

# Bolter Action v0.04

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## General Principles

**The Most Important Rule:** Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

**Units:** Each unit consists of one or more models acting as a single entity, and is defined by their quality, size and whatever equipment and special rules they have (see army building page).

**Line of Sight:** If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

## Before we begin...

**Preparation:** The game is played on a flat 6'x4' surface, with D6+4 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and has to start first. Then the players alternate in placing one unit each within 12" of their table edge.

**Objective:** After 4 rounds the game ends, and both players sum the point value of all enemy units they destroyed or that are fleeing.

The player with the most points wins.

## Playing the Game

The game is played in rounds, with each round consisting of alternating player turns in which a single unit is activated. Before every turn both players roll one die and add the number of non-activated units they have. The player with the higher number may activate the next unit. This continues until all units have been activated.

## Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Advance	6"	May shoot.
Run	12"	May not shoot.
Down	0"	Enemies have -1 to hit.
Rally	0"	Remove D6 pin markers.
Ambush	0"	May react once to enemy movement across its line of sight by shooting.

## Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if in close combat.

All members of a unit must remain within 1" of at least one other member and within 12" of all other members at all times. If any member of the unit is further than 1"/12" you must use an Advance action to get it back into coherency.

## Shooting

All models in a unit that are in range and have line of sight of an enemy unit may shoot one weapon at it. Units may not shoot into or out of close combat under any circumstance.

Roll one die per Firepower in the unit trying to score the unit's combat value. Every success is a hit.

Then roll as many dice as hits trying to score the units defense value. Every success is a wound.

The defending player must then remove as many models from the target unit as wounds it received, and may remove them in any order.

If you roll one or more 6s when rolling for wounds you may roll one more die for each. For each additional 6 you may choose which model is removed from the target unit.

## Shooting Modifiers

Whenever a unit is shooting you may apply one or more modifiers to its shooting roll. If these modifiers bring the result to 7 or more you must roll a 6 followed by another 6 to hit.

Modifier	Value
Target within 6".	+1
For every pin marker on attacker.	-1
Target at over half the weapon's range.	-1
Attacker moved this round.	-1
Target is "small" or "down" (stacking).	-1/-1
Target is in soft/hard cover.	-1/-2

When shooting brings a unit down to half the size it was before the attack it must take a morale test. If failed the entire unit is removed as a casualty.

Note that any non-vehicle units composed of 1 or 2 models count as "small" for shooting modifiers.

## Close Combat

When using a Run action you may elect to move into base contact with one enemy unit within movement distance. Move as many models as possible into base contact with models in the target unit. The opponent then moves any unengaged models into base contact with enemy models. Both units then immediately lose all pin markers and are immune to morale tests during melee. All models from the attacking unit strike with their melee weapons, which is resolved like shooting. Then all models from the defending unit strike back with their melee weapons.

If neither side is wiped out, this continues until one of the two sides is completely destroyed.

Note that for close combat units may use Run actions across difficult terrain and cover, however both units strike simultaneously in melee.

## Pinning

Every time a unit suffers one or more hits, place a pin marker next to it. For each pin marker the unit has -1 morale. Whenever you try to activate a unit with pin markers on it the unit must take a morale test. To take a morale test roll 2D6 trying to score the unit's morale value or lower (note that a roll of 2 is always a success and a roll of 12 is never a success). If passed the unit removes one pin marker and may use one action. If failed the unit immediately uses a Down action. If you roll two 6 the unit makes a Run action away from the nearest enemy within line of sight, or else toward the nearest table edge. If this move brings any models from the unit outside of the table borders or if it is impossible for the unit to complete its full move, then the entire unit is removed as a casualty. Note that you may give Down and Rally orders to a pinned unit without having to take a morale test.

## Terrain

**Soft Cover (forests, hedgerows, fences, etc.):** Units firing at targets in soft cover have -1 to shooting. If at least half of the models in a unit are within soft cover, the entire unit counts as being in cover.

**Hard Cover (trenches, ruins, sandbags, etc.):** Units firing at targets in soft cover have -2 to shooting. If at least half of the models in a unit are within soft cover, the entire unit counts as being in cover.

