\*\*Title\*\*

Army book

*By \*\*Author\*\**

**Created with Toolkit V1.0**

Table of Contents

[Licence 3](#__RefHeading___Toc11375_699123192)

[Keywords 4](#__RefHeading___Toc29382_699123192)

[Faction Special Rules 4](#__RefHeading___Toc29384_699123192)

[Forming your Army 4](#__RefHeading___Toc29392_699123192)

[\*\*Title of your factions army types (Regement, Chapter, Clade, Craftworld etc.)\*\* 4](#__RefHeading___Toc29394_699123192)

[Army Organization Charts 4](#__RefHeading___Toc29396_699123192)

[Sample Org Chart 5](#__RefHeading___Toc32880_699123192)

[Psychic Powers 5](#__RefHeading___Toc29398_699123192)

[School: \*\*Sample School\*\* 5](#__RefHeading___Toc32886_699123192)

[Supreme Commander 6](#__RefHeading___Toc29400_699123192)

[Commander Traits 6](#__RefHeading___Toc32888_699123192)

[Unique Wargear 6](#__RefHeading___Toc29402_699123192)

[\*\*Sample Wargear with Statblock Title\*\* 6](#__RefHeading___Toc39628_699123192)

[\*\*Sample Wargear Title\*\* 6](#__RefHeading___Toc39630_699123192)

[\*\*Sample Wargear with Ability Title\*\* 6](#__RefHeading___Toc39632_699123192)

[Strategic Gambits 7](#__RefHeading___Toc29404_699123192)

[Key 7](#__RefHeading___Toc32886_699123192_Copy_1)

[Statsheets 7](#__RefHeading___Toc29406_699123192)

[Command 7](#__RefHeading___Toc29408_699123192)

[\*\*Single Model Unit \*\* 8](#__RefHeading___Toc39650_699123192)

[\*\*Vehicle or Monster\*\* 8](#__RefHeading___Toc39654_699123192)

[Core 9](#__RefHeading___Toc29410_699123192)

[\*\*Squad\*\* 9](#__RefHeading___Toc39662_699123192)

[Specialist 9](#__RefHeading___Toc29412_699123192)

[Vanguard 9](#__RefHeading___Toc29414_699123192)

[Fire Support 9](#__RefHeading___Toc29416_699123192)

[Transport 9](#__RefHeading___Toc29418_699123192)

[Super Heavy 10](#__RefHeading___Toc29420_699123192)

[Aircraft 10](#__RefHeading___Toc29422_699123192)

[Reference 10](#__RefHeading___Toc29424_699123192)

[Ranged Weapons 10](#__RefHeading___Toc39714_699123192)

[CQB Weapons 10](#__RefHeading___Toc39716_699123192)

# Licence

This Work is licensed under Creative Commons Attribution 4.0 International License.

CC-BY-SA V4.0.

The full text of the Licence can be found at;

<https://creativecommons.org/licenses/by-sa/4.0/>

This License entitles you to;

* **Share -** copy and redistribute the material in any medium or format for any purpose, even commercially.
* **Adapt** - remix, transform, and build upon the material for any purpose, even commercially.

Under the following terms;

* **Attribution** - You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.

You must provide the name of the creator and attribution parties, a copyright notice, a license notice, a disclaimer notice, and a link to the material.

* **ShareAlike** - If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

# Keywords

The **[\*\*Army Type\*\*]** keyword appears on all statsheets in this army book as a placeholder for the Specific name of the \*\*Army Type\*\* the player has chosen for the Army. When a regiment is chosen for your Army replace this Keyword with the name of the \*\*Army Type\*\*.

\*\*keywords that pertain to your army as a whole go here\*\*

# Faction Special Rules

\*\*Special rules that pertain to your army as a whole go here\*\*

# Forming your Army

## \*\*Title of your factions army types (Regement, Chapter, Clade, Craftworld etc.)\*\*

\*\*Description of the section, their characteristics, how your system of army characteristics works, limitations etc.\*\*

|  |  |  |  |
| --- | --- | --- | --- |
| **\*\*Sample army trait** | **Groups go in** | **These boxes\*\*** |  |
| **\*\*Sample Trait Title\*\***  \*\*Sample Army Trait\*\* | **\*\*Sample Trait Title\*\***  \*\*Sample Army Trait\*\* | **\*\*Sample Trait Title\*\***  \*\*Sample Army Trait\*\* | **\*\*Sample Trait Title\*\***  \*\*Sample Army Trait\*\* |
| **\*\*Sample Trait Title\*\***  \*\*Sample Army Trait\*\* | **\*\*Sample Trait Title\*\***  \*\*Sample Army Trait\*\* | **\*\*Sample Trait Title\*\***  \*\*Sample Army Trait\*\* | **\*\*Sample Trait Title\*\***  \*\*Sample Army Trait\*\* |

