Tau Empire

"To follow any path other than the Tau'va is to doom us all!"

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What are the Tau? The Tau Empire is an alliance of alien races united under Ethereal leadership. The Ethereal use a form of emotional control to keep the races from fighting each other and to make them unite. The Tau have very advanced technology despite being the youngest major power in the galaxy. Rows of heavily armed war suits and high tech cloaking devices make them incredibly formidable to face!

Army Difficulty 1-5: 1. The Tau Empire is a pretty straight forward army. They have excellent ranged weapons and do not do particularly well in Melee. They do have Melee capable units to protect your firing line or get aggressive when needed on Objective Markers, but it is not their strong suit.

Strengths: The Tau have high powered pulse weapons that can even threaten lightly armoured vehicles! Each shot is nearly the power of a Heavy Bolter from the Imperium, and they tend to have more range as well verses their counterparts. Combined with their Drone's Savior Protocols, they can stay in the fight longer at the expensive of their auxiliary drones.

Weaknesses: The Tau do not perform well in Melee for their point cost with the exception of a few units. Overall the Tau is better at range then most armies and should plan accordingly to keep Melee heavy armies at bay. Mobile move and shoot tactics will suit this army best to avoid it.

Army Abilities: The Tau Empire have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Drone Docks # - A model with Drone Docks # starts with their Drones Embarked without taking up any Transport Capacity. While Docked, the Drone's weapons and abilities are considered to be part of the unit. If a weapon is Destroyed and is randomly selected to be the Drone, it is removed from the game. Drones may Disembark or Embark up to the Drone Docks # allowed on this model, regardless of upgrades and may join or leave the unit as normal in the Movement Phase.

Even if a Docked Drone does not have a weapon, it is still considered a Weapon for the purpose of Vehicle Penetration Charts. A Disabled Drone cannot use its Abilities or Wargear, and a Destroyed result Destroys the Drone as well like normal.

Marker Light – Marker Light weapons roll To Hit like normal but stop the attack sequence after that. If they Hit, place a Marker Light Token next to the target. When a friendly Tau Codex unit declares an attack against a unit with one or more Marker Light Tokens, they may discard a token to gain one of the below bonuses before rolling any dice. They may use more than one Marker Light Token at a time, but may not duplicate the effect more than once per unit's declared attacks on the same target unit.

Targeting Matrix: All attacks from the unit that spent this Marker Light Token gain +1 To Hit with ranged attacks or -1 To Scatter with Blast Weapons against the target unit.

Multi-Spectrum Scan: All attacks from the unit that spent this Marker Light Token inflicts a -1 to Cover Saves from their ranged attacks against the target unit.

Missile Strike: In addition to the unit's attacks against the target unit, they may fire a Seeker Missile from a friendly model that is in range and has the appropriate Fire Arc. This Seeker Missile also benefits from other tokens spent by the active unit.

Primitive AI – This model cannot Contest or Claim Objective Markers. This model can be included in unit formations typically not legal during army creation. In the event this model is in a unit that is an exception to the rules for Infantry to be part of, each time this unit is Hit with a Template resolve all Hits against Primitive AI models as if they were a separate unit and do so first. This is not simultaneous Damage, meaning if a Drone is destroyed its abilities and Wargear cannot be used to protect the other models in the unit.

Primitive AI models may join or leave units as if they were independent Characters, but do not have a population limit like Independent Characters.

In addition, in the Movement Phase a model with Primitive AI can join or Dock with any unit that is allowed to take Drones so long as it does not exceed the maximum limit allowed on their Datasheet.

Savior Protocols – After all Saves and Feel No Pains are taken by models in the same unit as this model, this model rolls a d6 for each attack that succeeded. On a 4+ this model suffers a Mortal Wound and cancels the incoming attack instead.

In the event of their being multiple Savior Protocols, you can choose which model with Savior Protocol takes the Mortal Wound(s). Any excess 4+ rolls then there are Savior Protocols with Wounds remaining continue to the unit as normal. This model can never choose to take Wounds during any phase on behalf of the unit like normal.

Seeker Missile – This weapon may only be fired by any friendly unit expending a Marker Light Token when Declaring Shooting and the target being in this weapon's Firing Arc. Only the unit firing the Seeker Missile is considered to be firing it as a Heavy # weapon.

Septs

Tau forces specialize in different aspects of warfare. The following are Septs you can play with to change the play style of your forces. If you wish to play the Codex with no modifications, select the Tau Sept.

Bork'an:

- Cautious Tactics: Units in your army cannot willing move within 12" of an enemy model. If an enemy model moves within 12", this unit does not have to move away but it cannot willingly move closer.
- Premium Wargear: Models in your army may reroll 1s for Armour Saves.

Dal'yth:

- Diplomatic Ties: Models in your army with the Ethereal rule gain +12" on the range of all Auras and Revered Figure. If a model has to roll a d6 because of Revered figure, it is lost on a 1-2 instead of just a 2.

Farsight Enclaves:

- Colonists: Infantry models in your army count as 2 models for the purpose of Contesting Objectives.
- Separatists: No models with the Ethereal rule may be included in your army. All models in your army suffer Ld-1. Datasheets with **Bold #** already have this calculated.

Kel'Shan:

- Distrustful: Rapid Fire # Weapons in your army instead gain x2 attacks at long range and only x1 in half ranged. Volley Fire instead allows for x2 shots within half range.

Sa'Cea:

- Unfamiliar Terrain: Models in your army cannot gain Cover Saves unless it is provided by a Building, Fortification, Going to Ground in the open, or being Pinned in the open.
- Urban Specialists: Models in your army may reroll 1s for Cover Saves if it is provided by a Building or Fortification.

Tau Sept:

- This army plays exactly as presented in this Codex.

Vior'la:

- Aggression: If a unit in your army is not within 12" of an Ethereal, it must make a Ld test during your Command Phase. If it fails, it must move fully towards the closest enemy unit, may only Shoot or Advance towards the closest enemy unit if it does not make Declaring a Charge illegal, and must Declare a Charge if they are within range.
- Aggressive Tactics: All models in your army gain Scout. If they already had Scout they gain Infiltrate instead.

HQ Slots 1-2 Slots

Generic

Ethereal	M WS BS S T W I A Ld Sv	Points: 109
Ethereal	6 4+ 5+ 3 3 5 2 3 10 5+	**Composition:**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**1 Ethereal**
		0-2 Drones
Wargear	**Options**	**Rules**
Ethereal:	May take up to 2 Drones for +8	Ethereal:
Equalizers	points each	Independent Character
Drone:	Ethereal may swap Equalizers for	Infantry
Marker Light	M	Ethereal – 6" True Aura,
	Ethereal may take up to one of	friendly units gain Bodyguard
	each B	and must make Bodyguard
	Any Drone may swap Marker	tests to protect this model
	Light for D or F	whenever possible.
		Calm of Tides – 6" Aura, this
		model and target unit gain
		Fearless.
		Storm of Fire – 6" Aura, this
		model and target unit reroll 1s
		To Hit.
		Sense of Stone – 6" Aura, this
		model and target Infantry unit
		gain 5+ Feel No Pain.
		Zephyr's Grace – 6" Aura, this
		model and target unit gain
		Fleet.
		Revered Figure – If this model
		is slain, all Tau models within
		24" roll a d6. On a 1, the model
		is removed from the game
		(Vehicles remain as Destroyed
		but do not risk exploding. High
		Altitude Models Crash and
		Burn). If any models in a unit
		roll a 6 the entire unit gains
		Stubborn.
		Drone:
		Infantry
		Primitive AI
		Savior Protocols
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
	B Combat Armour +2 points	Sv-1 (Improves by 1).
	B Hover Drone +17 points	M+6. Gain Bulky, Jump.

	F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
M	Equalizers	Melee	User	4+	Extra Attack 1
M +0 points	Honour Stave	Melee	+2	-	None
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
T	Smart Missile System	30	5	5+	Assault 2, Ignores Cover
T +1 point	Missile Pod	36	7	4+	Assault 2, Monsterbane
G +2 points per model	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

XV8 Crisis Commander	M WS BS FA SA RA W I A Ld Sv	Points: 123
Commander	8 4+ 3+ 5 10 10 10 7 2 4 9 3+	**Composition:**
	M WS BS S T W I A Ld Sv	**1 Commander**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**0-2 Drones**
Wargear	**Options**	**Rules**
Commander:	May take up to 2 Drones for +10 points each	Commander:
2 Flamers	Commander may swap any Flamer for S	Independent Character
Advanced Shield Generator	Commander may take one B	Vehicle
Drone:	Commander may take up to one of each E	Combat Walker
Marker Light	Any Drone may swap Marker Light for D or F	Deepstrike
		Jump
		Master of War – 6" Aura, this model and target unit may reroll 1s To Hit.
		Drone:
		Infantry
		Primitive AI
		Savior Protocols
		Deepstrike
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
Advanced Shield Generator – 4+ Invulnerability Save.	B XV8-02 Iridium Battlesuit +10 points	FA+1, SA+1.
XV84 Target Lock – This model may reroll all failed To Hit rolls with ranged Weapons.	B XV8-05 Enforcer Battlesuit +10 points	W +2.