**Difficult Terrain (woods, mud, rivers, etc.):** Units may not use Run actions to cross this terrain.

**Dangerous Terrain (quicksand, razor wire, mine fields, etc.):** Roll one die for every model that moves into or across dangerous terrain. The unit takes one hit for each 1 you roll.

**Deadly Terrain (acid pools, lava, canyons, etc.):** Models that move into or across deadly terrain are immediately removed as casualties.

## Weapons

**Firepower:** Each ranged weapon provides as many dice to shooting as its Firepower, and range less weapons provide Firepower to close combat.

**Armor Piercing:** When rolling to wound you lower the target's defense value by this piercing value.

## Special Rules

**Assault:** This weapon suffers no penalty from shooting after advancing.

**Fast:** This model adds 3" at the end of every move.

**Fearless:** This model may re-roll failed morale tests.

**Flamer:** This weapon hits automatically.

**Flying:** This model may move across terrain and units as if they were not there.

**Focus:** This model may move up to 3" after shooting (does not stack with Fast).

**Furious:** This model has +1 FP in melee when assaulting enemy units.

**Heavy:** This weapon may not be fired when using Advance orders.

**Hero:** All friendly units within 6" have +1 morale as long as this model is alive.

**Indirect:** This weapon may be fired at targets not within line of sight, however it then only hits on 6.

**Inspiring:** The unit this model is part of receives a +1 morale bonus as long as this model is alive.

**Healing:** Every time this unit would take one or more wounds, roll one die for each. On a 6 that wound is negated.

**Melta:** This weapon adds +D3 to its penetration value when firing at vehicles.

**Overheats:** Whenever you roll a 1 to hit with this weapon the model holding it takes one hit.

**Poison:** This model may re-roll failed wound rolls against non-vehicle units.

**Rapid:** This weapon has +1 Firepower when shooting at targets within half its range.

**Sniper:** This weapon ignores small, down and cover shooting modifiers, and always wounds on 4+ against non-vehicle units.

**Tough:** Whenever this model is wounded place a wound marker next to it. Once it has accumulated 3 markers the model is removed as a casualty. If a unit has several models with this rule you must place wounds on a single model until it is killed before placing markers on the next model.

## Vehicles

Vehicles are activated just like infantry, however they may use the following actions:

Action	Move	Notes
Hold	0"	May shoot all weapons.
Advance	9"	May shoot one weapon.
Run	18"	May not shoot.

Vehicles may pivot once by up to 90° when using Hold actions or by up to 45° at any point during an Advance or Run action (may not move sideways, and move at half speed when reversing).

Vehicles may use Run actions to try and flatten enemy infantry. If a vehicle is able to make a full Run action through an enemy unit without pivoting or stopping on top of it, then the target unit must take a morale test. If failed the unit is destroyed.

Else move the vehicle to its destination harmlessly. Infantry units may attack vehicles in close combat, but must first take a morale test to do so. If passed the unit moves into melee and rolls to hit. Then roll one die and add the total number of hits scored, and this final value is used to wound the vehicle.

Vehicles only get pinning markers when taking hits from weapons with a penetration value of 1 or higher, and pinned vehicles that fail a morale test immediately reverse by up to half their movement.

When rolling to wound against vehicles you add +1 to your result if targeting the side or top armor, and add +2 to your result if targeting the rear armor. Whenever a vehicle takes one or more wounds roll on this table. If the wound was caused by the minimum score needed, apply a -3 modifier to this roll (note that the lowest result is always 1):

Result	Effect
1	Stunned (add one pin marker).
2	Tracked (may not move or pivot).
3	On Fire (add one pin marker and take a morale test, if failed it's destroyed)
4-6	Destroyed

Transport vehicles may hold up to 10 non-vehicle models. A unit that moves into contact with a transport may embark, and embarked units may use an Advance action to disembark. Units may also be deployed within a transport at the beginning of the game. Transports may not move on a round where models have embarked or disembarked.

If a unit is within a transport when it is destroyed it takes D6 hits. Resolve the hits like shooting and place the models within 2" of the transport.

# Army Building

## Army Composition

Each player may take up to 500pts or 1000pts worth of units and upgrades in his army (you decide), and each army may have the following composition:

Type	500pts	1000pts
HQ	1	1-2
Core	1-3	2-5
Special	0-1	0-3
Vehicles	0-1	0-2

## Quality Levels

Generally speaking all units are separated into four different quality levels, each one with its own stats. Vehicles also have a quality level, however their defense value is independent from it.