## Army Organization Charts

In addition to the Army Organization Charts detailed in the main rule book the \*\*Faction\*\* can form their army with the following special Army Organization Charts.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Sample Org Chart | | Strategic Cost: ## | | | |
| **Special Rules:** | * Sample rule 1 * Sample rule 2 * Sample rule 3 | Command  #-# | Core  #-# | Specialist  #-# | Vanguard  #-# |
| **Supreme Command Bonus:** | * Sample bonus 1 * Sample bonus 2 * Sample Bonus 3 | Fire Support  #-# | Transport  #-# | Super Heavy  #-# | Aircraft  #-# |

## Psychic Powers

Before the game you must assign Psychic Powers to all units with access to such abilities. The same Psychic Power cannot be used more than once per phase except the two universal powers listed in the main Rule Book. There are two standard ways of choosing Psychic Powers for a unit the first is simply to choose them from the school that that unit can draw from, the second is to roll a D6 for each Psychic Power slot and choose the Psychic Power with the same number from the school that the unit can draw from. Players should discuss which method they wish to use and both use the same method.

|  |  |  |
| --- | --- | --- |
| **School: \*\*Sample School\*\*** | | |
| **D6 /**  **Power Number** | **Psychic Power** | **Incarnating Number** |
| **1** | **\*\*Sample Power Title\*\***  \*\*Sample Power rules\*\* | **#** |
| **2** | **\*\*Sample Power Title\*\***  \*\*Sample Power rules\*\* | **#** |
| **3** | **\*\*Sample Power Title\*\***  \*\*Sample Power rules\*\* | **#** |
| **4** | **\*\*Sample Power Title\*\***  \*\*Sample Power rules\*\* | **#** |
| **5** | **\*\*Sample Power Title\*\***  \*\*Sample Power rules\*\* | **#** |
| **6** | **\*\*Sample Power Title\*\***  \*\*Sample Power rules\*\* | **#** |

## Supreme Commander

When forming your army you must select a single CHARACTER model from your [\*\*ARMY TYPE\*\*] to lead your army, this model must then be given a Commander Trait from the following list. You may also include a Sub Commander in your army for 1 Strategic Point this must be a CHARACTER model from your [\*\*ARMY TYPE\*\*] and they also gain a Commander Trait.

No commander Trait can be given to more than 1 model per army and no army can have more than 2 models with Commander Traits.

|  |  |
| --- | --- |
| Commander Traits | |
| **\*\*Sample Trait Title\*\***  \*\*Sample Commander Trait\*\* | **\*\*Sample Trait Title\*\***  \*\*Sample Commander Trait\*\* |
| **\*\*Sample Trait Title\*\***  \*\*Sample Commander Trait\*\* | **\*\*Sample Trait Title\*\***  \*\*Sample Commander Trait\*\* |

## Unique Wargear

The \*\*Faction name\*\* has many unique and experimental items within its armories \*\*fluffy description \*\*

Your Army may include 1 item of Unique Wargear for free, this wargear may only be equipped by CHARACTER models. You may also pay 1 Strategic Point for an extra item or 3 Strategic Points for 2 extra Items.

Your army can never include more than 3 items of Unique Wargear and a single model or unit can only carry 1 item per battle.

### \*\*Sample Wargear with Statblock Title\*\*

\*\*Sample Wargear rules\*\*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| \*\*Name\*\* | ##” | \*\*Type #\*\* | # | -# | # | \*\*Sample special rules\*\* |

### \*\*Sample Wargear Title\*\*

\*\*Sample Wargear rules\*\*

### \*\*Sample Wargear with Ability Title\*\*

\*\*Sample Wargear rules\*\*

|  |
| --- |
| **\*\*Sample Ability Title\*\***  \*\*Sample Ability rule text\*\* |

## Strategic Gambits

Strategic Gambits are special one shot maneuvers, heroic actions, or abilities. They are purchased with Strategic Points and can be played at various times before and during the game as stated in their description. Each Strategic Gambit can only be used once per turn unless otherwise stated in its rules.

