

Genestealer Cults

“In the name of the Star Children we are charged with conquering worlds!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

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What are the Genestealer Cults? The Tyranids are an alien menace from outside of the known galaxy. They have infiltrated in with multiple fleets and feed on worlds, draining them of even the bacteria in the soil and air before moving on. Frequently they seed potential worlds for harvest by sending advanced Genestealers to infiltrate them. Once they arrive on a suitable world, they will poison the minds of the population and through a combination of conditioning

and mind control turn them into a rebellious force to assist the so called Star Children when they come to devour their biomass!

Army Difficulty 1-5: 3. The army is very focused on guerrilla warfare. Arriving from tunnels placed on the battlefield, they can appear from just about anywhere! With their looted Imperial Guard equipment, they can equally brute force their way through enemy lines. Woe be unto those who underestimate the threat of a Genestealer Cult!

Strengths: Units unique to the Genestealer Cults are very mobile and capable of arriving from well-placed Tunnels on the battlefield. If one is blocked or destroyed, they can arrive from another. Even if they are all inhibited, they can still arrive from other means from Reserve like normal. Fast moving with high Ld thanks to their brainwashing, they are a tough force to subdue.

Weaknesses: The looted weapons and vehicles of the Imperial Guard are prone to break down and have limited ammunition, making untimely decisions of moving or shooting and not being able to perform Snap Shots like Overwatch can be a major hinderance. The rest of the force is well equipped, but due to being a militia with some makeshift weapons may find it difficult to compete on large open firing lanes. Be sure to use Tunnels, Deepstrike, and Outflank to work around this weakness.

Army Abilities: The Genestealer Cults have several Special Rules that either the entire army has, or all its leadership-based models have. These are unique to this codex and are detailed below.

- **Blasphemous Preaching** – Models with this rule gain a 6" Aura, target unit only counts as half as many models for Contesting Objective Markers. If that unit already counted as half models, it cannot Contest the Objective Marker.
- **Emergence Hole #** – During Deployment when you are placing your forces, you may place up to one Emergence Hole for up to your total Emergence Hole #. Emergence Holes must be attached to a Terrain piece by being placed inside or on top of it. Multiple Emergence Holes may be assigned to the same Terrain piece.
 - Up to one of your Infantry or Monstrous Infantry units may be held in Reserve during Deployment for each Emergence Hole you have. When coming out of Reserves, they may do so by Disembarking from any Emergence Hole. Units Disembarking from the same Hole are considered to have Disembarked from a Transport for the purpose of Declaring Charges. Only Infantry and Monstrous Infantry may Disembark from Emergence Holes.
 - If the Terrain piece is destroyed, the Emergence Holes assigned to the Terrain piece are removed from the game. If an enemy unit capable of scoring Objective Markers is within 3" of an Emergence Hole, it cannot be used to Disembark units.
 - **Designer Note, any model capable of utilizing Emergence Holes may use any Hole, friend or foe.*
- **Grinding Advance** - Do not count as moving when firing Ordnance Weapons.
- **Limited Ammo** – This model may not make Snap Shots of any kind, including Overwatch.

- **Patriarch** – Your army may only include one model with the Patriarch keyword.
- **Poor Maintenance** – In each of your Command Phases, roll a d6 for each unit with this rule in your army. On a 1, the unit must decide if it will Move or Shoot this turn.
 - If elected to Move, it may Advance and Fall Back this turn but cannot Shoot or Charge.
 - If elected to Shoot, it may Shoot in the Shooting Phase, but cannot Move, Advance, Charge, or Fall Back.
 - High Altitude models MUST always move, and can never opt to Shoot instead of Move because of Poor Maintenance.

Spells

The Following Spells are listed here to avoid redundancy throughout the Codex.

Spell +5 points	Mass Hypnosis Cast 5+	18	-	-	Target unit cannot fire Overwatch until your next Psychic Phase.
Spell +10 points	Psychic Stimulus Cast 7+	18	-	-	Target unit may Declare Charges even if it Advanced this turn until your next Psychic Phase.
Spell +15 points	Mind Control Cast Target W+	12	-	-	The Cast Value is the target non-Titanic model's remaining Wounds. This model immediately performs its Melee or Ranged attacks against one of its friendly units, but not itself.
Spell +15 points	Undermine Cast 7+	18	-	-	Target unit may only Move, Advance, Charge, and Fall Back at half speed until your next Psychic Phase. The same unit cannot be affected by more than one instance of Undermine at a time.
Spell +40 points	Might From Beyond Cast 7+	18	-	-	Target unit gains S+1 until your next Psychic Phase.
Spell +50 points	Undying Vigor Cast 7+	18	-	-	Target unit gains a 5+ Feel No Pain until your next Psychic Phase.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array - 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Camo Netting – This model gains Shroud.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade - Reroll Dangerous Terrain Tests and failed Move through Cover.
- Enclosed Crew Compartment – This model loses Open Topped.
- Extra Armour - You may treat all Crew Stun Results as Weapon Disabled.
- Recovery Gear - Roll d6, on 5+ repair Immobilized or Crew Stun result.
- Sacred Cult Banner – This inspiring battle flag gives the model equipped the following Auras:
 - 6" Aura, this model and target unit may reroll failed Ld Tests that are not Order Tests.
 - 6" Aura, this model and target unit gain A+1.
- Searchlight - This unit and target unit are no longer affected by Night rules.
- Side Skirts – This model gains SA+1.
- Smoke Launchers - 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Vox Caster – Grants Blasphemous Preaching.

Unquestioning Loyalty – 6" Aura, target friendly unit gains Bodyguard, but it triggers on a 4+ instead and can take place so long as the unit remains within the Aura range.

Cults

There are many Cults sowed across the Imperium thanks to the many Splinter Fleets sowing their seeds of corruption. There are many well-known Cults with their own unique fighting styles to further customize your army, or your typical Cult to represent smaller and lesser known ones. Unique Cults suffer a tradeoff for their specialties, ensuring the point values remain fair.

Bladed Cog:

- Cyber Augmetics: All T3 models in your army gain T+1 but suffer M-2. All T4 models in your army gain T+1 but suffer M-2, Ld-1, and must reroll successful Charge rolls.

Cult:

- Just your average army, use models exactly as presented on their datasheets.

Four-Armed Emperor:

- Subterranean Ambushers: All Infantry and Monstrous Infantry in your army gain Stealth. If they had Stealth, they swap Stealth for Shroud instead.
- Masterful Strike: All Infantry and Monstrous Infantry must be held in Reserve during Deployment.

Hive Cult:

- Discipline Militants: All models in your army gain Stubborn.
- Hellbent on Conquest: You may not Contest or Claim Objective Markers within your Deployment Zone.

Pauper Princes:

- Devoted Zealots: Models in your army count as twice as many for the purpose of Contesting Objective Markers.
- Fanaticism: Models in your army must Declare Charges if they are within Charge Range and can legally Declare a Charge.

Rusted Claw:

- Mechanized Specialists: Vehicles in your army gain M+2.
- Nomads: Models in your army only count as half a model for Contesting Objective Markers.

Twisted Helix:

- Deranged Bioengineering: All Infantry and Monstrous Infantry models in your army gain a 5+ Feel No Pain, or can reroll 1s for Feel No Pain if they already had that. All Infantry and Monstrous Infantry suffer Ld-3 and must Declare Charges if they are within range. They are not allowed to Advance or Shoot if it would make Declaring a Charge within range illegal, and must Declare the Charge against the closest enemy model.

HQ Slots 1-2 Slots

Generic

Magus Magus	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 5 4 3 9 5+	Points: 94 Composition: 1 Magus
Wargear Magus: Autopistol Force Staff	Options May take Psychic Mastery Level +1 for +15 points May take up to one Spell for each level of Psychic Mastery May take up to two of each E	Rules Magus: Independent Character Infantry Emergence Hole 1 Unquestioning Loyalty Psychic Mastery 1
Special Wargear:	Special Wargear Upgrades: E Psychic Familiar +5 points	Token. If this model suffers a Mortal Wound due to Perils of the Warp, remove this Token instead.

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
M	Force Staff	Melee	+2	4+	Psychicbane, Concussion

Salamander Command Vehicle Salamander Command	M WS BS S FA SA RA W I A Ld Sv 12 4+ 3+ 6 12 10 10 11 1 3 9 3+	Points: 84 Composition: 1 Salamander Command
Wargear Salamander Command Vehicle: 2 Heavy Flamers	Options May swap any Heavy Flamer for H May take one P May take one D May take one M May take any E one time each	Rules Salamander Command Vehicle: Independent Character Vehicle Tank Limited Ammo Poor Maintenance Open Topped Propaganda – 6" Aura, this model and target unit may reroll failed Charge rolls.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull, Primary
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Tank Commander Tank Commander	M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 7 14 13 10 12 1 3 9 3+	Points: 183 Composition: 1 Tank Commander
Wargear Tank Commander: Nova Eradicator Cannon Heavy Flamer H	Options May swap Nova Eradicator Cannon for T May swap Heavy Flamer H for H May take a set of S May take one P May take one D May take one M May take any E one time each	Rules Tank Commander: Independent Character Vehicle Tank Grinding Advance Limited Ammo Poor Maintenance Mighty Bastion – 12” True Aura, this model and all friendly units automatically Rally.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Nova Eradicator Cannon	36	6	4+	Heavy 1, 5” Blast, Ignores Cover, Turret, Primary
T +4 points	Executioner Plasma Cannon	36	7	2+	Heavy 3, 3” Blast, Get’s Hot!, Turret, Primary
T +9 points	Vanquisher Battle Cannon	72	D	2+	Heavy 1, Destroyer, Monsterbane, Turret, Primary
T +15 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +16 points	2 Linked Exterminator Autocannons	48	7	4+	Heavy 2 x2, Reroll Misses, Monsterbane, Turret, Primary
T +33 points	Punisher Gatling Gun	24	5	-	Heavy 20, Turret, Primary
T +39 points	Conqueror Battle Cannon and Stormbolter	48 and 24	8 and 4	3+ and 5+	Heavy 1, 5” Blast, Coaxial, Turret and Rapid Fire 2, Coaxial, Monsterbane, Turret, Primary
T +45 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret, Primary
T +57 points	Demolisher Cannon	24	10	2+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret, Primary

T +60 points	Long Vanquisher Cannon with Stormbolter	72 And 24	D And 4	2+ And 5+	Heavy 1, Destroyer, Accurate, Coaxial, Turret, Primary Rapid Fire 2, Coaxial, Turret
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +20 points	2 Multilasers	36	6	6+	Heavy 3 x2, Sponson
S +24 points	2 Plasma Cannons	36	7	2+	Heavy 1 x2, 3" Blast, Gets Hot!, Sponson
S +25 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +47 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Unique

Magus Orthan Trysst Orthan	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 5 4 3 9 5+	Points: 139 Composition: 1 Orthan
Wargear Orthan: Autopistol Force Staff	Options May take up to one Spell for each level of Psychic Mastery May take up to two of each E	Rules Orthan: Independent Character Infantry Unique Four-Armed Emperor Emergence Hole 1 Unquestioning Loyalty Psychic Mastery 2 Masterful Efficiency – 6" Aura, this model and target unit may reroll 1s To Wound.
Special Wargear:	Special Wargear Upgrades: E Psychic Familiar +5 points	Token. If this model suffers a Mortal Wound due to Perils of the Warp, remove this Token instead.

