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WARHAMMER
40,000

INSURGENCY

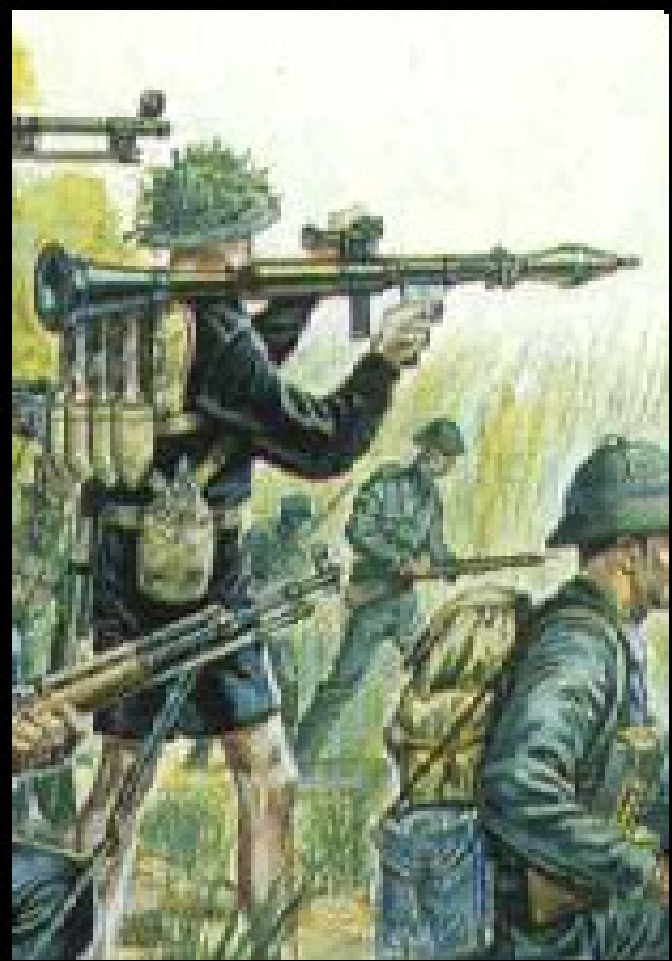


ГОСУДАРЬ ВСЕМОЩНЫЙ

Unofficial Codex, no claim to GW is intended

CODEX

INSURGENCY



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THE ENEMY WITHIN

There are men for whom the Emperor's Law means nothing. There are even men for whom the Emperor himself means nothing. Such men are despised with a hatred reserved for the most base of enemies, for no matter the revulsion a man may feel at the sight of the xenos, corruption in the soul of his brother is a thousand fold more terrible to behold.

The heretic believes his interpretation of the will of the Emperor to be above that of those duly appointed to disseminate it. No matter that the benevolent and wise Ecclesiarchy has laboured for millennia to bring truth to the ignorant and mercy to the downtrodden; the heretic believes only that which he himself can fathom, and is likely to preach his lies to all who will hear them.

Other heretics disbelieve the godhead of the Emperor, adoring him as a man and not as the deified and immortal being he is.

Some may worship other things entirely, from the spirits of beasts, to long-passed ancestors to other, more dangerous deities. Those that cannot be brought within the fold of the Imperial Creed must ultimately be cast out, before their poison spreads to contaminate the faithful.

Rebels threaten the rule of the Adeptus Terra, seeking to drag their worlds into a mire of chaos and anarchy of their own making. Some believe the law of the Imperium too harsh, for they are unaware of the true nature of the perils facing the soul of Man. Some rebels rally followers around false ideologies, preaching such follies as love and compassion for one's fellow man, while others may believe the interests of their peoples are better served apart from the rule of Terra.

Recidivists often seek to return their world and its culture to the state in which it may have existed prior to the Great Crusade, in which all the worlds long separated from Terra were brought back within the fold of the Emperor's beneficence.

These foolish men hold to some false dream or half-remembered myth of an Arcadian past that never in fact existed. But such dreams prove alluring to some, and so the Armies of Man march against their own on countless worlds.

Whatever the cause of rebellion, the response of the Imperium is always the same. Such a threat cannot, and will not, be allowed to thrive.





Special Rules:

- **Low Ammo:** Revolutions often have trouble keeping stocks of ammunition. Although they can carefully hoard ammunition for their heavy and special weapons, small arms ammunition tends to melt away quite quickly in the constant raids a revolution must carry out. At the start of a battle, before deployment, roll a d6. On a roll of 1 the ammo stocks are critical and the rebels have to conserve ammo or run out before the end of the battle. This is represented by the following rules: The Rebel army may only fire a single shot from a pistol, shotgun or rapid fire weapon per turn, with the exception of laspistols and lasguns. In example: A unit with autoguns moves six inches and fires, its range is limited to 12" as normal, but instead of 2 shots per autogun it will only fire 1 and is still unable to then assault.
- **Cut off the head and the serpent will die:** If all of the Independent characters, which take an HQ slot, are killed each unit must take an unmodified morale check or be broken and unable to regroup. Units that pass this test are treated as fearless for the rest of the battle (they consider the leaders martyrs to be emulated). If there is ever a situation where you have no deployed Independent Characters nor have they all been killed (such as the deployment rules of a mission or a deep-striking character) any units which have a leadership value of less than five are considered pinned until an Independent Character enters the board to inspire them.
- **For the Cause!** : Any unit which can draw LoS to an Independent Character (who is selected from an HQ slot) may test with his leadership and may attempt to regroup even if below 50%.
- **Defectors:** A rebel army invariably causes some of the local military to defect to (or even lead) their cause. You may select any 2 FoC slots from Codex: Imperial Guard. These selections use any upgrades or wargear from Codex: Imperial guard alone. Each choice takes a manpower point. These may be used as part of your compulsory choices.
- **Banditos:** Many rebel leaders are outlaws or nomads with just a hint of showy flair to them. Any characters with two pistols of the same type may treat them as twin linked when shooting.



Rebel Specific Weapons

Rebel Specific Weapons: (see codex: imperial guard for other values)

Weapon	Range	Str	AP	Type
Crossbow	18"	4	-	Heavy 1**
Explosive Charge	6"	8	2	Assault 1, Large Blast ***
Hunting Rifle	24"	3	6	Heavy 1

*= See main 40k Rulebook for additional details

** = -1 to all armour penetration rolls against vehicles

*** = See description in Armoury





Armoury

A character may carry up to two weapons, but only one of these may be a Two-Handed Weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. A normal character may select up to a total of 25 points of combined Wargear, an independent character may choose up to 50 points.

Single Handed Weapons		Two Handed Weapons	
Bolt Pistol	3 pts	Autogun	1 pt
Close Combat Weapon	1 pt	Boltgun	3 pts
Autopistol / Stubb Pistol	1 pt	Combi-weapons	
Laspistol	2 pts	-Bolter-Flamer	12 pts
Plasma Pistol	12 pts	-Bolter-Grenade Launcher	8 pts
Power Fist/Claw	20 pts	-Bolter-Plasma	17 pts
Power Weapon	15 pts	-Bolter-Melta	17 pts
Icon	20 pts	Great Weapon	2 pts
		Eviscerator	20 pts
		Lasgun	2 pts
		Shotgun	1 pt
		Hunting Rifle	0 pts

Wargear

Carapace Armour	6 pts
Flak Armour	3 pts
Lucky Charm	5 pts
Improvised Armour	0 pts
Frag Grenades	1 pts
Krak Grenades	2 pts
Master Crafted Weapon	20 pts
Melta Bombs	7 pts
Horse (count as cavalry)	5 pts*
Bike (count as Biker, +1T)	9pts*
Loyal Pet	5pts
Ammo: Shotgun Bolts	2pts
Ammo: Hollow Points	2pts
Ammo: Dum Dum Bullets	2pts
Ammo: Extra Ammunition	2pts

*Independent Characters and retinues only. Bikers do not gain an attack for wielding an additional close combat weapon.



Wargear

New Weapons:

Icon: Although not a weapon, an icon, holy relic, banner or similar standard is very bulky and takes a hand to hold. Units with an Icon count as being double their size for the purpose of outnumbering *when they have lost combat*.

Explosive Charge: Similar in design and concept to a standard imperial demolition charge though far inferior in construction. However, the faulty timing mechanisms mean anyone throwing such a charge will invariably get caught in the blast and suffer a wound. This is unsettling and any model wishing to throw their explosive charge must make a morale check or they “accidentally forget” to arm it and it is wasted. Rather than rolling “to hit” instead roll a scatter die and a d6 and scatter it the appropriate distance and direction.

Great Weapon: A great weapon is a large two-handed weapon such as a flail, giant axe, pole arm or even an industrial chainsaw. These weapons require both hands to use in close combat but give the bearer a +1 strength bonus.

Armour Wargear:

Improvised Armour: Improvised armour consists of any manner of barely effective protective clothing. This will include things like sports gear, medieval armour, pressure suits and mining gear. Improvised armour will give the bearer a 6+ save in close combat, however these forms of armour tend to be bulky and will force the unit to only roll a single D6 when moving through difficult terrain.

Lucky Charm: Any cherished item, fetish or talisman may be considered a lucky charm (even a weapon or other piece of armour). A lucky charm grants the bearer good luck, perhaps with the latent blessing of some warp entity, perhaps it is just fate; the bearer of a lucky charm gains a 6+ invulnerable save. Only one “lucky charm” may be taken per army.

Ammo Wargear:

If a model has Ammo upgrades, you may fire either standard ammunition or the upgraded ammo.

Shotgun Bolts (Shotgun only): Although costly and not as effective as a proper bolter, boltgun rounds can be modified to fire from a common shotgun. When firing bolts the shotgun will fire a boltgun round (S4 AP5).

