

WH40KARDS

by Lloyd Krassner

INTRODUCTION

Two player Card Game based on the Games Workshop Epic Warhammer 40,000 Universe.

DISCLAIMER

Warhammer is a licenced, trademarked property.
This is merely a Fansite.

DECKS

Each player uses a separate deck.
For example: Imperial Deck vs Ork Deck.
Each deck has 1 of each card in its list.

GEAR

Dice, paper, pencils, tokens.

VICTORY

The first player to have 30 hits worth of his own units destroyed breaks and leaves the field.

Or 40 if you have a Command unit deployed.

50 if you have a Leader unit deployed.

If a player loses 3 turns in a row (has all his units in 3 turns destroyed) he breaks and routs.

TURN SEQUENCE

Each turn has 10 phases:

- Logistics Phase
- Scout Phase
- Deploy Phase
- Maneuver Phase
- Titan Phase
- Insertion Phase
- Ranged Combat Phase
- Close Combat Phase
- End Phase

LOGISTICS PHASE

Each player fills his hand to 6 cards.

If the deck runs out, shuffle the Discard & Casualty piles together, and draw from it.

SCOUT PHASE

Players may discard up to 2 cards to their Reserve pile and draw replacement cards.

A player may discard 3 cards if he has a Command unit deployed.

DEPLOY PHASE

Each player must have 3 Unit cards deployed. (Left, Right, and Center)
Deployed cards are placed face up on the table.
Deployed units may be survivors from previous turns or just now deployed.
If you already have 3 or more units deployed you may not deploy more.

MANEUVER PHASE

Add up the Move scores of your 3 deployed units.
The player with the most Skimmer & Jump Jet units gets +2D6 to their Move score.
The player with the higher score outflanks his opponent and may deploy an extra unit card of any type from his hand.

TITAN PHASE

If you deployed a Titan this turn you must roll on the corresponding systems tables.
For example: A Great Gargant gets 4 rolls on the Gargant system table.
These are the weapon systems the Titan has until it is destroyed.
A Titan can only have 1 of any type of system.
Chaos Infantry roll once on the Chaos Gift Table when Deployed.
Use scrap paper to keep track of Titan Systems & Gifts.

INSERTION PHASE

You may deploy any "Digger" or "Pod" or "Stealth" or "Teleport" units in your hand.
For each unit with the "Carry" trait you may deploy an Infantry unit from your hand.

PSYCHIC PHASE

Psychic units get to roll once on the appropriate table to see what Power they can use this turn.

RANGED COMBAT PHASE

In order of decreasing range units may attack.
An attack targets any one deployed enemy unit.
Roll XD6. X = the attacking units Attack Rating.
Every roll of 1 causes 1 hit on the target.
Use tokens placed on the damaged unit to represent hits.
Any unit reduced to 0 hits is destroyed.
Destroyed units are discarded to the owners casualty pile.

Some units have a secondary attack: This is indicated by the notation of: (X/Y) in the Notes column where Range = X and Attack = Y.

Some attacks will automatically destroy a target* on a roll of 1-Z on 1D6: this is indicated by the notation of: (Z) in the Attack Column.

* = Titans are not automatically destroyed: they take 1D6 hits.

Units with the "Split" trait may divide up their attack rolls against 2 targets.
Units making Barrage attacks only cannot be attacked except by other Barrage units.
All your units get +1 to their Attack score if a Command unit is deployed.
All your units get +2 to their Attack score if a Leader unit is deployed.

CLOSE COMBAT PHASE






All Close Combat attacks are simultaneous.
An attack targets any one deployed enemy unit.
Roll XD6. X = the attacking units Close Combat Rating.
Every roll of 1 causes 1 hit on the target.
Use tokens placed on the damaged unit to represent hits.
Any unit reduced to 0 hits is destroyed.
Destroyed units are discarded to the owners casualty pile.
Repeat the Close Combat Phase until one side is wiped out.

All your units get +1 to their Close Combat Rating if a Command unit is deployed.
All your units get +2 to their Close Combat Rating if a Leader unit is deployed.

END PHASE

All units with the Regeneration ability repair 1 Hit of Damage to themselves.

