaptation may not be taken with the Brutish or Hulking adaptations.



<b>SENESCHAL</b>										
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Max</b>
<b>Seneschal</b>	<b>6"</b>	<b>4+</b>	<b>4+</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>5+</b>	<b>2</b>
This model is armed with a close combat weapon, laspistol, and concussion grenades.										
<b>VOID-MASTER</b>	<p>When you recruit a Seneschal, it may be assigned one role from the options below. Each seneschal's role must be unique – you cannot have two seneschals with the same role on your command roster.</p> <ul style="list-style-type: none"> <li>• <b>Astropath:</b> This model is a psyker and replaces its close combat weapon with a force-orb cane. This model gains the <b>ASTROPATH</b> and <b>PSYKER</b> keywords.</li> <li>• <b>Master-at-Arms:</b> This model's WS is increased to 3+ and the Attacks characteristic is increased to 3. This model gains the <b>MASTER-AT-ARMS</b> keyword.</li> <li>• <b>Master Engineer:</b> 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 <b>MASTER ENGINEER</b> keyword.</li> <li>• <b>Master Gunner:</b> This model's BS is increased to 3+. Choose one friendly <b>ASTRA CARTOGRAPHICA</b> 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 <b>MASTER GUNNER</b> keyword.</li> <li>• <b>Master Medicae:</b> 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 <b>ASTRA CARTOGRAPHICA</b> 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 <b>MASTER MEDICAE</b> keyword.</li> </ul>									
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>• This model may replace its close combat weapon with a chainsword, eviscerator, laspistol, monomolecular rapier, power axe, power fist, power maul, or power sword.</li> <li>• A <b>PSYKER</b> may replace its close combat weapon with a force-orb cane, force rod, force stave, or force sword.</li> <li>• This model may replace its laspistol with an archeo-revolver, bolt pistol, boltgun, combat shotgun, combi-flamer, combi-melta, combi-plasma, hand flamer, heirloom pistol, hot-shot lasgun, hot-shot laspistol, kroot pistol, kroot rifle, lasgun, needle pistol, plasma pistol, shuriken catapult, shuriken pistol, xenotech pistol, or xenotech rifle.</li> <li>• This model may take any of the following: carapace armor, concealed archeotech weapon, mind impulse unit, refractor field.</li> <li>• 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, laspistol, or plasma pistol.</li> </ul>									
<b>ABILITIES</b>	<p><b>Loyal Retainer:</b> See pg 3.</p> <p><b>Trusted Retainer:</b> A <b>SENESCHAL</b> may be taken in any <b>IMPERIUM</b> 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.</p> <p><b>Carapace Armor:</b> Seneschal with carapace armor only. This model has a 4+ save.</p> <p><b>Concealed archeotech weapon:</b> 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.</p> <p><b>Mind Impulse Unit:</b> Seneschal with mind impulse unit only. The model may shoot the slaved weapon instead of or in addition to any other shooting attacks.</p> <p><b>Refractor Field:</b> Seneschal with refractor field only. A model with a refractor field has a 5+ invulnerable save.</p>									
<b>PSYKER</b> (Astropath only)	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. This model knows the <i>Psybolt</i> psychic power.									
<b>PIRATE</b>	<p>If this model has the <b>PIRATE</b> keyword (see the <b>Mandate Denied</b> rule on page 5), the model loses the <b>Loyal Retainer</b> and <b>Trusted Retainer</b> abilities and replaces them with the <b>Ruthless</b> ability.</p> <p><b>Ruthless:</b> 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.</p>									
<b>SPECIALISTS</b>	<b>Leader, Combat, Comms, Demolitions, Medic, Scout, Veteran</b>									
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA, ADEPTA SORORITAS, ADEPTUS ARBITES, ADEPTUS ASTARTES, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, ADEPTUS TERRA, ASTRA MILITARUM, ADEPTUS MINISTORUM, ADEPTUS TERRA, INQUISITION</b>									
<b>KEYWORDS</b>	<b>IMPERIUM, ADEPTUS ASTRA TELEPATHICA (Astropath only), INFANTRY, CREW MEMBER, SENESCHAL</b>									



## AELDARI OUTCAST

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Aeldari Mercenary</b>	7"	3+	3+	3	3	1	1	7	5+	1
<b>Aeldari Ranger</b>	7"	3+	3+	3	3	1	1	7	5+	1
An Aeldari Mercenary is armed with a laspistol, Aeldari blade, and plasma grenades. An Aeldari Ranger is armed with a laspistol and Aeldari long rifle.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its laspistol with an Aeldari blade, a brace of pistols, or a shuriken pistol.</li> <li>An Aeldari Mercenary may replace its Aeldari blade with a chainsword or a power sword.</li> <li>An Aeldari Mercenary may replace its laspistol and Aeldari blade with a lasblaster or a shuriken catapult.</li> </ul>									
<b>ABILITIES</b>	<p><b>Ancient Doom:</b> You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.</p> <p><b>Battle Focus:</b> Aeldari Ranger only. If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.</p> <p><b>Cameleoline Cloak:</b> Aeldari Ranger only. When an enemy player makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.</p> <p><b>Reckless Abandon:</b> Aeldari Mercenary only. If a model with this ability succeeds at any To Wound rolls on an enemy model while firing Overwatch, it may make a 3" move in any direction that does not end within 3" of an enemy model once the Overwatch attack has been fully resolved and before the enemy unit has made its charge move.</p>									
<b>SPECIALISTS</b>	<b>Combat, Scout, Sniper, Veteran</b>									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	XENOS, AELDARI, INFANTRY, AELDARI OUTCAST									

## ARMSMAN

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Armsman</b>	6"	4+	4+	3	3	1	1	7	5+	-
<b>Armsman Gunner</b>	6"	4+	3+	3	3	1	1	7	5+	2
<b>Armsmaster</b>	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.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>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.</li> <li>This model may replace its laspistol with a bolt pistol, chainsword, close combat weapon, hot-shot laspistol, needle pistol, or suppression shield.</li> <li>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.</li> <li>An Armsmaster may replace its lasgun with a combi-flamer, combi-melta, or combi-plasma, power axe, power fist, power maul, or power sword.</li> <li>An Armsmaster may replace its laspistol with a hand flamer or plasma pistol.</li> <li>This model may take carapace armor.</li> </ul>									
<b>ABILITIES</b>	<p><b>Loyal Retainer:</b> See pg 3.</p> <p><b>Carapace Armor:</b> Armsman with carapace armor only. This model has a 4+ save.</p> <p><b>Combat Training:</b> When you recruit an Armsman, you may improve that fighter's WS or BS to 3+.</p>									
<b>SPECIALISTS</b>	<b>Leader</b> (Armsmaster only), <b>Combat, Demolitions, Heavy</b> (Armsman Gunner only), <b>Veteran</b>									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, INFANTRY, CREW MEMBER, ARMSMAN									