	B XV84 Crisis Battlesuit +10 points	Gain XV84 weapons and Wargear.
	B XV86 Coldstar Battlesuit +11 points	M+4.
	B XV81 Crisis Battlesuit +16 points	Gain XV81 weapons.
	B XV89 Crisis Battlesuit +17 points	M-4, FA+1, SA+1, W+1.
	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	Flamer	Flame	4	5+	Assault 1, Sponson, Primary
S +0 points	Airbursting Fragmentation Launcher	18	5	4+	Assault 1, Indirect Fire, 5" Blast, Ignores Cover, Sponson, Primary
S +2 points	Burst Cannon	18	5	5+	Assault 4, Sponson, Primary
S +2 points	Plasma Rifle	24	6	2+	Rapid Fire 1, Sponson, Primary
S +3 points	Missile Pod	36	7	4+	Assault 2, Monsterbane, Sponson, Primary
S +4 points	Cyclic Ion Blaster	18	7	4+	Assault 3, Monsterbane, Sponson, Primary
S +16 points	Fusion Blaster	18	8	1+	Assault 2, Melta, (Monsterbane), Sponson, Primary
XV81	2 Linked Smart Missile Pods	30	5	5+	Assault 2 x2, Ignores Cover, Hull
XV84	Marker Light	36	-	-	Assault 1, Marker Light, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Unique

Aun'Do	M WS BS S T W I A Ld Sv	Points: 105
Aun'Do	12 4+ 5+ 3 3 6 2 3 10 4+	**Composition:**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**1 Aun'Do**
		0-2 Drones

Wargear	Options	Rules
Wargear	**Options**	**Rules**
Aun'Do:	May take up to 2 Drones for +8 points each	Aun'Do:
Honour Stave		Independent Character
Drone:	Any Drone may swap Marker Light for D or F	Infantry
Marker Light		Unique
		Bulky
		Hit and Run
		Jump
		Stealth
		Ethereal – 6" True Aura, friendly units gain Bodyguard and must make Bodyguard tests to protect this model whenever possible.
		Frantic Rescue Mission – If this model is not part of a unit, the closest friendly unit it can join must forgo its normal Movement and make a Compulsory Move in the Command Phase to get as close as possible to Aun'Do. This unit must Advance if Aun'Do has not joined this unit by the Shooting Phase. Aun'Do must join a Friendly unit if possible.
		Calm of Tides – 6" Aura, this model and target unit gain Fearless.
		Storm of Fire – 6" Aura, this model and target unit reroll 1s To Hit.
		Sense of Stone – 6" Aura, this model and target Infantry unit gain 5+ Feel No Pain.
		Zephyr's Grace – 6" Aura, this model and target unit gain Fleet.
		Revered Figure – If this model is slain, all Tau models within

					24" roll a d6. On a 1, the model is removed from the game (Vehicles remain as Destroyed but do not risk exploding. High Altitude Models Crash and Burn). If any models in a unit roll a 6 the entire unit gains Stubborn. Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear:			**Special Wargear Upgrades:** F Shield Generator +6 points		This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
M	Honour Stave	Melee	+2	-	None
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
T	Smart Missile System	30	5	5+	Assault 2, Ignores Cover
T +1 point	Missile Pod	36	7	4+	Assault 2, Monsterbane

Aun'Shi Aun'Shi Drone	M WS BS S T W I A Ld Sv 6 2+ 2+ 3 3 5 2 5 10 - 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 223 Composition: 1 Aun'Shi 0-2 Drones
Wargear Aun'Shi: Honour Stave Blind Grenades EMP Grenades Advanced Shield Generator Drone: Marker Light	**Options** May take up to 2 Drones for +8 points each Any Drone may swap Marker Light for D or F	**Rules** Aun'Shi: Independent Character Infantry Unique Stubborn Ethereal – 6" True Aura, friendly units gain Bodyguard and must make Bodyguard tests to protect this model whenever possible.

		Dualist – This model may choose the target of its Challenge. The target may not deny the Challenge.
		Blade Master – This model may reroll all failed To Hit, To Wound, as well as failed Save and Feel No Pain rolls when in a Challenge.
		Calm of Tides – 6" Aura, this model and target unit gain Fearless.
		Storm of Fire – 6" Aura, this model and target unit reroll 1s To Hit.
		Sense of Stone – 6" Aura, this model and target Infantry unit gain 5+ Feel No Pain.
		Zephyr's Grace – 6" Aura, this model and target unit gain Fleet.
		Revered Figure – If this model is slain, all Tau models within 24" roll a d6. On a 1, the model is removed from the game (Vehicles remain as Destroyed but do not risk exploding. High Altitude Models Crash and Burn). If any models in a unit roll a 6 the entire unit gains Stubborn.
		Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save. Blind Grenades – Charges against this model are always Disorganized Charges.	**Special Wargear Upgrades:** F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
M	Honour Stave	Melee	+2	-	None
D	Marker Light	36	-	-	Assault 1, Marker Light

D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
T	Smart Missile System	30	5	5+	Assault 2, Ignores Cover
T +1 point	Missile Pod	36	7	4+	Assault 2, Monsterbane
G	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

Aun'Va	M WS BS S T W I A Ld Sv	Points: 287
Aun'Va	6 4+ 5+ 3 4 6 2 3 10 5+	**Composition:**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**1 Aun'Va**
		0-2 Drones
Wargear	**Options**	**Rules**
Aun'Va:	May take up to 2 Drones for +8 points each	Aun'Va:
Honour Stave	Any Drone may swap Marker Light for D or F	Independent Character
Advanced Shield Generator		Infantry
Drone:		Steed
Marker Light		Unique
		Stubborn
		Very Bulky
		Ethereal – 6" True Aura, friendly units gain Bodyguard and must make Bodyguard tests to protect this model whenever possible.
		President of the Tau Empire – Calm of Tides, Storm of Fire, Sense of Stone, Zephyr's Grace, and Revered Figure all gain +12" to their Range.
		Supreme Loyalty – 24" True Aura, all friendly units may reroll all Ld Tests.
		Calm of Tides – 6" Aura, this model and target unit gain Fearless.
		Storm of Fire – 6" Aura, this model and target unit reroll 1s To Hit.
		Sense of Stone – 6" Aura, this model and target Infantry unit gain 5+ Feel No Pain.

		Zephyr's Grace – 6" Aura, this model and target unit gain Fleet. Revered Figure – If this model is slain, all Tau models within 24" roll a d6. On a 1, the model is removed from the game (Vehicles remain as Destroyed but do not risk exploding. High Altitude Models Crash and Burn). If any models in a unit roll a 6 the entire unit gains Stubborn. Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save.	**Special Wargear Upgrades:** F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
M	Honour Stave	Melee	+2	-	None
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
T	Smart Missile System	30	5	5+	Assault 2, Ignores Cover
T +1 point	Missile Pod	36	7	4+	Assault 2, Monsterbane

Commander Longknife	M WS BS S FA SA RA W I A Ld Sv	Points: 201
Longknife	8 4+ 2+ 5 10 10 10 7 2 4 9 3+	Composition:
	M WS BS S T W I A Ld Sv	1 Longknife
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	0-2 Drones

Wargear	Options	Rules
Longknife:	May take up to 2 Drones for +10	Longknife:
2 Linked Plasma Rifles	points each	Independent Character
Flechette Pod	Longknife may take up to one of	Vehicle
Eclipse Shield	each E	Combat Walker
Drone:	Any Drone may swap Marker	Unique
Marker Light	Light for D or F	Deepstrike
		Jump
		Master of War – 6" Aura, this model and target unit may reroll 1s To Hit.
		Vengeful – 6" Aura, this model and target unit may reroll 1s To Wound.
		Drone:
		Infantry
		Primitive AI
		Savior Protocols
		Deepstrike
		Jump

Special Wargear:	Special Wargear Upgrades:	
Eclipse Shield – Sv-1 (Improves by 1), 4+ Invulnerability Save.	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	2 Linked Plasma Rifles	24	6	2+	Rapid Fire 1 x2, Sponson, Primary
H	Flechette Pod	12	3	-	Assault 1, 3" Blast, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2

D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Commander Shadowsun Shadowsun MV37 Guardian Drone MV62 Command Link Drone	M WS BS S T W I A Ld Sv 6 2+ 2+ 3 4 6 2 4 10 3+ 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 235 Composition: 1 Shadowsun 0-1 MV37s 0-1 MV62s
Wargear Shadowsun: 2 Fusion Blasters MV37: Guardian Shield Generator MV62: Command Link	**Options** May take one MV37 for +27 points May take one MV62 for +25 points	**Rules** Shadowsun: Character Infantry Infiltrate Shroud Jump Genius of Kauyon – This model's unit gains Deepstrike if it is a XV25 Stealth Suit unit. Master of War – 6" Aura, this model and target unit may reroll 1s To Hit. MV37: Infantry Primitive AI Savior Protocols Jump MV62: Infantry Primitive AI Savior Protocols Jump
Special Wargear: Command Link – 12" Aura, target unit automatically passes the current Ld Test. Guardian Shield Generator – This model's unit has a 4+ Invulnerability Save.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	Fusion Blaster	18	8	1+	Assault 2, Melta, (Monsterbane)

Advisors 0-3/Troop Slot Purchased

Generic

Cadre Fireblade	M WS BS S T W I A Ld Sv	Points: 52
Fireblade	6 4+ 3+ 3 3 4 2 3 8 4+	**Composition:**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**1 Fireblade**
		0-2 Drones
Wargear	**Options**	**Rules**
Fireblade:	May take up to 2 Drones for +8	Fireblade:
Pulse Rifle	points each	Independent Character
Marker Light	Fireblade may swap Pulse Rifle	Infantry
Blind Grenades	for R	Volley Fire – 6" Aura, if this
Drone:	Fireblade may take one G	model's unit did not Move
Marker Light	Any Drone may swap Marker	during your Movement Phase
	Light for D or F	and is within weapons range,
		they may treat Rapid Fire #
		weapons as being within half
		range.
		Drone:
		Infantry
		Primitive AI
		Savior Protocols
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
Blind Grenades – Charges	F Shield Generator +5 points	This model's unit gains a 5+
against this unit are		Invulnerability Save.
Disorganized Charges. This unit		
is considered armed with		
Grenades.		