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
M	Force Staff	Melee	+2	4+	Psychicbane, Concussion

Patriarch Patriarch	M WS BS S T W I A Ld Sv 8 2+ 5+ 6 5 6 7 6 10 4+	Points: 236 Composition: 1 Patriarch
Wargear Patriarch: Monstrous Claws Rending Claws	Options May take one A May take Psychic Mastery Level +1 for +15 points May take up to one S for each Psychic Mastery May take up to one of each B May take up to two of each E May take one P	Rules Patriarch: Independent Character Monstrous Infantry Unique Patriarch Unquestioning Loyalty Infiltrate Psychic Mastery 1 Very Bulky Brood Telepathy – 6” Aura, this model and target unit may reroll 1s To Hit. Lightning Reflexes – This model has a 5+ Invulnerability Save. Living Idol – 6” Aura, this model and target unit gain Fearless.
Special Wargear:	Special Wargear Upgrades: B Adrenal Glands +2 point B Flesh Hooks +1 point B Patriarch Throne +80 points E Psychic Familiar +5 points P Camouflaged Carapace +4 points P Extended Carapace +8 points	Fleet Counts as having Assault Grenades for the purposes of Charging. M-8, Gain Immobile. Increase this model’s Auras to 24” Range and change them to True Auras with the exception of Unquestioning Loyalty. Token. If this model suffers a Mortal Wound due to Perils of the Warp, remove this Token instead. Sv-1 (Improves by 1) Stealth

Selection	Name	Range	S	AP	Rules
M	Rending Claws	Melee	User	5+	Rending
M	Monstrous Claws	Melee	+2	4+	Rending

A +1 point	Acid Maw	Melee	User	3+	Auxiliary
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Patriarch Ghosar Ghosar	M WS BS S T W I A Ld Sv 8 2+ 5+ 6 5 6 7 6 10 4+	Points: 281 Composition: 1 Ghosar
Wargear Ghosar: Monstrous Claws Rending Claws	Options May take up to one Spell for each Psychic Mastery May take up to two of each E	Rules Ghosar: Independent Character Monstrous Infantry Four-Armed Emperor Unique Patriarch Unquestioning Loyalty Infiltrate Psychic Mastery 2 Very Bulky Brood Telepathy – 6” Aura, this model and target unit may reroll 1s To Hit. Lightning Reflexes – This model has a 5+ Invulnerability Save. Living Idol – 6” Aura, this model and target unit gain Fearless. Masterful Efficiency – 6” Aura, this model and target unit may reroll 1s To Wound.
Special Wargear:	Special Wargear Upgrades: E Psychic Familiar +5 points	Token. If this model suffers a Mortal Wound due to Perils of the Warp, remove this Token instead.

Selection	Name	Range	S	AP	Rules
M	Rending Claws	Melee	User	5+	Rending
M	Monstrous Claws	Melee	+2	4+	Rending

Advisors 0-3/Troop Slot Purchased

Generic

Abominant Abominant	M WS BS S T W I A Ld Sv 6 3+ 3+ 6 5 5 2 3 8 5+	Points: 122 Composition: 1 Abominant
Wargear Abominant: Power Hammer Rending Claws	Options May take one S May take up to two of each E	Rules Abominant: Independent Character Monstrous Infantry Unquestioning Loyalty Heal Bestial Howl – 6" Aura, this model and target unit may reroll failed Charge rolls. Bestial Vigour – This model has a 5+ Feel No Pain.
Special Wargear:	Special Wargear Upgrades: E Nutrient Familiar +5 points	Token. Once per Turn, this model may remove one Token and Heal one additional Wound. This is an exception to the normal rules for Heal.

Selection	Name	Range	S	AP	Rules
M	Power Hammer	Melee	X2	2+	Slow, Monsterbane
M	Rending Claws	Melee	User	5+	Rending
S +4 points	Rocks	6	5	-	Assault 1

Acolyte Iconward Iconward	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 3 4 4 3 9 5+	Points: 144 Composition: 1 Iconward
Wargear Iconward: Autopistol Rending Claws Blasting Charges Sacred Cult Banner	Options	Rules Iconward: Independent Character Infantry Emergence Hole 1 Unquestioning Loyalty Infiltrate
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
M	Rending Claws	Melee	User	5+	Rending
G	Blasting Charges	8	3	-	Grenade 1, 3" Blast

Biophagus Biophagus	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 4 3 9 5+	Points: 107 Composition: 1 Biophagus
Wargear Biophagus: Autopistol Injector Goad	Options May take up to two of each E	Rules Biophagus: Independent Character Infantry Emergence Hole 1 Unquestioning Loyalty Genomic Enhancement – 6” Aura, target Aberrant unit only. Roll a d6 and do the following - 1: Remove an Aberrant from the game. 2-3: S+1, 4-5: T+1, 6: A+1.
Special Wargear:	Special Wargear Upgrades: E Bio Familiar +5 points	Token. Once per Turn you may remove a Token to reroll Genomic Enhancement.

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
M	Injector Goad	Melee	User	-	Poisoned (2+)

Clamavus Clamavus	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 4 3 9 5+	Points: 113 Composition: 1 Clamavus
Wargear Clamavus: Autopistol	Options	Rules Clamavus: Independent Character Infantry Emergence Hole 1 Unquestioning Loyalty Scrambler Array – 12” Aura, cancel target Aura or True Aura.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1

Jackal Alphas Alphas	M WS BS S T W I A Ld Sv 12 3+ 3+ 3 4 5 3 3 9 5+	Points: 109 Composition: 1 Alphas
Wargear Alphas: Jackal Sniper Rifle Autopistol Blasting Charges	Options	Rules Alphas: Independent Character Infantry Steed Emergence Hole 1 Unquestioning Loyalty Outflank Trick Shot – This model is considered to have not moved for the purposes of Shooting.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Jackal Sniper Rifle	36	3	3+	Heavy 1, Sniper (3+)
P	Autopistol	12	3	-	Pistol 1
G	Blasting Charges	8	3	-	Grenade 1, 3" Blast

Kelemorph Kelemorph	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 3 4 4 3 9 5+	Points: 95 Composition: 1 Kelemorph
Wargear Kelemorph: 3 Liberator Autostubs Cultist Knife	Options	Rules Kelemorph: Independent Character Infantry Unquestioning Loyalty Dynamic Assault – 6" Aura, this model and target unit are considered to have used Assault Ramps this turn. Prenatural Sense – This model has a 5+ Invulnerability Save.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	3 Liberator Autostubs	12	4	4+	Pistol 2 x3
M	Cultist Knife	Melee	User	-	Extra Attack 1

Locus Locus	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 4 3 9 5+	Points: 76 Composition: 1 Locus
Wargear Locus: Locus Blades Hypermorph Tail Neurotrauma Rod	Options	Rules Locus: Independent Character Infantry Bodyguard Counterattack Prenatural Sense – This model has a 5+ Invulnerability Save.
Special Wargear: Neurotrauma Rod – 6" Aura, Target unit suffers Ld-1.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Locus Blades	Melee	User	2+	None
M	Hypermorph Tail	Melee	User	4+	Auxiliary, Extra Attack 1

Nexos Nexos	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 3 4 4 3 9 5+	Points: 93 Composition: 1 Nexos
Wargear Primus: Autopistol	Options	Rules Nexos: Independent Character Infantry Emergence Hole 2 Unquestioning Loyalty Data Processing – 6" Aura, target unit may reroll the Scatter dice for Ranged Attacks
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1

Primus Primus	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 3 4 4 3 9 5+	Points: 104 Composition: 1 Primus
Wargear Primus: Toxic Injector Blasting Charges	Options May take one P May take one S	Rules Primus: Independent Character Infantry Emergence Hole 1 Unquestioning Loyalty Infiltrate Cult Demagogue – 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
M	Toxic Injector	Melee	User	5+	Poisoned (2+), Rending
P +2 points	Needle Pistol	12	3	-	Pistol 1, Poisoned (2+)
S +4 points	Bonesword	Melee	User	3+	None
G	Blasting Charges	8	3	-	Grenade 1, 3” Blast

Reductus Saboteur Saboteur	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 3 4 4 3 9 5+	Points: 75 Composition: 1 Saboteur
Wargear Saboteur: Remote Explosives Autopistol Demolition Charge Blasting Charges	Options	Rules Saboteur: Independent Character Infantry Unquestioning Loyalty Fleet Hit and Run Infiltrate Stealth Lightning Reflexes – This model has a 5+ Invulnerability Save. Loner – This model may not join any unit or receive Auras or True Auras from any source. Remote Explosive – This weapon cannot make Snap Shots of any kind including Overwatch. When this weapon is used, select one piece of Terrain and place a marker in it. During your next Command Phase, resolve the attack on the marker without Scattering the template.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Remote Explosives	24	8	2+	Assault 1, 5" Blast, Ignores Cover, Monsterbane, Remote Explosive
P	Autopistol	12	3	+	Pistol 1
SD	Demolition Charge	6	10	2+	Assault 1, 5" Blast, Monsterbane, One Use Only
G	Blasting Charges	8	3	-	Grenade 1, 3" Blast

Sanctus Sanctus	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 3 3 9 5+	Points: 87 Composition: 1 Sanctus
Wargear Sanctus: Silencer Sniper Rifle Sanctus Bio Dagger	Options	Rules Sanctus: Independent Character Infantry Unquestioning Loyalty Infiltrate Stealth
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Silencer Sniper Rifle	36	3	4+	Heavy 1, Sniper (2+), Psychicbane
M	Sanctus Bio Dagger	Melee	User	3+	Extra Attack 1, Poisoned (2+)

Pegasus Command Pegasus Command Vehicle	M WS BS S FA SA RA W I A Ld Sv 14 5+ 4+ 6 12 10 10 8 1 3 9 3+	Points: 111 Composition: 1 Pegasus Command Vehicle
Wargear Pegasus Command Vehicle: Multilaser Heavy Flamer	Options Pegasus Command may swap Multilaser for T Pegasus Command may swap Heavy Flamer for H Pegasus Command may take one P Pegasus Command may take one M Pegasus Command may take any E one time each	Rules Pegasus Command Vehicle: Independent Character Vehicle Tank Limited Ammo Poor Maintenance Recon – 6" Aura, this model and target unit gain Fleet and Hit and Run.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Multilaser	36	6	6+	Heavy 3, Turret, Primary
T +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Turret, Primary
T +13 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret, Primary

H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Unique

Primus Vorgan Trysst Vorgan	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 3 4 4 3 9 5+	Points: 146 Composition: 1 Vorgan
Wargear Vorgan: Needle Pistol Toxic Injector Bonesword Blasting Charges	Options	Rules Vorgan: Independent Character Infantry Emergence Hole 1 Unquestioning Loyalty Infiltrate Cult Demagogue – 6” Aura, this model and target unit may reroll all failed To Hit rolls in Melee. Masterful Efficiency – 6” Aura, this model and target unit may reroll 1s To Wound.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Needle Pistol	12	3	-	Pistol 1, Poisoned (2+)
M	Toxic Injector	Melee	User	5+	Poisoned (2+), Rending
M	Bonesword	Melee	User	3+	None
G	Blasting Charges	8	3	-	Grenade 1, 3” Blast