|  |  |  |
| --- | --- | --- |
| **Key** | | |
| **Hex code** | **Color Name** | **Phase** |
| **999999** | Grey | Any Phase |
| **ff0000** | Red | During Deployment |
| **ff8000** | orange | Strategic Phase |
| **ffff00** | Yellow | Movement Phase |
| **92ff00** | Light Green | Reinforcement Phase |
| **00a933** | Dark Green | Psychic Phase |
| **00ffcb** | teal | Shooting Phase |
| **2a6099** | Mid Blue | Charge Phase |
| **1a3a5d** | Dark Blue | CQB Phase |
| **800080** | Purple | Attrition Phase |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | **Strategic Re-roll** | **1SP** | | Any Phase | | | Use after any of the following rolls are made, you can immediately re-roll that roll. If the roll includes multiple dice (eg. a charge roll) then all dice must be re-rolled.  This Gambit can be used multiple times per phase but for each subsequent use in a phase the cost increases by 1SP. | | | * maneuver move * Incarnation * Amount of shots * To hit | * Armour Save * To wound * Charge * Leadership Test | | |  |  | | --- | --- | | **\*\*Sample SG Title\*\*** | **#SP** | | \*\*Phase or phases of Use\*\* | | | \*\*Sample SG Rules\*\* | | |
| |  |  | | --- | --- | | **\*\*Sample SG Title\*\*** | **#SP** | | \*\*Phase or phases of Use\*\* | | | \*\*Sample SG Rules\*\* | | |
| |  |  | | --- | --- | | **\*\*Sample SG Title\*\*** | **#SP** | | \*\*Phase or phases of Use\*\* | | | \*\*Sample SG Rules\*\* | | |
| |  |  | | --- | --- | | **\*\*Sample SG Title\*\*** | **#SP** | | \*\*Phase or phases of Use\*\* | | | \*\*Sample SG Rules\*\* | | |