Selection	Name	Range	S	AP	Rules
R	Pulse Rifle	30	5	5+	Rapid Fire 1
R +0 points	Pulse Carbine	18	5	5+	Assault 2
R +0 points	Pusle Blaster	12	5	5+	Assault 2, Scatter
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
G +2 points	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

Fire Warrior Bodyguard	M WS BS S T W I A Ld Sv	Points: 41
Bodyguard	6 4+ 3+ 3 3 4 2 3 8 4+	**Composition:**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**1 Bodyguard**
		0-2 Drones

Wargear	Options	Rules
Bodyguard:	May take up to 2 Drones for +8	Bodyguard:
Pulse Rifle	points each	Independent Character
Blind Grenades	Bodyguard may swap Pulse Rifle	Infantry
Drone:	for R	Bodyguard
Marker Light	Bodyguard may take one G	Drone:
	Any Drone may swap Marker	Infantry
	Light for D or F	Primitive AI
		Savior Protocols
		Jump

Special Wargear:	Special Wargear Upgrades:	
Blind Grenades – Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades.	F Shield Generator +5 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
R	Pulse Rifle	30	5	5+	Rapid Fire 1
R +0 points	Pulse Carbine	18	5	5+	Assault 2
R +0 points	Pusle Blaster	12	5	5+	Assault 2, Scatter
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
G +2 points	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

Firesight Marksman	M WS BS S T W I A Ld Sv	Points: 77
Marksman	6 4+ 3+ 3 3 4 2 3 8 4+	**Composition:**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**1 Marksman**
		0-2 Drones

Wargear	Options	Rules
Marksman:	May take up to 2 Drones for +8 points each	Marksman:
Pulse Pistol	Any Drone may swap Marker Light for D or F	Independent Character
Marker Light		Infantry
Blind Grenades		Drone Uplink – 6" Aura, Drones in target unit gain +1 To Hit.
Drone:		Drone:
Marker Light		Infantry
		Primitive AI
		Savior Protocols
		Jump

Special Wargear:	Special Wargear Upgrades:	
Blind Grenades – Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades.	F Shield Generator +5 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
P	Pulse Pistol	12	5	5+	Pistol 1
L	Marker Light	36	-	-	Assault 1, Marker Light
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
G +2 points	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

Kroot Chieftain Chieftain	M WS BS S T W I A Ld Sv 8　2+ 3+ 3 3 5 3 4 9　-	Points: 90 Composition: 1 Chieftain
Wargear Chieftain: Kroot Rifle	**Options** Chieftain may swap Kroot Rifle for S or M May take up to one of each E	**Rules** Chieftain: Independent Character Infantry Infiltrate Stealth Wisest of Their Kind – 6" Aura, this model and target unit may reroll 1s To Wound in Melee.
Special Wargear:	**Special Wargear Upgrades:** E Blind Grenades +1 point	Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades.

Selection	Name	Range	S	AP	Rules
R	Kroot Rifle	24 Or Melee	4 Or +1	5+ Or 5+	Assault 1 Or None
S +1 point	Accelerator Bow	24	4	3+	Assault 1
S +1 point	Kroot Scattergun	12 Or Melee	4 Or +1	5+ Or 5+	Assault 2, Scatter Or None
S +2 points	Pulse Rifle	30	5	5+	Rapid Fire 1
S +2 points	Pulse Carbine	18	5	5+	Assault 2
S +2 points	2 Linked Kroot Pistols	12	4	5+	Pistol 1 x2
S +5 points	Kroot Hunting Rifle	36	4	5+	Heavy 1, Sniper (3+)
M +0 points	Knives	6 Or Melee	3 Or User	- Or -	Pistol 2, Rending Or Extra Attack 1, Rending

XV8 Crisis Bodyguard	M WS BS S FA SA RA W I A Ld Sv	Points: 72
Bodyguard	8 5+ 3+ 5 10 10 10 5 2 3 8 3+	Composition:
	M WS BS S T W I A Ld Sv	1 Bodyguard
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	0-2 Drones

Wargear	Options	Rules
Bodyguard:	May take up to 2 Drones for +10	**Bodyguard:**
2 Flamers	points each	Independent Character
Drone:	Bodyguard may swap any Flamer	Vehicle
Marker Light	for S	Combat Walker
	Bodyguard may take one B	Bodyguard
	Bodyguard may take up to one	Deepstrike
	of each E	Jump
	Any Drone may swap Marker	**Drone:**
	Light for D or F	Infantry
		Primitive AI
		Savior Protocols
		Deepstrike
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
	B XV8-02 Iridium Battlesuit +10 points	FA+1, SA+1.
	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	Flamer	Flame	4	5+	Assault 1, Sponson, Primary
S +0 points	Airbursting Fragmentation Launcher	18	5	4+	Assault 1, Indirect Fire, 5" Blast, Ignores Cover, Sponson, Primary
S +2 points	Burst Cannon	18	5	5+	Assault 4, Sponson, Primary
S +2 points	Plasma Rifle	24	6	2+	Rapid Fire 1, Sponson, Primary
S +3 points	Missile Pod	36	7	4+	Assault 2, Monsterbane, Sponson, Primary
S +4 points	Cyclic Ion Blaster	18	7	4+	Assault 3, Monsterbane, Sponson, Primary

S +16 points	Fusion Blaster	18	8	1+	Assault 2, Melta, (Monsterbane), Sponson, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Unique

Anghkor Prok Anghkor	M WS BS S T W I A Ld Sv 8 2+ 3+ 3 3 5 3 4 10 -	Points: 107 Composition: 1 Anghkor
Wargear Anghkor: Kroot Rifle	**Options**	**Rules** Anghkor: Independent Character Infantry Unique Infiltrate Stealth Inspirational Presence – 6" Aura, this model and target unit may reroll all failed To Hit rolls in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Kroot Rifle	24 Or Melee	4 Or +1	5+ Or 5+	Assault 1 Or None

Dahyak Grekh Dahyak	M WS BS S T W I A Ld Sv 8 3+ 3+ 3 3 4 3 3 8 -	Points: 83 Composition: 1 Dahyak
Wargear Dahyak: Kroot Rifle Kroot Pistol	**Options**	**Rules** Dahyak: Independent Character Infantry Unique Infiltrate Stealth Bounty Hunter – This model ignores the Cadre Rules for your army. Relic Hunter – 6" Aura, this model and target unit gain Objective Secured.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Kroot Rifle	24 Or Melee	4 Or +1	5+ Or 5+	Assault 1 Or None
P	Kroot Pistol	12	4	5+	Pistol 1

Darkstrider Darkstrider	M WS BS S T W I A Ld Sv 6 3+ 2+ 3 3 4 2 3 9 4+	Points: 132 Composition: 1 Darkstrider
Wargear Darkstrider: Shade Marker Light Blind Grenades Structural Analyzer	**Options**	**Rules** Darkstrider: Independent Character Infantry Unique Scout Fighting Retreat – 6" Aura, target unit may move d6" after firing Overwatch but before a unit Declaring a Charge against target unit rolls for Charge distance. This does not work if this unit is Locked in Melee.
Special Wargear: Blind Grenades – Charges against this unit are Disorganized Charges. This unit	**Special Wargear Upgrades:**	

is considered armed with Grenades. Structural Analyzer – 6" Aura, this model and target unit may reroll 1s To Wound.					

Selection	Name	Range	S	AP	Rules
R	Shade	18	6	4+	Assault 2, Pinning
L	Marker Light	36	-	-	Assault 1, Marker Light

Longstrike Longstrike Drone	M WS BS FA SA RA W I A Ld Sv 12 4+ 2+ 6 13 12 10 13 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 209 Composition: 1 Longstrike 2 Drones
Wargear Longstrike: 2 Linked Long Burst Cannons XV02 Pilot Battlesuit Drone: Marker Light	**Options** Longstrike may swap 2 Linked Long Burst Cannons for T Longstrike may take up to two of each M Longstrike may take up to one of each E Any Drone may swap Marker Light for D or F	**Rules** Longstrike: Independent Character Vehicle Tank Unique Drone Dock 2 Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: XV02 Pilot Battlesuit – Longstrike is considered to be a Combat Walker as well as a Tank.	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +18 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run. 6" Aura, target unit does not Scatter when arriving from Deepstrike. This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules

T	2 Linked Long Burst Cannons	36	5	5+	Assault 4 x2, Turret, Primary
T +2 points	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Turret, Primary
T +4 points	2 Linked Plasma Cannons	48	7	2+	Heavy 2 x2, Turret, Primary
T +17 points	Ion Cannon	60	8	3+	Heavy 1, 5" Blast, Monsterbane, Turret, Primary
T +23 points	Railgun	72	D	1+	Heavy 1, Accurate, Destroyer, Monsterbane, Turret, Primary
T +40 points	2 Linked Fusion Cannons	24	8	1+	Heavy 1 x2, 3" Blast, Melta, (Monsterbane), Turret, Primary
M +10 points	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Troops 2-6 Slots

Drone Sentry Turrets Sentry	M WS BS S T W I A Ld Sv - - 4+ - 5 3 - - 5 3+	Points: Composition: 1-6 Sentries
Wargear Sentry: 2 Linked Burst Cannons	**Options** May take up to 5 more Sentries for +14 points each Any Sentry may swap 2 Linked Burst Cannons for S The unit may take up to one of each E	**Rules** Sentry: Monstrous Infantry Primitive AI Immobile
Special Wargear:	**Special Wargear Upgrades:** E Automated Repair System +2 points per model E Black Sun Filters +2 points per model E Disruption Pods +4 points per model	Heal Night Vision Stealth

Selection	Name	Range	S	AP	Rules
S	2 Linked Burst Cannons	18	5	5+	Assault 4 x2
S +0 points	2 Linked Plasma Rifles	24	6	2+	Rapid Fire 1 x2
S +8 points	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane
S +38 points	2 Linked Fusion Blasters	18	8	1+	Assault 2 x2, Melta, (Monsterbane)