## ATTACK BEAST

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Attack Beast</b>	7"	3+	4+	3	3	1	1	5	6+	-
This model is armed with a vicious bite.										
<b>ABILITIES</b>	<p><b>Beast:</b> Attack Beasts cannot be specialists, are not part of a fire team, and cannot gain experience.</p> <p><b>Adaptation:</b> When you recruit this model, choose up to four adaptations from the chart below and note the resulting adaptations on the model's datacard. Each adaptation may only be taken once unless otherwise noted.</p> <ul style="list-style-type: none"> <li>Barbed/Spiked Tail</li> <li>Breath Weapon</li> <li>Brutish</li> <li>Fangs</li> <li>Horns/Spikes</li> <li>Hulking</li> <li>Lithe</li> <li>Natural Armor, Heavy</li> <li>Natural Armor, Light</li> <li>Natural Camouflage</li> <li>Poison</li> <li>Rending Claws</li> <li>Swift</li> <li>Talons</li> </ul>						<p><b>Handler:</b> See pg 3.</p> <p><b>Loyal Retainer:</b> See pg 3.</p>			
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, FAMILIAR, BEAST, ATTACK BEAST									

## BATTLE SISTER

	M	WS	BS	S	T	W	A	Ld	Sv	Max	
<b>Battle Sister</b>	6"	4+	3+	3	3	1	1	7	3+	5	
This model is armed with a boltgun, bolt pistol, frag grenades, and krak grenades.											
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>One Battle Sister in your kill team may replace its boltgun with a flamer or storm bolter.</li> </ul>										
<b>ABILITIES</b>	<p><b>Shield of Faith:</b> Models with this ability have a 6+ invulnerable save.</p> <p>In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a <b>PSYKER</b>. 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.</p>						<p><b>War of Faith:</b> This model may only be included in a kill team that has the <b>MANDATE MISSIONARIUS</b> expedition objective.</p> <p><b>Suffer Not the Alien to Live:</b> This model may not be included in a kill team that includes any <b>XENOS</b> models.</p>				
<b>SPECIALISTS</b>	Comms, Demolitions, Medic, Sniper, Veteran, Zealot										
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA										
<b>KEYWORDS</b>	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, ADEPTA SORORITAS, BATTLE SISTER										

## BEASTMAN

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Beastman</b>	6"	3+	4+	4	4	1	1	5	5+	-
This model is armed with horns, a laspistol, and a close combat weapon.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its close combat weapon with a chainsword.</li> <li>This model may replace its laspistol and close combat weapon with a lasgun, shotgun, or a great weapon.</li> </ul>									
<b>ABILITIES</b>	<p><b>Loyal Retainer:</b> See pg 3.</p>									
<b>SPECIALISTS</b>	Combat, Demolitions, Veteran, Zealot									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, MILITARUM AUXILLA, INFANTRY, ABHUMAN, BEASTMAN									



## CHERUB

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Cherub</b>	6"	5+	5+	3	3	1	1	6	5+	-
<b>ABILITIES</b>	<p><b>Handler:</b> See pg 3.</p> <p><b>Cyber-Construct:</b> Cherubs cannot be specialists, are not part of a fire team, and cannot gain experience. A Cherub automatically passes any Nerve tests it is required to take.</p> <p><b>Defense Protocols:</b> When this model's <b>HANDLER</b> is within 3" of this model and would lose any wounds as a result of an attack made against that model, this model can attempt to intercept that attack. Roll one D6; on a 2+, that model does not lose those wounds and this model suffers the wounds instead. Only one model can attempt to intercept each attack against the <b>HANDLER</b> model.</p> <p><b>Watcher:</b> If the Cherub can draw line of sight to an enemy target, the <b>HANDLER</b> does not suffer the penalty to hit rolls for the target being obscured.</p>					<p><b>Role:</b> When you recruit a Cherub into your command roster, it must be assigned one role from the options below.</p> <p><b>Chorister:</b> Whilst this model is within 6" of any friendly <b>IMPERIUM</b> models, add 1 to the Leadership characteristic of those friendly models.</p> <p><b>Focus:</b> If the cherub's <b>HANDLER</b> is a <b>PSYKER</b>, the handler may manifest one psychic power and attempt to deny one psychic power in each Psychic phase from the position of the cherub. If the psyker rolls a Perils of the Warp result, the cherub will suffer the consequences instead of the psyker.</p> <p><b>Grenadier:</b> This model is equipped with either concussion grenades or one melta bomb.</p> <p><b>Executioner:</b> This model is equipped with a close combat weapon and has a WS of 4+.</p> <p><b>Reaper:</b> This model is equipped with a laspistol and has a BS of 4+.</p>				
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, FAMILIAR, CHERUB									

## COMPANION CREATURE

	M	WS	BS	S	T	W	A	Ld	Sv	Max			
<b>Companion Creature</b>	6"	4+	4+	3	3	1	1	5	6+	-			
<b>ABILITIES</b>	<p><b>Beast:</b> Companion Creatures cannot be specialists, are not part of a fire team, and cannot gain experience.</p> <p><b>Handler:</b> See pg 3.</p> <p><b>Adaptation:</b> When you recruit this model, choose up to four adaptations from the chart below and note the resulting adaptations on the model's datacard. Each adaptation may only be taken once unless otherwise noted.</p> <table style="width: 100%; border: none;"> <tr> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>Barbed/Spiked Tail</li> <li>Breath Weapon</li> <li>Brutish</li> <li>Diminutive</li> <li>Fangs</li> <li>Hazardous Blood</li> </ul> </td> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>Horns/Spikes</li> <li>Lithe</li> <li>Manipulating Appendages</li> <li>Natural Armor, Heavy</li> <li>Natural Armor, Light</li> <li>Natural Camouflage</li> </ul> </td> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>Poison</li> <li>Quadruped</li> <li>Small Target</li> <li>Swift</li> <li>Talons</li> </ul> </td> </tr> </table>										<ul style="list-style-type: none"> <li>Barbed/Spiked Tail</li> <li>Breath Weapon</li> <li>Brutish</li> <li>Diminutive</li> <li>Fangs</li> <li>Hazardous Blood</li> </ul>	<ul style="list-style-type: none"> <li>Horns/Spikes</li> <li>Lithe</li> <li>Manipulating Appendages</li> <li>Natural Armor, Heavy</li> <li>Natural Armor, Light</li> <li>Natural Camouflage</li> </ul>	<ul style="list-style-type: none"> <li>Poison</li> <li>Quadruped</li> <li>Small Target</li> <li>Swift</li> <li>Talons</li> </ul>
<ul style="list-style-type: none"> <li>Barbed/Spiked Tail</li> <li>Breath Weapon</li> <li>Brutish</li> <li>Diminutive</li> <li>Fangs</li> <li>Hazardous Blood</li> </ul>	<ul style="list-style-type: none"> <li>Horns/Spikes</li> <li>Lithe</li> <li>Manipulating Appendages</li> <li>Natural Armor, Heavy</li> <li>Natural Armor, Light</li> <li>Natural Camouflage</li> </ul>	<ul style="list-style-type: none"> <li>Poison</li> <li>Quadruped</li> <li>Small Target</li> <li>Swift</li> <li>Talons</li> </ul>											
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA												
<b>KEYWORDS</b>	IMPERIUM, FAMILIAR, BEAST, COMPANION CREATURE												

