

STAT-LINES SUMMARY FOR ALTERNATIVE 5TH EDITION RULE-SET

Most profiles and main special rules are given for the first three army lists I was working on. There was a lot of extra stuff which was going to be included in the army list selections to give even more variety than the present Codex lists. Unfortunately I didn't get around to completing my own army lists in complete presentable format (although I had figured all of them out!). Hopefully you will be able to create playable forces if you wish too. I may have missed some profiles or special rules out from their intended finished versions, but hopefully this will provide you with sufficient information on your forces to get gaming! Where you have units that are not listed use the closest available stat-line, or agree with your opponent on appropriate characteristics and special rules, using the profiles presented here as a guide. Options for equipping your troops should be reasonably easy if you base it on the current Codices, but don't miss out on opportunities for characterful additions from my new rules – an example is that Space Marine Scouts with sniper rifles, and Imperial Guard Stormtroopers should definitely receive targeters!

SPACE MARINES

MODEL	M	WS	BS	S	T	W	I	A	LD	SV	SPECIAL RULES
Marine Captain	5	5	5	4	4	3	5	3	10	3+	Independent Character, Stubborn, Tactical Withdrawal
Marine Chaplain	5	5	5	4	4	3	5	3	10	3+	Independent Character, Fearless, Rites of Battle
Marine Librarian	5	5	5	4	4	3	5	3	10	3+	Independent Character, Stubborn, Psyker
Veteran Marine	5	5	5	4	4	2	4	2	9	3+	Determined, Tactical Withdrawal
Terminator	5	5	5	4	4	2	4	2	9	2+(5+)	Determined, Tactical Withdrawal
Space Marine	5	5	5	4	4	2	4	1	8	3+	Determined, Tactical Withdrawal
Marine Scout	5	3	3	4	4	1	4	1	8	4+	Determined, Tactical Withdrawal
Tech Servitor	4	1	2	3	4	1	2	1	0	5+	Fearless
Gun Servitor	4	1	4	3	4	1	2	1	0	5+	Fearless
Combat Servitor	4	3	2	3	4	1	3	1	0	5+	Fearless

Veteran Marine includes: Veteran Squads, Command Squads, Veteran Sergeants.

Space Marine includes: Tactical Squads, Assault Squads, Devastator Squads, Techmarines.

IMPERIAL GUARD

MODEL	M	WS	BS	S	T	W	I	A	LD	SV	SPECIAL RULES
Company Commander	4	4	4	3	3	2	4	3	9	5+	Independent Character
Lord Commissar	4	4	4	3	3	2	4	3	10	5+	Independent Character, Stubborn
Commissar	4	4	4	3	3	1	3	2	10	5+	Attached Character, Stubborn
Primaris Psyker	4	3	3	3	3	2	3	2	9	5+	Independent Character
Preacher	4	3	3	3	3	1	3	2	8	-	Attached Character, Rites of Battle
Veteran Guardsman	4	3	3	3	3	1	3	2	8	5+	
Stormtrooper	4	3	3	3	3	1	3	2	8	4+	
Guardsman	4	3	3	3	3	1	3	1	7	5+	
Ogryn	5	3	2	4	4	2	3	2	6	5+	
Ogryn	5	3	2	4	4	2	3	3	7	5+	
Ratling	4	2	4	3	3	1	3	1	6	5+	Infiltrate
Battle Squad Psyker / Conscript	4	2	2	3	3	1	3	1	7	5+	
Tech Servitor	4	1	2	3	4	1	2	1	0	5+	Fearless
Gun Servitor	4	1	4	3	4	1	2	1	0	5+	Fearless
Combat Servitor	4	3	2	3	4	1	3	1	0	5+	Fearless

Veteran Guardsman includes: Veteran Squads, Platoon Command Squad Officer, Company Command Squads, Techpriest Engineers, Veteran Sergeants.

Guardsman includes: Infantry Squads, Heavy Weapon Squads, Special Weapon Squads.