# Statsheets

## Command

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Command** | **## Pts** | | | | | | \*\*Single Model Unit \*\* | | | | | | | | | | | |
| \*\*Description and Equipment of Unit\*\* | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | **WS** | | **BS** | **S** | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| \*\*# in unit\*\* | \*\*Name\*\* | | | | ## | | #” | #+ | | #+ | # | # | | # | # | # | #+/#++ |  |
| Weapon | | | Pts | Range | | Type | | | S | AP | D | | Special Rules | | | | | |
| \*\*Weapon Name\*\* | | | # | ##” | | Type # | | | # | -# | # | | \*\*Sample Special Rules\*\* | | | | | |
| **OPTIONS** | * This is a list of options, Option Name 1**(#Pts)**, Option Name 2**(#pts)**, Option Name 3**(#Pts)** * This is a single option. **#pts** * This is another single option. **#pts** | | | | | | | | | | | | | | | | | |
| **Special Rules** | **Special Rule 1:** This is a Special Rule.  **Special Rule 2:** This is a Special Rule.  **Special Rule 3:** This is a Special Rule.  Optional section for psychic powers below, delete as required. | | | | | | | | | | | | | | | | | |
| **PSYCHIC POWERS** | This Model can Incarnate # Psychic Power per friendly Psychic Phase and attempt to enter a Mind War with # Enemy Psychic in each Enemy Psychic Phase. This Model Knows the default Powers as well as # Powers from the <Choose Psychic School> | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | **\*\*KEYWORD\*\*, \*\*KEYWORD\*\*, \*\*KEYWORD\*\*** | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | **\*\*KEYWORD\*\*, \*\*KEYWORD\*\*, \*\*KEYWORD\*\*** | | | | | | | | | | | | | | | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Fire Support** | **### Pts** | | | | | | | \*\*Vehicle or Monster\*\* | | | | | | | | | | | | |
| \*\*Description and Equipment of Unit\*\* | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| \*\*# in unit\*\* | \*\*Name\*\* | | | | | # | | **##”** | #+ | | **#+** | | # | | # | ##-## | **#** | # | #+/#++ |  |
|  |  | | | | |  | | **##”** |  | | **#+** | |  | |  | ##-# | **#** |  |  |  |
|  |  | | | | |  | | **##”** |  | | **#+** | |  | |  | #-# | **#** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| **\*\*Weapon Name\*\*** | | | | # | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| \*\*Shot Profile\*\* | | | | - | ##” | | \*\*Type #\*\* | | | # | | -# | | # | | \*\*Sample Special Rules\*\* | | | | |
| \*\*Shot Profile\*\* | | | | - | ##” | | \*\*Type #\*\* | | | # | | -# | | # | | \*\*Sample Special Rules\*\* | | | | |
| **OPTIONS** | | * This is a list of options, Option Name 1**(#Pts)**, Option Name 2**(#pts)**, Option Name 3**(#Pts)** * This is a single option. **#pts** * This is another single option. **#pts** | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Special Rule 1:** This is a Special Rule.  **Special Rule 2:** This is a Special Rule.  **Special Rule 3:** This is a Special Rule.  Optional sections for psychic powers or transport capacity below, delete as required. | | | | | | | | | | | | | | | | | | |
| **PSYCHIC POWERS** | | This Model can Incarnate # Psychic Power per friendly Psychic Phase and attempt to enter a Mind War with # Enemy Psychic in each Enemy Psychic Phase. This Model Knows the default Powers as well as # Powers from the <Choose Psychic School> | | | | | | | | | | | | | | | | | | |
| **Transport** | | This model may transport up to # <Types of model by Keyword> models. Each <big model you can also transport> model takes up the space of # other models. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **\*\*KEYWORD\*\*, \*\*KEYWORD\*\*, \*\*KEYWORD\*\*** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **\*\*KEYWORD\*\*, \*\*KEYWORD\*\*, \*\*KEYWORD\*\*** | | | | | | | | | | | | | | | | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1. **Core** | 1. **## Pts** | | | | | | | \*\*Squad\*\* | | | | | | | | | | | | | |
| 1. This Unit contains # model and # models. 2. Model Equipment 3. Model Equipment | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | 1. **WS** | | 1. **BS** | | 1. **S** | | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. #-# | 1. Models | | | | | 1. #/model | | 1. #” | 1. #+ | | 1. #+ | | 1. # | | 1. # | | 1. # | 1. # | 1. # | 1. #+/#++ |  |
| 1. # | 1. Model | | | | | 1. # | | 1. #” | 1. #+ | | 1. #+ | | 1. # | | 1. # | | 1. # | 1. # | 1. # | 1. #+/#++ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | | 1. S | | 1. AP | | 1. D | | 1. Special Rules | | | | | |
| 1. \*\*Weapon Name\*\* | | | | 1. # | 1. ##” | | 1. \*\*Type #\*\* | | | 1. # | | 1. -# | | 1. # | | 1. \*\*Sample Special Rules\*\* | | | | | |
| 1. **OPTIONS** | | 1. This is a list of options, Option Name 1**(#Pts)**, Option Name 2**(#pts)**, Option Name 3**(#Pts)** 2. This is a single option. **#pts** 3. This is another single option. **#pts** | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Special Rule 1:** This is a Special Rule. 2. **Special Rule 2:** This is a Special Rule. 3. **Special Rule 3:** This is a Special Rule. 4. Optional section for psychic powers below, delete as required. | | | | | | | | | | | | | | | | | | | |
| 1. **PSYCHIC POWERS** | | 1. This Model can Incarnate # Psychic Power per friendly Psychic Phase and attempt to enter a Mind War with # Enemy Psychic in each Enemy Psychic Phase. This Model Knows the default Powers as well as # Powers from the <Choose Psychic School> | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. **\*\*KEYWORD\*\*, \*\*KEYWORD\*\*, \*\*KEYWORD\*\*** | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. **\*\*KEYWORD\*\*, \*\*KEYWORD\*\*, \*\*KEYWORD\*\*** | | | | | | | | | | | | | | | | | | |

## Core

## Specialist

## Vanguard

## Fire Support

## Transport

## Super Heavy

## Aircraft

# Reference

## Ranged Weapons

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| \*\*Weapon Name\*\* | ##” | \*\*Type #\*\* | # | -# | # | \*\*Sample Special Rules\*\* |
| \*\*Weapon Name\*\* | ##” | \*\*Type #\*\* | # | -# | # | \*\*Sample Special Rules\*\* |

## CQB Weapons

| Weapon | Range | Type | S | AP | D | Special Rules |
| --- | --- | --- | --- | --- | --- | --- |
| \*\*Weapon Name\*\* | ##” | \*\*Type #\*\* | # | -# | # | \*\*Sample Special Rules\*\* |
| \*\*Weapon Name\*\* | ##” | \*\*Type #\*\* | # | -# | # | \*\*Sample Special Rules\*\* |