## CRUSADER

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Crusader</b>	6"	3+	4+	3	3	2	2	7	4+	2
This model is armed with a power sword and storm shield.										
<b>ABILITIES</b>	<p><b>Loyal Retainer:</b> See pg 3.</p> <p><b>Hacking Advance:</b> Each unmodified hit roll of 6 made for this model's attacks in the Fight phase scores 2 hits instead of 1.</p> <p><b>Ecclesiarchy Battle Conclave:</b> If your kill team is Battle-forged and includes any <b>MISSIONARY</b> models, the maximum number of Crusaders you may include in your kill team is 6.</p>					<p><b>Storm Shield:</b> This model has a 3+ invulnerable save.</p> <p><b>Spiritual Fortitude:</b> 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.</p> <p><b>Faithful Unto Death:</b> This model may not be included in a kill team that has the <b>MANDATE DENIED</b> expedition objective.</p>				
<b>SPECIALISTS</b>	Combat									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, CRUSADER									



## CYBER-MASTIFF

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Cyber-Mastiff</b>	8"	3+	-	4	4	1	2	6	4+	1
This model is armed with a vicious bite.										
<b>ABILITIES</b>	<p><b>Handler:</b> See pg 3.</p> <p><b>Defense Protocols:</b> When this model's <b>HANDLER</b> is within 3" of this model and would lose any wounds as a result of an attack made against that model, this model can attempt to intercept that attack. Roll one D6; on a 2+, that model does not lose those wounds and this model suffers the wounds instead. Only one model can attempt to intercept each attack against the <b>HANDLER</b> model.</p> <p><b>Protection Subroutines:</b> If the Cyber-mastiff's <b>HANDLER</b> is taken out of action, do not remove the <b>HANDLER</b>'s model. Instead, lay it on its side. The Cyber-mastiff must remain within 18" of his body, but may otherwise continue to move and fight normally. If there are no enemy models within 8" of the <b>HANDLER</b> and the Cyber-mastiff starts the turn in base contact with the <b>HANDLER</b>, the Cyber-mastiff may drag the <b>HANDLER</b> to safety, moving both models 4" toward the Inquisition deployment area during the Movement phase.</p>					<p><b>Cyber-Construct:</b> Cyber-mastiffs cannot be specialists, are not part of a fire team, and cannot gain experience. A Cyber-mastiff automatically passes any Nerve tests it is required to take.</p> <p><b>Lockjaw:</b> Instead of its normal attack, a Cyber-mastiff may attempt to lock its jaw on an enemy model's limb. The Cyber-mastiff rolls To Hit and To Wound as normal. If the Cyber-mastiff succeeds in its To Wound roll, it has locked its jaw. As long as the Cyber-mastiff remains locked on the limb, it may take no other actions and the enemy model's Attacks characteristic is reduced by 1; and the two models must remain in base contact. The enemy model may make no actions other than to attempt to free itself from the Cyber-mastiff. Use the Wound Roll chart on pg 31 of the <i>Kill Team Core Manual</i>, testing the enemy model's Strength versus the Cyber-mastiff's Strength, with the Cyber-mastiff counting its Strength as 6. If the enemy model succeeds at the roll, it successfully frees itself from the Cyber-mastiff's jaw and may act normally in subsequent turns. If a Cyber-mastiff remains locked on an enemy at the end of the mission, the enemy model counts as being taken out of action.</p>				
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, FAMILIAR, BEAST, CYBER-MASTIFF									

## CYBER-RAPTOR

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Grapplehawk</b>	9"	4+	-	3	3	1	2	6	5+	-
<b>Psyber-Eagle</b>	9"	4+	-	3	3	1	2	6	5+	1
This model is armed with a pair of talons.										
<b>ABILITIES</b>	<p><b>Handler:</b> See pg 3.</p> <p><b>Cyber-Construct:</b> Cyber-raptors cannot be specialists, are not part of a fire team, and cannot gain experience. A Cyber-raptor automatically passes any Nerve tests it is required to take.</p> <p><b>Defense Protocols:</b> When this model's <b>HANDLER</b> is within 3" of this model and would lose any wounds as a result of an attack made against that model, this model can attempt to intercept that attack. Roll one D6; on a 2+, that model does not lose those wounds and this model suffers the wounds instead. Only one model can attempt to intercept each attack against the <b>HANDLER</b> model.</p> <p><b>Focus:</b> Psyber-eagle only. If the psyber-eagle's <b>HANDLER</b> is a <b>PSYKER</b>, the handler may manifest one psychic power and attempt to deny one psychic power in each Psychic phase from the position of the psyber-eagle. If the psyker rolls a Perils of the Warp result, the psyber-eagle will suffer the consequences instead of the psyker.</p>					<p><b>Hunt-and-Capture:</b> Grapplehawk only. Instead of its normal attack, a grapplehawk may attempt to lock its talons on an enemy model's limb. The grapplehawk rolls To Hit and To Wound as normal. If the grapplehawk succeeds in its To Wound roll, it has locked its talons. As long as the grapplehawk remains locked on the limb, it may take no other actions and the enemy model's Attacks characteristic is reduced by 1; and the two models must remain in base contact. The enemy model may make no actions other than to attempt to free itself from the grapplehawk. Use the Wound Roll chart on pg 31 of the <i>Kill Team Core Manual</i>, testing the enemy model's Strength versus the grapplehawk's Strength, with the grapplehawk counting its Strength as 5. If the enemy model succeeds at the roll, it successfully frees itself from the grapplehawk's talons and may act normally in subsequent turns. If a grapplehawk remains locked on an enemy at the end of the mission, the enemy model counts as being taken out of action.</p> <p><b>Watcher:</b> If the Cyber-raptor can draw line of sight to an enemy target, the <b>HANDLER</b> does not suffer the penalty to hit rolls for the target being obscured.</p>				
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, FAMILIAR, BEAST, FLY, CYBER-RAPTOR									