SISTERS OF BATTLE

MODEL	M	WS	BS	S	T	W	I	A	LD	SV	SPECIAL RULES
Canoness	4	4	4	3	3	2	4	3	10	3+	Independent Character, Stubborn, Rites of Battle
Palatine	4	3	4	3	3	2	4	2	9	3+	Independent Character, Stubborn, Rites of Battle
Confessor	4	3	3	3	3	2	4	2	10	5+	Independent Character, Stubborn, Rites of Battle
Missionary	4	4	4	3	3	2	4	3	10	5+	Independent Character, Stubborn, Rites of Battle
Preacher	4	3	3	3	3	1	3	2	8	-	Attached Character, Rites of Battle
Arco-flagellant	5	3	0	4	4	1	4	2	0	-	Fearless, Furious Charge, Rage, Feel No Pain, Fleet
Crusader	4	3	3	3	3	1	3	2	8	3+/3+	Stubborn
Death Cult Assassin	4	4	3	3	3	1	4	2	8	- /5+	Infiltrate, Fearless
Veteran Sister	4	3	3	3	3	1	3	2	9	3+	Determined
Battle Sister	4	3	3	3	3	1	3	1	8	3+	Determined
Hospitaller / Dialogus / Famulous	4	2	3	3	3	1	3	1	7	-	Attached Character, Determined

Veteran Sister includes: Celestian Squads, Veteran Superiors.

Battle Sister includes: Battle Sister Squads, Dominion Squads, Retributor Squads, Seraphim Squads.

The tables below summarise where I was headed with the army lists, as a breakdown across the scale (of 0 – 10 characteristics) of where each type of creature should be as regards WS and BS. Hopefully, together with the example lists above this should be sufficient information to inspire the creation of relative profiles for the forces I have been unable to fully present. These lists are not exhaustive, and are certainly not in a logical order!

WS 0	Anything auto-hit in combat / Stationary vehicles / Sentry guns
WS 1	Aggressive plants / Gun/Tech Servitors / Automated traps / Tech/Manufacturing Robot / Spore Mine / Horse
WS 2	Civilian/Untrained man / Gretchin / Tau / Ratling / Ethereal / Biovore / Zoanthrope
WS 3	Trained man / Guardsman / Battle Sister / Eldar Guardian / Necron Scarab / Ogryn / Nurgling / Farseer / Arco-flagellant / Crusader / Preacher / Confessor / Vespide / Tau Character (not Ethereal) / Tervigon / Carnifex
WS 4	Space Marine / Missionary / Death Cult Assassin / Commissar / Gaunt / Mawloc / Pyrovore / Dark Eldar / Aspect Warrior (non-combat aspect) / Ork / Most Necron units / Kroot / Daemon (not Khorne) / Guard Character / Battle Sister Character
WS 5	Culexus Assassin / Vindicare Assassin / Tyranid Warrior / Trygon / Khorne Daemon / Daemonic Herald (not Khorne) / Ork Warlord / Space Marine Character / Aspect Warrior (combat aspect) / Exarch (non-combat aspect) / Autarch (non-combat specialist)
WS 6	Daemon Prince (not Khorne) / Khorne Herald / Khârn The Betrayer / Callidus Assassin / Eversor Assassin / Hive Tyrant / Lictor / Genestealer / Broodlord / Exarch (combat aspect) / Autarch (combat specialist) / Phoenix Lord (non-combat aspect)
WS 7	Greater Daemon of Nurgle / Khorne Daemon Prince / Swarmlord / Phoenix Lord (combat aspect, including Asurmen)
WS 8	C'tan Deceiver / Greater Daemon of Tzeentch
WS 9	C'tan Nightbringer / Greater Daemon of Slaanesh
WS 10	Greater Daemon of Khorne / Eldar Avatar

BS 0	Anything that can never shoot / Plants with no ranged attack / Genestealers / Arco-flagellants
BS 1	Plants with a ranged attack
BS 2	Civilian/Untrained man / Ork / Ogryn / Tech/Combat Servitor
BS 3	Trained man / Guardsman / Battle Sister / Eldar Guardian / Tau / Tyranid Warrior / Gaunt / Mawloc / Tervigon / Trygon / Gretchin / Biovore / Pyrovore / Death Cult Assassin / Crusader / Confessor / Preacher / Carnifex / Kroot
BS 4	Space Marine / Missionary / Commissar / Dark Eldar / Aspect Warrior (combat aspect) / Exarch (combat aspect) / Most Necron units / Daemon / Guard Character / Battle Sister Character / Hive Tyrant / Lictor
BS 5	Culexus Assassin / Eversor Assassin / Callidus Assassin / Space Marine Character / Aspect Warrior (non-combat aspect) / Exarch (non-combat aspect) / Autarch (combat specialist) / Daemonic Herald (not Khorne) / Daemon Prince
BS 6	Vindicare Assassin / Autarch (non-combat specialist) / Phoenix Lord (combat aspect)
BS 7	Phoenix Lord (non-combat aspect)
BS 8	
BS 9	
BS 10	