Fire Warriors	M WS BS S T W I A Ld Sv	Points: 54
Shas'ui	6 5+ 4+ 3 3 1 2 2 8 4+	**Composition:**
Fire Warrior	6 5+ 4+ 3 3 1 2 1 7 4+	**1 Shas'ui**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**4-9 Fire Warriors**
DS8	- - 4+ - 4 2 - - 5 4+	**0-2 Drones**
		0-1 DS8
Wargear	**Options**	**Rules**
Shas'ui:	May take up to 5 more Fire Warriors for +10 points each	Shas'ui:
Pulse Rifle	Warriors for +10 points each	Character
Blind Grenades	May take up to 2 Drones for +8 points each	Infantry
Fire Warrior:	points each	Fire Warrior:
Pulse Rifle	May take up to 1 DS8 for +8 points	Infantry
Blind Grenades	points	Drone:
Drone:	Any Shas'ui or Fire Warrior may swap Pulse Rifle for R	Infantry
Marker Light	swap Pulse Rifle for R	Primitive AI
DS8:	The entire unit except Drones may take one G	Savior Protocols
Smart Missile System	may take one G	Jump
	Any Drone may swap Marker Light for D or F	DS8:
	Light for D or F	Infantry
	Any DS8 may swap Smart Missile System for T	Primitive AI
	System for T	Immobile
		Deployable Turret – This model is not placed on the tabletop during Deployment. It instead is placed during one of your Movement Phases. Once it is placed, it is its own unit until the end of the game. If the unit is destroyed before this model is Deployed it is destroyed.
Special Wargear:	**Special Wargear Upgrades:**	
Blind Grenades – Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades.	F Shield Generator +5 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
R	Pulse Rifle	30	5	5+	Rapid Fire 1
R +0 points	Pulse Carbine	18	5	5+	Assault 2
R +0 points	Pusle Blaster	12	5	5+	Assault 2, Scatter
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
T	Smart Missile System	30	5	5+	Assault 2, Ignores Cover
T +1 point	Missile Pod	36	7	4+	Assault 2, Monsterbane
G +2 points per model	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

Human Helpers Gue'ves'ui Gue'vesa'la	M WS BS S T W I A Ld Sv 6 4+ 4+ 3 3 1 3 2 8 5+ 6 4+ 4+ 3 3 1 3 1 7 5+	Points: 50 Composition: 1 Gue'ves'ui 9 Gue'vesa'la
Wargear Gue'ves'ui: Lasgun Gue'vesa'la: Lasgun	**Options** Any model may swap Lasgun for R The unit may take up to one of each E	**Rules** Gue'ves'ui: Character Infantry Initiates – This model cannot utilize Marker Light Tokens. Gue'vesa'la: Infantry Initiates – This model cannot use Marker Light Tokens.
Special Wargear:	**Special Wargear Upgrades:** E Combat Armour +10 points E Blind Grenades +10 points	Sv-1 (Improves by 1). Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades.

Selection	Name	Range	S	AP	Rules
R	Lasgun	24	3	-	Rapid Fire 1
R +6 points	Pulse Rifle	30	5	5+	Rapid Fire 1
R +6 points	Pulse Carbine	18	5	5+	Assault 2
R +6 points	Pusle Blaster	12	5	5+	Assault 2, Scatter

Kroot Carnivores	M WS BS S T W I A Ld Sv	Points: 64
Shaper	8 3+ 4+ 3 3 1 3 2 8 -	**Composition:**
Kroot	8 3+ 4+ 3 3 1 3 1 7 -	**1 Shaper**
		4-19 Kroot

Wargear	Options	Rules
Shaper:	May take up to 15 more Kroot	Shaper:
Kroot Rifle	for +12 points each	Character
Kroot:	Shaper may swap Kroot Rifle for	Infantry
Kroot Rifle	S or M	Infiltrate
	Up to two Kroot may swap	Stealth
	Kroot Rifle for S or M	Kroot:
	Up to two Kroot may swap Kroot	Infantry
	Rifle for H	Infiltrate
	The entire unit may take up to	Stealth
	one of each E	

Special Wargear:	Special Wargear Upgrades:	
	E Blind Grenades +1 point per model	Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades.

Selection	Name	Range	S	AP	Rules
R	Kroot Rifle	24	4	5+	Assault 1
		Or	Or	Or	Or
		Melee	+1	5+	None
S +1 point	Accelerator Bow	24	4	3+	Assault 1
S +1 point	Kroot Scattergun	12	4	5+	Assault 2, Scatter
		Or	Or	Or	Or
		Melee	+1	5+	None
S +2 points	Pulse Rifle	30	5	5+	Rapid Fire 1
S +2 points	Pulse Carbine	18	5	5+	Assault 2
S +2 points	2 Linked Kroot Pistols	12	4	5+	Pistol 1 x2
S +5 points	Kroot Hunting Rifle	36	4	5+	Heavy 1, Sniper (3+)
M +0 points	Knives	6	3	-	Pistol 2, Rending
		Or	Or	Or	Or
		Melee	User	-	Extra Attack 1, Rending
H +5 points	Dvorgite Skinner	12	6	3+	Rapid Fire 2
H +9 points	Londaxi Tribalest	36	5	5+	Heavy 1, 3” Blast, Rending

Elite 0-3 Slots

Infantry

DX4 Technical Drones DX4	M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 19 Composition: 1-6 DX4s
Wargear DX4: Defensive Charge	**Options** May take up to 5 DX4s for +19 points each	**Rules** DX4: Infantry Primitive AI Savior Protocols Jump Repair – Target Vehicle Repairs d3 Wounds.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Defensive Charge	12	5	5+	Pistol 1

Krootox Riders Shaper Krootox	M WS BS S T W I A Ld Sv 8 3+ 4+ 3 4 4 3 2 8 - 8 3+ 4+ 3 4 4 3 1 7 -	Points: 127 Composition: 1 Shaper 2-6 Krootox
Wargear Shaper: Kroot Gun Krootox Fists Krootox: Kroot Gun Krootox Fists	**Options** May take up to 3 more Krootox for +41 points each	**Rules** Shaper: Character Infantry Steed Infiltrate Stealth Krootox: Infantry Steed Infiltrate Stealth
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Kroot Gun	48	7	4+	Rapid Fire 1, Monsterbane
M	Krootox Fists	Melee	+2	-	Extra Attack 1

XV25 Stealth Battlesuits	M WS BS S T W I A Ld Sv	Points: 149
Shas'ui	6 5+ 4+ 4 4 2 2 2 8 3+	**Composition:**
Shas'vre	6 5+ 4+ 4 4 2 2 1 7 3+	**1 Shas'ui**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**4-9 Shas'vre**
		0-2 Drones
Wargear	**Options**	**Rules**
Shas'ui: Burst Cannon Shas'vre: Burst Cannon Drone: Marker Light	May take up to 5 more Shas'vre for +29 points each May take up to 2 Drones for +8 points each Any Shas'ui or Shas'vre may swap Burst Cannon for S Any Drone may swap Marker Light for D or F	Shas'ui: Character Infantry Infiltrate Shroud Jump Shas'vre: Infantry Infiltrate Shroud Jump Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear:	**Special Wargear Upgrades:** F Shield Generator +5 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	Burst Cannon	18	5	5+	Assault 4
S +19 points	Fusion Blaster	18	8	1+	Assault 2, Melta, (Monsterbane)
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Combat Walkers

XV8 Crisis Suits	M WS BS S FA SA RA W I A Ld Sv	Points: 167
XV8 Shas'vre	8 5+ 4+ 5 10 10 10 5 2 3 8 3+	Composition:
XV8 Shas'ui	8 5+ 4+ 5 10 10 10 5 2 2 7 3+	1 Shas'vre
	M WS BS S T W I A Ld Sv	2-5 Shas'ui
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	0-12 Drones
Wargear	**Options**	**Rules**
Shas'vre: 2 Flamers Shas'ui: 2 Flamers Drone: Marker Light	May take up to 3 more Shas'ui for +54 points each May take up to 2 Drones for +10 points each for each XV8 model in the unit Any XV8 model may swap any Flamer for S Any XV8 model may take up to one of each E Any Drone may swap Marker Light for D or F	Shas'vre: Character Vehicle Combat Walker Deepstrike Jump Shas'ui: Vehicle Combat Walker Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +13 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run. 6" Aura, target unit does not Scatter when arriving from Deepstrike. This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	Flamer	Flame	4	5+	Assault 1, Sponson, Primary
S +0 points	Airbursting Fragmentation Launcher	18	5	4+	Assault 1, Indirect Fire, 5" Blast, Ignores Cover, Sponson, Primary
S +2 points	Burst Cannon	18	5	5+	Assault 4, Sponson, Primary
S +2 points	Plasma Rifle	24	6	2+	Rapid Fire 1, Sponson, Primary

S +3 points	Missile Pod	36	7	4+	Assault 2, Monsterbane, Sponson, Primary
S +4 points	Cyclic Ion Blaster	18	7	4+	Assault 3, Monsterbane, Sponson, Primary
S +16 points	Fusion Blaster	18	8	1+	Assault 2, Melta, (Monsterbane), Sponson, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

XV9 Hazard Suits Shas'vre Drone	M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 5 11 11 10 6 2 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 87 Composition: 1-3 Shas'vre
Wargear Shas'vre: 2 Linked Burst Cannons 2 Linked Burst Cannons Drone: Marker Light	**Options** May take up to 1 more Shas'vre for +87 points each May take up to 2 Drones for +10 points each for each Shas'vre in the unit Any Shas'vre may swap any 2 Linked Burst Cannons for S Any Shas'vre may take up to one of each E Any Drone may swap Marker Light for D or F	**Rules** Shas'vre: Character Vehicle Combat Walker Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +13 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run. 6" Aura, target unit does not Scatter when arriving from Deepstrike. This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	2 Linked Burst Cannons	18	5	5+	Assault 4 x2, Sponson, Primary
S +1 points	Phased Ion Gun	36	8	3+	Assault 2, Monsterbane, Sponson, Primary
S +5 points	Fusion Cascade	24	8	1+	Assault 1, Melta, (Monsterbane), Sponson, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