## DEATH CULT ASSASSIN

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Death Cult Assassin</b>	7"	3+	4+	4	3	1	4	7	5+	2
This model is armed with a Death Cult power blade and frag grenades.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its Death Cult power blade with a pair of Death Cult power stilettos.</li> </ul>									
<b>ABILITIES</b>	<b>Ecclesiarchy Battle Conclave:</b> If your kill team is Battle-forged and includes any <b>MISSIONARY</b> models, the maximum number of Death Cult Assassins you may include in your kill team is 6.					<b>Uncanny Reflexes:</b> This model has a 5+ invulnerable save.  <b>Zealot:</b> 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.				
<b>SPECIALISTS</b>	<b>Combat</b>									
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>									
<b>KEYWORDS</b>	<b>IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, DEATH CULT ASSASSIN</b>									

## JOKAERO WEAPONSMITH

	M	WS	BS	S	T	W	A	Ld	Sv	Max								
<b>Jokaero Weaponsmith</b>	6"	6+	4+	2	3	1	2	7	5+	-								
This model is armed with Jokaero weapons and defense orbs.																		
<b>ABILITIES</b>	<b>Defense Orbs:</b> This model has a 5+ invulnerable save.  <b>Inconceivable Customization:</b> 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.																	
	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%;"><b>D6</b></td> <td><b>Result</b></td> </tr> <tr> <td>1-2</td> <td><b>Augmented Targeting:</b> When resolving an attack made by this model, you can re-roll the hit roll.</td> </tr> <tr> <td>3-4</td> <td><b>Augmented Penetration:</b> When resolving an attack made by this model, you can re-roll the wound roll.</td> </tr> <tr> <td>5-6</td> <td><b>Total Augmentation:</b> When resolving an attack made by this model, you can re-roll the hit roll and you can re-roll the wound roll.</td> </tr> </table>										<b>D6</b>	<b>Result</b>	1-2	<b>Augmented Targeting:</b> When resolving an attack made by this model, you can re-roll the hit roll.	3-4	<b>Augmented Penetration:</b> When resolving an attack made by this model, you can re-roll the wound roll.	5-6	<b>Total Augmentation:</b> When resolving an attack made by this model, you can re-roll the hit roll and you can re-roll the wound roll.
<b>D6</b>	<b>Result</b>																	
1-2	<b>Augmented Targeting:</b> When resolving an attack made by this model, you can re-roll the hit roll.																	
3-4	<b>Augmented Penetration:</b> When resolving an attack made by this model, you can re-roll the wound roll.																	
5-6	<b>Total Augmentation:</b> When resolving an attack made by this model, you can re-roll the hit roll and you can re-roll the wound roll.																	
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>																	
<b>KEYWORDS</b>	<b>XENOS, INFANTRY, JOKAERO WEAPONSMITH</b>																	

## KROOT MERCENARY

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Kroot Mercenary</b>	7"	3+	4+	3	3	1	1	6	6+	1
This model is armed with a kroot rifle and kroot pistol.										
<b>ABILITIES</b>	<b>Fieldcraft:</b> When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.					<b>Quarry Can't Hide:</b> This model does not suffer the penalty to hit rolls for the target being obscured.				
<b>SPECIALISTS</b>	<b>Combat, Scout, Sniper</b>									
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA, T'AU EMPIRE</b>									
<b>KEYWORDS</b>	<b>XENOS, INFANTRY, KROOT MERCENARY</b>									



## MISSIONARY

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Missionary</b>	6"	4+	4+	3	3	1	1	7	7+	-
<b>Missionary Zealot</b>	6"	3+	4+	3	3	1	2	7	7+	1
This model is armed with a laspistol and close combat weapon.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its laspistol with a combat shotgun, flamer, lasgun, or plasmagun.</li> <li>A missionary zealot may replace its laspistol with a hand flamer</li> <li>This model may replace its close combat weapon with a chainsword or power maul.</li> <li>A missionary zealot may replace its close combat weapon with an eviscerator.</li> <li>This model may take any of the following: holy relic, rosarius.</li> </ul>									
<b>ABILITIES</b>	<p><b>Holy Relic:</b> Model with holy relic only. Whilst this model is within 6" of any friendly <b>IMPERIUM</b> models, add 1 to the Leadership characteristic of those friendly models.</p> <p><b>Maniacal Fervor:</b> Missionary zealot only. Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost.</p> <p><b>Rosarius:</b> Model with rosarius only. A model with a rosarius has a 4+ invulnerable save.</p> <p><b>Word of the Emperor:</b> Roll one D6 when a friendly <b>IMPERIUM</b> model would fail a Nerve test whilst it is within 6" of this model. On a 4+ that model does not fail the test.</p> <p><b>Faithful Unto Death:</b> This model may not be included in a kill team that has the <b>MANDATE DENIED</b> expedition objective.</p>									
<b>SPECIALISTS</b>	<b>Veteran, Zealot</b>									
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>									
<b>KEYWORDS</b>	<b>IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, CREW MEMBER, MISSIONARY</b>									

## MUTANT

	M	WS	BS	S	T	W	A	Ld	Sv	Max															
<b>Mutant</b>	6"	4+	4+	3	3	1	1	6	5+	-															
<b>Mutant Gunner</b>	6"	4+	3+	3	3	1	1	6	5+	1															
This model is armed with a laspistol and close combat weapon. One Mutant in your kill team can be a Mutant Gunner.																									
<b>MUTATIONS</b>	<p><b>Beneficial Mutation:</b> When you recruit this model, choose up to two mutations from the list below and note the resulting mutations on the model's datacard. Each mutation may only be taken once unless otherwise noted.</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 33%;">• Brutish</td> <td style="width: 33%;">• Fangs</td> <td style="width: 33%;">• Small Target</td> </tr> <tr> <td>• Cosmetic</td> <td>• Horns/Spikes</td> <td>• Talons</td> </tr> <tr> <td>• Extra Arm</td> <td>• Natural Armor, Light</td> <td></td> </tr> </table> <p><b>Negative Mutation:</b> When you recruit this model, choose one mutation from the list below and note the resulting mutation on the model's datacard.</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 33%;">• Atrophied Arm</td> <td style="width: 33%;">• Club Hand</td> <td style="width: 33%;">• Diminutive</td> </tr> <tr> <td>• Atrophied Leg</td> <td>• Cyclopean</td> <td>• Rotting Flesh</td> </tr> </table>										• Brutish	• Fangs	• Small Target	• Cosmetic	• Horns/Spikes	• Talons	• Extra Arm	• Natural Armor, Light		• Atrophied Arm	• Club Hand	• Diminutive	• Atrophied Leg	• Cyclopean	• Rotting Flesh
• Brutish	• Fangs	• Small Target																							
• Cosmetic	• Horns/Spikes	• Talons																							
• Extra Arm	• Natural Armor, Light																								
• Atrophied Arm	• Club Hand	• Diminutive																							
• Atrophied Leg	• Cyclopean	• Rotting Flesh																							
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its close combat weapon with a chainsword.</li> <li>This model may replace its laspistol and close combat weapon with a lasgun or a great weapon.</li> <li>A Mutant Gunner may replace its laspistol and close combat weapon with a heavy stubber or a sniper rifle.</li> <li>This model may take carapace armor.</li> </ul>																								
<b>ABILITIES</b>	<b>Carapace Armor:</b> Model with carapace armor only. This model has a 4+ save.																								
<b>SPECIALISTS</b>	<b>Combat, Demolitions, Heavy, Scout, Sniper</b> (Mutant Gunner only), <b>Veteran, Zealot</b>																								
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>																								
<b>KEYWORDS</b>	<b>IMPERIUM, INFANTRY, MUTANT</b>																								