CARD ICONS

	Close Combat
	Range
	Hits
	Attack
	Move

UNIT ABBREVIATIONS LIST

I = Infantry
V = Vehicle
C = Command
S = Skimmer
D = Digger
T = Titan
L = Leader
R = Regenerates
Br = Barrage
x = Split: Unit may divide attack rolls against 2 targets.
Carry = Unit has carry Ability
Psychic = Attack is psychic in nature.
Barrage = Indirect Fire
(X/Y) = Secondary attack of Range = X and Attack = Y.
(Z) = Attack automatically destroys target on a roll of 1-Z on 1D6.
GS = Gargant System
ITS = Imperial Titan System
ES = Eldar Titan System
STS = Squat Titan system
CTS = Chaos Titan System
BTS = Tyranid Bio-Titan System

GARGANT SYSTEM TABLE

1D20	System:	Range	Attack	Close	Notes
1	Battle Cannon Head	15	5	-	
2	Battle Cannon Turret	15	4	-	
3	Cluster Buster	15	5x	-	
4	Deth Kanon	20	6	-	Attack +2 vs Titans
5	Gatling Cannon	10	9x	-	
6	Gork Head	-	-	-	Command
7	Mork Head	7	5	-	Command
8	Gutbuster: Ball	20	7	-	Mega Cannon
9	Ripper Fist	-	-	+6	
10	Scorcher Turret	7	5	-	
11	Slasha Attack Gun 10	8	-	-	
12	Snapper	3	3	+5	Steam Blast
13	Gutbuster: Chain 15	0	-	Attack +10 vs Titans	
14	Gutbuster: Barrage	20	8	-	Barrage
15	Super Lifta Droppa Arm	15	(3)	-	(1)
16	Kustom Force Field	-	-	-	+1D6 Hits this turn
17	Buzz Saw Arm	-	-	+6	
18	Krusher Arm	-	-	+6	
19	Deluxe Custom Kannon	10	2D6	-	
20	Pick one				

Note: A Gargant can only have 1 head: Reroll extra heads.

IMPERIAL TITAN SYSTEM TABLE

1D8	System:	Range	Attack	Close	Notes
1	Multi-Launcher	20	8	-	Barrage
2	Plasma Blastgun	10	8	-	
3	Vulcan Megabolter 15	7	-	-	
4	Turbo-Laser Destructor	15	6x	-	
5	Powerfist	-	-	+6	
6	Chainfist	-	-	+6	
7	Inferno Gun	7	9	-	
8	Void Shields	-	-	-	+1D6 Hits this turn

ELDAR TITAN SYSTEM TABLE

1D8	System:	Range	Attack	Close	Notes
1	Holo-Fields	-	-	-	+1D6 Hits this turn
2	Pulsar	20	7	-	
3	Heat Lance	15	9	-	
4	Powerfist	-	-	+6	
5	Psychic Lance	10	(4)	-	
6	Distortion Cannon 15	(3)	-	-	
7	Tremor Cannon	20	(2)	-	
8	Pick one	-	-	-	
*	Wing Laser Cannon 15	6x	-	-	
*	Wing Missile Launcher	20	2	-	Barrage

Notes: Eldar Titans also get to pick 2 Wing weapons

SQUAT TITAN SYSTEM TABLE

1D12	System:	Range	Attack	Close	Notes
1	Doomsday Cannon	40	6	-	Barrage
2	Siege Mortar	30	6	-	Barrage
3	Battle Cannon	15	7	-	
4	Fire Thrower	6	9	-	
5	Autocannon	10	3	-	
6	Rad Bomb	60	10	-	Barrage/One use
7	Void Shields	-	-	-	+1D6 Hits this turn
8	Thunderer	10	6	-	
9	Missiles	20	6	-	Barrage
10	Carry	-	-	-	
11-12	Bolters	3	4	-	Split

CHAOS TITAN SYSTEM TABLE

1D20	System:	Range	Attack	Close	Notes
1	Multi-Launcher	20	3	-	Barrage
2	Plasma Blastgun	10	8	-	
3	Vulcan Megabolter 15	7	-	-	
4	Turbo-Laser Destructor	15	6x	-	
5	Powerfist	-	-	+6	
6	Chainfist	-	-	+6	
7	Inferno Gun	7	9	-	
8	Void Shields	-	-	-	+1D6 Hits this turn
9	Head Cannon	10	4	-	
10	Hull Firethrowers 3	7x	-	-	
11	Hell Blade	-	-	+6	
12	Death Storm	15	5	-	Barrage
13	Doom Burner	15	6	-	+3 vs Titans
14	Bloodletter Battlehead	5	4	-	
15	Havoc Missiles	15	8	-	Barrage, One Use
16	Hellstrike Cannon 10	6	-	Barrage	
17	Doomfist	5	6	+3	
18	Titan Tail	10	3	+2	
19-20	Reroll				