XV95 Ghostkeel Suits Ghostkeel MV5	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 5 12 12 10 10 2 3 9 3+ **M WS BS S T W I A Ld Sv** 12 5+ 4+ 3 3 1 2 1 5 4+	Points: 146 Composition: 1-3 Ghostkeels 0-6 MV5s
Wargear Ghostkeel: Cyclic Ion Raker 2 Linked Flamers MV5: Stealth Field Generator	**Options** May take up to 2 more Ghostkeels for +146 points each May take up to 2 MV5s for +16 points each for each Ghostkeel in the unit Any Ghostkeel may swap Cyclic Ion Raker for S Any Ghostkeel may swap 2 Linked Flamers for H Any Ghostkeel may take up to one of each E	**Rules** Ghostkeel: Vehicle Combat Walker Deepstrike Infiltrator Jump Shroud Nova Reactor – This model may suffer 1 Mortal Wound to treat a Disabled Weapon as not Disabled for the current Phase. It may do this as many times at it wants to per Phase. MV5: Infantry Primitive AI Savior Protocols Deepstrike Infiltrator Jump Shroud
Special Wargear: Stealth Field Generator – This model's unit may reroll 1s for Cover Saves.	**Special Wargear Upgrades:** E Early Warning System +0 points	All weapons on this model gain AA.

	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.

Selection	Name	Range	S	AP	Rules
S	Cyclic Ion Raker	24	8	3+	Assault 3, Monsterbane, Sponson, Primary
S +31 points	Fusion Collider	18	8	1+	Assault 1, 5" Blast, Melta, (Monsterbane), Sponson, Primary
H	2 Linked Flamers	Flame	4	5+	Assault 1 x2, Hull
H +8 points	2 Linked Burst Cannons	18	5	5+	Assault 4 x2, Hull
H +22 points	2 Linked Fusion Blasters	18	8	1+	Assault 2 x2, Melta, (Monsterbane), Hull

Fast Attack 0-3 Slots

Infantry

Drone Swarm Drone	M WS BS S T W I A Ld Sv 6　5+　4+　3　3　1　2　1　5　4+	Points: 40 Composition: 4-12 Drones
Wargear Drone: Marker Light	**Options** May take up to 8 more Drones for +10 points each Any Drone may swap Marker Light for D or F	**Rules** Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	**Special Wargear Upgrades:** F Shield Generator +13 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2

| D +3 points | Smart Missile Pod | 30 | 5 | 5+ | Assault 2, Ignores Cover |
| D +4 points | Missile Pod | 36 | 7 | 4+ | Assault 2, Monsterbane |

Knarloc Riders Shaper Kroot	M WS BS S T W I A Ld Sv 12 3+ 4+ 3 4 3 3 2 8 - 12 3+ 4+ 3 4 3 3 1 7 -	Points: 149 Composition: 1 Shaper 4-9 Kroot
Wargear Shaper: Kroot Rifle Talons Kroot: Kroot Rifle Talons	**Options** May take up to 5 more Kroot for +29 points each	**Rules** Shaper: Character Infantry Steed Outflank Stealth Kroot: Infantry Steed Outflank Stealth
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Kroot Rifle	24 Or Melee	4 Or +1	5+ Or 5+	Assault 1 Or None
M	Talons	Melee	+2	5+	Auxiliary, Rending

Kroot Hounds Hound	M WS BS S T W I A Ld Sv 12 3+ 5+ 3 3 1 3 2 5 -	Points: 65 Composition: 1 Shaper 5-20 Hounds
Wargear Hound: Ripping Fangs	**Options** May take up to 15 more Hounds for +13 points each	**Rules** Hound: Infantry Infiltrate Stealth Animalistic – This model cannot Claim or Contest Objective Markers.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules

M		Ripping Fangs	Melee	User	5+	Rending

Pathfinders	M WS BS S T W I A Ld Sv	Points: 64
Shas'ui	6 5+ 4+ 3 3 1 2 2 8 4+	**Composition:**
Pathfinder	6 5+ 4+ 3 3 1 2 1 7 4+	**1 Shas'ui**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**4-9 Pathfinders**
MV31	6 5+ 4+ 3 3 1 2 1 5 4+	**0-2 Drones**
MV33	6 5+ 4+ 3 3 1 2 1 5 4+	**0-1 MV31**
MB3	6 5+ 4+ 3 3 2 2 1 5 4+	**0-1 MV33**
		0-1 MB3

Wargear	Options	Rules
Shas'ui:	May take up to 5 more	Shas'ui:
Pulse Carbine	Pathfinders for +12 points each	Character
Blind Grenades	Up to three Pathfinders may	Infantry
Pathfinder:	swap Pulse Carbine for S	Scout
Pulse Carbine	Any Shas'ui or Pathfinder that	Pathfinder:
Blind Grenades	did not swap Pulse Carbine for S	Infantry
Drone:	may take one L	Scout
Marker Light	May take up to 2 Drones for +10	Drone:
MV31:	points each	Infantry
Advanced Targeting Array	The entire unit except Drones	Primitive AI
MV33:	may take one G	Savior Protocols
Grav Wave Projector	Any Drone may swap Marker	Jump
MB3:	Light for D or F	Scout
Burst Cannon	May take one MV31 for +15	MV31:
Homing Beacon	points	Infantry
	May take one MV33 for +15	Primitive AI
	points	Savior Protocols
	May take one MB3 for +22	Jump
	points	Scout
		MV33:
		Infantry
		Primitive AI
		Savior Protocols
		Jump
		Scout
		MB3:
		Infantry
		Primitive AI
		Savior Protocols
		Jump
		Scout
		Heavy Drone – This model cannot use Drone Docks.

Special Wargear:	Special Wargear Upgrades:	
Advanced Targeting Array – This model's unit inflicts a -1 to	F Shield Generator +5 points	This model's unit gains a 5+ Invulnerability Save.

Cover Saves from their ranged attacks. Blind Grenades – Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades. Grav Wave Projector – Target unit that is Charging this unit suffers -3 to their Charge Distance. Positional Relay - 6" Aura, target unit does not Scatter when arriving from Deepstrike.	

Selection	Name	Range	S	AP	Rules
R	Pulse Carbine	18	5	5+	Assault 2
S +5 points	Ion Rifle	30	7	3+	Assault 1
S +20 points	Rail Rifle	48	6	3+	Heavy 1, Sniper (2+)
L +5 points	Marker Light	36	-	-	Assault 1, Marker Light
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
A	Burst Cannon	18	5	5+	Assault 4
T +1 point	Missile Pod	36	7	4+	Assault 2, Monsterbane
G +2 points per model	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

Vespid Stingwings Strain Leader Vespid	M WS BS S T W I A Ld Sv 12 4+ 4+ 3 4 2 5 2 9 4+ 12 4+ 4+ 3 4 2 5 1 6 4+	Points: 170 Composition: 1 Strain Leader 4-9 Vespid
Wargear Strain Leader: Neutron Blaster Vespid: Neutron Blaster	**Options** May take up to 5 more Vespids for +33 points each	**Rules** Strain Leader: Character Infantry Deepstrike Fly Vespid: Infantry Deepstrike Fly
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Neutron Blaster	18	5	3+	Assault 2

Monstrous Infantry

DX6 Remora Drones DX6	M WS BS S T W I A Ld Sv 50 5+ 4+ 4 5 4 2 2 5 4+	Points: 282 Composition: 2-6 DX6s
Wargear DX6: 2 Linked Long Burst Cannons 2 Seeker Missiles Marker Light Stealth Field	**Options** May take up to 4 more DX6s for +141 points each	**Rules** DX6: Monstrous Infantry Primitive AI Deepstrike High Altitude
Special Wargear: Stealth Field – 4+ Cover Save	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	2 Linked Long Burst Cannons	36	5	5+	Assault 4 x2
M	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light, Hull

Monsters

Goaded Great Knarloc	M WS BS S T W I A Ld Sv	Points: 176
Great Knarloc	8 3+ 5+ 7 7 9 3 4 6 -	**Composition:**
Shaper	8 3+ 4+ 3 3 1 3 2 8 -	**1 Great Knarloc**
Kroot	8 3+ 4+ 3 3 1 3 1 7 -	**1 Shaper**
		4-9 Kroot
Wargear	**Options**	**Rules**
Great Knarloc:	May take up to 5 more Kroot for	Great Knarloc:
Great Talons	+12 points each	Monster
Shaper:		Infiltrate
Kroot Rifle		Stealth
Kroot:		Goaded – This model is fielded
Kroot Rifle		as a separate unit from the
		Shaper and Kroot. This model
		will Charge and Attack the
		closest model, friend or foe,
		unless a Shaper or Kroot from
		any unit are within 6". If it is
		Charging or Attacking friendly
		forces, you may treat it as an
		enemy.
		Shaper:
		Character
		Infantry
		Infiltrate
		Stealth
		Kroot:
		Infantry
		Infiltrate
		Stealth
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Great Talons	Melee	User	2+	Extra Attack 1
R	Kroot Rifle	24	4	5+	Assault 1
		Or	Or	Or	Or
		Melee	+1	5+	None

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Vehicles

Tetras Tetra	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 5 10 10 10 6 1 2 8 3+	Points: 63 Composition: 1-6 Tetra
Wargear Tetra: 2 Linked Pulse Rifles 3 Linked Marker Lights	**Options** May take up to 5 more Tetras for +63 points each Any Tetra may take up to one of each E	**Rules** Tetra: Vehicle Tank Jump Open Topped Scout
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run. 6" Aura, target unit does not Scatter when arriving from Deepstrike.