<b>OGRYN</b>											
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Max</b>	
<b>Ogryn</b>	6"	3+	4+	5	5	3	3	8	6+	2	
<b>Ogryn Bone'ead</b>	6"	3+	4+	5	5	3	4	8	6+	1	
This model is armed with a pair of close combat weapons. One Ogryn in your kill team can be an Ogryn Bone'ead.											
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may take flak armor or carapace armor.</li> <li>This model may replace either close combat weapon with one of the following: brute shield, Bullgryn maul, grenadier gauntlet, power fist, ripper gun, or slab shield</li> <li>This model may take frag bombs.</li> <li>This model may take the Horns adaptation. An Ogryn with Horns gains the <b>MUTANT</b> keyword.</li> </ul>										
<b>ABILITIES</b>	<p><b>Loyal Retainer:</b> See pg 3.</p> <p><b>Avalanche of Muscle:</b> You can add 1 to the Attacks characteristic of this model in the Fight phase of any battle round in which it charged. This ability may only be used the first time this model fights each battle round.</p> <p><b>Brute Shield:</b> Model with brute shield only. A model with a brute shield has a 4+ invulnerable save.</p> <p><b>Carapace Armor:</b> Model with carapace armor only. This model has a 4+ save.</p> <p><b>Flak Armor:</b> Model with flak armor only. This model has a 5+ save.</p> <p><b>Slabshield:</b> Model with slabshield only. Add 2 to saving throws made against attacks that target a model with a slabshield.</p>										
<b>SPECIALISTS</b>	<b>Combat, Demolition, Heavy, Veteran</b>										
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>										
<b>KEYWORDS</b>	<b>IMPERIUM, MILITARUM AUXILLA, INFANTRY, ABHUMAN, OGRYN</b>										

<b>PRIMARIS SPACE MARINE</b>											
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Max</b>	
<b>Primaris Space Marine</b>	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.											
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its bolt rifle with an auto bolt rifle or stalker bolt rifle.</li> </ul>										
<b>ABILITIES</b>	<p><b>And They Shall Know No Fear:</b> You can re-roll failed Nerve tests for this model.</p> <p><b>Transhuman Physiology:</b> Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.</p> <p><b>Angels of Death:</b> This model may only be included in a kill team that has the <b>MANDATE MILITANT</b> expedition objective.</p> <p><b>Suffer Not the Alien to Live:</b> This model may not be included in a kill team that includes any <b>XENOS</b> models.</p>										
<b>SPECIALISTS</b>	<b>Combat, Comms, Sniper, Veteran</b>										
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>										
<b>KEYWORDS</b>	<b>IMPERIUM, INFANTRY, ADEPTUS ASTARTES, PRIMARIS SPACE MARINE</b>										

<b>RAPTOR</b>														
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Max</b>				
<b>Raptor</b>	9"	4+	4+	2	2	1	2	5	5+	-				
<b>ABILITIES</b>	<p><b>Beast:</b> Raptors cannot be specialists, are not part of a fire team, and cannot gain experience.</p> <p><b>Handler:</b> See pg 3.</p> <p><b>Adaptation:</b> When you recruit this model, choose up to three adaptations from the chart below and note the resulting adaptations on the model's datacard. Each adaptation may only be taken once unless otherwise noted.</p> <table border="0"> <tr> <td> <ul style="list-style-type: none"> <li>Barbed/Spiked Tail</li> <li>Breath Weapon</li> <li>Fangs</li> <li>Hazardous Blood</li> </ul> </td> <td> <ul style="list-style-type: none"> <li>Lithe</li> <li>Manipulating Appendages</li> <li>Natural Armor, Light</li> </ul> </td> <td> <ul style="list-style-type: none"> <li>Natural Camouflage</li> <li>Poison</li> <li>Talons</li> </ul> </td> </tr> </table>											<ul style="list-style-type: none"> <li>Barbed/Spiked Tail</li> <li>Breath Weapon</li> <li>Fangs</li> <li>Hazardous Blood</li> </ul>	<ul style="list-style-type: none"> <li>Lithe</li> <li>Manipulating Appendages</li> <li>Natural Armor, Light</li> </ul>	<ul style="list-style-type: none"> <li>Natural Camouflage</li> <li>Poison</li> <li>Talons</li> </ul>
<ul style="list-style-type: none"> <li>Barbed/Spiked Tail</li> <li>Breath Weapon</li> <li>Fangs</li> <li>Hazardous Blood</li> </ul>	<ul style="list-style-type: none"> <li>Lithe</li> <li>Manipulating Appendages</li> <li>Natural Armor, Light</li> </ul>	<ul style="list-style-type: none"> <li>Natural Camouflage</li> <li>Poison</li> <li>Talons</li> </ul>												
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>													
<b>KEYWORDS</b>	<b>IMPERIUM, FAMILIAR, BEAST, FLY, RAPTOR</b>													



<b>RATLING</b>										
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Max</b>
<b>Ratling</b>	6"	5+	2+	2	2	2	1	6	6+	-
This model is armed with a lasgun and laspistol.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its lasgun with a close combat weapon or a sniper rifle.</li> <li>This model may replace its laspistol with a stub pistol.</li> </ul>									
<b>ABILITIES</b>	<p><b>Naturally Stealthy:</b> When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.</p> <p><b>Shoot Sharp and Scarper:</b> Immediately after making a shooting attack with this model (other than firing Overwatch), this model can move as if it were the Movement phase (though it cannot Advance as part of this move).</p>									
<b>SPECIALISTS</b>	<b>Comms, Medic, Scout, Sniper, Veteran</b>									
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>									
<b>KEYWORDS</b>	<b>IMPERIUM, MILITARUM AUXILLA, INFANTRY, ABHUMAN, RATLING</b>									