TYRANID BIO-TITAN SYSTEM TABLE

1D10	System:	Range	Attack	Close	Notes
1	Cluster Spines	10	8	-	Barrage
2	Pyro-Acid Spray	4	9	-	-
3	Stinger Salvo	5	8	-	-
4	Bio-Cannon	15	6	-	Attack +1 vs Titans
5	Bile Launcher	20	6	-	-
6	Bile Splatter	20	4	-	Barrage
7	Spore Pods	5	12	-	Split, Barrage
8	Razor Claw	-	-	+6	Attack +3 vs Titans
9	Frag Spines	5	8	-	Barrage
10	Ripper Tentacles	-	-	+6	Split, +1 Hit

ELDAR PSYCHIC POWERS

1D6	Power	Range	Attack	Notes:
1	Mind Blast	5	6	-
2	Psychic Lock	15	-	Target cannot attack for rest of turn
3	Eldritch Storm	-	-	Gain 3D6 Move points for next turn
4	Doom	10	-	All Attacks vs target are +2
5	Witch Sight	50	-	Gain 1D6 Hits this turn
6	Mind Shout	5	-	Send target to reserve pile

ORK WEIRDBOY PSYCHIC POWERS

1D6	Power	Range	Attack	Notes:
1	Brainburster Stream	15	3	-
2	Psychic Cannon	10	6	-
3	Death Wave	5	9	-
4-5	Weird Chant	-	-	Roll again & Attack +1 & Range +1
6	Overload	-	-	Weirdboy's head explodes

SQUAT ANCESTOR PSYCHIC POWERS

1D5	Power	Range	Attack	Notes:
1	Heal	-	-	Remove 1D6 Damage Counters from your units
2	Experience	-	-	All units get +2 Attack this turn
3	Force Dome	-	-	Gain 1D6 Hits this turn
4	Psychic Shield	-	-	All units gain 2 Hits this turn
5	Precognition	-	-	Look at opponents Hand

TYRANID PSYCHIC POWERS

1D5	Power	Range	Attack	Notes:
1	Warp Field	-	-	Gain 1D6 Hits this turn
2	Energy Pulse	20	7	-
3	The Horror	-	-	Enemy units are Close -3
4	Psychic Scream	8	(3)	-
5	Psychic Barrage	15	6	Barrage

ORK DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Bad Moonz Ork Boyz	2	1	2	10	3	I	Bolters
Death Skulls Ork Boyz	2	1	2	10	1	I	Bolters
Snakebites Ork Boyz	2	1	3	10	1	I	Bolters
Goffs Ork Boyz	2	1	4	5	2	I	Bolters
Blood Axes Ork Boyz	2	1	2	10	1	I	Bolters
Evil Sunz Ork Boyz	2	1	2	10	1	I	Bolters
Bikeboyz	6	1	4	3	1	I	Bolters
Boarboyz	4	1	5	3	1	I	Bolters
Wildboyz	2	1	4	-	-	I	Axes
Stormboyz	2	1	2	10	1	I	Bolters
Madboyz	2	1	2	10	1	I	Bolters
Nobz	2	1	5	10	4	IC	Bolters
Warboss	2	1	6	10	4	IC	Bolters
Warlord	2	1	8	10	5	IC	Bolters
Ghazghkull Thraka	2	3	9	5	5	IL	Kustom Kombis
Gretchin	2	1	0	3	2	I	Shotguns
Ork Freeboterz	2	1	2	10	1	I	Bolters
Battlewagon	5	3	2	10	1	V	Autocannon
War Buggy	6	2	3	5	1	V	Autocannon
Traktor Kannon	3	1	1	10	(3)	V	(1)
Lungbursta	4	3	2	10	3	V	Battlecannon
Gutrippa	4	3	5	10	3	V	Battlecannon
Giblet Grinda BF	3	4	9	10	6	V	Autocannon
Skullhamma BF	3	4	5	15	5	V	Battlecannon
Bonecruncher	4	3	5	10	3	V	Autocannon
Bonebreaker	4	3	5	15	4	V	Battlecannon
Braincrusha	3	3	1	20	6	V	Crushacannon
Evil Sunz Bowel Burna	6	2	2	3	3	V	Scorcher
Evil Sunz Gobsmasha	5	2	1	10	1	V	Autocannon
Mekboy Speedstas	7	2	4	15	6Br	V	Rokkits & Cannon
Mekboy Dragster	8	4	3	-	-	V	Deflektor Shield
Nobz Warbike	6	2	6	5	4	VC	Bolters
Evil Sunz Spleenrippa	6	2	1	15	4	V	Battlecannon
Wartrack	6	2	2	10	1	V	Autocannon
Bubble Chukka Speedsta	6	2	3	10	*	V	Bubbles
Mekboy Tinbotz	2	3	5	5	3	I	Autocannon
Evil Sunz Scorcher	6	2	2	3	3	V	Scorcher
Ork Dreadnaughts	2	2	4	10	2	I	Autocannon
Squig Katapult	3	3	2	10	2D6	V	Squig Swarm
Mekboy Pulsa Rokkit	1	3	0	15	10	V	Barrage
Snakebite Squiggoth	2	4	6	10	3	V	(5/3)
Hop Splat Gun	2	1	0	10	3	V	Barrage
Shokk Attack Gun	2	1	1	40	(3)	V	
Stompers	2	4	9	10	7	V	AC,B(3/3)
Weirdboy Battle Tower	5	3	2	-	-	V	Psychic
Great Gargant	2	15	16	-	-	T	6 GS
Slasher Gargant	3	10	13	-	-	T	4 GS
Mekboy Gargant	4	7	11	-	-	T	4 GS