Troops 2-6 Slots

Acolyte Hybrids Leader Acolyte	M WS BS S T W I A Ld Sv 6 4+ 4+ 4 3 1 4 2 9 5+ 6 4+ 4+ 4 3 1 4 1 8 5+	Points: 79 Composition: 1 Leader 4-19 Acolytes
Wargear Leader: Autopistol Rending Claws Blasting Charges Acolyte: Autopistol Rending Claws Blasting Charges	Options May take up to 15 more Acolytes for +15 points each Leader may swap Rending Claws for M Any model may swap Autopistol for P Up to two Acolytes may swap Rending Claws for M	Rules Leader: Character Infantry Infiltrate Stealth Acolyte: Infantry Infiltrate Stealth
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
P +5 points	Handflamer	Flame	3	6+	Pistol 1
M	Rending Claws	Melee	User	5+	Extra Attack 1, Rending
M +7 points	Heavy Rock Cutter	Melee	+2	2+	None
M +10 points	Heavy Rock Saw	Melee	X2	2+	Slow, Monsterbane
M +17 points	Heavy Rock Drill	Melee	D	1+	Auxiliary, Destroyer, Monsterbane
G	Blasting Charges	8	3	-	Grenade 1, 3" Blast

Brood Brothers Leader Brother Heavy Weapons Team	M WS BS S T W I A Ld Sv 6 4+ 4+ 3 3 1 3 2 9 5+ 6 4+ 4+ 3 3 1 3 1 8 5+ 6 4+ 4+ 3 3 2 3 2 8 5+	Points: 65 Composition: 1 Leader 9 Brothers
Wargear Leader: Las pistol Chainsword Frag Grenades Brother: Lasgun Frag Grenades Heavy Weapons Team: Heavy Flamer Lasgun Frag Grenades	Options Leader may swap Las pistol for P Leader may swap Chainsword for M One Brother may swap Lasgun for S Two Brothers may be swapped for a Heavy Weapons Team for +0 points Heavy Weapons Team may swap Heavy Flamer for H One Brother that did not swap for S may take one E	Rules Leader: Character Infantry Limited Ammo Brother: Infantry Limited Ammo Heavy Weapons Team: Infantry Limited Ammo Bulky

Special Wargear:	Special Wargear Upgrades: E Vox Caster +10 points	
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Selection	Name	Range	S	AP	Rules
P	Laspistol	12	3	-	Pistol 1
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
P +5 points	Handflamer	Flame	3	6+	Pistol 1
P +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Chainsword	Melee	User	6+	Rendering
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
R	Lasgun	24	3	-	Rapid Fire 1
S +6 points	Sniper Rifle	36	3	6+	Sniper (3+)
S +7 points	Flamer	Flame	4	5+	Assault 1
S +8 points	Grenade Launcher	24 Or 24	6 Or 3	4+ Or -	Assault 1 Or Assault 1, 3" Blast
S +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +10 points	Heavy Stubber	36	5	6+	Heavy 3
S +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
H	Heavy Flamer	Flame	5	4+	Assault 1
H +0 point	Mortar	12-48	4	6+	Heavy 1, 3" Blast, Indirect, Pinning
H +2 points	Heavy Bolter	36	5	4+	Heavy 3
H +2 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3" Blast, Indirect, Pinning
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2
H +12 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane Or Heavy 1, 3" Blast
H +14 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast

Neophyte Hybrids Leader Neophyte	M WS BS S T W I A Ld Sv 6 4+ 4+ 3 3 1 3 2 9 5+ 6 4+ 4+ 3 3 1 3 1 8 5+	Points: 104 Composition: 1 Leader 9-19 Neophytes
Wargear Leader: Autopistol Chainsword Blasting Charges Acolyte: Autogun Autopistol Blasting Charges	Options May take up to 10 more Neophytes for +10 points each Leader may swap Autopistol for P Leader may swap Chainsword for M Any Neophyte may swap Autogun for R One Neophyte may swap Autogun for S One Neophyte may swap Autogun for H	Rules Leader: Character Infantry Stealth Acolyte: Infantry Stealth
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
P +5 points	Handflamer	Flame	3	6+	Pistol 1
P +10 points	Web Pistol	12	*	-	Pistol 1, Grav
M	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Pick	Melee	User	2+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
R	Autogun	24	3	-	Rapid Fire 1
R +1 point	Shotgun	12	3	-	Assault 2, Scatter
S +7 points	Flamer	Flame	4	5+	Assault 1
S +8 points	Grenade Launcher	24 Or 24	6 Or 3	4+ Or -	Assault 1 Or Assault 1, 3" Blast
S +9 points	Webber	18	*	-	Assault 1, Grav
H +8 points	Light Stubber	36	4	-	Heavy 3
H +15 points	Seismic Cannon	24	*	-	Heavy 1, 3" Blast, Grav
H +19 points	Mining Laser	24	9	2+	Heavy 1, Monsterbane
G	Blasting Charges	8	3	-	Grenade 1, 3" Blast

Elite 0-3 Slots

Aberrants Hypermorph Aberrant	M WS BS S T W I A Ld Sv 6 3+ 4+ 5 5 3 2 4 9 6+ 6 3+ 4+ 5 5 3 2 3 8 6+	Points: 164 Composition: 1 Hypermorph 2-9 Aberrants
Wargear Hypermorph: Power Pick Aberrant: Power Pick	Options May take up to 7 more Aberrants for +52 points each Any model may swap Power Pick for M Any model may take one S	Rules Hypermorph: Character Monstrous Infantry Stubborn Very Bulky Mutant – This model has a 5+ Feel No Pain. Aberrant: Monstrous Infantry Stubborn Very Bulky Mutant – This model has a 5+ Feel No Pain.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Power Pick	Melee	User	2+	None
M +8 points	Power Hammer	Melee	X2	2+	Slow, Monsterbane
S +3 points	Rocks	6	5	-	Assault 1

Genestealers Genestealer	M WS BS S T W I A Ld Sv 8 3+ 5+ 4 4 1 6 2 7 -	Points: 100 Composition: 5-20 Genestealers
Wargear Genestealer: Rending Claws Rending Claws	Options May take up to 15 more Genestealers for +20 points each Any model may swap any Rending Claws for M Any model may take one A The entire unit may up to one of each B The entire unit may take one P	Rules Genestealer: Infantry Infiltrate Lightning Reflexes – 5+ Invulnerability Save
Special Wargear:	Special Wargear Upgrades: B Adrenal Glands +1 point per model B Flesh Hooks +1 point per model	Fleet Counts as having Assault Grenades for the purposes of Charging Cover

	P Extended Carapace +2 points per model P Camouflaged Carapace +2 points per model	Sv-1 (Improves by 1) Stealth
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Selection	Name	Range	S	AP	Rules
M	Rending Claws	Melee	User	5+	Rending
M +0 points	Scything Talons	Melee	User	-	Extra Attack 1, Reroll 1's To Hit
A +1 point	Acid Maw	Melee	User	3+	Auxiliary

Metamorph Hybrids Leader Metamorph	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 1 5 2 9 5+ 6 3+ 3+ 4 4 1 5 1 8 5+	Points: 109 Composition: 1 Leader 4-19 Metamorphs
Wargear Leader: Autopistol Rending Claws Blasting Charges Metamorph: Autopistol Rending Claws Blasting Charges	Options May take up to 15 more Metamorphs for +21 points each Leader may swap Rending Claws for OM Any model may swap Autopistol for P Any model may swap Rending Claws for M	Rules Leader: Character Infantry Infiltrate Stealth Metamorph: Infantry Infiltrate Stealth
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
P +5 points	Handflamer	Flame	3	6+	Pistol 1
M	Rending Claws	Melee	User	5+	Extra Attack 1, Rending
OM +2 point	Bone Sword	Melee	User	3+	Extra Attack 1
M +2 points	Scything Talons	Melee	User	-	Extra Attack 2, Reroll 1s To Hit
M +3 points	Lash Whip	Melee	User	-	I+1, Extra Attack 1, Counterattack
G	Blasting Charges	8	3	-	Grenade 1, 3" Blast

Fast Attack 0-3 Slots

Goliath Rockgrinders Goliath	M WS BS S FA SA RA W I A Ld Sv 10 5+ 4+ 6 13 11 10 10 1 3 9 3+	Points: 167 Composition: 1-3 Goliaths
Wargear Goliath: Heavy Mining Laser Heavy Stubber Drilldozer Blade	Options May take up to 2 more Goliaths for +167 points each Any model may swap Heavy Mining Laser for T Any model may take one G Any model may take up to one of each E	Rules Goliath: Vehicle Tank Transport 6 – Access Sides and Rear.
Special Wargear:	Special Wargear Upgrades: Excavator E Recovery Gear +2 points	This model may use Emergence Holes as if it were Infantry.

Selection	Name	Range	S	AP	Rules
T	Heavy Mining Laser	36	9	2+	Heavy 1, Monsterbane, Sponson, Primary
T +0 points	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson, Primary
T +9 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson, Primary
T +15 points	Heavy Seismic Cannon	24	*	3+	Heavy 1, 5" Blast, Grav, Sponson, Primary
P	Heavy Stubber	36	5	6+	Heavy 3, Turret
G +14 points	Demolition Charges	6	10	2+	Assault 1, 5" Blast, Monsterbane, Turret, Primary
M	Drilldozer Blade	Melee	X2	2+	Slow, Accurate, Monsterbane, Dozer, Excavator

Infantry

Atalan Jackals Leader Jackal Wolfquad	M WS BS S T W I A Ld Sv 12 4+ 4+ 3 4 2 3 2 9 5+ 12 4+ 4+ 3 4 2 3 1 8 5+ 12 4+ 4+ 3 4 3 3 1 8 5+	Points: 64 Composition: 1 Leader 3-7 Jackals 0-2 Wolfquads
Wargear Leader: Autopistol Blasting Charges Jackal: Autopistol Blasting Charges Wolfquad: Light Stubber Autopistol Blasting Charges	Options May take up to 4 more Jackals for +15 points each May take up to 2 Wolfquads for +33 points each Leader may swap Autopistol for P, R, or S Any model may swap Autopistol for R Up to two Jackals may swap Autopistol for S Any Wolfquad can swap its Light Stubber for H Any model may take one M	Rules Leader: Character Infantry Outflank Very Bulky Jackal: Infantry Outflank Very Bulky Wolfquad: Infantry Outflank Very Bulky Weapons Platform – This model counts as not moving for the purposes of Shooting.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
P +5 points	Handflamer	Flame	3	6+	Pistol 1
P +10 points	Web Pistol	12	*	-	Pistol 1, Grav
R +0 points	Autogun	24	3	-	Rapid Fire 1
R +1 point	Shotgun	12	3	-	Assault 2, Scatter
S +7 points	Flamer	Flame	4	5+	Assault 1
S +8 points	Grenade Launcher	24 Or 24	6 Or 3	4+ Or -	Assault 1 Or Assault 1, 3" Blast
S +9 points	Webber	18	*	-	Assault 1, Grav
H	Light Stubber	36	4	-	Heavy 3
H +3 points	Heavy Flamer	Flame	5	4+	Assault 1
H +11 points	Mining Laser	24	9	2+	Heavy 1, Monsterbane
M +5 points	Power Axe	Melee	+2	4+	None
G	Blasting Charges	8	3	-	Grenade 1, 3" Blast

Armoured Cars

Achilles Ridge Runners Runner	M WS BS S FA SA RA W I A Ld Sv 14 5+ 4+ 5 10 10 10 8 1 3 9 3+	Points: 86 Composition: 1-3 Runners
Wargear Runner: 2 Linked Light Stubbers Heavy Mortar	Options May take up to 2 more Runners for +86 points each Any model may swap Heavy Mortar for T Any model may take up to one of each E	Rules Runner: Vehicle Tank Outrider
Special Wargear:	Special Wargear Upgrades: E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points E Survey Augar +10 points	Cover Saves from Ranged Attacks they make.