Hollow Points (Hunting Rifle, Stubb gun, Autogun and Autopistol only): A weapon with hollow point bullets may reroll failed “to wound” rolls but will have an AP value of “-“.

Dum Dum Bullets (Stubb gun and Hunting Rifle only): A weapon firing Dum Dum bullets will suffer from “Gets hot” but will inflict two wounds on any unsaved wounds. This will only affect multi-wound creatures obviously. In example: 3 unsaved dum-dum wounds are scored on a unit of Ogryns (3 wounds each). This will not inflict 6 wounds and kill 2 Ogryns. One Ogryn will suffer 2 dum-dum wounds (doubling to four and killing it), and the second Ogryn would take 1 dum-dum wound (doubled to 2 wounds).

Extra Ammunition (all weapons except lasgun and laspistol): This weapon is not affected by “Low ammo” and in addition; if the army is not affected by low ammo, once per battle the weapon may re-roll any misses. This must be decided before rolling, if an entire unit has this upgrade they must all use their re-roll at the same time.

Other Wargear:

Loyal Pet: The Character is accompanied to battle by a loyal pet, perhaps a dog or perhaps some alien beast. A separate model represents the pet with the profile shown below. It becomes part of whatever unit its character joins and must remain within 2” coherency as usual. A character may not have more than three pets. A pet will slow down the unit it is attached to, but may move as a beast/cavalry. A pet may wear improvised armour for free.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Loyal Pet	4	3	0	3	3	1	4	1	8	-

Suggested Model: Anything that could represent a dog or beast. A cyber mastiff, Ogre Smilodon, Goblin Wolf or even a Genestealer Familiar would all work just fine.

Vehicle Upgrades



Many Rebel vehicles may be fitted with the following additional equipment. Any upgrades must be shown on the vehicle model, and no duplicates may be taken for the same vehicle. See individual vehicle entry for restrictions as to which upgrades can be taken for that vehicle.

Armored Crew Compartment	25 pts
Extra Armour	8 pts
Pintle Mounted Heavy Stubber	10 pts
Rough Terrain Modifications	7 pts
Well Maintained	5/10 pts * Requires Manpower Point
Trained Crew	15/25pts * Requires Manpower Point
Searchlight	2 pts
Smoke Launchers	5 pts
Self Destruct	5 pts
Riding Shotgun	2 pts * Open topped only

Descriptions:

Armored Crew Compartment – The vehicle no longer counts as open topped if it did before.

Extra Armour – The vehicle treats glancing hits that cause “Crew Stunned” as “Crew Shaken”

Pintle Mounted Heavy Stubber – The vehicle gains a heavy stubber with a 360-degree field of fire.

Rough Terrain Modifications – If the vehicle moves 6” or less it may re-roll a dangerous terrain test.

Well Maintained – Vehicle (or squadron) is immune to vehicle breakdown tests. The first price is for a lone vehicle, the second for a squadron. For each vehicle or squadron with this ability you must spend a manpower point.

Trained Crew – Vehicle (or squadron) has BS 3. The first price is for a lone vehicle, the second for a squadron. For each vehicle or squadron with this ability you must spend a manpower point.

Searchlight – During night-fight situations, you may illuminate a single unit that you have spotted. All units may target an illuminated unit normally; in addition, on your opponents next turn all of his units may target the vehicle that used the searchlight normally.

Smoke Launchers – Once per game, at the end of your movement phase, you may “pop smoke”. The vehicle may not fire this turn and treats all penetrating hits as glancing hits.

Self Destruct – This Upgrade may be triggered at the end of any phase. Remove the vehicle from play; it suffers a “Vehicle Annihilated” damage result from the Ordnance damage table. In addition, any vehicle partially within those six inches will take a glancing hit on a 4+. If a vehicle is fully within those six inches it will automatically take a glancing hit. The explosives on board make the vehicle extremely vulnerable to fire so it treats all glancing and penetrating hits as “ordnance penetrating hits”.

Riding Shotgun – The vehicle gains a single shotgun it may fire as a defensive weapon. The shotgun counts as a sponson mounted weapon and may only be fired from one side (unless modeled otherwise, default this to the passenger’s side in your country)



Rebel Leader

Running a revolution requires men of great character more than men of great battle prowess. Most rebel leaders are simply ordinary men with a vision.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Rebel Leader	15	3	3	3	3	1	3	1	9	-

Independent Character: The Rebel Leader is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,000 Rulebook.

Special Rules: *Leading from the front*

Although they usually end up dead, those who lead from the front inspire greater confidence in those they lead. If within 12" of an enemy unit, treat Rebel Leaders as having +1 Ld.

Options: Leaders may select weapons and wargear from the Armory as normal.

Bodyguard: A Rebel leader may choose to take any bodyguard available to his variant list or a unit of "Rebel guards" as seen below.