* = Target cannot attack for rest of turn on a roll of 1-3 on 1D6.

GS = Gargant Systems, B = Bolters, AC = Autocannon, BF = Battle Fortress

IMPERIAL DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Land Raider	4	4	4	15	4	V	LC,B(3/1)Carry
Rhino	5	3	1	3	1	V	B,Carry
Predator Tank	5	3	1	15	5x	V	AC,LC
Vindicator	4	4	3	10	6	V	Thunderer
Whirlwind	4	3	5	30	2	V	MUL,Barrage
Land Speeder	6S	1	4	5	5	V	Multi-melta
Leman Russ Tank	4	3	3	15	5	V	BC,LC,B(3/1)
Basilisk	3	2	1	30	2	V	ES,Barrage
Bombard	2	2	1	30	3	V	SM,Barrage
Manticore	3	2	1	40	6	V	RK,Barrage
Deathstrike	2	1	0	50	4	V	MI,Barrage
Shadow Sword SHT	2	4	7	20	8	V	VC,LC,B(15/3)(5/5)
Bane Blade SHT	2	4	9	15	8x	V	BC,LC,B(5/9)
Storm Blade SHT	2	4	7	10	25x*	V	BC,HK,HL,PB,B(5/5)
Termite	3D	3	2	-	-	V	Carry
Mole	3D	3	4	-	-	V	Carry
Hellbore	3D	4	6	-	-	V	Carry
Hellhound Firethrower	2	2	3	5	6	V	
Assault Landing Pod	0	3	1	-	-	V	Pod/Carry
Support Landing Pod	0	3	1	15	3	V	Pod,PC
Deathwind Pod	0	3	0	2	1	V	BM,Pod
Gorgon SHT	2	3	5	3	8x	V	MT,B,Carry
Capitol Imperialis	1	5	4	15	3	VC	PC,B,(3/8)Carry
Tactical Marines	2	1	3	10	1	I	Bolters
Assault Marines	3	1	4	5	1	I	PS,Jump Packs
Devastator Marines	2	1	3	15	3x	I	Hvy Wpns
Marine Scouts	2	1	3	10	1	I	Bolt pistol
Ultramarines	2	1	5	10	1	I	Bolters
Space Wolf Marines	2	1	5	10	1	I	Bolters
Blood Angel Marines	2	1	5	10	1	I	Bolters
Terminators	2	2	7	5	4	I	B,Teleport
Space Marine HQ	2	1	5	5	2	IC	Bolters
Space Marine Chaplain	2	1	5	5	2	IC	Pistol
Space Marine Librarian	2	1	5	5	1D6	IC	Pistol/Psychic
Imperial Troops	2	1	1	10	1	I	Lasguns
Imperial Assault Troops	3	1	2	5	1	I	PS/Jump Packs
Imperial Support Troops	2	1	1	15	3x	I	Hvy Wpns
Imperial Bike	6	1	4	3	1	V	Bolters
Imperial Assassin	3	2	6	5	3	I	Stealth
Ogryns	2	2	7	2	3	I	Ripper Gun
Ratling Snipers	2	1	1	10	2	I	+2 vs Comnd units
Rough Riders	4	1	4	5	1	I	Lances
Commissar	2	1	5	5	2	IC	Pistol
Commissar Yarrick	2	4	9	5	3x	IL	Evil Eye, PS
Dreadnaughts	2	2	3	15	1	V	AC
Robots	2	2	3	15	1	V	AC
Rapier	2	1	0	10	2	V	LC
Tarantula	2	1	0	15	3	V	LC
Mole Mortar	1	1	0	30	1	V	Barrage
Thudd Gun	1	1	0	15	2	V	Barrage
Sentinel	5	2	3	10	2	V	AC
Knight Paladin	8K	4	9	12	3	V	BC,SL
Knight Lancer	10K	4	6	12	6x	V	SL,LC,ML
Knight Warden	5K	4	3	12	6x	V	BC,ML
Warlord Titan	3	12R	15	-	-	T	4 ITS
Reaver Titan	4	10R	12	-	-	T	3 ITS
Warhound Scout Titan	5	8R	9	-	-	T	2 ITS