Selection	Name	Range	S	AP	Rules
T	Heavy Mortar	12-48	5	5+	Heavy 1, Indirect Fire, 3" Blast, Pinning, Hull, Primary
T +4 points	Heavy Mining Laser	24	9	2+	Heavy 1, Monsterbane, Hull, Primary
T +4 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 3+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3" Blast, Hull, Primary
H	2 Linked Light Stubbers	36	4	-	Heavy 3 x2, Hull

Pegasus Squadron Pegasus	M WS BS S FA SA RA W I A Ld Sv 14 5+ 4+ 6 12 10 10 8 1 3 9 3+	Points: 96 Composition: 1-3 Pegasus
Wargear Pegasus: Multilaser Heavy Flamer	Options May take up to 2 more Pegasus for +96 points each Any Pegasus may swap Multilaser for T Any Pegasus may swap Heavy Flamer for H Any Pegasus may take one P Any Pegasus may take one M Any Pegasus may take any E one time each	Rules Pegasus: Vehicle Tank Scout Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points	

	E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	
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Selection	Name	Range	S	AP	Rules
T	Multilaser	36	6	6+	Heavy 3, Turret, Primary
T +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Turret, Primary
T +13 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Tauros Assault Squadron Tauros Assault	M WS BS S FA SA RA W I A Ld Sv 16 5+ 4+ 5 9 9 9 5 1 3 9 4+	Points: 30 Composition: 1-3 Tauros Assaults
Wargear Tauros Assault: Heavy Flamer	Options May take up to 2 more Tauros Assaults for +30 points Any Tauros Assault may swap Heavy Flamer for H Any Tauros Assault may take up to two M Any Tauros Assault may take any E one time each	Rules Tauros Assault: Vehicle Tank Outflank Open Topped Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +6 points	Tauros Grenade Launcher	36	6 or 3	4+ or -	Assault 2, Hull, Primary Assault 2, 3" Blast, Hull, Primary

M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
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Tauros Venator Squadron Tauros Venator	M WS BS S FA SA RA W I A Ld Sv 16 5+ 4+ 5 9 9 9 6 1 3 9 4+	Points: 54 Composition: 1-3 Tauros Venators
Wargear Tauros Venator: 2 Linked Multilasers	Options May take up to 2 more Tauros Venators for +54 points Any Tauros Venator may swap 2 Linked Multilasers for T Any Tauros Venators may take up to two M Any Tauros Venators may take any E one time each	Rules Tauros Venator: Vehicle Tank Outflank Open Topped Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Turret, Primary
T +24 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Turret, Primary
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Sentinels

Armoured Sentinel Squadron Armoured Sentinel Sergeant Armoured Sentinel	M WS BS S FA SA RA W I A Ld Sv 12 4+ 4+ 5 12 10 10 6 3 3 9 3+ 12 4+ 4+ 5 12 10 10 6 3 2 8 3+	Points: 170 Composition: 1 Armoured Sentinel Sergeant 2-9 Armoured Sentinels
Wargear Armoured Sentinel Sergeant: Heavy Flamer Armoured Sentinel: Heavy Flamer	Options May add up to 7 more Armoured Sentinels for +55 points each Any model may swap Heavy Flamer for H Any model may take one MW Any model may take one M Any model may take any E one time each	Rules Armoured Sentinel Sergeant: Character Vehicle Combat Walker Limited Ammo Poor Maintenance Armoured Sentinel: Vehicle Combat Walker Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +1 point	Multilaser	36	6	6+	Heavy 3, Hull, Primary
H +1 point	Plasma Cannon	36	7	2+	Heavy 1, 3" Blast, Gets Hot!, Hull, Primary
H +3 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Hull, Primary
H +6 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3" Blast, Hull, Primary
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull, Primary
H +10 points	Assault Cannon	36	6	4+	Assault 4, Rending, Hull, Primary
MW +4 points	Sentinel Chainsaw	Melee	+1	6+	Rending
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Drop Sentinel Squadron Drop Sentinel Sergeant Drop Sentinel	M WS BS S FA SA RA W I A Ld Sv 12 4+ 4+ 5 10 10 10 5 3 3 9 4+ 12 4+ 4+ 5 10 10 10 5 3 2 8 4+	Points: 101 Composition: 1 Drop Sentinel Sergeant 2-9 Drop Sentinels
Wargear Drop Sentinel Sergeant: Heavy Flamer Drop Sentinel: Heavy Flamer	Options May add up to 7 more Drop Sentinels for +32 points each Any model may swap Heavy Flamer for H Any model may take one MW Any model may take one M Any model may take any E one time each	Rules Drop Sentinel Sergeant: Character Vehicle Combat Walker Limited Ammo Poor Maintenance Deepstrike Open Topped Drop Sentinel: Vehicle Combat Walker Limited Ammo Poor Maintenance Deepstrike Open Topped
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull, Primary
H +10 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
MW +4 points	Sentinel Chainsaw	Melee	+1	6+	Rending
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Powerlifter Sentinel Squadron Powerlifter Sentinel Sergeant Powerlifter Sentinel	M WS BS S FA SA RA W I A Ld Sv 12 4+ 4+ 5 10 10 10 5 3 3 9 4+ 12 4+ 4+ 5 10 10 10 5 3 2 8 4+	Points: 176 Composition: 1 Powerlifter Sentinel Sergeant 2-9 Powerlifter Sentinels
Wargear Powerlifter Sentinel Sergeant: Powerlifter Powerlifter Sentinel: Powerlifter	Options May add up to 7 more Powerlifter Sentinels for +57 points each Any model may take one M Any model may take any E one time each	Rules Powerlifter Sentinel Sergeant: Character Vehicle Combat Walker Limited Ammo Poor Maintenance Open Topped Powerlifter Sentinel: Vehicle Combat Walker Limited Ammo Poor Maintenance Open Topped
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Powerlifter	Melee	X2	2+	Slow, Monsterbane
MW +4 points	Sentinel Chainsaw	Melee	+1	6+	Rending
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Scout Sentinel Squadron Scout Sentinel Sergeant Scout Sentinel	M WS BS S FA SA RA W I A Ld Sv 12 4+ 4+ 5 10 10 10 5 3 3 9 4+ 12 4+ 4+ 5 10 10 10 5 3 2 8 4+	Points: 101 Composition: 1 Scout Sentinel Sergeant 2-9 Scout Sentinels
Wargear Scout Sentinel Sergeant: Heavy Flamer Scout Sentinel: Heavy Flamer	Options May add up to 7 more Scout Sentinels for +32 points each Any model may swap Heavy Flamer for H Any model may take one MW Any model may take one M Any model may take any E one time each	Rules Scout Sentinel Sergeant: Character Vehicle Combat Walker Limited Ammo Poor Maintenance Open Topped Scout Scout Sentinel: Vehicle Combat Walker Limited Ammo Poor Maintenance Open Topped Scout
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +1 point	Multilaser	36	6	6+	Heavy 3, Hull, Primary
H +3 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Hull, Primary
H +6 points	Missile Launcher	48 or 48	8 or 4	3+ or 6+	Heavy 1, Monsterbane, Hull, Primary Heavy 1, 3" Blast, Hull, Primary
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull, Primary
H +10 points	Assault Cannon	36	6	4+	Assault 4, Rending, Hull, Primary
MW +4 points	Sentinel Chainsaw	Melee	+1	6+	Rending
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Tanks

Artemia Hellhound Squadron Artemia Hellhound	M WS BS S FA SA RA W I A Ld Sv 10 5+ 4+ 6 12 12 11 12 1 3 9 3+	Points: 136 Composition: 1-3 Artemia Hellhounds
Wargear Artemia Hellhound: Inferno Cannon Heavy Flamer	Options May take up to 2 more Artemia Hellhounds for +136 points Any Artemia Hellhound may swap Heavy Flamer for H Any Artemia Hellhound may take one D Any Artemia Hellhound may take one P Any Artemia Hellhound may take one M Any Artemia Hellhound may take any E one time each	Rules Artemia Hellhound: Vehicle Tank Limited Ammo Poor Maintenance Enlarged Fuel Tanks – Reroll 1's to Wound with Flame Weapons. The Model explodes on a 4+ instead of 6+.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Inferno Cannon	Flame	6	3+	Assault 1, Turret, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +10 points	Multimelta	8	8	1+	Heavy 2, Melta, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Hound Squadron Hound	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 12 12 10 11 1 3 9 3+	Points: 110 Composition: 1-3 Hounds
Wargear Hound: Chem Cannon Heavy Flamer	Options May take up to 2 more Hounds for +110 points Any Hound may swap Chem Cannon for T Any Hound may swap Heavy Flamer for H Any Hound may take one D Any Hound may take one P Any Hound may take one M Any Hound may take any E one time each	Rules Hound: Vehicle Tank Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Chem Cannon	Flame	3	3+	Assault 1, Poisoned (2+), Turret, Primary
T +18 points	Inferno Cannon	Flame	6	3+	Assault 1, Turret, Primary
T +32 points	Melta Cannon	24	8	1+	Heavy 1, Melta, (Monsterbane), 3" Blast, Turret, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +10 points	Multimelta	8	8	1+	Heavy 2, Melta, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade , Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Salamander Scout Squadron Salamander Scout	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 12 10 10 11 1 3 9 3+	Points: 89 Composition: 1-3 Salamander Scouts
Wargear Salamander Scout: Autocannon Heavy Flamer Auspex Array	Options May take up to 2 more Salamander Scouts for +89 points Any Salamander Scout may swap Heavy Flamer for H Any Salamander Scout may take one D Any Salamander Scout may take one P Any Salamander Scout may take one M Any Salamander Scout may take any E one time each	Rules Salamander Scout: Vehicle Tank Limited Ammo Poor Maintenance Open Topped Scout
Special Wargear: Auspex Array – 6" Aura, this model and target unit inflict a -1 to Cover Saves taken from their Shooting.	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Autocannon	48	7	4+	Heavy 2, Monsterbane, Hull
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade , Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Scylla Squadron Scylla Sergeant Scylla	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 5 10 10 10 5 1 3 9 3+ 12 5+ 4+ 5 10 10 10 5 1 2 8 3+	Points: 152 Composition: 1 Scylla Sergeant 2-9 Scyllas
Wargear Scylla Sergeant: Heavy Flamer Scylla: Heavy Flamer	Options May take up to 7 more Scyllas for +49 points each Any model may swap Heavy Flamer for H Any model may take one M Any model may take any E one time each	Rules Scylla Sergeant: Character Vehicle Tank Limited Ammo Poor Maintenance Outflank Scylla: Vehicle Tank Limited Ammo Poor Maintenance Outflank
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +1 point	Multilaser	36	6	6+	Heavy 3, Hull, Primary
H +3 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Hull, Primary
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull, Primary
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Siegfried Squadron Siegfried Sergeant Siegfried	M WS BS S FA SA RA W I A Ld Sv 10 5+ 4+ 5 10 10 10 6 1 3 9 3+ 10 5+ 4+ 5 10 10 10 6 1 2 8 3+	Points: 152 Composition: 1 Scylla Sergeant 2-9 Siegfried
Wargear Siegfried Sergeant: Heavy Flamer Siegfried: Heavy Flamer	Options May take up to 7 more Siegfrieds for +49 points each Any model may swap Heavy Flamer for T Any model may take one M Any model may take any E one time each	Rules Siegfried Sergeant: Character Vehicle Tank Limited Ammo Poor Maintenance Siegfried: Vehicle Tank Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Heavy Flamer	Flame	5	4+	Assault 1, Turret, Primary
T +2 point	Multilaser	36	6	6+	Heavy 3, Turret, Primary
T +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Turret, Primary
T +14 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Turret, Primary
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Heavy Support 0-3 Slots