Selection	Name	Range	S	AP	Rules
H	2 Linked Plasma Rifles	24	6	2+	Rapid Fire 1 x2, Hull, Primary
H +8 points	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Hull, Primary
H +16 points	2 Linked Rail Rifles	48	6	3+	Heavy 1 x2, Sniper (2+), Hull, Primary
H +20 points	2 Linked Fusion Blasters	18	8	1+	Assault 2 x2, Melta, (Monsterbane), Hull, Primary

TX Piranhas	M WS BS S FA SA RA W I A Ld Sv	Points: 83
Piranha	12 5+ 4+ 5 11 10 10 8 1 3 8 3+	**Composition:**
Drone	**M WS BS S T W I A Ld Sv**	**1-3 Piranhas**
	6 5+ 4+ 3 3 1 2 1 5 4+	**2-6 Drones**
Wargear	**Options**	**Rules**
Piranha:	May take up to 2 more sets of 1 Piranha and 2 Drones for +83 points each	Piranha:
Burst Cannon		Vehicle
Drone:	Any Piranha may swap Burst Cannon for H	Tank
Marker Light		Drone Dock 2
	Any Piranha may take up to two of each M	Jump
		Open Topped
	Any Piranha may take up to one of each E	Drone:
		Infantry
	Any Drone may swap Marker Light for D or F	Primitive AI
		Savior Protocols
		Deepstrike
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +18 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
H	Burst Cannon	18	5	5+	Assault 4, Hull, Primary
H +10 points	Fusion Blaster	18	8	1+	Assault 2, Melta, (Monsterbane), Hull, Primary
M +10 points	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

TX2 Piranhas Piranha	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 5 11 10 10 8 1 3 8 3+	Points: 64 **Composition:** 1-3 Piranhas
Wargear Piranha: 2 Linked Plasma Rifles	**Options** May take up to 2 more Piranhas for +64 points each Any Piranha may swap 2 Linked Plasma Rifles for H Any Piranha may take up to two of each M Any Piranha may take up to one of each E	**Rules** Piranha: Vehicle Tank Jump Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run. 6" Aura, target unit does not Scatter when arriving from Deepstrike.

Selection	Name	Range	S	AP	Rules
H	2 Linked Plasma Rifles	24	6	2+	Rapid Fire 1 x2, Hull, Primary
H +8 points	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Hull, Primary
H +16 points	2 Linked Rail Rifles	48	6	3+	Heavy 1 x2, Sniper (2+), Hull, Primary
H +20 points	2 Linked Fusion Blasters	18	8	1+	Assault 2 x2, Melta, (Monsterbane), Hull, Primary

XV109 Y'Vahra Suit	M WS BS S FA SA RA W I A Ld Sv	Points: 259
XV109	16 5+ 3+ 6 13 13 11 14 2 4 9 3+	Composition:
	M WS BS S T W I A Ld Sv	**1 XV109**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	0-2 Drones
Wargear	**Options**	**Rules**
XV109:	May take up to 2 Drones for +10 points each	XV109:
Ionic Discharge Cannon	XV109 may take up to one of each E	Vehicle
Phased Plasma Flamer Array		Combat Walker
Flechette Pod	Any Drone may swap Marker Light for D or F	Deepstrike
Shield		Jump
Drone:		Nova Reactor – This model may suffer 1 Mortal Wound to treat a Disabled Weapon as not Disabled for the current Phase. It may do this as many times at it wants to per Phase.
Marker Light		Drone:
		Infantry
		Primitive AI
		Savior Protocols
		Deepstrike
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
Shield – This model has a 5+ Invulnerability Save	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	Ionic Discharge Cannon	24	9	3+	Heavy 1, 5" Blast, Monsterbane, Sponson, Primary
S	Phased Plasma Flamer Array	Flame	7	3+	Assault 1, Reroll failed To Wound rolls, Sponson, Primary
H	Flechette Pod	12	3	-	Assault 1, 3" Blast, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2

D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2

Heavy Support 0-3 Slots

Infantry

Heavy Drones Heavy Drone	M WS BS S T W I A Ld Sv 6 5+ 4+ 3 4 2 2 1 5 4+	Points: 18 Composition: 2-6 Heavy Drones
Wargear Heavy Drone: Marker Light	Options May take up to 4 more Heavy Drones for +9 points each Any Heavy Drone may swap Marker Light for D	Rules Heavy Drone: Infantry Primitive AI Savior Protocols Jump Heavy Drone – This model cannot use Drone Docks.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
D	Marker Light	36	-	-	Assault 1, Marker Light
D +17 points	2 Linked Burst Cannons	18	5	5+	Assault 4 x2

Sniper Drones Drone	M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 92 Composition: 4-12 Drones
Wargear Drone: Longshot Pulse Rifle	Options May take up to 8 more Drones for +23 points each	Rules Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: F Shield Generator +13 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules

D	Longshot Pulse Rifle	48	5	5+	Rapid Fire 1, Sniper (3+)

Monsters

Great Knarloc	M WS BS S T W I A Ld Sv	Points: 147
Great Knarloc	8 3+ 5+ 7 7 9 3 4 6 -	**Composition:**
		1-3 Great Knarlocs
Wargear	**Options**	**Rules**
Great Knarloc:	May take up to 2 more Great	Great Knarloc:
2 Kroot Rifles	Knarlocs for +147 points each	Monster
Great Talons	Any Great Knarloc may swap one	Infiltrate
	Kroot Rifle for S	Stealth
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Great Talons	Melee	User	2+	Extra Attack 1
R	Kroot Rifle	24	4	5+	Assault 1
S +29 points	Kroot Bolt Thrower	36	8	3+	Assault 1, 3" Blast, Monsterbane

Vehicles

TX7 Hammerhead Gunships	M WS BS S FA SA RA W I A Ld Sv	Points: 181
TX7	12 5+ 4+ 6 13 12 10 13 1 3 8 3+	**Composition:**
Drone	**M WS BS S T W I A Ld Sv**	**1-3 TX7s**
	6 5+ 4+ 3 3 1 2 1 5 4+	**2-6 Drones**
Wargear	**Options**	**Rules**
TX7:	May take up to 2 more sets of 1	TX7:
2 Linked Long Burst Cannons	TX7 and 2 Drones for +181	Vehicle
Drone:	points each	Tank
Marker Light	Any TX7 may swap 2 Linked Long	Drone Dock 2
	Burst Cannons for T	Jump
	Any TX7 may take up to two of	Drone:
	each M	Infantry
	Any TX7 may take up to one of	Primitive AI
	each E	Savior Protocols
	Any Drone may swap Marker	Deepstrike
	Light for D or F	Jump
Special Wargear:	**Special Wargear Upgrades:**	
	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision

	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +18 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
T	2 Linked Long Burst Cannons	36	5	5+	Assault 4 x2, Turret, Primary
T +2 points	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Turret, Primary
T +4 points	2 Linked Plasma Cannons	48	7	2+	Heavy 2 x2, Turret, Primary
T +17 points	Ion Cannon	60	8	3+	Heavy 1, 5" Blast, Monsterbane, Turret, Primary
T +23 points	Railgun	72	D	1+	Heavy 1, Accurate, Destroyer, Monsterbane, Turret, Primary
T +40 points	2 Linked Fusion Cannons	24	8	1+	Heavy 1 x2, 3" Blast, Melta, (Monsterbane), Turret, Primary
M +10 points	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

TX78 Sky Ray Gunships	M WS BS S FA SA RA W I A Ld Sv	Points: 195
TX78	12 5+ 4+ 6 13 12 10 13 1 3 8 3+	Composition:
Drone	**M WS BS S T W I A Ld Sv**	1-3 TX78s
	6 5+ 4+ 3 3 1 2 1 5 4+	2-6 Drones
Wargear	**Options**	**Rules**
TX78:	May take up to 2 more sets of 1	TX78:
Seeker Missile Rack	TX78 and 2 Drones for +195	Vehicle
2 Linked Marker Lights	points each	Tank
Drone:	Any TX78 may take up to 2 M	Drone Dock 2
Marker Light	Any TX78 may take up to one of	Jump
	each E	Drone:
	Any Drone may swap Marker	Infantry
	Light for D or F	Primitive AI
		Savior Protocols
		Deepstrike
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +18 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
T	Seeker Missile Rack	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Turret, Primary
H	2 Linked Marker Lights	36	-	-	Assault 1 x2, Marker Light, Hull
M +10 points	Seeker Missile				
D	Marker Light	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover

| D +4 points | Missile Pod | 36 | 7 | 4+ | Assault 2, Monsterbane |

XV104 Riptide Suit XV104 Drone	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 13 13 11 14 2 4 9 3+ **M WS BS S T W I A Ld Sv** 6 5+ 4+ 3 3 1 2 1 5 4+	**Points: 248** **Composition:** **1 XV104** **0-2 Drones**
Wargear XV104: Heavy Burst Cannon 2 Linked Smart Missile Pods Riptide Shield Drone: Marker Light	**Options** May take up to 2 Drones for +10 points each XV104 may swap Heavy Burst Cannon for S XV104 may swap 2 Linked Smart Missile Pods for H XV104 may take up to one of each E Any Drone may swap Marker Light for D or F	**Rules** XV104: Vehicle Combat Walker Deepstrike Jump Nova Reactor – This model may suffer 1 Mortal Wound to treat a Disabled Weapon as not Disabled for the current Phase. It may do this as many times at it wants to per Phase. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Riptide Shield – This model has a 4+ Invulnerability Save	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run. 6" Aura, target unit does not Scatter when arriving from Deepstrike. This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	Heavy Burst Cannon	36	6	4+	Heavy 12, Rending, Sponson, Primary
S +7 points	Ion Accelerator	72	9	2+	Heavy 2, 3" Blast, Monsterbane, Sponson, Primary

H	2 Linked Smart Missile Pods	30	5	5+	Assault 2 x2, Ignores Cover, Hull
H +2 points	2 Linked Plasma Rifles	24	6	2+	Rapid Fire 1 x2, Hull
H +22 points	2 Linked Fusion Blasters	18	8	1+	Assault 2 x2, Melta, (Monsterbane), Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2

XV107 R'Varna Suit XV107 Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 13 13 11 14 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 250 Composition: 1 XV107 0-2 Drones
Wargear XV107: 2 Pulse Submunition Cannons Shield Generator Drone: Marker Light	**Options** May take up to 2 Drones for +10 points each XV104 may take up to one of each E Any Drone may swap Marker Light for D or F	**Rules** XV107: Vehicle Combat Walker Deepstrike Jump Nova Reactor – This model may suffer 1 Mortal Wound to treat a Disabled Weapon as not Disabled for the current Phase. It may do this as many times at it wants to per Phase. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Shield Generator – 5+ Invulnerability Save.	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run.