* = Attack = 12 on 2nd and consecutive turns.

AC = Autocannon, BC = Battle Cannon, SL = Shock Lance, ML = Multi-Lasers
 MUL = Multi-Launcher, LC = Lascannon, B = Bolters, PB = Plasma Blast Gun
 HL = Hellion Missile, HK = Hunter/Killer Missiles, VC = Volcano Cannon
 MT = Mine Thrower, ITS = Imperial Titan System, RK = Rockets, MI = Missile
 Launcher

ES = Earth Shaker Artillery Cannon, SM = Siege Mortar, PC = Plasma Cannon
 BM = Bombs, PS = Pistols & Swords, SHT = Super Heavy Tank, K = Knight

ELDAR DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Guardians	2	1	1	10	1	I	Shuriken
Ulthwe Black Guardians	2	1	1	10	1	I	Shuriken
Scouts	2	1	4	10	2	I	Shuriken,Stealth
Alaitoc Scouts	2	1	4	10	2	I	Shuriken,Stealth
Swooping Hawks	4	1	3	5	1	IA	Lasguns
Dire Avengers	2	1	3	10	1	IA	Shuriken
Biel-Tan Avengers	2	1	3	10	1	IA	Shuriken
Dark Reapers	1	2	2	15	4	IA	Missiles
Fire Dragons	2	1	3	5	3	IA	Thermalgun
Howling Banshees	2	1	7(3)	-	-	IA	Power sword
Striking Scorpions	2	1	10	-	-	IA	Mandi-blaster
Warlock	2	1	3	3	1	IC	Psychic
Exarch	4	2	9	15	5	IC	Artifacts
Avatar	3	5	11	3	7	IL	Spear
Harlequin	3	2	7	5	1	I	Shuriken
Eldar Jet Bike	7S	1	4	3	2	V	SC
Saim-Hann Wild Riders	7S	1	4	3	2	V	SC
Vyper Jet Bike	7S	1	4	5	3	V	SC
Falcon Grav Tank	5S	3	2	15	4	V	Carry
Wave Serpent	5S	3	2	15	(3)	V	Carry
Warp Hunter	5S	3	2	25	(3)	V	Warp Generator
Deathstalker	5S	3	2	25	5	V	Prism Cannon
Tempest	5	4	5	20	6	V	(3/3)
Doomweaver	4	3	2	40	(3)	V	Web Spinner
War Walker	4	2	4	15	3	V	LC,SL(5/3)
Dreadnaught	3	2	3	15	3	V	LC
Fire Gale	8K	4	6	15	3	V	PL,LC,SL(10/(3))
Bright Stallion	10K	5	6	12	4	V	PL,PU,SL(10/(3))
Towering Destroyer	8K	5	12	15	3	V	PL,LC,SL(10/(3))
Wraithguard	2	2	3	10	2	V	
Iyanden Ghost Warriors	2	2	3	10	2	V	
Vibro cannon	2	1	0	15	(3)	V	
Antigrav Lascannon	2	1	0	15	4	V	LC
Warlock Titan	4	11R	9	-	-	T	2ES/Psychic
Phantom Titan	4	13R	11	-	-	T	2ES
Revenant Scout Titan	9	7R	7	-	-	T	2ES

LC = Lascannon, SL = Scatter Laser, PL = Psychic Lance, SC = Shuriken Cannon
 PU = Pulse Laser, K = Knight, A = Aspect Warriors