Infantry

Heavy Weapons Squad Heavy Weapons Team	M WS BS S T W I A Ld Sv 6 4+ 4+ 3 3 2 3 2 8 5+	Points: 63 Composition: 3-9 Heavy Weapon Teams
Wargear Heavy Weapons Team: Heavy Flamer Lasgun Frag Grenades	Options May add up to 6 more Heavy Weapon Teams for +21 points each Any model may swap Heavy Flamer for H One model may take up to one of each E	Rules Heavy Weapons Team: Infantry Limited Ammo Bulky
Special Wargear:	Special Wargear Upgrades: E Vox Caster +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1
H +0 points	Heavy Stubber	36	5	6+	Heavy 3
H +0 point	Mortar	12-48	4	6+	Heavy 1, 3" Blast, Indirect, Pinning
H +2 points	Heavy Bolter	36	5	4+	Heavy 3
H +2 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3" Blast, Indirect, Pinning
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2
H +12 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane Or Heavy 1, 3" Blast
H +14 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
R	Lasgun	24	3	-	Rapid Fire 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast

Battle Tanks

Carnodon Squadron Carnodon	M WS BS S FA SA RA W I A Ld Sv 10 5+ 4+ 6 13 11 10 12 1 3 8 3+	Points: 127 Composition: 1-3 Carnodons
Wargear Carnodon: Volkite Culverin 2 Heavy Flamers	Options May take up to two more Carnodons for +127 points each Any Carnodon may swap Volkite Culverin for T Any Carnodon may swap 2 Heavy Flamers for S Any Carnodon may take one P Any Carnodon may take one D Any Carnodon may take one M Any Carnodon may take any E one time each	Rules Carnodon: Vehicle Tank Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Volkite Culverin	48	6	3+	Heavy 1, Beam, Turret, Primary
T +7 points	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Turret, Primary
T +15 points	2 Linked Autocannons	48	7	4+	Heavy 2, Monsterbane, Turret, Primary
T +31 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
S	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +2 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +2 points	2 Multilasers	36	6	6+	Heavy 3 x2, Sponson
S +8 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +20 points	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Destroyer Squadron Destroyer	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 7 14 13 10 12 1 3 9 3+	Points: 146 Composition: 1-3 Destroyers
Wargear Destroyer: Heavy Laser Destroyer Array	Options May take up to 2 more Destroyers for +146 points each Any Destroyer may swap Heavy Laser Destroyer Array for H Any Destroyer may take one M Any Destroyer may take one P Any Destroyer may take one D Any Destroyer may take any E one time each	Rules Destroyer: Vehicle Tank Grinding Advance Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Laser Destroyer Array	60	9	2+	Heavy 2, Ordnance, Monsterbane , Hull, Primary
H +22 points	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull, Primary
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade , Accurate

Leman Russ Squadron Leman Russ	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 7 14 13 10 12 1 3 9 3+	Points: 155 Composition: 1-3 Leman Russ Tanks
Wargear Leman Russ: Nova Eradicator Cannon Heavy Flamer H	Options May take up to two more Leman Russ Tanks for +155 points each Any Leman Russ may swap Nova Eradicator Cannon for T Any Leman Russ may swap Heavy Flamer H for H Any Leman Russ may take a set of S Any Leman Russ may take one P Any Leman Russ may take one D Any Leman Russ may take one M Any Leman Russ may take any E one time each	Rules Leman Russ: Vehicle Tank Grinding Advance Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Nova Eradicator Cannon	36	6	4+	Heavy 1, 5" Blast, Ignores Cover, Turret, Primary
T +4 points	Executioner Plasma Cannon	36	7	2+	Heavy 3, 3" Blast, Get's Hot!, Turret, Primary
T +9 points	Vanquisher Battle Cannon	72	D	2+	Heavy 1, Destroyer, Monsterbane, Turret, Primary
T +15 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +16 points	2 Linked Exterminator Autocannons	48	7	4+	Heavy 2 x2, Reroll Misses, Monsterbane, Turret, Primary
T +33 points	Punisher Gatling Gun	24	5	-	Heavy 20, Turret, Primary
T +39 points	Conqueror Battle Cannon and Stormbolter	48 and 24	8 and 4	3+ and 5+	Heavy 1, 5" Blast, Coaxial, Turret and Rapid Fire 2, Coaxial, Monsterbane, Turret, Primary
T +45 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret, Primary

T +57 points	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret, Primary
T +60 points	Long Vanquisher Cannon with Stormbolter	72 And 24	D And 4	2+ And 5+	Heavy 1, Destroyer, Accurate, Coaxial, Turret, Primary Rapid Fire 2, Coaxial, Turret
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +20 points	2 Multilasers	36	6	6+	Heavy 3 x2, Sponson
S +24 points	2 Plasma Cannons	36	7	2+	Heavy 1 x2, 3" Blast, Gets Hot!, Sponson
S +25 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +47 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Malcador Malcador	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 8 13 12 11 18 1 6 9 3+	Points: 227 Composition: 1 Malcador
Wargear Malcador: 2 Linked Lascannons Heavy Bolter 2 Heavy Flamers Trench Crossers	Options May swap 2 Linked Lascannons for T May swap 2 Heavy Flamers for H Malcador may swap 2 Heavy Flamers for S May take one P May take one D May take one M May take any E one time each	Rules Malcador: Vehicle Tank Grinding Advance Limited Ammo Poor Maintenance
Special Wargear: Trench Crossers – This model does not take Immobilize Tests for moving through Terrain	Special Wargear Upgrades: E Augur Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +9 points	Heavy Bolter Pill Box	36	5	4+	Heavy 3 x5, Sponson, Primary
T +26 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Sponson, Primary
H	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
H +15 points	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull, Primary
S	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +1 point	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson
S +2 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +9 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +20 points	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Flamer	Flame	5	4+	Assault 1, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
P +13 points	Multilaser	36	6	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Malcador Hunter Malcador Hunter	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 8 13 12 11 18 1 6 9 3+	Points: 232 Composition: 1 Malcador Hunter
Wargear Malcador Hunter: Neutron Laser Projector 2 Heavy Flamers Trench Crossers	Options May swap Neutron Laser Projector for H May swap 2 Heavy Flamers for S May take one P May take one D May take one M May take any E one time each	Rules Malcador Hunter: Vehicle Tank Grinding Advance Limited Ammo Poor Maintenance Enlarged Fuel Tanks – Reroll 1's to Wound with Flame Weapons. The Model explodes on a 4+ instead of 6+.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points	

Trench Crossers – This model does not take Immobilize Tests for moving through Terrain	E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	
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Selection	Name	Range	S	AP	Rules
H	Neutron Laser Projector	72	D	1+	Heavy 1, 3" Blast, Destroyer, Monsterbane, Shock pulse, Hull, Primary
H +50 points	2 Linked Infernus Cannons	Hell-storm	7	3+	Assault 1 x2, Hull, Primary, Enlarged Fuel Tanks
S	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +1 point	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson
S +2 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +9 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +20 points	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Flamer	Flame	5	4+	Assault 1, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
P +13 points	Multilaser	36	6	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Mars Alpha Leman Russ Squadron Mars Alpha Leman Russ	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 7 14 13 10 14 1 3 9 3+	Points: 169 Composition: 1-3 Mars Alpha Leman Russ Tanks
Wargear Mars Alpha Leman Russ: Nova Eradicator Cannon Heavy Flamer H Trench Crossers	Options May take up to two more Mars Alpha Leman Russ Tanks for +169 points each Any Mars Alpha Leman Russ may swap Nova Eradicator Cannon for T Any Mars Alpha Leman Russ may swap Heavy Flamer H for H Any Mars Alpha Leman Russ may take a set of S Any Mars Alpha Leman Russ may take one P Any Mars Alpha Leman Russ may take one M Any Mars Alpha Leman Russ may take any E one time each	Rules Mars Alpha Leman Russ: Vehicle Tank Grinding Advance Limited Ammo Poor Maintenance
Special Wargear: Trench Crossers – This model does not take Immobilize Tests for moving through Terrain	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Nova Eradicator Cannon	36	6	4+	Heavy 1, 5" Blast, Ignores Cover, Turret, Primary
T +4 points	Executioner Plasma Cannon	36	7	2+	Heavy 3, 3" Blast, Get's Hot!, Turret, Primary
T +15 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +16 points	2 Linked Exterminator Autocannons	48	7	4+	Heavy 2 x2, Reroll Misses, Monsterbane, Turret, Primary
T +33 points	Punisher Gatling Gun	24	5	-	Heavy 20, Turret, Primary
T +39 points	Conqueror Battle Cannon and Stormbolter	48 and 24	8 and 4	3+ and 5+	Heavy 1, 5" Blast, Coaxial, Turret and Rapid Fire 2, Coaxial, Monsterbane, Turret, Primary

T +43 points	Long Vanquisher Battle Cannon and Heavy Stubber	72 36	D 5	2+ 6+	Heavy 1, Destroyer, Monsterbane, Accurate, Coaxial, Turret, Primary and Heavy 3, Coaxial, Turret
T +45 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane , Turret, Primary
T +57 points	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +20 points	2 Multilasers	36	6	6+	Heavy 3 x2, Sponson
S +24 points	2 Plasma Cannons	36	7	2+	Heavy 1 x2, 3" Blast, Gets Hot!, Sponson
S +25 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +47 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Flamer	Flame	5	4+	Assault 1, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
P +13 points	Multilaser	36	6	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Ragnorak Squadron Ragnorak	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 7 14 13 11 14 1 3 9 3+	Points: 192 Composition: 1-3 Ragnoraks
Wargear Ragnorak: Nova Eradicator Cannon Heavy Flamer H 2 Heavy Flamers S	Options May take up to two more Ragnoraks for +192 points each Any Leman Russ may swap Nova Eradicator Cannon for T Any Ragnorak may swap Heavy Flamer H for H Any Ragnorak may swap 2 Heavy Flamers for S Any Ragnorak may take one P Any Ragnorak may take one D Any Ragnorak may take one M Any Ragnorak may take any E one time each	Rules Ragnorak: Vehicle Tank Grinding Advance Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Nova Eradicator Cannon	36	6	4+	Heavy 1, 5" Blast, Ignores Cover, Turret, Primary
T +4 points	Executioner Plasma Cannon	36	7	2+	Heavy 3, 3" Blast, Get's Hot!, Turret, Primary
T +9 points	Vanquisher Battle Cannon	72	8	3+	Heavy 1, Armourbane, Monsterbane, Turret, Primary
T +15 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +16 points	2 Linked Exterminator Autocannons	48	7	4+	Heavy 2 x2, Reroll Misses, Monsterbane, Turret, Primary
T +33 points	Punisher Gatling Gun	24	5	-	Heavy 20, Turret, Primary
T +39 points	Conqueror Battle Cannon and Stormbolter	48 and 24	8 and 4	3+ and 5+	Heavy 1, 5" Blast, Coaxial, Turret and Rapid Fire 2, Coaxial, Monsterbane, Turret, Primary
T +45 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret, Primary