<b>REJUVENAT ADEPT</b>										
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Max</b>
<b>Rejuvenat Adept</b>	6"	4+	4+	3	3	1	2	7	5+	-
A Rejuvenat Adept is armed with a laspistol and scalpel claw.										
<b>ABILITIES</b>	<p><b>Specialist Henchman:</b> This model is always a Medic specialist, but this does not count towards the maximum number of specialists in your kill team.</p>					<p><b>Medicus:</b> 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 <b>ASTRA CARTOGRAPHICA</b> 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.</p>				
<b>SPECIALISTS</b>	<b>Medic</b>									
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>									
<b>KEYWORDS</b>	<b>IMPERIUM, INFANTRY, CREW MEMBER, REJUVENAT ADEPT</b>									

<b>SERVITOR</b>										
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Max</b>
<b>Servitor</b>	6"	4+	4+	3	3	1	2	7	5+	2
This model is armed with a pair of close combat weapons.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace either close combat weapon with an arco-flail, chainsword, servo-arm, or servo-claw.</li> <li>This model may replace one close combat weapon with a heavy bolter, multi-melta, or plasma cannon.</li> </ul>									
<b>ABILITIES</b>	<p><b>Automaton:</b> 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.</p>					<p><b>Mechanicus Automata-Cohort:</b> If your kill team is Battle-forged and includes any <b>TECH-PRIEST</b> models, the maximum number of Servitors you may include in your kill team is 6.</p>				
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>									
<b>KEYWORDS</b>	<b>IMPERIUM, INFANTRY, SERVITOR</b>									



## SERVO-SKULL

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Servo-Skull</b>	7"	4+	4+	2	3	1	1	6	5+	-
<b>ABILITIES</b>	<p><b>Choir:</b> Up to three Servo-Skull models count as a single <b>FAMILIAR</b>. The Servo-Skulls must be deployed within 2" of their handler, but each may move about the battlefield independently thereafter.</p> <p><b>Cyber-Construct:</b> A Servo-Skull cannot be a specialist, are not part of a fire team, and cannot gain experience. A Servo-Skull automatically passes any Nerve tests it is required to take.</p> <p><b>Defense Protocols:</b> When this model's <b>HANDLER</b> is within 3" of this model and would lose any wounds as a result of an attack made against that model, this model can attempt to intercept that attack. Roll one D6; on a 2+, that model does not lose those wounds and this model suffers the wounds instead. Only one model can attempt to intercept each attack against the <b>HANDLER</b> model.</p> <p><b>Handler:</b> See pg 3.</p> <p><b>Watcher:</b> If the Servo-Skull can draw line of sight to an enemy target, the <b>HANDLER</b> does not suffer the penalty to hit rolls for the target being obscured.</p> <p><b>Servo-Skull Function:</b> When you add a Servo-Skull to your kill team, choose one function from the chart below and note the function on the model's datacard.</p> <p><b>Combat Skull:</b> The Servo-Skull is armed with a close combat weapon.</p> <p><b>Gun Skull:</b> The Servo-Skull is armed with a laspistol.</p> <p><b>Med-skull:</b> At the end of the Movement phase, choose a friendly <b>ASTRA CARTOGRAPHICA</b> model that has any flesh wounds and is within 1" of this model. Roll a D6; on a 5+ one flesh wound is removed from that model.</p> <p><b>Psyber-Skull:</b> If the <b>HANDLER</b> is a <b>PSYKER</b>, the <b>HANDLER</b> generates one additional Psychic point each turn.</p> <p><b>Targeter:</b> If the Servo-Skull can draw line of sight to an enemy target, the <b>HANDLER</b> does not suffer the penalty to hit rolls for the target being obscured.</p> <p><b>Vox-Caster:</b> Whilst this model is within 6" of any enemy models, subtract 1 from the Leadership characteristic of those enemy models.</p>									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, FAMILIAR, FLY, SERVO-SKULL									

## SKITARII RANGER

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Skitarii Ranger</b>	6"	4+	3+	3	3	1	1	6	4+	3
This model is armed with a galvanic rifle.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>One Skitarii Ranger in your kill team may take an enhanced data-tether or an omnispex.</li> <li>One Skitarii Ranger in your kill team may replace its galvanic rifle with an arc rifle.</li> </ul>									
<b>ABILITIES</b>	<p><b>Canticles of the Ommissiah</b> (see the <i>Kill Team Core Manual</i>)</p> <p><b>Bionics:</b> This model has a 6+ invulnerable save.</p> <p><b>Enhanced Data-tether:</b> You can re-roll failed Nerve tests for <b>SKITARII</b> models while a friendly model with an enhanced data-tether is on the battlefield and not shaken.</p> <p><b>Omnispex:</b> At the start of each Shooting phase, you can choose another <b>SKITARII</b> 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.</p> <p><b>Quest for Knowledge:</b> This model may only be included in a kill team that has the <b>MANDATE EXPLORATOR</b> expedition objective.</p>									
<b>SPECIALISTS</b>	Comms, Scout, Sniper, Zealot									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	IMPERIUM, SKITARII, INFANTRY, ADEPTUS MECHANICUS, SKITARII RANGER									



<b>SKITARI VANGUARD</b>											
	M	WS	BS	S	T	W	A	Ld	Sv	Max	
<b>Skitarii Vanguard</b>	6"	4+	3+	3	3	1	1	6	4+	3	
This model is armed with a radium carbine.											
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>One Skitarii Vanguard in your kill team may take an enhanced data-tether or an omnisplex.</li> <li>One Skitarii Vanguard in your kill team may replace its radium carbine with an arc rifle.</li> </ul>										
<b>ABILITIES</b>	<b>Canticles of the Ommissiah</b> (see the <i>Kill Team Core Manual</i> )  <b>Bionics:</b> This model has a 6+ invulnerable save.  <b>Omnisplex:</b> At the start of each Shooting phase, you can choose another <b>SKITARI</b> model within 3" of a friendly model equipped with an omnisplex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured.				<b>Enhanced Data-tether:</b> You can re-roll failed Nerve tests for <b>SKITARI</b> models while a friendly model with an enhanced data-tether is on the battlefield and not shaken.  <b>Rad-saturation:</b> Reduce the Toughness characteristic of enemy models by 1 whilst they are within 1" of one or more models with this ability.  <b>Quest for Knowledge:</b> This model may only be included in a kill team that has the <b>MANDATE EXPLORATOR</b> expedition objective.						
<b>SPECIALISTS</b>	<b>Comms, Scout, Sniper, Zealot</b>										
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>										
<b>KEYWORDS</b>	<b>IMPERIUM, SKITARI, INFANTRY, ADEPTUS MECHANICUS, SKITARI VANGUARD</b>										