SQUAT DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Berserker Assault Squad	2	1	3	5	1	I	Bolt Pistol
Warrior Combat Squad	2	1	1	10	1	I	Lasguns
Thunderer Heavy Squad	2	1	2	15	4x	I	Hvy Bolters
Warlord	2	2	7	10	3	IC	Bolters
Grand Warlord	2	3	8	10	3	IL	Bolters
Hearthguard	2	2	7	10	3	IC	Bolters
Living Ancestor	2	3	1	5	1	IC	Psychic
Ancestor Lord	2	4	1	5	1	IC	Psychic
Mech-Priest	2	1	3	5	1	I	Repair
Squat Rhino	5	3	1	3	1	V	Bolters
Squat Land Raider	4	4	4	15	4	V	LC,B(3/1)Carry
Guild Bikers	6	1	5	3	1	V	Bolters
Guild Trike	6	1	5	5	5	V	Multi-melta
Guildmasters	6	2	6	10	2	VC	Lascannon
Iron Shield APC	4	4	2	10	2	V	AC,B(5/4)Carry
Iron Hammer MBT	4	4	3	15	5	V	MT,B(5/2)
Retributor Assault Tank	4	4	3	15	3	V	BC,B(5/4)LC(10/4)
Hearthlord SHT	3	5	7	20	7	V	PL,B(5/6)
Hellfury SHT	3	5	4	10	3	V	AC,B(5/4)Carry
Rapier	1	1	0	10	3	V	Laser Destroyer
Robots	2	2	3	15	1	V	Autocannon
Goliath Mega-Cannon	2	2	1	50	7	V	SHH,Barrage
Tarantula	2	1	0	15	6	V	Lascannon
Thudd Gun	1	1	0	15	2	V	Barrage
Grudgekeeper	1	1	0	15	17x*	V	HHM
Mole Mortar	1D	1	0	30	1	V	Barrage
Mole	3D	3	4	-	-	V	Carry
Termite	3D	3	2	-	-	V	Carry
Overlord Airship	4S	4	6	15	10x	V	BC,AC,MB(3/5)(1/8)
Iron Eagle Gyrocopter	8S	3	4	10	5x	V	AC,BC
War Hawk Gyrocopter	8S	3	4	10	5	V	Ms,B(3/1)
Steel Hawk Gyrocopter	8S	3	4	5	4Br	V	RK,MM(5/5)
Land Train	2	12	14	-	-	T	4 STS, Carry
Colossus	2	9	13	-	-	T	4 STS, Carry
Leviathan	2	6	13	-	-	T	4 STS, Carry
Orbital Barrage	-	-	-	-	8**	-	

AC = Autocannon, BC = Battle Cannon, B = Bolters, MB = Melta Bombs

SHH = Super Heavy Howitzer, DM = Doomsday Cannon, LC = Lascannon

MT = Mega Thunderer, HHM = Hunter & Helion Missiles, PL = Plasma Laser

* = Attack becomes 9 on 2nd and later turns. SHT = Super Heavy Tank

Repair = Remove 1D3 Damage counters from Vehicles in End Phase.