T +57 points	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret, Primary
T +60 points	Long Vanquisher Cannon with Stormbolter	72 And 24	D And 4	2+ And 5+	Heavy 1, Destroyer, Accurate, Coaxial, Turret, Primary Rapid Fire 2, Coaxial, Turret
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
S	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Hull
S +1 point	2 Plasma Cannons	36	7	2+	Heavy 1 x2, 3" Blast, Gets Hot!, Hull
S +2 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +2 points	2 Multilasers	36	6	6+	Heavy 3 x2, Hull
S +6 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull
S +20 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Rogal Dorn Battle Tank Rogal Dorn	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 8 14 13 12 18 1 6 9 3+	Points: 294 Composition: 1 Rogal Dorn
Wargear Rogal Dorn: Oppressor Cannon and Autocannon Castigator Gatling Cannon	Options May swap Oppressor Cannon and Autocannon for T May swap Castigator Gatling Cannon for H1 May take one H2 May take one S May take one P May take one D May take one M May take any E one time each	Rules Rogal Dorn: Vehicle Tank Grinding Advance Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Oppressor Cannon and Autocannon	72 And 48	D And 7	2+ And 4+	Heavy 1, Destroyer, Accurate Monsterbane, Coaxial, Turret, Primary Heavy 2, Monsterbane, Coaxial, Turret, Primary
T +59 points	Earthshaker Cannon	240	9	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Indirect, Turret, Primary
T +79 points	2 Linked Battle Cannons	72	8	3+	Heavy 1 x2, 5" Blast, Ordnance, Monsterbane, Turret, Primary
H1	Castigator Gatling Cannon	24	5	-	Heavy 12, Hull
H1 +6 points	Pulveriser Cannon	36	8	3+	Heavy 1, 3" Blast, Ordnance, Monsterbane, Hull
H1 +32 points	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull
H2 +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull
H2 +25 points	2 Linked Meltaguns	12	8	1+	Assault 1 x2, Melta (Monsterbane), Hull
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +47 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
S +72 points	2 sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Self-Propelled Guns

Colossus Bombard Battery Colossus Siege Mortar	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 7 14 13 10 12 1 3 9 3+	Points: 160 Composition: 1-3 Colossus Siege Mortar
Wargear Colossus Siege Mortar: Colossus Siege Mortar	Options May take up to two more Colossus Siege Mortars for +160 points each Any Colossus may take one H Any Colossus may take one P Any Colossus may take one D Any Colossus may take one M Any Colossus may take any E one time each	Rules Colossus Siege Mortar: Vehicle Tank Limited Ammo Poor Maintenance Open Topped
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points E Enclosed Crew Compartment +24 points	

Selection	Name	Range	S	AP	Rules
T	Colossus Siege Mortar	24-240	6	3+	Heavy 1, 7" Blast, Ordnance, Indirect Fire, Ignore Cover, Hull, Primary
H +5 points	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +6 points	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade , Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Deathstrike Missile Battery Deathstrike Missile Carrier	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 12 10 10 11 1 3 9 3+	Points: 206 Composition: 1-3 Deathstrike Missile Carriers
Wargear Deathstrike Missile Carrier: Deathstrike Missile Heavy Flamer	Options May take up to 2 more Deathstrike Missile Carriers for +206 points each Any Deathstrike Missile Carrier may swap Heavy Flamer for H Any Deathstrike Missile Carrier may take one D Any Deathstrike Missile Carrier may take one P Any Deathstrike Missile Carrier may take one M Any Deathstrike Missile Carrier may take any E one time each	Rules Deathstrike Missile Carrier: Vehicle Tank Limited Ammo Poor Maintenance The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Deathstrike Missile still hits in your Command Phase.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Deathstrike Missile	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, One Use Only, T Minus 5 , The Hour is Nigh , Hull
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade , Accurate

M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
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Manticore Battery Manticore Carrier	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 12 10 10 11 1 3 9 3+	Points: 176 Composition: 1-3 Manticore Carriers
Wargear Manticore Carrier: Storm Eagle Missile Rack Heavy Flamer	Options May take up to 2 more Manticore Carriers for +176 points each Any model may swap Heavy Flamer for H Any model may take one D Any model may take one P Any model may take one M Any model may take any E one time each	Rules Manticore Carrier: Vehicle Tank Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Storm Eagle Rack	24 to 240	9	2+	Heavy 1, 7" Blast, Ordnance, Monsterbane, Indirect Fire, Hull, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade , Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Ordnance Battery Self-Propelled Gun	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 12 10 10 11 1 3 9 3+	Points: 80 Composition: 1-3 Self-Propelled Guns
Wargear Self-Propelled Gun: Heavy Griffon Mortar Heavy Flamer	Options May take up to 2 more Self-Propelled Guns for +80 points each Any Self-Propelled Gun may swap Heavy Flamer for H Any Self-Propelled Gun may take one D Any Self-Propelled Gun may take one P Any Self-Propelled Gun may take one M Any Self-Propelled Gun may take any E one time each	Rules Self-Propelled Gun: Vehicle Tank Limited Ammo Poor Maintenance Open Topped Behemoth Shells – When the Heavy Colossus Siege Mortar fires, it must forgo Shooting in its next Shooting Phase. The Heavy Colossus Siege Mortar may not fire on Turn 1. It may fire its other weapons normally on each Turn. This model suffers M-8.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points E Enclosed Troop Compartment +16 points	

Selection	Name	Range	S	AP	Rules
T	Heavy Griffon Mortar	12-48	6	4+	Heavy 1, 5" Blast, Pinning, Indirect, Hull, Primary
T +40 points	4 Linked Stormshard Mortars	12-48	4	6+	Heavy 1 x4, 3" Blast, Ignores Cover, Rending, Pinning, Indirect, Turret, Primary
T +50 points	Earthshaker Cannon	240	9	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Indirect, Hull, Primary
T +60 points	Medusa Siege Cannon	48 or 48	10 Or 10	2+ Or 1+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Indirect, Hull, Primary Heavy 1, 3" Blast, Armourbane, Monsterbane, Indirect, Hull, Primary
T +60 points	Heavy Colossus Siege Mortar	24-240	10	2+	Heavy 1, 10" Blast, Ordnance, Indirect Fire, Ignore Cover,

					Behemoth Shells, Monsterbane, Hull, Primary
T +64 points	4 Linked Long Autocannons	72	7	4+	Heavy 2 x4, Monsterbane, AA, Turret, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Artillery

Earthshaker Platform Battery Platform	M WS BS S FA SA RA W I A Ld Sv - - 4+ - 12 10 10 8 1 - 9 3+	Points: 138 Composition: 1-3 Platforms
Wargear Earthshaker Platform: Earthshaker Cannon	Options May take up to 2 more Platforms for +138 points each Any model may take up to one of each E	Rules Earthshaker Platform: Vehicle Tank Open Topped Stable Platform – This model may reroll the Scatter Dice. Immobile Platform – This model cannot move or be moved by any means except to pivot. The last direction the Earthshaker Cannon fired counts as the Front.
Special Wargear:	Special Wargear Upgrades: E Camo Netting +6 points	

Selection	Name	Range	S	AP	Rules
T	Earthshaker Cannon	240	9	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Indirect, Turret, Primary

Field Artillery Battery Field Artillery Piece	M WS BS S T W I A Ld Sv - 4+ 4+ 3 6 5 3 3 9 3+	Points: 85 points Composition: 1-6 Field Artillery Pieces
Wargear Field Artillery Piece: Griffon Heavy Mortar	Options May add up to 5 more Field Artillery pieces for +85 points each Any Field Artillery Piece may swap Griffon Heavy Mortar for H Any model may take up to one of each E	Rules Field Artillery Piece: Monster Limited Ammo Mobile Artillery – This model may only be moved by a friendly model with the Tow ability. A unit being Towed uses all available Transport Capacity regardless of its actual number
Special Wargear:	Special Wargear Upgrades: E Camo Netting +6 points	

Selection	Name	Range	S	AP	Rules
H	Griffon Heavy Mortar	12-48	6	4+	Heavy 1, 5" Blast, Pinning, Indirect
H +9 points	Heavy Lascannon	60	10	1+	Heavy 1, Ordnance, Monsterbane
H +12 points	Bombast Field Gun	12-72	8	3+	Heavy 1, 3" Blast, Monsterbane, Pinning, Indirect
H +32 points	Hedgehog Launcher	12-48	4	6+	Heavy 1, Apocalypse Barrage, Pinning, Indirect
H +50 points	Malleus Rocket Launcher	12-72	6	5+	Heavy 2, 5" Blast, Indirect
H +55 points	Heavy Quad Launcher	12-60	5	5+	Heavy 4, 3" Blast, Pinning, Indirect

Heavy Artillery Battery Heavy Artillery Piece	M WS BS S T W I A Ld Sv - 4+ 4+ 3 7 8 3 3 9 3+	Points: 227 points Composition: 1-3 Heavy Artillery Batteries
Wargear Heavy Artillery Piece: Earthshaker Cannon	Options May add up to 2 more Heavy Artillery pieces for +227 points each Any Heavy Artillery Piece may swap Earthshaker Cannon for H Any model may take up to one of each E	Rules Heavy Artillery Piece: Monster Limited Ammo Mobile Artillery – This model may only be moved by a friendly model with the Tow ability. A unit being Towed uses all available Transport Capacity regardless of its actual number
Special Wargear:	Special Wargear Upgrades: E Camo Netting +6 points	

Selection	Name	Range	S	AP	Rules
T	Earthshaker Cannon	240	9	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Indirect
T +20 points	Medusa Siege Cannon	12-48 Or 12-48	10 Or 10	2+ Or 1+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull, Primary, Indirect Heavy 1, 3" Blast, Armourbane, Monsterbane, Indirect

Hydra Platform Battery Platform	M WS BS S FA SA RA W I A Ld Sv - - 4+ - 12 10 10 6 1 - 9 3+	Points: 90 Composition: 1-3 Platforms
Wargear Hydra Platform: 4 Linked Long Autocannons	Options May take up to 2 more Platforms for +90 points each Any model may take up to one of each E	Rules Hydra Platform: Vehicle Limited Ammo Immobile Platform – This model cannot move or be moved by any means except to pivot. The last direction the 4 Linked Long Autocannons fired counts as the Front.
Special Wargear:	Special Wargear Upgrades: E Camo Netting +6 points	

Selection	Name	Range	S	AP	Rules
T	4 Linked Long Autocannons	72	7	4+	Heavy 2 x4, Monsterbane, AA, Turret, Primary