	F Shield Generator +6 points	6" Aura, target unit does not Scatter when arriving from Deepstrike. This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	Pulse Submunition Cannon	60	7	3+	Heavy 1, 5" Blast, Lance, Sponson, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2

XV88 Broadside Suits	M WS BS S FA SA RA W I A Ld Sv	Points: 113
XV88 Shas'vre	8 5+ 4+ 6 12 12 10 8 2 3 8 3+	Composition:
XV88 Shas'ui	8 5+ 4+ 6 12 12 10 8 2 2 7 3+	1 Shas'vre
	M WS BS S T W I A Ld Sv	0-5 Shas'ui
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	0-12 Drones
Wargear	**Options**	**Rules**
Shas'vre: 2 Linked High Yield Missile Pods Shas'ui: 2 Linked High Yield Missile Pods Drone: Marker Light	May take up to 5 Shas'ui for +108 points each May take up to 2 Drones for +10 points each for each XV88 model in the unit Any XV88 model may swap any Flamer for S Any XV88 may take one H Any XV88 may take one M Any XV88 model may take up to one of each E Any Drone may swap Marker Light for D or F	Shas'vre: Character Vehicle Combat Walker Deepstrike Jump Shas'ui: Vehicle Combat Walker Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points	All weapons on this model gain AA. This model performs Overwatch on 5+.

	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +13 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	2 Linked High Yield Missile Pods	36	7	4+	Assault 4 x2, Monsterbane, Hull, Primary
S +18 points	2 Linked Heavy Rail Rifles	60	9	1+	Heavy 1 x2, Ordnance, Hull, Primary
H +10 points	2 Linked Plasma Rifles	24	6	2+	Rapid Fire 1 x2, Hull
H +16 points	2 Linked Smart Missile Pods	30	5	5+	Assault 2 x2, Ignores Cover, Hull
M +10 points	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Ignores Cover, Indirect Fire, Seeker Missile, One Use Only, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Flyer 0-2 Slots

AX-5-2 Barracudas AX-5-2	M WS BS S FA SA RA W I A Ld Sv 60 5+ 4+ 6 11 11 10 14 1 3 8 3+	Points: 220 Composition: 1-3 AX-5-2s
Wargear AX-5-2: Swiftstrike Railgun 2 Linked Missile Pods 2 Cyclic Ion Blasters	**Options** May take up to 2 more AX-5-2s for +220 points each Any AX-5-2 may swap Swiftstrike Railgun for T Any AX-5-2 may swap 2 Cyclic Ion Blasters for S Any AX-5-2 may take up to 2 of each M Any AX-5-2 may take up to one of each E	**Rules** AX-5-2: Vehicle Deepstrike High Altitude Interceptor
Special Wargear:	**Special Wargear Upgrades:** E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points E Decoy Launcher +9 points	This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run. 6" Aura, target unit does not Scatter when arriving from Deepstrike. 5+ Invulnerability Save against Ranged Attacks.

Selection	Name	Range	S	AP	Rules
T	Swiftstrike Railgun	36	10	1+	Heavy 1, Ordnance, Monsterbane, Hull, Primary
T +10 points	Ion Cannon	60	8	3+	Heavy 1, 5" Blast, Monsterbane, Hull, Primary
T +15 points	Heavy Burst Cannon	36	6	4+	Heavy 12, Rending, Hull, Primary
H	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Hull
S	2 Cyclic Ion Blasters	18	7	3+	Assault 2 x2, Turret
S +6 points	2 Long Burst Cannons	36	5	5+	Assault 4 x2, Turret
M +10 points	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull

AX3 Razorsharks AX3	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 11 11 10 12 1 3 8 3+	Points: 250 Composition: 1-3 AX3s
Wargear AX3: Burst Cannon Quad Ion Cannon 2 Seeker Missiles	**Options** May take up to 2 more AX3s for +250 points each Any AX3 may swap Burst Cannon for S Any AX3 may take up to one of each E	**Rules** AX3: Vehicle Deepstrike High Altitude Agile – This model gains +1 to its Invulnerability Saves from Ranged Attacks, or gains a 5+ Invulnerability Save if it does not have one.
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points E Decoy Launcher +9 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet and Hit and Run. 6" Aura, target unit does not Scatter when arriving from Deepstrike. 5+ Invulnerability Save against Ranged Attacks.

Selection	Name	Range	S	AP	Rules
S	Long Burst Cannon	36	5	5+	Assault 4, Sponson, Primary
S +6 points	Missile Pod	36	7	4+	Assault 2, Monsterbane, Sponson, Primary
T	Quad Ion Cannon	48	8	3+	Heavy 1 x4, Monsterbane, Turret, Primary
M	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull

AX39 Sun Shark Bombers AX39	M WS BS S FA SA RA W I A Ld Sv	Points: 253
	50 5+ 4+ 6 11 11 10 12 1 3 8 3+	Composition:
	M WS BS S T W I A Ld Sv	1-3 AX39s
Interceptor Drone	6 5+ 4+ 3 3 1 2 1 5 4+	2-6 Interceptor Drones
Wargear	**Options**	**Rules**
AX39:	May take up to 2 more sets of 1	AX39:
2 Linked Missile Pods	AX39 and 2 Interceptor Drones	Vehicle
Pulse Bomb Generator	for +253 points each	Docking Ports 2
2 Seeker Missiles	Any AX39 may swap Burst	Deepstrike
Interceptor Drone:	Cannon for S	High Altitude
2 Linked Ion Rifles	Any AX39 may take up to one of	Interceptor Drone:
	each E	Infantry
		Primitive AI
		Savior Protocols
		Deepstrike
		Fly
Special Wargear:	**Special Wargear Upgrades:**	
	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	E Decoy Launcher +9 points	5+ Invulnerability Save against Ranged Attacks.

Selection	Name	Range	S	AP	Rules
T	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Turret
B	Pulse Bomb Generator	Bomb	5	5+	Heavy 1, 5" Blast, Pinning, Hull, Primary
M	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull
D	2 Linked Ion Rifles	30	7	3+	Assault 1 x2

Dedicated Transport 0-1/Legal Slot

TY7 Devilfish	M WS BS S FA SA RA W I A Ld Sv	Points: 168
TY7	12 5+ 4+ 6 12 11 10 12 1 3 8 3+	Composition:
Drone	M WS BS S T W I A Ld Sv	1 TY7
	6 5+ 4+ 3 3 1 2 1 5 4+	2 Drones

Wargear	Options	Rules
TY7:	Any Sky Ray may take up to 2 M	TY7:
Burst Cannon	Any Sky Ray may take up to one	Vehicle
Drone:	of each E	Tank
Marker Light	Any Drone may swap Marker	Drone Dock 2
	Light for D or F	Jump
		Transport 12 – Access Sides and Rear.
		Drone:
		Infantry
		Primitive AI
		Savior Protocols
		Deepstrike
		Jump

Special Wargear:	Special Wargear Upgrades:	
	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +5 points	This model performs Overwatch on 5+.
	E Black Sun Filters +5 points	This model gains Night Vision
	E Vectored Thrusters +5 points	This model gains Fleet and Hit and Run.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
S	Burst Cannon	18	5	5+	Assault 4, Sponson, Primary
M +10 points	Seeker Missile				
D	Marker Light	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover

D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Lord of War 0-1 Slots

Aircraft

Tiger Shark AX-1-0 AX-1-0	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 7 12 12 10 18 1 6 8 3+	Points: 418 Composition: 1 AX-1-0 0-14 Drones
Wargear AX-1-0: 2 Linked Heavy Railguns 2 Linked Missile Pods 2 Burst Cannons Marker Light	**Options** May take one M May take up to one of each E	**Rules** AX-1-0: Titanic Vehicle Deepstrike High Altitude
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points E Vectored Thrusters +5 points E Positional Relay +5 points E Decoy Launcher +18 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet. 6" Aura, target unit does not Scatter when arriving from Deepstrike. 5+ Invulnerability Save against Ranged Attacks.

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Railguns	120	D	1+	Heavy 1 x2, Destroyer, Monsterbane, Hull, Primary
H	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Hull, Primary
T	Burst Cannon	18	5	5+	Assault 4, Turret, Primary
L	Marker Light	36	-	-	Assault 1, Marker Light, Hull, Primary
M +20 points	Seeker Missile Rack	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull, Primary

Tiger Shark Fighter Bomber	M WS BS S FA SA RA W I A Ld Sv	Points: 426
Fighter Bomber	50 5+ 4+ 7 12 12 10 18 1 6 8 3+	Composition:
		1 Fighter Bomber

Wargear	Options	Rules
Fighter Bomber:	May take one M or DB	Fighter Bomber:
2 Linked Ion Cannons	If DB was taken, any Drone may	Titanic Vehicle
2 Linked Missile Pods	swap Marker Light for D	Deepstrike
2 Burst Cannons	May take up to one of each E	High Altitude
Drone:		Drone:
Marker Light		Infantry
		Primitive AI
		Savior Protocols
		Jump

Special Wargear:	Special Wargear Upgrades:	
	DB Drone Bay +142 points	This model gains Transport 14 and 14 Embarked Drones. They may Disembark from the Rear.
	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +5 points	This model performs Overwatch on 5+.
	E Black Sun Filters +5 points	This model gains Night Vision
	E Vectored Thrusters +5 points	This model gains Fleet.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.