Suggested Model: *Any human model that is noticeably different from a standard trooper may be used.*

Rebel guards: 5 – 12 models.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Rebel Bodyguard	6	3	3	3	3	1	3	1	8	-

Each Rebel Bodyguard counts as a unit character and may take weapons and wargear as normal. As they are dedicated to the cause sufficiently to be entrusted with the leaders safety, they benefit from the "And they shall know no fear" special rule.

Transport: If a Bodyguard is taken, a rebel leader may ride in a Technical with a flatbed.

Profile	Points/Model	BS	F	S	R
Technical (Flatbed)	20	2	9	9	9

Type: Fast, Open Topped

Special: Breakdown test

At the beginning of your turn roll a D6, on the roll of a 1 consult the following table.

1 - *She's gonna blow!* Roll again on this table next turn, if you rolled this last turn the vehicle is destroyed.

2,3 - *Stalled out!* Vehicle may not move this turn.

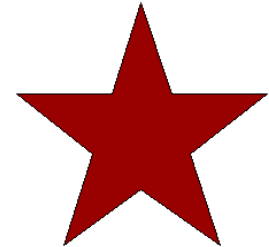
4,5 - *Brakes are shot!* Vehicle surges forward 2D6 inches, if the vehicle is type "fast" double this result. Vehicle may not move any further this turn.

6 - *Out of control!* Vehicle suffers from all the same effects as "Brakes are shot!" result, and ends the turn facing the direction rolled on a scatter die.

Technical with flatbed may hold up to 12 models.

Suggested model: *A converted Ork Trukk or a Gorkamorka Digga Trukk is ideal. Otherwise look for a sci-fi civilian vehicle, I recommend looking at Old Crow miniatures. Contemporary vehicles may look "off" on a 40k battlefield and should be avoided.*

ELITE



Mutants

Many imperial worlds are flooded with mutants. Usually they are downtrodden, often kept as slaves, on other worlds they burned as heretical abominations. Either way, they are usually quite happy to join a revolution; many mutants became feral outlaws some years before a revolt occurs.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Feral Mutant	8	3	3	3	3	1	3	2	8	6+
Enslaved Mutant	5	2	2	3	3	1	3	2	5	-

Unit: A Mutant unit contains between 5-20 members. It must contain either Feral or Enslaved mutants only. If it is composed of Enslaved Mutants it may be taken as a troop choice.

Weapons and armour: Each mutant is armed with a hunting rifle, crossbow or shotgun. Any member can exchange his weapons for a close combat weapon and autopistol/stubb gun or a great weapon for +1 point. Enslaved Mutants may wear Improvised armour for free. A mix of weapons is allowed.

Mutation: A unit of mutants (Feral or Enslaved) may choose a single mutation from below:

Savage: The unit gains +1 Strength and a -2 penalty to all leadership and morale tests taken.

Bloated: The unit gains +1 Toughness and -1 to both initiative and weapon skill.

Wyrd: The unit gains a 5+ invulnerable save and loses 1 attack.

Weapon Options: Only Feral Mutants may select any of these upgrades. They may upgrade their hunting rifle to an autogun (+1pt), lasgun (+2pts) or bolter (+3pts). They may upgrade his autopistol/stubb gun to a laspistol(+1pt) or a bolt pistol(+2pts). Up to two mutants in the unit may upgrade to one of the following specialist weapon choices: autocannon (+25 pts), missile launcher (+20 pts), mortar (+20 pts), heavy stubber (+10 pts), heavy bolter (+20 pts), flamer (+9 pts), grenade launcher (+12 pts), plasma gun (+14 pts), meltagun (+14 pts). The entire unit may be armed with any of the following: frag grenades (+1 pt each), Krak grenades (+2 pts each), or flak armour (+1 pt each).

Leader: One Mutant may be upgraded (for free) to a Mutant leader for the squad. All normal rules and options for characters apply.

Transport: The entire Feral mutant unit (if 12 models or less and not cavalry) can be transported in a Technical with Flatbed for +20 points (see HQ section for details). Alternatively for +5pts each you may upgrade them to cavalry and take the unit as a Fast Attack choice OR an Elite choice.

Suggested model: *Pretty much any mutated looking conversion or model you would like. Necromunda Scavies or WHFB beastmen are great starting places.*

Lone Wolf

Many revolutions focus on splinter cells or other non-coordinated combat groups used to spread chaos and confusion. Lone Snipers prowling festering jungles or crumbling cities are one such element.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Lone Wolf Sniper	18	2	3	3	3	1	3	1	6	-

Loners: Up to three Lone Wolf Snipers may be taken as a single elites choice; they are all set up separately.

Stealth: Lone Wolf Snipers have the *stealth* special rule.

Hidden in the Shadows: If deployed in terrain, Lone Wolf Snipers are targeted using the "Night Fight" targeting rules (including the use of spotlights) until they move for the first time in the game.

Infiltrate: Lone Wolf Snipers may infiltrate even if the rules do not normally allow.

Weapons: Sniper rifle, autopistol.

Suggested model: *Catachan Snipers or converted necromunda miniatures.*

TROOPS



Revolutionaries

Simple lay folk are the bread and butter of most revolutions. They provide the raw numbers and non-combat skills needed to make any revolt succeed.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Revolutionary	4	2	2	3	3	1	3	1	5	-
Agitator	6	2	2	3	3	1	3	1	7	-

Unit: Revolutionary Mobs contain between 15 and 50 revolutionaries and up to 1 Agitator.

Weapons: Each Revolutionary (or Agitator) is armed with a hunting rifle, crossbow or stubb gun and close combat weapon. You may choose a mix of weapons.

Options: Any Revolutionary may exchange his weapon(s) for a shotgun, autogun or great weapon for +1pt each. For every 10 members of the unit one may be upgraded to carry a heavy stubber (+5pts), explosive charge (+15pts), flamer (+8pts), grenade launcher (+7 pts) or a mortar (+20pts). For every 25 full members of the unit one additional rebel may be upgraded to carry a missile launcher (+20pts), autocannon (+25pts), heavy stubber (+5 pts) or heavy flamer (+20 pts). The entire unit may wear improvised armour for free.

Special Rules:

Mob Mentality: Revolutionary Mobs gain +1Ld for every 5 full models in the squad to a maximum of 10. Should a fleeing friendly unit come within six inches of a revolutionary mob it must take a morale check or also turn and flee.

Manpower: Each Revolutionary Mob in your army gives you 1 manpower point to spend

Agitator: Agitators are usually quite vocal and stand out in a crowd. Agitators are treated as independent characters in close combat. Agitators may select wargear and weapons from the armoury as normal. Additionally, the Agitator may purchase an agitator skill as shown below.

Agitator Upgrades:

Zealot (+50pts): The unit's agitator is a religious zealot and it becomes "Fearless" as long as he remains alive.

Guerrilla (+20pts): The unit's agitator is a survivalist and if they number 20 or fewer, they may deploy with the "infiltrate" special rule.

Paramilitary (+5pts): If a unit's agitator is a paramilitary leader, you may purchase a single ammo upgrade for the unit at +2pts each.

Suggested model: *Catachans and Tallarn are a good idea for more professional militia type revolutionaries as are most Necromunda Gangers. For a Cultist theme consider Priests from 40k, Flagellants and Battle Pilgrims from Fantasy, Cawdor and Redemptionists from Necromunda.*

FAST ATTACK



Mounted Rebels.

In Industrial worlds, motorcycle gangs are a common enough element; often they can be convinced to join a revolt if for no other reason than a chance to plunder. While in the remote rural areas of imperial worlds and everywhere on feral and agriworlds, horses are a common sight. Often rebellions will utilize these ranchers and farm hands for mobile firepower.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Mounted Rebel	4	2	2	3	3	1	3	1	6	-
Mounted Rebel Leader	+5	3	3	3	3	1	4	2	8	-

Unit: Mounted Rebel units contain between 5 and 50 Mounted Rebels.

Weapons: Each rebel is armed with a stubb gun/autopistol and a close combat weapon.

Options: Mounted Rebels may upgrade their weapons to a hunting rifle or crossbow for free. For +1pt per model they may upgrade to autoguns, great weapons or shotguns and one out of every ten (or majority thereof, i.e. 5/10 or more) mounted rebels may upgrade their weapon to a flamer (+6pts). One Mounted Rebel may be upgraded to a leader for +5 pts and may select weapons and wargear as normal. Mixed weapons are allowed. The Unit may wear improvised armour for free.

Transport: Mounted Rebels *MUST* choose a form of transport. They may ride bikes for +6pts per model, horses for + 3pts per model or if they number 12 or fewer may ride in a technical with flatbed for +20 pts.

Suggested model: *Converted 40k Rough Riders or any WHFB light horsemen (such as marauder horsemen) will work. Al-Muktars Desert dogs are great if you are using Tallarn for a desert themed revolution.*

Technicals

Revolutions are often short on military vehicles and usually have to convert civilian cars into mobile firing platforms, with mixed results...

Profile	Points	Front	Side	Rear	BS
Technical	10	9	9	9	2

Squadron: 1-5 Technicals per Squadron

Type: Open-topped, Fast

Weapons: A technical may have the following weapons: heavy stubber (+8pts), mortar (+12pts), missile launcher (+20pts), autocannon (+25pts), heavy bolter (+18 pts), heavy flamer (+20 pts).

Special: Must Take Breakdown tests (See HQ: Technical with flatbed).

Suggested model: *Converted Ork Warbuggies are a great start for the reasons discussed above with the "technical with flatbed". Likewise Old Crows "Gecko Scout", "Gecko Pickup" and "Goanna Scout" are great models for this.*

HEAVY SUPPORT



Captured Tanks:

Most rebellions will encounter imperial tank forces, either in battle or raided weapon depots. These vehicles, even if used by untrained crew, can prove crucial in victory.

You may purchase any imperial tank for its basic cost. It may not be given any upgrades from its parent army list. Due to its poor maintenance and being crewed by rebels it will have its BS reduced to 2 and will suffer from Breakdown Tests (see HQ:Technical with Flatbed). If the vehicle is ONLY available as a dedicated transport in its parent list you may select two for one Heavy support choice.

Suggested model: *Well, obviously whatever vehicle you captured, shown with rebel crew or at least rebel markings.*

Tank Hunters

Many revolutions focus on splinter cells or other non-coordinated combat groups used to spread chaos and confusion. Tank hunters roam abandoned city blocks hunting for straggling vehicles to just such an end.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Hunter	25	2	3	3	3	1	3	1	6	-

Loners: Up to three Tank Hunters may be taken as a single heavy support choice; they are all set up separately.

Stealth: Tank Hunters have the *stealth* special rule.

Hidden in the Shadows: If deployed in terrain, Tank Hunters are targeted using the “Night Fight” targeting rules (including the use of spotlights) until they move for the first time in the game.

Infiltrate: Tank Hunters may infiltrate even if the rules do not normally allow.

Tank Hunter: Tank Hunters have the *Tank Hunter* special rule.

Weapons: Missile launcher (krak only), autopistol.

Suggested model: *Much like the Lone wolf, any kind of non-professional looking soldier (either a ganger, catachan, tallarn, etc) with a rocket launcher.*

(0-1) The Mob.

The Angry mob is usually synonymous with a failing regimes death spasm. Angry citizenry will flock to the streets in a violent orgy of destruction.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Angry Mob	3	1	1	3	3	1	2	1	4	-

Tight Quarters: Unit Coherency is base-to-base contact if possible.

Fearless in numbers: As long as there are 25 or more people in the mob and you are not making a “cut off the head and the serpent will die” check, it is utterly *fearless*.

Shambling Horde: The Angry Mob moves 2D6 inches every movement phase and blocks line of sight for both sides. It never moves in the assault phase, but may attack (and be attacked by) any models it reaches base-to-base contact with as normal. It cannot be locked in combat and continues to surround and bypass enemy units who try in vain to hold it in combat. The Mob may not claim objectives and does not count as a scoring unit. None of your units may voluntarily come within 1” of The Mob and Independent Characters may not join it.

Unit: 50+ models. There is no upper limit.

Weapons: Each member of the mob must be armed with one of the following (a mix is encouraged): stubb gun, 2 close combat weapons, krak grenades, great weapon

Suggested model: *Go nuts, pretty much any civilian or civilian looking models you can find and model with pitchforks, torches, butcher knives and what have you.*

Redemptionist Congregation



Changes:

- You must upgrade all agitators to Zealots
- May take Witch Hunter Inquisitorial Allies.
- May not choose mutants.
- May take a unit of Crusaders instead of Rebel Guards as a retinue for Rebel Leaders.

New unit: **ELITE: Redemptionist Crusaders**

Crusaders are members of the cult of the Redemption who have taken a crusader vow and been marked by the white hot brand as those who have devoted

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Crusader	7	3	3	3	3	1	3	1	7	6+
Deacon	+7	4	4	3	3	1	3	2	8	6+

Unit: A squad contains between 5 and 13 crusaders and costs a single manpower point to purchase if taken as an elite choice.

Weapons: Each crusader is armed with either an autogun, shotgun or autopistol and close combat weapon..

Options: Any number of crusaders may upgrade their weapons to a bolter (+2 pts), a bolt pistol and close combat weapon (+2 pts) and up to half (round down) may upgrade to a Combi autogun-flamer for +5pts. One model may upgrade to a flamer for +6pts. One crusader may be upgraded to a deacon for +7pts.

Religious Fervor: Crusaders have preferred enemy against all opponents and are affected by “and they shall know no fear” as long as they are within 12” of an enemy unit.

Suggested model: *Necromunda Redemptionists.*



Gue'vesa Rebellion



New armoury weapons: Pulse Rifle, Pulse Pistol and Pulse Carbine (4pts each)

In addition to being able to choose up to 2 FoC selections from Codex:Imperial Guard for 1 manpower point each, you may ALSO choose 2 FoC selections from Codex:Tau Empires for 2 manpower points each.

New unit: ELITE: Gue'vesa

Gue'vesa (literally human helpers) are humans from worlds within the Tau Empire and are fairly common on the western fringe. They are often sent ahead of Tau advances to infiltrate Imperial worlds and work to ferment rebellion.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Gue'vesa'la	6	3	3	3	3	1	3	1	7	5+
Gue'vesa'ui	+10	3	3	3	3	1	3	2	8	5+

Unit: A squad contains between 6 and 12 Gue'vesa'la

Weapons: Each rebel is armed with a lasgun.

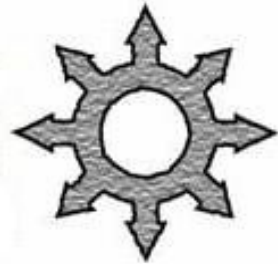
Options: Up to three Gue'vesa'la may replace their lasguns with Pulse Rifles or Pulse Carbines for +2 pts each. One Gue'vesa'la may be upgraded to a Gue'vesa'ui who may take a markerlight for +10 pts. The entire unit may take EMP grenades for +3 pts each. The entire unit may upgrade to Carapace Armour for +3 pts each.

Transport: Gue'vesa may opt to ride in a technical with flatbed for +20pts.

Suggested model: *Converted Guardsmen with some Tau equipment.*



Chaos Coven



In addition to being able to choose up to 2 FoC selections from Codex: Imperial guard for 1 manpower point each, you may also choose to take 2 FoC selections from Codex: Chaos Space Marines for 2 manpower points each if they are not Daemons and 0 manpower points if they are Daemons. Icons double as summoning Icons.

Changes:

- Mutant units provide 1 manpower point each; you may gain a maximum of 4 additional manpower points in this manner.
- Marks of Chaos available as Wargear, Insurgent characters use the following marks.
 - Mark of Khorne: +1 Attack on profile: 10pts
 - Mark of Nurgle: T5 on profile, original T is used for Instant death calculations: 15pts
 - Mark of Tzeentch: Character gains a 4+ invulnerable save: 10pts
 - Mark of Slaanesh: Character becomes initiative 5: 5pts
 - Mark of Chaos Undivided: Character (and units he leads) may reroll leadership: 20pts
 A unit may never hold models with the mark of different patrons.
- Insurgent characters with a mark of chaos may be a Daemon-vessel for +30 pts (mark must match the God of the Daemon in question)
- Chaos armour available as wargear to Characters with a mark of chaos for +10pts. Chaos armour gives the character a 3+ save, but limits him to rolling a single d6 for difficult terrain, in the same manner as improvised armour.

New unit: Elite: (0-1) Chosen Mortals

The chaos gods have champions other than the traitor legions, in many lost or feral worlds the fickle gods of chaos choose champions from amongst the most powerful warriors on that planet, when their patron god's herald sings the song to bring about the end of their world, they emerge to lead armies of the faithful to eternal glory.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chosen Mortal	8	4	4	3	3	1	3	1	8	5+
Mortal Champion	+10	4	4	3	3	2	4	2	9	5+

Unit: A unit contains between 5 and 20 Chosen Mortals

Weapons: Each mortal is armed with either two close combat weapons or a great weapon.

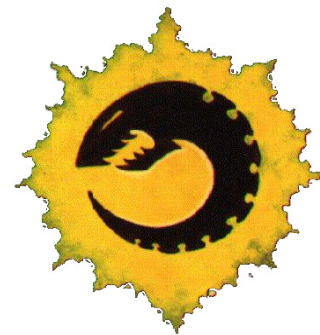
Options: Any number of Chosen mortals may upgrade to a stubb pistol and close combat weapon, a shotgun or an autogun for +1pt each. The entire unit may carry frag grenades (+1pt each) and/or Krak grenades (+1 pt each). The unit may all wear Chaos armour for +6 pts each. The entire unit must purchase a mark of chaos (see points per model above) with the exception that the mark of chaos undivided is 20pts for the entire unit. If the unit is a "sacred number" in size that corresponds to its mark, it may upgrade one mortal to a champion for free.

Transport: Chosen mortals may ride horses for +5pts each.

Suggested model: Go nuts.



Genestealer Cult



Special Rules:

Biomorphs: All genestealers in the cult come from the same lineage and as such must choose the same biomorphs (including the Patriarch). These biomorphs will be known as the “cult biomorphs”. If a Broodlord is selected he must choose these biomorphs as well, but he may also choose any other biomorphs which basic genestealers are not allowed to take, this is an exception to the rule. Any units of mutants in your army may take any or all of these biomorphs for the points indicated. Any characters in your army other than the Magus may purchase these biomorphs from their wargear allowance. Rending claws (+5pts) are a default cult biomorph available for selection.

Genestealer Hybrids: All mutants in your army cost an additional +3pts and gain +2 I, this counts as the only mutation they select (ie, they may not select Savage, Bloated or Wyrd). In addition mutants count as “Tyranid organisms” for the purposes of Synapse and have the “Brood Telepathy” ability of Genestealers.

New units:

(0-1) Cult Progenitor

(HQ) Broodlord (Chosen exactly as from Codex Tyranids) **OR**
Genestealer Patriarch

Oldest, wisest, most revered of all – the Father of the Brood. This ancient Genestealer is the primogenitor of the Cult, guiding them behind the scenes for countless years. Now that the Magus has arisen, the Ancient One feels the call of the stars again and spurs his children to battle.



Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Patriarch	60	6	0	5	5	4	5	2	10	5+

Independent Character: the Patriarch is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,000 Rulebook.

Weapons: Rending Claws, jaws, and grumpy old man attitude. Due to his bulk, hits from the patriarch have the same effect as those from a heavy close combat weapon.

Options: Must purchase “Cult Biomorphs” if any are selected.

Special Rules: *Living God* :A Patriarch is worshipped as the living god of his cult, as such all units using his leadership are affected by “And they shall know no fear”. This ability is transferred through the “for the cause” ability to any unit using his leadership in that manner.

Feral Genestealer: A Patriarch that takes no biomorphs is from a feral Tyranid strain of genestealers and has a deep hatred of the hivemind and its desire to consume his brood. All units in a cult lead by such a Patriarch have the Preferred Enemy universal special rule towards Tyranids and genestealer cults lead by a broodlord or which include biomorphs.

Psychic Power: A Patriarch counts as a “Synapse Creature” from Codex: Tyranids.

Bodyguard: May choose Rebel Bodyguard (see rebel leader), or a unit of up to 6 genestealers.

Transport: If a Bodyguard is taken, they & the Patriarch may ride in a Technical with Flatbed for +20pts.

Genestealer Cult



(0-1) *Genestealer Magus*

A Genestealer Cult may upgrade a single Rebel Leader to a Magus for +40pts.

Profile	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Magus	+40	-	-	-	-	+1	+1	-	-	-

Options: The Cult Magus may select weapons and wargear from the Armory as normal - he is very willing to take the finest weapons found or captured by the Cult (even if he probably isn't very good at using them). He may not choose any Cult Biomorphs as he has a human appearance.

Psychic Power: A magus has the psychic powers and psychic options of a hive tyrant from Codex: Tyranids.

Special Rules: *"He who runs away..."*

Both the Patriarch and the Magus realize that only the Magus has the best chance of escaping to reform the Cult if the battle goes against them. Thus the Magus can make a Voluntary Fall-Back by making a successful Leadership Test, leaving behind his Bodyguard to keep on fighting in an Assault and buying him time to escape. He will automatically Regroup after this movement has ended, or if he reaches the edge of the board. Note that this rule cannot be used unless a Bodyguard accompanies the Magus – no others are sufficiently fanatical enough to ensure his safe retreat from the hazardous melee.

Bodyguard: May choose Rebel Bodyguard (see rebel leader), or a unit of up to 6 genestealers.

Transport: If a Bodyguard is taken, they & the Magus may ride in a Technical with Flatbed for +20pts.

Elites:

(0-3) Purestrains: Genestealer Broods from Codex: Tyranids, must select the "cult biomorphs" if any are chosen.

CHARACTERS – Changes:

Hybrids: A Genestealer Cult may upgrade the stats of any character (other than a magus or patriarch's) to a feral mutant's stats for +5pts (note, he will still gain the heightened initiative from the Genestealer Hybrid rule). The character retains all of its normal abilities and rules otherwise. Any Rebel Bodyguards may also be upgraded in this fashion as they count as characters.

Psyker Council: Genestealer Cults generate a lot of psykers, even though most are too horribly mutated to function as a Magus they often serve as advisors for the Magus or Patriarch. If the Magus or Patriarch's unit of Rebel Bodyguards has been upgraded to Hybrids (see the above rule) they may collectively purchase a psychic power from the list available to Zoanthropes for the double the price indicated. The entire unit uses this power as if it were a single entity, using the number of models in it as a leadership value for the purposes of Psychic Tests. Should it suffer "Perils of the Warp" only one model will take the hit. Only one bodyguard may be upgraded to a Psyker Council.



Rebel with a Cause

*W*hy play an Insurgent force? Its certainly a valid question. They aren't well armed, armoured, trained, brave or durable. Other than sheer numbers and a love of dirty fighting an Insurgent force doesn't have much to rely on. These two factors can be enough to put up a stiff fight though, and the sheer fun factor of being the revolutionary generalissimo can be reason enough on its own.

There are no shortage of different ways or themes to play using Codex: Insurgency. Feral worlds who refuse to bow to the Imperium, naïve idealists who want to make the Imperium a better place, religious zealots, xenos infiltrators and evil secret societies are all at your fingertips.

Insurgent forces also make a great addition to campaign play, as a story utility they are priceless; every gaming club would do well to have an Insurgent force they can assemble when the need arises. And assembling an Insurgency is very easy to do in gradual steps. A small insurgent force can be quickly hobbled together from players of other armies. Imperial Guard, Tyranid and Chaos players can use their existing miniatures, perhaps with a Necromunda gang or two, to make descent rebellions.

Welcome to the rebel cause comrade.



Special Thanks

To everyone who helped me along with the codex by play testing, critiquing and making suggestions. Your help has been invaluable and I hope it will continue as this codex evolves.

-Zzarchov