Manticore Platform Battery Platform	M WS BS S FA SA RA W I A Ld Sv - - 4+ - 12 10 10 6 1 - 9 3+	Points: 200 Composition: 1-3 Platforms
Wargear Manticore Platform: Storm Eagle Rack	Options May take up to 2 more Platforms for +200 points each Any model may take up to one of each E	Rules Manticore Platform: Vehicle Limited Ammo Immobile Platform – This model cannot move or be moved by any means except to pivot. The last direction the Storm Eagle Rack fired counts as the Front.
Special Wargear:	Special Wargear Upgrades:	

	E Camo Netting +6 points	
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Selection	Name	Range	S	AP	Rules
T	Storm Eagle Rack	24 to 240	9	2+	Heavy 1, 7" Blast, Ordnance, Monsterbane, Indirect Fire, Hull, Primary

Sabre Gun Battery Sabre Platform	M WS BS S T W I A Ld Sv - 4+ 4+ 3 6 5 3 1 9 4+	Points: 36 points Composition: 1-6 Sabre Gun Platforms
Wargear Sabre Gun Battery: 2 Linked Heavy Bolters	Options May add up to 5 more Sabre Gun Platform for +36 points Any model may swap 2 Linked Heavy Bolters for H	Rules Sabre Gun Battery: Monster Limited Ammo Immobile Platform – This model cannot move or be moved by any means.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, AA
H +8 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA
H +20 points	4 Linked Heavy Stubbers	36	5	6+	Heavy 3 x4, AA
H +24 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, AA

Support

Rapier Battery Rapier	M WS BS S T W I A Ld Sv 4 4+ 4+ 3 5 3 3 3 9 3+	Points: 92 points Composition: 1-3 Rapiers
Wargear Rapiers: 4 Linked Heavy Bolters	Options May add up to 2 more Rapiers for +92 points each Any Rapier may swap 4 Linked Heavy Bolters for H	Rules Rapiers: Monstrous Infantry Limited Ammo Poor Maintenance
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	4 Linked Heavy Bolters	36	5	4+	Heavy 3 x4
H +104 points	4 Linked Heavy Laser Destroyers	60	9	2+	Heavy 1 x4, Ordnance, Monsterbane

Tarantula Battery Tarantula	M WS BS S T W I A Ld Sv - 4+ 4+ 3 6 3 3 3 9 3+	Points: 30 points Composition: 1-6 Tarantula
Wargear Tarantula: 2 Linked Heavy Bolters	Options May add up to 5 more Tarantulas for +30 points each Any Tarantula may swap 2 Linked Heavy Bolters for H	Rules Tarantula: Monster Limited Ammo Immobile Platform – This model cannot move or be moved by any means.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2
H +24 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane

Flyer 0-2 Slots

Aquila Lander Aquila Lander	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 11 11 11 12 1 3 9 3+	Points: 193 Composition: 1 Aquila Lander
Wargear Aquila Lander: Heavy Bolter	Options May swap Heavy Bolter for H May take up to one E each	Rules Aquila Lander: Vehicle Limited Ammo Poor Maintenance High Altitude Hover Deep Strike Transport 7 – Access Front Command Ship – Auras and True Auras may be issued from Embarked units on this model with +12" Radius
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points	

		5+ Invulnerability Save against Ranged Attacks
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Selection	Name	Range	S	AP	Rules
H	Heavy Bolter	36	5	4+	Heavy 3, Turret, Primary
H +0 points	Multilaser	36	6	6+	Heavy 3, Turret, Primary
H +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Turret, Primary

Arvus Lighter Fleet Arvus Lighter	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 5 10 10 10 8 1 3 9 3+	Points: 125 Composition: 1-3 Arvus Lighters
Wargear Arvus Lighter: none	Options May take up to 2 more Arvus Lighters for +125 points each Any Arvus Lighter may take H Any Arvus Lighter may take up to one E each	Rules Arvus Lighter: Vehicle Limited Ammo Poor Maintenance High Altitude Hover Deep Strike Transport 12 – Access Rear
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points E Searchlight +1 point	

Selection	Name	Range	S	AP	Rules
H +10 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull, Primary
H +12 points	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Hull, Primary
H +16 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Turret, Primary
H +16 points	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull, Primary

Avenger Strike Fighter Squadron Avenger Strike Fighter	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 12 10 10 14 1 3 9 3+	Points: 195 Composition: 1-3 Avenger Strike Fighters
Wargear Avenger Strike Fighters: Avenger Bolt Cannon 2 Linked Lascannons Heavy Stubber	Options May take up to 2 more Avenger Strike Fighters for +195 points each Any Avenger Strike Fighter may take W Any Avenger Strike Fighter may take up to one E each	Rules Avenger Strike Fighter: Vehicle Limited Ammo Poor Maintenance High Altitude Deep Strike
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points	

Selection	Name	Range	S	AP	Rules
H	Avenger Bolt Cannon	36	6	3+	Heavy 12, Hull, Primary
H2	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
H3	Heavy Stubber	36	5	6+	Heavy 3, AA, Hull
W +12 points	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Hull
W +16 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull
W +16 points	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull
W +16 points	2 Linked Tactical Bomb Racks	Bomb	6	4+	Heavy 1 x2, 3" Blast, Pinning, Hull
W +18 points	2 Linked Hellfury Missiles	72	4	5+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull
W +24 points	2 Linked Missile Launchers	48 or 48	8 or 4	3+ or 6+	Heavy 1 x2, Monsterbane, Hull Heavy 1 x2, 3" Blast, Hull

Lightning Strike Fighter Squadron Lightning Strike Fighter	M WS BS S FA SA RA W I A Ld Sv 60 5+ 4+ 6 11 10 10 10 1 3 9 3+	Points: 160 Composition: 1-3 Lightning Strike Fighters
Wargear Lightning Strike Fighters: Long Barreled Autocannon 2 Linked Lascannons	Options May take up to 2 more Lightning Strike Fighters for +160 points each Any Lightning Strike Fighter may take W Any Lightning Strike Fighter may take up to one E each	Rules Lightning Strike Fighter: Vehicle Limited Ammo Poor Maintenance High Altitude Deep Strike Interceptor

Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points	
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Selection	Name	Range	S	AP	Rules
H	Long Barreled Autocannon	72	7	4+	Heavy 2, Monsterbane, Hull, Primary
H2	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
W +8 points	Tactical Bomb Racks	Bomb	6	4+	Heavy 1, 3" Blast, Pinning, Hull
W +17 points	Hellstrike Missile Racks	72	8	3+	Heavy 1, Ordnance, Monsterbane, Hull
W +19 points	Hellfury Missile Racks	72	4	5+	Heavy 1, 5" Blast, Ignores Cover, Hull

Thunderbolt Squadron Thunderbolt	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 11 11 10 15 1 3 9 3+	Points: 200 Composition: 1-3 Thunderbolts
Wargear Thunderbolt: 4 Linked Autocannons 2 Linked Lascannons	Options May take up to 2 more Thunderbolts for +200 points each Any Thunderbolt may take W Any Thunderbolt may take up to one E each	Rules Thunderbolt: Vehicle Limited Ammo Poor Maintenance High Altitude Deep Strike
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points	

Selection	Name	Range	S	AP	Rules
H	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, Hull
H2	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
W +16 points	2 Linked Tactical Bomb Racks	Bomb	6	4+	Heavy 1 x2, 3" Blast, Pinning, Hull
W +32 points	2 Linked Hellstrike Missile Racks	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, Hull
W +36 points	2 Linked Hellfury Missile Racks	72	4	5+	Heavy 1 x2, 5" Blast, Ignores Cover, Hull

Valkyrie Squadron Valkyrie	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 12 12 10 14 1 3 9 3+	Points: 213 Composition: 1-3 Valkyries
Wargear Valkyrie: Multilaser 2 Linked Hellstrike Missiles Searchlight	Options May take up to 2 more Valkyries for +213 points each Any Valkyrie may swap Multilaser for H Any Valkyrie may take S Any Valkyrie may swap 2 Linked Hellstrike Missiles for W Any Valkyrie may take up to one E each	Rules Valkyrie: Vehicle Limited Ammo Poor Maintenance High Altitude Hover Deep Strike Transport 12 – Access Sides and Rear Grav Chute Insertion – Embarked Units may deploy anywhere along the Movement Path the Valkyrie took this turn. If a unit chooses to Disembark this way, each model must take a Dangerous Terrain Test.
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points E Searchlight	

Selection	Name	Range	S	AP	Rules
H	Multilaser	36	6	6+	Heavy 3, Hull, Primary
H +6 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull, Primary
H +18 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
S +18 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
W	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull
W +2 points	2 Linked Hellfury Missiles	72	4	5+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull
W +2 points	2 Linked Multiple Rocket Pods	48	4	6+	Heavy 1 x2, 5" Blast, Hull
W +32 points	4 Linked Lascannons	48	9	2+	Heavy 1 x4, Monsterbane, Hull

Valkyrie Sky Talon Squadron Valkyrie Sky Talon	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 12 12 10 14 1 3 9 3+	Points: 185 Composition: 1-3 Valkyrie Sky Talons
Wargear Valkyrie Sky Talon: Multilaser 2 Linked Hellstrike Missiles Searchlight	Options May take up to 2 more Valkyrie Sky Talons for +185 points each Any Valkyrie Sky Talon may swap Multilaser for H Any Valkyrie Sky Talon may swap 2 Linked Hellstrike Missiles for W Any Valkyrie Sky Talon may take up to one E each	Rules Valkyrie Sky Talon: Vehicle Limited Ammo Poor Maintenance High Altitude Hover Deep Strike Transport * - This model may Embark up to 2 Sentinel variants or 1 Tauros variant
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points E Searchlight	

Selection	Name	Range	S	AP	Rules
H	Multilaser	36	6	6+	Heavy 3, Hull, Primary
H +6 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull, Primary
W	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull
W +2 points	2 Linked Hellfury Missiles	72	4	5+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull
W +2 points	2 Linked Multiple Rocket Pods	48	4	6+	Heavy 1 x2, 5" Blast, Hull

Voss Strike Fighter Squadron Voss Strike Fighter	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 12 10 10 14 1 3 9 3+	Points: 174 Composition: 1-3 Voss Strike Fighters
Wargear Voss Strike Fighters: 2 Linked Lascannons	Options May take up to 2 more Voss Strike Fighters for +174 points each Any Voss Strike Fighter may take W Any Voss Strike Fighter may take up to one E each	Rules Voss Strike Fighter: Vehicle Limited Ammo Poor Maintenance High Altitude Deep Strike Interceptor
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
W +32 points	2 Linked Hellstrike Missile Racks	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, Hull
W +36 points	2 Linked Hellfury Missile Racks	72	4	5+	Heavy 1 x2, 5" Blast, Ignores Cover, Hull