<b>SPACE MARINE</b>											
	M	WS	BS	S	T	W	A	Ld	Sv	Max	
<b>Space Marine</b>	6"	3+	3+	4	4	1	1	7	3+	1	
This model is armed with a boltgun, bolt pistol, frag grenades, and krak grenades.											
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its boltgun with a chainsword.</li> <li>One Space Marine in your kill team may replace its boltgun with a flamer.</li> </ul>										
<b>ABILITIES</b>	<b>And They Shall Know No Fear:</b> You can re-roll failed Nerve tests for this model.  <b>Transhuman Physiology:</b> Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.				<b>Angels of Death:</b> This model may only be included in a kill team that has the <b>MANDATE MILITANT</b> expedition objective.  <b>Suffer Not the Alien to Live:</b> This model may not be included in a kill team that includes any <b>XENOS</b> models.						
<b>SPECIALISTS</b>	<b>Comms, Demolitions, Sniper, Veteran</b>										
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>										
<b>KEYWORDS</b>	<b>IMPERIUM, INFANTRY, ADEPTUS ASTARTES, SPACE MARINE</b>										

<b>SQUAT</b>											
	M	WS	BS	S	T	W	A	Ld	Sv	Max	
<b>Squat</b>	5"	4+	4+	3	4	1	1	7	6+	-	
<b>Squat Gunner</b>	5"	4+	3+	3	4	1	1	7	6+	1	
This model is armed with a laspistol, close combat weapon, frag grenades, and krak grenades. One Squat model in your kill team can be a Squat Gunner.											
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its close combat weapon with a chainsword or great weapon.</li> <li>This model may replace its laspistol with a bolt pistol or close combat weapon.</li> <li>This model may replace its laspistol and close combat weapon with a boltgun, lasgun, great weapon, shotgun, or thunder hammer.</li> <li>A Squat Gunner may replace its laspistol and close combat weapon with a flamer, grenade launcher, or rotor cannon.</li> <li>This model may take flak armor or carapace armor.</li> </ul>										
<b>ABILITIES</b>	<b>Carapace Armor:</b> Model with carapace armor only. This model has a 4+ save.				<b>Flak Armor:</b> Model with flak armor only. This model has a 5+ save.						
<b>SPECIALISTS</b>	<b>Combat, Comms, Demolitions</b>										
<b>FACTION KEYWORD</b>	<b>ASTRA CARTOGRAPHICA</b>										
<b>KEYWORDS</b>	<b>IMPERIUM, MILITARUM AUXILLA, INFANTRY, ABHUMAN, SQUAT</b>										



## TECH-PRIEST

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Tech-priest</b>	6"	4+	4+	4	4	2	2	8	3+	1
This model is armed with a laspistol and close combat weapon.										
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its laspistol with an archeo-revolver, bolt pistol, gamma pistol, hand flamer, or servo-claw.</li> <li>This model may replace its close combat weapon with an Ommissian axe, power fist, or servo-claw.</li> <li>This model may take any of the following: artificer armor, dataspike, ornate bionics.</li> <li>This model may take up to two of the following: mind impulse unit, servo-arm.</li> <li>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.</li> </ul>									
<b>ABILITIES</b>	<b>Canticles of the Ommissiah</b> (see the <i>Kill Team Core Manual</i> )  <b>Artificer Armor:</b> Model with artificer armor only. A model with artificer armor has a 2+ save.  <b>Bionics:</b> This model has a 6+ invulnerable save.  <b>Ornate Bionics:</b> Model with ornate bionics only. This model has a 5+ invulnerable save.					<b>Mind Impulse Unit:</b> Model with mind impulse unit only. The model may shoot the slaved weapon instead of or in addition to any other shooting attacks.  <b>Quest for Knowledge:</b> This model may only be included in a kill team that has the <b>MANDATE EXPLORATOR</b> expedition objective.				
<b>SPECIALISTS</b>	<b>Combat, Comms, Demolition, Medic, Veteran, Zealot</b>									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA, ADEPTUS MECHANICUS									
<b>KEYWORDS</b>	IMPERIUM, INFANTRY, TECH-PRIEST									

## XENOS AUXILIARY

	M	WS	BS	S	T	W	A	Ld	Sv	Max
<b>Xenos Auxiliary</b>	6"	4+	4+	3	3	1	1	7	6+	-
<b>Xenos Auxiliary Gunner</b>	6"	4+	3+	3	3	1	1	7	6+	1
This model is armed with a laspistol, close combat weapon, and frag grenades. One Xenos Auxiliary in your kill team can be a Xenos Auxiliary Gunner.										
<b>ADAPTATIONS</b>	<b>Adaptation:</b> When you recruit this model, choose up to three adaptations from the list below and note the resulting adaptations on the model's datacard. Each adaptation may only be taken once unless otherwise noted.									
	<ul style="list-style-type: none"> <li>Barbed/Spiked Tail</li> <li>Breath Weapon</li> <li>Brutish</li> <li>Extra Limbs</li> <li>Fangs</li> <li>Hazardous Blood</li> </ul>			<ul style="list-style-type: none"> <li>Horns/Spikes</li> <li>Hulking</li> <li>Lithe</li> <li>Natural Armor, Heavy</li> <li>Natural Armor, Light</li> <li>Natural Camouflage</li> </ul>			<ul style="list-style-type: none"> <li>Poison</li> <li>Quadruped</li> <li>Rending Claws</li> <li>Swift</li> <li>Talons</li> <li>Wings</li> </ul>			
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its laspistol with a close combat weapon, hand flamer, plasma pistol, or a xenotech pistol.</li> <li>A model with the Hulking adaptation may replace its laspistol with a boltgun or shotgun</li> <li>This model may replace its close combat weapon with a chainsword, laspistol, power axe, power maul, power sword.</li> <li>A model with the Hulking adaptation may replace its close combat weapon with a great weapon.</li> <li>This model may replace its laspistol and close combat weapon with a shotgun, great weapon, lasgun, or xenotech rifle.</li> <li>A Xenos Auxiliary Gunner may replace its close combat weapon with a flamer, grenade launcher, heavy stubber, meltagun, sniper rifle, or xenotech blaster.</li> <li>This model may take flak armor or carapace armor.</li> </ul>									
<b>ABILITIES</b>	<b>Carapace Armor:</b> Model with carapace armor only. This model has a 4+ save.  <b>Flak Armor:</b> Model with flak armor only. This model has a 5+ save.									
<b>SPECIALISTS</b>	<b>Combat, Scout, Sniper, Veteran, Zealot</b>									
<b>FACTION KEYWORD</b>	ASTRA CARTOGRAPHICA									
<b>KEYWORDS</b>	XENOS, INFANTRY, XENOS AUXILIARY									



RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari long rifle	36"	Heavy 1	4	0	1	A model firing an Aeldari long rifle does not suffer the penalty to hit rolls for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Archeotech grenade	6"	Grenade D3	6	-1	D3	You can only use this weapon once per battle.
Archeo-revolver	12"	Pistol 1	5	-2	2	-
Arc rifle	24"	Rapid Fire 1	6	-1	1	-
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	-
Brace of pistols	8"	Pistol D6	*	0	1	When firing this weapon, roll once to determine how many shots this model will fire in a given phase; this weapon always wounds on a 4+. Each time you make a Wound roll of a 6, that wound is resolved with an AP of -1.
Breath weapon	6"	Pistol D3	4	-1	1	This weapon automatically hits its target.
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 bomb	6"	Grenade D6	4	0	1	-
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	-
Grenadier gauntlet	12"	Assault D6	4	0	1	-
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.