Quality	Combat	Defense	Morale
Untrained	6+	2+	6
Regular	5+	3+	7
Veteran	4+	4+	8
Elite	3+	5+	9
Soft (AV10)	-	6+	-
Light (AV11)	-	7+	-
Med. (AV12)	-	8+	-
Heavy (AV13)	-	9+	-
Super (AV14)	-	10+	-

## Weapons

Name	Ran.	FP	AP	Special
Knife	-	1	-	-
Sword	-	1	1	-
Power Fist	-	1	4	-
Flamer	9"	D6	1	Flamer
Heavy Flamer	9"	2D6	1	Flamer
Pistol	12"	1	-	Assault
Shotgun	12"	2	-	Assault
Grav Pistol	12"	1	1	Assault
Plasma Pistol	12"	1	3	Asslt, Ovrhts
Meltagun	12"	1	4	Melta
Carbine	18"	1	-	Assault
Gravgun	18"	1	1	Rapid
Assault Rifle	24"	1	-	Rapid
Storm Bolter	24"	2	-	Assault
Grnd Lnchr				
(Frag)	24"	D6	-	-
(Krak)	24"	1	2	-
Asslt Cannon	24"	4	2	Heavy
Plasmagun	24"	1	3	Rapid, Ovrhts
Muli-Melta	24"	1	4	Heavy, Melta
Rifle	30"	1	-	-
Heavy Bolter	36"	3	1	Heavy
Multi-Laser	36"	3	2	Heavy
Plasma Cannon	36"	D6	3	Heavy, Ovrhts
Sniper Rifle	36"	1	*	Heavy, Sniper
Mortar	48"	D6	2	Heavy, Indrct
Autocannon	48"	2	3	Heavy
Missile Lnchr				
(Frag)	48"	D6	1	Heavy
(Krak)	48"	1	4	Heavy
Lascannon	48"	1	5	Heavy
Bttl Cannon	72"	2D6	4	Heavy

## Building Your Army

To build your army you must assemble your units, being able to customize them in different ways.

For each unit you must pick a quality level, at least one melee weapon and you may take ranged weapons, upgrades and special rules.

The numbers in brackets represent how many points an option costs based on the quality level of the model: Untrained/Regular/Veteran/Elite.

If a model has a special rule next to its name (in brackets), then it comes with that rule.

Every unit may upgrade one model to carry a special weapon, which replaces any equipment it has.

For simplicity we only list melee weapons with FP 1, however you can assign several copies of the same weapon to give soldiers multiple attacks.

Note that every vehicle must select a single vehicle defense value.

## HQ

### Special Character (10pts/15pts/20pts/25pts)

Size: 1 Special Character (Hero, Tough)

#### Equipment:

Knife	5	5	5	5
Sword	10	10	10	10
Power Fist	15	15	15	15
Pistol	5	5	5	5
Grav Pistol	5	5	5	5
Carbine	5	5	5	5
Plasma Pistol	5	5	5	10
Shotgun	5	5	10	10
Assault Rifle	5	5	10	10
Rifle	5	5	10	10
Storm Bolter	5	10	15	15

#### Special:

Fast	5	5	10	10
Focus	5	5	10	10
Furious	5	5	10	10
Fearless	5	5	10	10
Flying	5	5	10	10
Poison	5	5	10	10

## Core

### Infantry Squad (15pts/25pts/35pts/45pts)

Size: 4 Soldiers, 1 Sergeant (Inspiring)

#### Equipment:

Knives	5	10	15	20
Swords	10	15	25	30
Power Fists	15	30	45	60
Pistols	10	15	20	25
Carbines	15	20	30	35
Assault Rifles	15	30	45	60
Shotguns	20	30	40	50
Rifles	20	25	40	50
Storm Bolters	25	45	65	85

#### Upgrades:

Sword	5	5	5	5
Power Fist	5	5	10	10
Flamer	20	20	20	20
Heavy Flamer	35	35	35	35
Pistol	5	5	5	5
Shotgun	5	5	10	10
Grav Pistol	5	5	5	5
Plasma Pistol	5	5	5	10
Gravgun	5	5	10	15
Meltagun	5	10	10	15
Sniper Rifle	5	10	10	15
Plasmagun	5	10	20	25
Heavy Bolter	5	10	20	25
Grenade Lnchr	5	15	20	30
Assault Cannon	10	15	25	30
Lascannon	10	20	30	40
Plasma Cannon	15	25	40	50
Autocannon	15	30	45	60
Missile Lnchr	15	30	45	60
Mortar	25	50	80	105

#### Special:

Fast	5	5	10	10
Focus	5	5	10	10
Furious	5	10	15	20
Fearless	5	10	15	20
Flying	15	20	25	30
Healing	15	20	25	30
Poison	15	20	25	30

#### Notes:

You may add 5 soldiers to the squad, doubling the cost of all equipment and special rules, and you may then upgrade up to two soldiers.

You may add 10 soldiers to the squad, tripling the cost of all equipment and special rules, and you may then upgrade up to three soldiers.

## Special

### Support Squad (20pts/30pts/40pts/55pts)

Size: 2 Soldiers(Tough), 1 Sergeant(Inspiring, Tough)

#### Equipment:

Knives	5	5	10	10
Swords	5	10	15	20
Power Fists	10	20	25	35
Pistols	5	10	10	15
Carbines	10	10	20	20
Gravguns	15	15	30	45
Storm Bolters	15	25	40	50

#### Upgrades:

Sword	5	5	5	5
Power Fist	5	5	10	10
Flamer	20	20	20	20
Heavy Flamer	35	35	35	35
Pistol	5	5	5	5
Grav Pistol	5	5	5	5
Plasma Pistol	5	5	5	10
Meltagun	5	10	10	15
Plasmagun	5	10	20	25
Heavy Bolter	5	10	20	25
Grenade Lnchr	5	15	20	30
Assault Cannon	10	15	25	30
Lascannon	10	20	30	40
Plasma Cannon	15	25	40	50
Autocannon	15	30	45	60
Missile Lnchr	15	30	45	60

#### Special:

Fast	5	5	10	10
Focus	5	5	10	10
Furious	5	10	15	20
Fearless	5	10	15	20
Flying	15	20	25	30
Poison	15	20	25	30

#### Notes:

You may add 3 soldiers to the squad, doubling the cost of all equipment and special rules, and you may then upgrade up to two soldiers.

## Vehicles

### Vehicle (10pts/20pts/30pts/40pts)

Size: 1 Vehicle

#### Defense:

Soft-Skinned	5	5	5	5
Light Armor	15	15	15	15
Med. Armor	30	30	30	30
Heavy Armor	45	45	45	45
Super Armor	60	60	60	60

#### Equipment:

Knife	5	5	5	5
Power Weapon	5	5	5	5
Power Fist	5	5	10	10
Flamer	20	20	20	20
Heavy Flamer	35	35	35	35
Carbine	5	5	5	5
Shotgun	5	5	10	10
Assault Rifle	5	5	10	10
Gravgun	5	5	10	15
Meltagun	5	10	10	15
Multi-Melta	5	10	10	15
Storm Bolter	5	10	15	15
Plasmagun	5	10	20	25
Heavy Bolter	5	10	20	25
Grenade Lnchr	5	15	20	30
Assault Cannon	10	15	25	30
Lascannon	10	20	30	40
Multi-Laser	10	25	35	50
Plasma Cannon	15	25	40	50
Autocannon	15	30	45	60
Missile Lnchr	15	30	45	60
Mortar	25	50	80	105
Battle Cannon	105	210	315	420

#### Special:

Fast	5	5	10	10
Focus	5	5	10	10
Furious	5	10	15	20
Fearless	5	10	15	20
Transport	10	15	20	25
Flying	15	20	25	30
Poison	15	20	25	30

# Sample Units

## Space Marines

### HQ – Captain – Elite (55pts)

1 Captain (Hero, Tough)  
Equipment: Sword, Assault Rifle  
Special: Fearless

### Core – Tactical Squad – Elite (145pts)

4 Marines, 1 Sergeant (Inspiring)  
Equipment: Knives, Assault Rifles  
Special: Fearless

### Special – Terminator Squad – Elite (160pts)

2 Terminators (Tough), 1 Sergeant (Inspiring, Tough)  
Equipment: Power Fists, Storm Bolters  
Special: Fearless

### Vehicles – Dreadnought – Elite (165pts)

1 Dreadnought [Med. Armor]  
Equipment: Power Fist, Heavy Flamer, Asslt Cannon  
Special: Fearless

## Imperial Guard / Astra Militarum

### HQ – Commander – Veteran (25pts)

1 Commander (Hero, Tough)  
Equipment: Sword, Pistol  
Special: -

### Core – Infantry Squad – Regular (130pts)

9 Guardsmen, 1 Sergeant (Inspiring)  
Equipment: Knives, Assault Rifles  
Special: -

### Special – Ogryns – Veteran (95pts)

2 Ogryns (Tough), 1 Bone 'Ead (Inspiring, Tough)  
Equipment: Swords (3x), Grav Pistols  
Special: -

### Vehicles – Chimera – Regular (100pts)

1 Chimera [Med. Armor]  
Equipment: Multi-Laser, Heavy Bolter  
Special: Transport

## Orks

### HQ – Warboss – Veteran (60pts)

1 Warboss (Hero, Tough)  
Equipment: Power Fist, Carbine  
Special: Furious, Fearless

### Core – Choppa Boyz – Regular (210pts)

14 Boyz, 1 Nob  
Equipment: Knives, Pistols  
Special: Furious, Fearless

### Core – Shoota Boyz – Regular (160pts)

9 Boyz, 1 Nob  
Equipment: Knives, Carbines, Heavy Bolter  
Special: Furious, Fearless

### Vehicles – Killa Kan – Veteran (75pts)

1 Killa Kan [Light Armor]  
Equipment: Power Fist, Grenade Launcher  
Special: -

## Eldar

### HQ – Autarch – Elite (50pts)

1 Autarch (Hero, Tough)  
Equipment: Sword, Carbine  
Special: Focus

### Core – Guardian Defenders – Veteran (220pts)

9 Guardians, 1 Exarch (Inspiring)  
Equipment: Knives, Shotguns, Heavy Bolter  
Special: Focus

### Core – Howling Banshees – Veteran (230pts)

9 Banshees, 1 Exarch (Inspiring)  
Equipment: Swords, Pistols  
Special: Fast, Furious, Focus

### Vehicles – Wave Serpent – Veteran (140pts)

1 Wave Serpent [Med. Armor]  
Equipment: Shotgun, Assault Cannon  
Special: Transport, Flying

## Chaos Space Marines

### HQ – Chaos Lord – Elite (55pts)

1 Chaos Lord (Hero, Tough)  
Equipment: Power Fist, Storm Bolter  
Special: -

### Core – Chaos Space Marines – Elite (250pts)

9 Marines, 1 Champion (Inspiring)  
Equipment: Knives, Assault Rifles  
Special: -

### Core – Chaos Cultists – Regular (130pts)

9 Cultists, 1 Champion (Inspiring)  
Equipment: Knives, Assault Rifles  
Special: -

### Vehicles – Helbrute – Elite (115pts)

1 Helbrute [Med. Armor]  
Equipment: Power Fist, Multi-Melta  
Special: Furious

## Tau

### HQ – Cadre Fireblade – Elite (40pts)

1 Cadre Fireblade (Hero, Tough)  
Equipment: Knife, Rifle  
Special: -

### Core – Fire Warrior Team – Veteran (180pts)

9 Fire Warriors, 1 Shas'ui (Inspiring)  
Equipment: Knives, Rifles  
Special: -

### Special – Crisis Team – Veteran (155pts)

2 Crisis Suits (Tough), 1 Shas'vere (Inspiring, Tough)  
Equipment: Swords (2x), Gravguns (2x)  
Special: Flying

### Vehicles – Piranha – Veteran (90pts)

1 Piranha [Light Armor]  
Equipment: Gravgun, Carbine (2x)  
Special: Flying

## Necrons

### HQ – Necron Lord – Elite (55pts)

1 Necron Lord (Hero, Tough)  
Equipment: Sword, Assault Rifle  
Special: Fearless

### Core – Necron Warriors – Elite (350pts)

9 Warriors, 1 Champion (Inspiring)  
Equipment: Knives, Assault Rifles  
Special: Fearless, Healing

### Special – Wraiths – Elite (210pts)

2 Wraiths (Tough), 1 Champion (Inspiring, Tough)  
Equipment: Power Fists (3x)  
Special: Fearless, Flying

### Vehicles – Ghost Ark – Elite (160pts)

1 Ghost Ark [Light Armor]  
Equipment: Assault Rifles (5x)  
Special: Flying, Transport

## Tyranids

### HQ – Hive Tyrant – Veteran (115pts)

1 Hive Tyrant (Hero, Tough)  
Equipment: Power Fists (5x)  
Special: Fearless, Furious

### Core – Termagant Brood – Regular (225pts)

14 Termagants, 1 Champion (Inspiring)  
Equipment: Knives, Carbines  
Special: Fearless, Furious

### Core – Hormagaunt Brood – Regular (195pts)

14 Hormagaunts, 1 Champion (Inspiring)  
Equipment: Knives (2x)  
Special: Fearless, Furious

### Special – Tyranid Warriors – Veteran (115pts)

2 Warriors (Tough), 1 Champion (Inspiring, Tough)  
Equipment: Swords (3x), Carbines  
Special: Fearless, Furious

## Dark Eldar

### HQ – Archon – Veteran (65pts)

1 Archon (Hero, Tough)  
Equipment: Knives (4x), Pistol  
Special: Fast, Poison

### Core – Kabalite Warriors – Veteran (260pts)

9 Warriors, 1 Sybarite (Inspiring)  
Equipment: Knives, Assault Rifles  
Special: Fast, Poison

### Core – Scourges – Veteran (280pts)

9 Scourges, 1 Solarite (Inspiring)  
Equipment: Knives, Carbines  
Special: Fast, Flying, Poison

### Vehicles – Raider – Veteran (125pts)

1 Raider [Soft-Skinned Armor]  
Equipment: Lascannon  
Special: Fast, Flying, Transport

## Sisters of Battle / Adepta Sororitas

### HQ – Canoness – Veteran (45pts)

1 Canoness (Hero, Tough)  
Equipment: Knife, Assault Rifle  
Special: Fearless

### Core – Battle Sisters Squad – Veteran (225pts)

9 Sisters, 1 Superior (Inspiring)  
Equipment: Knives, Assault Rifles, Heavy Flamer  
Special: -

### Core – Seraphim Squad – Veteran (115pts)

4 Seraphims, 1 Superior (Inspiring)  
Equipment: Knives, Pistols (2x)  
Special: Flying

### Vehicles – Pentient Engine – Veteran (170pts)

1 Pentient Engine [Light Armor]  
Equipment: Power Fists (4x), Heavy Flamer (2x)  
Special: Furious

## Daemonhunters / Grey Knights

### HQ – Brother Captain – Elite (100pts)

1 Brother Captain (Hero, Tough)  
Equipment: Sword (3x), Assault Rifle  
Special: Fearless, Furious

### Core – Strike Squad – Elite (175pts)

4 Grey Knights, 1 Justicar (Inspiring)  
Equipment: Swords, Assault Rifles  
Special: Fearless, Furious

### Special – Terminator Squad – Elite (185pts)

2 Terminators (Tough), 1 Justicar (Inspiring, Tough)  
Equipment: Swords (2x), Storm Bolters  
Special: Fearless, Furious

### Vehicles – Land Raider – Elite (205pts)

1 Land Raider [Super Armor]  
Equipment: Heavy Bolter, Lascannon (2x)  
Special: -

## Chaos Daemons

### HQ – Bloodthirster – Elite (125pts)

1 Bloodthirster (Hero, Tough)  
Equipment: Power Fists (6x)  
Special: Furious

### Core – Pink Horrors – Veteran (130pts)

9 Pink Horrors, 1 Iridescent Horror (Inspiring)  
Equipment: Knives  
Special: Fearless

### Core – Plaguebearers – Veteran (150pts)

9 Plaguebearers, 1 Plagueridden (Inspiring)  
Equipment: Knives  
Special: Poison

### Core – Daemonettes – Veteran (120pts)

9 Daemonettes, 1 Alluress (Inspiring)  
Equipment: Knives  
Special: Fast