Selection	Name	Range	S	AP	Rules
H	2 Linked Ion Cannons	60	8	3+	Heavy 1 x2, 5" Blast, Monsterbane, Hull, Primary
H	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Hull, Primary
T	Burst Cannon	18	5	5+	Assault 4, Turret, Primary
M +20 points	Seeker Missile Rack	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull, Primary
D	Marker Light	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Manta Heavy Dropship	M WS BS S FA SA RA W	Points: 1804
Manta	50 5+ 4+ 9 13 12 11 120	Composition:
	I A Ld Sv	**1 Manta**
	1 15 8 3+	**4 Drones**
Wargear	**Options**	**Rules**
Manta:	May take up to one of each E	Manta:
2 Linked Heavy Railguns		Titanic Vehicle
6 Linked Ion Cannons		Drone Docks 4
2 Linked Missile Pods		Deepstrike
12 Long Burst Cannons		High Altitude
2 Seeker Missile Racks		Hover
Marker Light		Transport Top 55 – The top deck may Transport 48 with a Rear Access Point. It may also Embark 6 Primitive AI models and one Ethereal model at no capacity cost.
Shield Generator		
Drone:		Vehicle Bay – The bay may Transport 120 with a Rear Access Point. It may Embark TY7s, TX7s, TX78s, and Longstrike at a cost of 30 capacity each. It may also Transport up to 8 Combat Walkers with W7 or less at no capacity cost.
Long Burst Cannon		
		Drone:
		Infantry
		Primitive AI
		Savior Protocols
		Deepstrike
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
Shield Generator – 5+ Invulnerability Save.	E Early Warning System +0 points	All weapons on this model gain AA.
	E Counterfire Defense Systems +2 points	This model performs Overwatch on 5+.
	E Black Sun Filters +2 points	This model gains Night Vision
	E Vectored Thrusters +4 points	This model gains Fleet.
	E Positional Relay +5 points	6" Aura, target unit does not Scatter when arriving from Deepstrike.
	E Decoy Launcher +18 points	5+ Invulnerability Save against Ranged Attacks.

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Railguns	120	D	1+	Heavy 1 x2, Destroyer, Monsterbane, Hull, Primary
H	6 Linked Ion Cannons	60	8	3+	Heavy 1 x6, 5" Blast, Monsterbane, Hull, Primary
H	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Hull, Primary
T	Long Burst Cannon	38	5	5+	Assault 4, Turret, Primary
L	Marker Light	36	-	-	Assault 1, Marker Light, Hull, Primary
M	Seeker Missile Rack	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull, Primary

Orca Orca	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 7 12 12 10 28 1 6 8 3+	Points: 588 Composition: 1 Orca
Wargear Orca: 2 Linked Long Burst Cannons Missile Pod	**Options** May take up to 4 M May take up to one of each E	**Rules** Orca: Titanic Vehicle Deepstrike High Altitude Hover Jetpack Deployment – Any unit may Disembark anywhere along this model's flight path this turn while this model is in High Altitude mode, but each model must take a Dangerous Terrain Test. Transport 48 – Access Rear. This model may also embark up to 8 Primitive AI models at no capacity cost. Battlesuit Rack - This model may forgo 28 capacity to fit up to 6 Battlesuits with W8 or less or up to 3 XV88s.
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision

| | E Vectored Thrusters +5 points
E Positional Relay +5 points | This model gains Fleet.
6" Aura, target unit does not Scatter when arriving from Deepstrike. |
| | E Decoy Launcher +18 points | 5+ Invulnerability Save against Ranged Attacks. |

Selection	Name	Range	S	AP	Rules
T	2 Linked Long Burst Cannons	36	5	5+	Assault 4 x2, Turret, Primary
H	Missile Pod	36	7	4+	Assault 2, Monsterbane, Hull, Primary
M +10 points	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull, Primary

Combat Walker

KV128 Stormsurge KV128	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 8 13 13 11 20 2 6 9 3+	Points: 489 Composition: 1 KV128
Wargear KV128: Pulse Blast Cannon 2 Linked Cluster Rocket Pods 2 Linked Smart Missile Pods 2 Linked Flamers 4 Seeker Missiles	**Options** May swap Pulse Blast Cannon for T May swap 2 Linked Flamers for S May take up to one of each E	**Rules** KV128: Titanic Vehicle Combat Walker Stabilizing Anchors – If this model does not Move in your Movement Phase it may reroll 1s To Hit and the Scatter Dice for Blast Templates.
Special Wargear:	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points E Vectored Thrusters +5 points E Positional Relay +5 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet 6" Aura, target unit does not Scatter when arriving from Deepstrike.

Selection	Name	Range	S	AP	Rules

Selection	Name	Range	S	AP	Rules
T	Pulse Blast Cannon	72	D	1+	Heavy 2, Destroyer, Monsterbane, Hull, Primary
T +44 points	Pulse Driver Cannon	72	10	2+	Heavy 1, 7" Blast, Ordnance, Monsterbane, Hull, Primary
H	2 Linked Cluster Rocket Pods	48	5	5+	Heavy 1 x2, 5" Blast, Hull, Primary
H	2 Linked Smart Missile Pod	30	5	5+	Assault 2 x2, Ignores Cover, Hull, Primary
S	2 Linked Flamers	Flame	4	5+	Assault 1 x2, Turret, Primary
S +0 points	2 Linked Airbursting Fragmentation Launchers	18	4	5+	Assault 1 x2, Indirect Fire, 5" Blast, Ignores Cover, Turret, Primary
S +6 points	2 Linked Burst Cannons	18	5	5+	Assault 4 x2, Turret, Primary
M	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Ignores Cover, Indirect Fire, Seeker Missile, One Use Only, Hull

KX139 Ta'unar Supremacy Suit KX139	M WS BS S FA SA RA W I A Ld Sv 10 5+ 3+ 9 14 13 10 35 2 6 9 3+	Points: 792 Composition: 1 KX139
Wargear KX139: 3 Linked Pulse Ordnance Drivers 2 Tri-Axis Ion Cannons 2 Linked Smart Missile Pods 2 Linked Smart Missile Pods 2 Linked Burst Cannons 2 Linked Burst Cannons Shield Generator	**Options** May swap 3 Linked Pulse Ordnance Drivers for T May swap either Tri-Axis Ion Cannon for S May take up to one of each E	**Rules** KX139: Titanic Vehicle Combat Walker
Special Wargear: Shield Generator – 5+ Invulnerability Save.	**Special Wargear Upgrades:** E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points E Vectored Thrusters +5 points E Positional Relay +5 points	All weapons on this model gain AA. This model performs Overwatch on 5+. This model gains Night Vision This model gains Fleet 6" Aura, target unit does not Scatter when arriving from Deepstrike.

Selection	Name	Range	S	AP	Rules

T	3 Linked Pulse Ordnance Destroyers	72	10	1+	Heavy 1 x3, 5" Blast, Ordnance, Ignores Invulnerability saves, Monsterbane, Hull, Primary
T +70 points	2 Linked Nexus Meteor Missile Pods	24-120	10	1+	Heavy 1 x2, Indirect Fire, 10" Blast, Ordnance, Monsterbane, Hull, Primary
T +93 points	2 Linked Cluster Rocket Pods	120 And 120	D And 6	1+ And 4+	Heavy 1, 10" Blast, Destroyer, Monsterbane, Hull, Primary And Heavy 1, Apocalyptic Barrage, Pinning, Hull, Primary
S	Tri-Axis Ion Cannon	60	9	3+	Heavy 3, Monsterbane, Hull, Primary
S +2 points	Fusion Eradicator Array	24	8	1+	Heavy 5, Melta, (Monsterbane), Hull, Primary
H	2 Linked Smart Missile Pods	30	5	5+	Assault 2 x2, Ignores Cover, Turret, Primary
H	2 Linked Burst Cannons	18	5	5+	Assault 4 x2, Turret, Primary

Fortification 0-1/1000 points

Tidewall Droneport	M WS BS S T W I A Ld Sv	Points: 143
Droneport	4 - - - 7 10 - - - 3+	**Composition:**
	M WS BS S T W I A Ld Sv	**1 Droneport**
Drone	6 5+ 4+ 3 3 1 2 1 5 4+	**4 Drones**
Wargear	**Options**	**Rules**
Droneport:	Any Drone may swap Marker	Droneport:
None	Light for D or F	Building
Drone:		Drone Port 4
Markerlight		Mobile Bunker – This model provides a 4+ Cover Save and is capable of Moving in the Movement Phase, but may not Advance, Charge, or Fall Back. Units Embarked on it will still Fall Back like normal.
		Droneport:
		Infantry
		Primitive AI
		Savior Protocols
		Jump
Special Wargear:	**Special Wargear Upgrades:**	
	F Shield Generator +6 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Tidewall Shieldline Shieldline	M WS BS S T W I A Ld Sv 4 - - - 7 20 - - - 3+	Points: 203 **Composition:** **1 Shieldline**
Wargear Shieldline: None	**Options** Any Drone may swap Marker Light for D or F	**Rules** Shieldline: Building Mobile Bunker – This model provides a 4+ Cover Save and is capable of Moving in the Movement Phase, but may not Advance, Charge, or Fall Back. Units Embarked on it will still Fall Back like normal.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane