

Ability	Description
Agile	Can turn up to 2 times instead of 1.
Armoured	Hits scored by Light weapons count as AP0. Can re-roll failed saves against Light weapons.
Attached Deployment	Gets attached during deployment, becomes a permanent model in that Detachment
Auger Array	Barrage or Heavy Barrage weapons outside line of sight do not suffer -1 Hit penalty if a friendly model with this rule can see at least half the models of the target Detachment
Automated Sentry	Ignored when calculating formation's Break Point. Not given an order, can shoot when activated in Movement. If no visible targets, may fire in the Advancing Fire phase instead. Targets not chosen, Anti-Tank weapons must target closest Walkers, Vehicles, Super-heavy Vehicle,s knights, or Titans; any Light weapons must taget closest enemy Infantry or Cavalry. Can fire when Engaged & pinned. When selecting targets, ignores which is Engaged & Pinned.
Battlesmith	Friendly Walker, Vehicle, Super-heavy Vehicle, Automata, or automated Sentry rule within 3" of this suffers a wound due to a Special Rule or a weapon with AP2 or worse, roll a D6. On a 5+ that wound is ignored. Can't be used for wounds in the Fight
Blessed Auto-Simulacra	During the Resolve End Phase, Roll a D6 for each Wound, on a 5+ regains a wound
Bulky	Cannot embark in a Transport unless the Transport allows Bulky models. Count as 2 models for Transports
Commander	Only 1 Commander per Detachment.
Compact	Can embark on Transports as if they were Infantry with Bulky.
Deep Strike	Must be chosen in a Movement phase otehr than the first, select anywhere 2"+ away from an enemy model then scatter D6. If lands on Impassable Terrain or structure, model's Detachment is destroyed. If within 1" of an enemy, must be moved outside 1". Once scattered, set up remaining Detachment models within 2" of the already placed model. A model that cannot be placed valid (no impassable terrain/structures/within 1" of enemies) is destroyed. Units in Deep Strike with a transport must disembark immediately when the Transport lands. Once units land, they can be activated as normal
Dread Aura (X)	Detachments within X" subtract 1 from any Morale check they make. Models with this are unaffected by enemy or friendly Dread rules
Drop Pod	Can Deep Strike turn 1 on. Don't need to be in Detachment Coherency, and are ignored for calculating Formation's Break Point.
Explorator Adaptation	6+ invuln against Barrage or Blast
Feel No Pain	5+++ against ranged Light weapons
Flyer	Must be in Reserve at the start of the battle. Can only be given Advance or March in Reserve. Point Defence weapons have Skyfire against other Flyers. When activated from Reserves, rear or Flyer is placed on the controlling player's board edge, or touching eny board edge at a point within 8" of the controlling player's board edge. Then moves and can only mvoe in a straight line. Can make a single turn of up to 90deg during movement. Can move over any model or area of terrain, and can end over Impassalbe Terrain. Flyers are considered to have Line of Sight to all models on the battlefield. Flyers suffer no penalties to hit rolls for Obscured models, but do against targets in area of terrain. In the Remove Flyers stage, all flyers are placed back in reserves, keeping the same number of wounds. Flyers are ignored for morale and have no Engagement Zone. Unless otherwise states, hit rolls of 6 are needed to hit Flyers
Forward Deployment	Before the the 1st battle round if all models in a Detachment have this rule, they can move equal to their Movement in inches, ignoring terrain, and can Garrison.
Furious Charge	If given a Charge order, add 2 to Fight rolls instead of 1 as long as they moved at least 1"
Hover	Dujring the End Phase, Hover models can be declared to hover and are not removed during the End Phase if chosen to Hover. Hovering models replace Flyer with Skimmer. During End Phase, a Hovering model can take off, replacing Skimmer with Flyer, before flyers are removed.
Implacable	Do not take morale checks when they lose a combat, they can choose if the Detachment withdraws or not.
Independent	Models must be within 2" of other Independent models and 6" of the remaining models. Can be given their own orders
Infiltration	Deployed after all other models outside the opponent's deployment zone and 4" from enemy models.
Inspire (X)	A friendly detachment within X" can use this detachment's Morale value instead of their own for Morale checks

Interceptor	After a model with this finished moving, it may immediately fire a single weapon that does not have Point Defense. Can only target flyers and at -2hit. Can still fire this and other weapons normally during Combat
Invulnerable Save (X)	Not modified by AP
Ion Shield (X)	Gains an additional save equal to X. Can only be used against Hits within the Front arc of the model. AP is not used as normal, instead: AP 0 or -1, no modification AP -2 or -3, reduce ion save by 1 AP -4 or better, reduce Ion Save by 2 All saves cannot be reduced more than a 6+
Ionic Flare Shield	Improve the Save of Ion Shields and/or Invulnerable Saves by 1 against hits with Barrage or Blast to a minimum of 2.
Jink (X)	Additional Save equal to the number in rackets, not modified by weapon's AP, and cannot be taken if the model has a First Fire order.
Jump Packs	Can ignore models and terrain when moving. Can only end on a Structure if they intend to Garrison it. Add 1 to all Fight rolls against models Garrisoned and a charge order. Count as having Bulky, can disembark from Flyer Transport even without Hover.
Line	Count Tactical Strength as 2 greater.
Loyalist	can only be in Loyalist armies
Macro-Extinction Targetting Protocols	When firing at a super-heavy, knight, or titan, re-roll all failed hits. When making Fight, re-roll one D6.
Master Tactician	Detachment with one or more of these models can issue commands when it activates to a friendly Detachment that hasn't activated within 6". That detachment can be given a new order (except for Fall Back cannot be replaced). Broken detachments can be given special orders
Medicae	Infantry models gain a Feel No Pain within 4" of this model
Necrotechica	Roll a D6 for each wound a model with this lost during the End phase, on a 5+ it regains a wound.
Nimble	No penalties to movement for crossing difficult terrain
Orbital Assault	Model with this and Drop Pod can immediately fire all weapons when deployed, before models disembar
Outflank	If all models have this, can be placed in reserve and only given Advance or March. During any movement phase than the 1st, can Flank the enemy. Places odels in base contact with a battlefield edge, but not within 8" of the opponent's battlefield edge.
Phosphex	Models engaged agianst Phosphex gain no positive modifiers to their CAF for being garrisoned
Shield Generator (X)	Any model, friend or foe, within 6" of a modle with this rule gains an invulnerable save equal to X. This can only be made by attacks made by units outside 6" of the Shield Generator.
Scout	Improve cover save by 1, to a minimum of 2+
Skimmer	Can move over models, impassable, and area of terrain, suffering no penalties. If given a First Fire, can make a "Pop-up Attack", The model is treated as being 10" higher until the end of the First Fire phase for line of sight to and from enemy models.
Steadfast	Tactical Strength counts as 1 higher
Tracking Array	When given First Fire, all weapons gain Skyfire
Assault Transport (X)	Can carry Bulky models. Detachments embarked can be given Advance, March, or Charge.
Large Transport (X)	Same as Transport but can carry Walkers. Walkers count as 2, bulky counts as 1.
Large Assault Transport	Same as Large Transport but can give Detachments embarked Advance, March, or Charge.
Traitor	Can only be in Traitor armies
Unique	Maximum of one of each type of Detachment with this rule per army
Void Shields (X)	When a hit is scored, hits are first allocated to void shields. Each time a hit is allocated, reduce Void Shield level by 1 then discard the hit. When the Void Shield reaches 0, the shield collapses and are no longer active. Hits can only be allocated if made with a modified AP of -1 or better. During the end phase, collapsed void shields can be reignited with a number of D6 equal to the current void shields and starting. For each 4+, increase the Void Shield level by 1.