MM = Multimelta, RK = Rockets, Ms = Missiles

** = Remove from play when used.

CHAOS DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Thousand Sons	2	1Tz	4	10	1	I	CSM
Death Guard	2	1Nu	4	10	1	I	CSM
Emperors Children	2	1Sl	4	10	1	I	CSM
World Eaters	2	1Kh	4	10	1	I	CSM
Chaos Marine Support	2	1	4	15	3	I	ML
Traitor Terminators	2	2	8	5	4	I	Storm Bolters
Terminator Support	2	2	5	10	6	I	AC
Chaos Beastmen	3	1	3	-	-	I	S&S
Chaos Squats	2	1	3	10	1	I	B
Chaos Squat Support	2	1	3	15	3	I	HB
Trolls	3	2R	7	-	-	I	Clubs
Minotaurs	3	2	6	-	-	I	Axes
Chaos Spawn	3	3	8	-	-	I	-
Chaos Hounds	5	1	4	-	-	I	-
Chaos Champion	2	2	9	10	1	IC	B
Tzeentch Disc Riders	7S	1Tz	8	10	1	I	
Tzeentch Pink Horror	2	2Tz	5	-	-	I	Regenerates
Tzeentch Blue Horror	2	1Tz	2	-	-	I	
Flamer of Tzeentch	3	1Tz	2	5	2	I	Magical Flame
Plaguebearer of Nurgle	2	2Nu	7	-	-	I	Cloud of Flies
Beast of Nurgle	2	3Nu	8	-	-	I	Cloud of Flies
Nurplings	1	1Nu	3	-	-	I	
Slaaneshi Beast Riders	7	3Sl	10	10	1	I	
Fiends of Slaanesh	3	1Sl	3	-	-	I	Soporific Must
Daemonette of Slaanesh	2	2Sl	7	-	-	I	Euphoric Must
Bloodthirster of Khorne	2	4Kh	13	-	-	I	Axe & Whip
Great Unclean One	1	5Nu	8	3	(3)	I	SOC
Keeper of Secrets	2	4Sl	11	5	(3)	I	Aura of Slaanesh
Lord of Change	3	4Tz	9	7	(3)	I	Bolt of Change
Angron	2P	4Kh	11	3	(3)	IL	Mighty Roar
Magnus the Red	3P	4Tz	7	5	(3)	IL	Beam of Power
Fulgrim	2P	4Sl	9	2	(3)	IL	Soporific Must
Mortarion	1P	5Nu	6	3	(3)	IL	Plague Wind
Juggernaut Riders	4	4Kh	10	10	1	I	B
Cultist Tactical	2	1	2	10	1	I	Lasguns
Cultist Support	2	1	2	15	3	I	Hvy Wpns
Cultist Assault	2	1	3	5	1	I	S&P
Mounted Cultists	4	1	4	5	1	I	Lances
Cult Bikers	6	1	4	3	1	V	B
Chaos Androids	2	2	3	10	2	I	B
Chaos Dreadnaughts	2	2	3	15	1	V	Autocannon
Chaos Robots	2	2	3	15	1	V	Autocannon
Bloodletters of Khorne	2	3Kh	6	-	-	I	Regenerates
Fleshhounds of Khorne	4	1Kh	3	-	-	I	
Brass Scorpion	4	3Kh	8	10	4	V	JG, SK (5/6)
Doom Blaster	3	4Kh	5	15	6	V	DM, B (3/3)
Blood Reaper	3	4Kh	5	10	9x	V	TG, SC
Death Dealer	3	4Kh	9	10	3	V	GC (5/6), TG, B (3/3)
Tower of Skulls	3	4Kh	7	10	6	V	CN, B (3/5)
Cauldron of Blood	3	4Kh	7	5	8	V	BC
Cannon of Khorne	2	2Kh	2	20	3	V	Barrage
Silver Towers	4S	5Tz	4	10	6	V	CN, BP (15/6)
Doom Wing	15S	3Tz	4	4	4	V	FC
Fire Lord	12S	4Tz	4	10	5	V	LC, FC (4/4) FB (1/8)
Lord of Battle	3	9Kh	12	-	-	T	4CTS, Carry
Banelord	3	12Kh	16	-	-	T	5CTS
Chaos Titan	-	-	-	-	-		Roll on Conversion Table
Chaos Vehicle	-	-	-	-	-		Roll on Conversion Table

GC = Gatling Cannon, TG = Tower Gun, B = Bolters, CN = Cannon, BC = Blood Cannon

AC = Assault Cannons, ML = Missile Launchers, HB = Heavy Bolters, S&S = Swords & Spears

SC = Skull Cannon, SK = Scorpion Cannon, JG = Jaw Guns, DM = Doom Mortar
S&P = Swords & Pistols, P = Primarch, CTS = Chaos Titan System

SOC = Stream of Corruption, CSM = Chaos Space Marines, FB = Firestorm Bombs

BP = Beam of Power, LC = Lascannon, CN = Cannon, FC = Flame Cannon

Unit Types: Nu = Nurgle, Kh = Khorne, Tz = Tzeentch, Sl = Slaaneshi

Primarch unit bonuses only apply to units of the same type.

CHAOS TITAN CONVERSION TABLE

1D6	Titan:	Move	Hits	Close	CTS
1	Nemesis 3	12	15	4	
2	Deathbringer	3	11	14	4
3	Goth	4	10	12	3
4	Hun	4	9	10	3
5-6	Warhound	5	8	9	2

CHAOS VEHICLE CONVERSION

1D10	Vehicle:
1	Chaos Land Raider
2	Chaos Rhino
3	Chaos Rapier
4	Chaos Tarantula
5	Chaos Mole Mortar
6	Chaos Thudd Gun
7	Chaos Sentinel
8	Chaos Basilisk
9	Chaos Bombard
10	Chaos Manticore

CHAOS GIFT TABLE

1D100	Gift:	Notes:
1-2	Horns	Close +1
3-4	Multiple Arms	Close +1
5-6	Plague Bearer	Close +1
7-8	Poisonous Bite	Close +1
9-10	Razor-sharp Claws	Close +1
11-12	Transparent Skin	Close +1
13-14	Iron Hard Skin	Hits +1
15-16	Regeneration	Regeneration
17-18	Resilient	Hits +1
19-20	Rotting Flesh	Close +1
21-22	Scaly Skin	Hits +1
23-24	Warty Skin	Hits +1
25-26	Wings	Move +5
27-28	Mace Tail	Close +1
29-30	Scorpion Tail	Close +1
31-32	Skull Face	Close +1
33-34	Spits Acid	(3/2)
35-36	Telekinesis	(3/2)
37-38	Uncontrollable Flatulence	Close +1
39-40	Warp Frenzy	Roll Twice more
41-42	Beaked	Close +1
43-44	Beweaponed Extremities	Close +1
45-46	Blood Rage	Close +1
47-48	Breathes Fire	(3/2)
49-50	Fangs	Close +1
51-52	Flaming Skull Face	Close +1
53-54	Growth	Close +1
55-56	Brightly Patterned Skin	Hits +1
57-58	Burning Body	Close +1
59-60	Tentacles	Close +1
61-62	Cloven Hooves	Move +5
63-64	Horrible Stench	Close +1
65-66	Hypnotic Gaze	(3/(3))
67-68	Invisibility	Hits +1
69-70	Crystalline Body	Hits +1
71-72	Duplication	Carry
73-74	Enormously Fat	Hits +1
75-76	Eyestalks	Hits +1
77-78	Levitation	Move +5
79-80	Long Legs	Move +5
81-82	Long Spines	Close +1
83-00	Nothing	

Notes: Chaos Infantry roll once on this table when deployed.

TYRANID HIVE DECK UNIT CARD LIST

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Genestealer Cultists	2	1	1	10	1	I	Lasguns
Hybrid Genestealers	2	1	3	5	1	I	S&P
Genestealers	3	2	7	-	-	I	Claws
Genestealer Magus	2	1	2	-	-	I	Psychic
Devourer Swarm	2	1	3	-	-	I	
Biovore	2	3	2	20	7	V	SM; Barrage
Carniflex	2	3R	8	10	4	I	BP
Dactylis	3	4	5	15	3Br	V	BiP, SC (3/1)
Dominatrix	2	8R	11	15	9	VL	BC, SC (3/11) Psychic
Exocrine	3	4	5	15	5	V	BC, SC (3/1)
Gargoyles	8S	1	2	5	1	I	Flame Spurt
Harridan	10S	4	6	1	12Br	VC	SpC, BC (10/7) Carry
Haruspex	3	4	9	5	3Br	V	AJ, FS
Hive Tyrant	2	5R	11	10	4	IL	VC, Psychic
Hormagaunt	6	1	3	-	-	I	Claws
Lictor	9	3	5	5	2	I	Flesh Hooks
Zoats	3	2	6	10	2	I	Barbed Stranglers
Malefactor	4	4	7	5	4Br	V	FS, SC (3/2) Carry
Mycetic Spore	-	3	4*	-	-	V	Carry, Pod
Termagants	2	1	2	5	1	I	Flesh Borers
Trygon	4	5	9	8	8	V	Bio-Shock
Tyranid Warriors	2	2	6	10	3	IC	Deathspitters
Zoanthrope	2	2	2	10	7	V	Warp Blast
Hierophant Bio-Titan	5	12R	14	-	-	T	3BTS
Hierodule Bio-Titan	5	10R	10	-	-	T	2BTS

Notes: R = Regenerates, Br = Barrage

SM = Spore Mines, BP = Bio Plasma, BiP = Bile Pods, Br = Barrage,
SC = Spore Cysts, BC = Bio Cannon, SpC = Spore Cloud, AJ - Acid Jet,
FS = Frag Spines, VC = Venom Cannon, S&P = Swords & Pistols,

BTS = Tyranid Bio-Titan Systems

*=This unit destroyed at end of turn.

TYRANID BIO TABLE

1D10	Result	Notes:
1	Acid Blood	One Unit gets Close +2 this turn
2	Hallucinogens	Take control of Target enemy unit this turn
3	Pathogenic Slime	One Unit gets Attack +2 this turn
4	Energy Immunity	One Unit gets Hits +2 this turn
5	Overrun Assault	All Units get Close +2 this turn
6	Bio-Assassin	Target enemy unit gets 1 Damage Token
7	Regenerate	Remove 1D3 Damage Tokens
8	Adrenalin Surge	One unit gets Move +2 and Close +2 this turn
9	Chameleon	One Unit gets Hits +1 and Close +1 this turn
10	Overdrive	All Units get Move +2 this turn this turn

Notes: Roll once on this table at the end of Deploy Phase.

EPIC WH40K LINKS

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GAME DESIGNERS NOTES

I had to tone down the Titans a little bit (But not much!)