RANGED WEAPONS (CONTINUED)						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	-
Kroot pistol	12"	Pistol 1	4	0	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Lasblaster	24"	Assault 3	3	0	1	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	4"	Grenade 1	8	-4	D6	-
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.
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 grenade	6"	Grenade D6	4	-1	1	-
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.
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.
Ripper gun	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch with this weapon, use the ranged profile; when making close combat attacks, use the melee profile.					
- Ranged	12"	Assault 3	5	0	1	-
- Melee	Melee	Melee	User	-1	1	-
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.
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
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	-
Stub pistol	9"	Pistol 1	4	0	1	-
Xenotech blaster	18"	Assault 2	5	-1	1	-
Xenotech pistol	8"	Pistol 1	5	-1	1	-
Xenotech rifle	24"	Rapid Fire 1	5	-1	1	-



MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari blade	Melee	Melee	User	0	1	You can re-roll failed hit rolls for this weapon.
Arco-flail	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.
Bullgryn maul	Melee	Melee	+2	-1	2	-
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	-
Club hand	Melee	Melee	+1	0	1	-
Dataspikes	Melee	Melee	User	0	1	A dataspikes 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	-
Force sword	Melee	Melee	User	-3	D3	-
Gore	Melee	Melee	+2	0	1	-
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.
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Monomolecular rapier	Melee	Melee	User	-4	1	-
Omissian axe	Melee	Melee	+1	-2	2	-
Power axe	Melee	Melee	+1	-2	1	-
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	-
Rending Claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.
Scalpel claw	Melee	Melee	User	-1	1	-
Scythian venom talon	Melee	Melee	*	-1	2	This weapon always wounds on a roll of 3+.
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.
Talon	Melee	Melee	User	-1	2	If a model is armed with two or more talons, each time it fights it can make 1 additional attack with them for each additional talon.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
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)
Aeldari Outcast – Aeldari Mercenary	6
- Aeldari Ranger	10
Armsman	6
- Armsman Gunner	7
- Armsmaster	7
Attack Beast	6
Battle Sister	7
Beastman	7
Cherub	4
Companion Creature	3
Crusader	6
Cyber-Mastiff	10
Cyber-Raptor – Grapplehawk	7
- Psyber-Eagle	8
Death Cult Assassin	12
Jokaero Weaponsmith	6
Kroot Mercenary	6
Missionary	4
Mutant	6
- Mutant Gunner	7
Ogryn	26
- Ogryn Bone'ead	27
Primaris Space Marine	13
Raptor	3
Ratling	9
Rejuvenat Adept	9
Seneschal	7
- Astropath	10
- 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
Squat	6
- Squat Gunner	7
Tech-Priest	10
Xenos Auxiliary	7
- Xenos Auxiliary Gunner	8

ADAPTATIONS/MUTATIONS	
ADAPTATION/MUTATION	POINTS PER ADAPTATION
Atrophied arm	-2
Atrophied leg	-2
Barbed/spiked tail	1
Breath weapon	1
Brutish	1
Club hand	-1
Cosmetic	0
Cyclopean	-1
Diminutive	-2
Extra arm	1
Extra limbs	2
Fangs	1
Hazardous blood	1
Horns/spikes	1
Hulking	3
Lithe	1
Manipulating appendages	1
Natural armor, heavy	3
Natural armor, light	1
Natural camouflage	1
Poison	2
Quadruped	1
Rending claws	3
Rotting flesh	-1
Small target	1
Swift	1
Talons	1
Wings	2



RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Aeldari long rifle	1
Archeo-revolver	3
Arc rifle	0
Auto bolt rifle	1
Bolt pistol	1
Bolt rifle	1
Boltgun	1
Brace of pistols	1
Combat shotgun	1
Combi-flamer	4
Combi-melta	4
Combi-plasma	5
Concussion grenades	0
Flamer	3
Frag bombs	0
Frag grenades	0
Galvanic rifle	0
Gamma pistol	3
Grenade launcher	3
Grenadier gauntlet	0
Hand flamer	1
Heavy bolter	4
Heavy stubber	2
Heirloom pistol	2
Hot-shot lasgun	1
Hot-shot laspistol	1
Jokaero weapons	0
Krak grenades	0
Kroot pistol	0
Kroot rifle	0
Lasblaster	0
Lasgun	0
Laspistol	0
Melta bomb	2
Meltagun	3
Multi-melta	5
Needle pistol	1
Plasma cannon	5
Plasma grenades	0
Plasma pistol	2
Plasmagun	4
Radium carbine	0
Ripper gun	0
Rotor cannon	4
Shotgun	0
Shuriken catapult	1
Shuriken pistol	0
Sniper rifle	2
Stalker bolt rifle	0
Storm bolter	2
Stub pistol	0
Xenotech blaster	2
Xenotech pistol	1
Xenotech rifle	1

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Aeldari blade	0
Arco-flail	1
Bullgryn maul	2
Chainsword	0
Close combat weapon	0
Club hand	0
Dataspikes	1
Death Cult power blade	0
Death Cult power stiletto	0
Eviscerator	6
Force-orb cane	3
Force rod	4
Force stave	4
Force sword	4
Gore	0
Great weapon	1
Monomolecular rapier	4
Omnissian axe	3
Power axe	3
Power fist	5
Power maul	3
Power sword	3
Scalpel claw	0
Servo-arm	0
Servo-claw	1
Suppression shield	1
Talon	0
Thunder hammer	6
Vicious bite	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Artificer armor	11
Brute shield	0
Carapace armor	3
Concealed archeotech weapon	1
Defense orbs	2
Enhanced data-tether	5
Flak armor	1
Holy relic	1
Mind impulse unit	1
Omnispex	1
Ornate bionics	2
Refractor field	2
Rosarius	2
Slab shield	3
Storm shield	4