Vulture Gunship Squadron Vulture Gunship	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 12 12 10 14 1 3 9 3+	Points: 164 Composition: 1-3 Vulture Gunships
Wargear Vulture Gunship: Heavy Bolter 2 Linked Multilasers 2 Linked Multilasers	Options May take up to 2 more Vulture Gunships for +164 points each Any Vulture Gunship may swap either 2 Linked Multilasers for W Any Vulture Gunship may instead swap both 2 Linked Multilasers for SW Any Vulture Gunship may take up to one E each	Rules Avenger Strike Fighter: Vehicle Limited Ammo Poor Maintenance High Altitude Deep Strike
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +9 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Bolter	36	5	4+	Heavy 3, Turret
W	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Hull, Primary
W +4 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull, Primary
W +4 points	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull, Primary
W +4 points	2 Linked Tactical Bomb Racks	Bomb	6	4+	Heavy 1 x2, 3" Blast, Pinning, Hull, Primary
W +6 points	2 Linked Hellfury Missiles	72	4	5+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull, Primary
W +8 points	2 Linked Multiple Rocket Pods	48	4	6+	Heavy 1 x2, 5" Blast, Hull
W +12 points	2 linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary

W +12 points	2 Linked Missile Launchers	48 or 48	8 or 4	3+ or 6+	Heavy 1 x2, Monsterbane, Hull Heavy 1 x2, 3" Blast, Hull, Primary
SW +44 points	2 Linked Punisher Gatling gun	24	5	-	Heavy 20 x2, Hull, Primary

Dedicated Transport 0-1/Legal Slot

Goliath Goliath	M WS BS S FA SA RA W I A Ld Sv 10 5+ 4+ 6 12 11 10 10 1 3 9 3+	Points: 155 Composition: 1 Goliath
Wargear Goliath: Heavy Mining Laser Heavy Stubber	Options May swap Heavy Mining Laser for T May take one G May take up to one of each E	Rules Goliath: Vehicle Tank Transport 10 – Access Sides and Rear. 2 Fire Ports Front, each Side, and Rear.
Special Wargear:	Special Wargear Upgrades: E Recovery Gear +2 points	

Selection	Name	Range	S	AP	Rules
T	Heavy Mining Laser	36	9	2+	Heavy 1, Monsterbane, Sponson, Primary
T +0 points	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson, Primary
T +15 points	Heavy Seismic Cannon	24	*	3+	Heavy 1, 5" Blast, Grav, Sponson, Primary
P	Heavy Stubber	36	5	6+	Heavy 3, Turret
G +14 points	Demolition Charges	6	10	2+	Assault 1, 5" Blast, Monsterbane, Turret, Primary
M	Drilldozer Blade	Melee	X2	2+	Slow, Accurate, Monsterbane, Dozer, Excavator

Centaur Centaur	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 5 11 10 10 7 1 3 9 3+	Points: 89 Composition: 1 Centaur
Wargear Centaur: Heavy Stubber P	Options May take one H May take one D May take one P May take one M May take any E one time each	Rules Centaur: Vehicle Tank Limited Ammo Poor Maintenance Open Topped Transport 6 – Access Rear. 2 Fire Ports Side and Rear, 1 Fire Port Front. Tow – This model may move Mobile Artillery. The unit takes the full transport capacity when being Towed.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H +5 points	Heavy Stubber	36	5	6+	Heavy 3, Hull
P	Heavy Stubber	36	5	6+	Heavy 3, Turret, Primary
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Chimera Chimera	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 12 10 10 10 1 3 9 3+	Points: 134 Composition: 1 Chimera
Wargear Chimera: Heavy Flamer T Heavy Flamer H 3 Linked Lasguns 3 Linked Lasguns	Options May swap Heavy Flamer T for T May swap Heavy Flamer H for H May take one D May take one P May take one M May take any E one time each	Rules Chimera: Vehicle Tank Limited Ammo Poor Maintenance Aquatic Transport 12 – Access Sides and Rear. 2 360 Fire Ports.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points	

	E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	
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Selection	Name	Range	S	AP	Rules
T	Heavy Flamer	Flame	5	4+	Assault 1, Turret, Primary
T +2 points	Heavy Bolter	36	5	4+	Heavy 3, Turret, Primary
T +2 points	Multilaser	36	6	6+	Heavy 3, Turret, Primary
T +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Turret, Primary
T +13 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret, Primary
T +15 points	Light Battle Cannon	48	8	3+	Heavy 1, 3" Blast, Monsterbane, Turret, Primary
T +24 points	Chimero Hunter Killer Launcher	120	10	3+	Heavy 1, Monsterbane, Turret, Primary
T +55 points	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, Turret, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H2	3 Linked Lasguns	24	3	-	Rapid Fire 1 x3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Hades Breaching Drill Hades Breaching Drill	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 6 10 10 10 10 1 3 9 3+	Points: 123 Composition: 1 Hades Breaching Drill
Wargear Hades Breaching Drill: Melta Cutter Drill	Options	Rules Hades Breaching Drill: Vehicle Tank Limited Ammo Poor Maintenance Deepstrike Subterranean Assault – You may place up to 10 Infantry models in Reserve with this unit during Deployment. Once this model Deepstrikes successfully, the unit may Deepstrike within 6" without scattering.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Melta Cutter Drill	Melee	X2	1+	Accurate, Dozerblade, Primary

Heracles Halftrack Heracles Halftrack	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 11 11 10 10 1 3 9 3+	Points: 150 Composition: 1 Heracles Halftrack
Wargear Heracles Halftrack: Ammunition Cache	Options May take one D May take one P May take one M May take any E one time each	Rules Heracles Halftrack: Vehicle Tank Limited Ammo Poor Maintenance Open Topped Tow – This model may move Mobile Artillery. The unit takes the full transport capacity when being Towed. Transport 12 – Access Sides and Rear. 3 Fire Ports Front, Sides, and Rear Escort – This model may join units like an Independent Character
Special Wargear: Ammunition Cache – 6" Aura, this model and target unit	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points	

replenishes all One Use Only Wargear. Deathstrike Missiles cannot be replenished by this ability.	E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points E Deathstrike Cart +399 points	Ammunition Cache can now reload Death Strike Missiles as well. If this model is destroyed, on a 4+ the cart explodes! Center a Deathstrike Missile Blast on the Cart (or Halftrack if you do not have a Cart model) and do not scatter it.
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Selection	Name	Range	S	AP	Rules
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Pegasus AAV Pegasus AAV	M WS BS S FA SA RA W I A Ld Sv 14 5+ 4+ 6 10 10 10 10 1 3 9 3+	Points: 131 Composition: 1 Pegasus AAV
Wargear Pegasus AAV: Heavy Flamer	Options May swap Heavy Flamer for T May take one P May take one M May take any E one time each	Rules Pegasus AAV: Vehicle Tank Limited Ammo Poor Maintenance Aquatic Transport 12 – Access Sides and Rear. 2 360 Fire Ports.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Heavy Flamer	Flame	5	4+	Assault 1, Turret, Primary
T +2 points	Heavy Bolter	36	5	4+	Heavy 3, Turret, Primary
T +2 points	Multilaser	36	6	6+	Heavy 3, Turret, Primary

P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Taurox Taurox	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 11 10 10 10 1 3 8 3+	Points: 87 Composition: 1 Taurox
Wargear Taurox: 2 Linked Hotshot Volleyguns	Options May take one T May swap 2 Linked Hotshot Volleyguns for H May take one P May take one M May take any E one time each	Rules Taurox: Vehicle Tank Limited Ammo Poor Maintenance Transport 10 – Access Sides and Rear. All Terrain – This model may reroll Dangerous Terrain Tests
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T +28 points	Light Battle Cannon	48	8	3+	Heavy 1, 3" Blast, Monsterbane, Turret, Primary
T +24 points	2 Linked Missile Launchers	48 or 48	8 or 3	3+ or 6+	Heavy 1 x2, Monsterbane, Turret, Primary Heavy 1 x2, 3" Blast, Turret, Primary
T +34 points	2 Linked Autocannons	48	7	4+	Heavy 2, Monsterbane, Turret, Primary
T +62 points	2 Linked Taurox Gatling Gun	24	4	-	Heavy 10 x2, Turret, Primary
H	2 Linked Hotshot Volleyguns	24	3	3+	Rapid Fire 2 x2, Hull
H +10 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
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Terrax Pattern Termite Terrax Pattern Termite	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 7 12 12 10 14 1 3 9 3+	Points: 213 Composition: 1 Terrax Pattern Termite
Wargear Terrax Pattern Termite: Termite Drill Terrax Melta Cutter 2 Storm Bolters	Options May swap either Storm Bolter for H May take any E one time each	Rules Terrax Pattern Termite: Vehicle Tank Limited Ammo Poor Maintenance Deepstrike Steady Transport 12 – Access Sides.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points	

Selection	Name	Range	S	AP	Rules
M	Termite Drill	Melee	X2	1+	Accurate, Monsterbane, Primary
T	Terrax Melta Cutter	12	8	1+	Heavy 5, Melta, (Monsterbane), Hull, Primary
H	Storm Bolter	24	4	5+	Rapid Fire 2, Hull
H +3 points	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +4 point	2 Linked Terrax Volkite Chargers	18	5	4+	Heavy 1 x2, Beam, Hull

Trojan Support Vehicle Trojan Support Vehicle	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 12 10 10 10 1 3 9 3+	Points: 128 Composition: 1 Trojan Support Vehicle
Wargear Trojan Support Vehicle: Heavy Flamer Ammunition Cache	Options May swap Heavy Flamer for H May take one D May take one P May take one M May take any E one time each	Rules Trojan Support Vehicle: Vehicle Tank Limited Ammo Poor Maintenance Transport 6 – Access Sides and Rear. 2 360 Fire Ports. Repair – May repair 1 Wound on Target Vehicle or Titanic Vehicle. On a 5+, remove one Weapon Disabled, Crew Stun, Immobilize, or Weapon Destroyed Result. Escort – This model may join units like an Independent Character
Special Wargear: Ammunition Cache – 6" Aura, this model and target unit replenishes all One Use Only Wargear. Deathstrike Missiles cannot be replenished by this ability.	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Lord of War 0-1 Slots

Hive Tunnel Complex		Points: * Composition: 16+ Emergence Holes
Wargear Complex: None	Options	Rules Complex: Hive Tunnel Complex – Place one Emergence Hole on each Terrain piece on the Table. This costs the Length of the Battlefield x the Width the of the Battlefield in feet x 15 points. A Typical 4x6 will cost 360 points for example.
Special Wargear:	Special Wargear Upgrades:	

Baneblade Chassis

Baneblade Baneblade	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 762 Composition: 1 Baneblade
Wargear Baneblade: Baneblade Cannon and Coaxial Autocannon Demolisher Cannon 2 Linked Heavy Bolters	Options May take one B May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Baneblade: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear
Special Wargear:	Special Wargear Upgrades: B Lucius Pattern +0 points B Mars Pattern +0 points E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	M+2, W-2 W-2, Baneblade Cannon and Coaxial Autocannon, Demolisher Cannon cannot be disabled.

Selection	Name	Range	S	AP	Rules
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T	Baneblade Cannon and Autocannon	72 and 48	10 and 7	2+ and 4+	Heavy 1, 10" Blast, Ordnance, Monsterbane, Coaxial, Turret and Heavy 2, Coaxial, Turret
H1	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull
H2	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Banehammer Banehammer	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 639 Composition: 1 Banehammer
Wargear Banehammer: Tremor Cannon 2 Linked Heavy Bolters	Options May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Banehammer: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 25 – Access Sides and Rear. 5 Fire Points on Front, Sides, and Rear. Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

	SS Side Skirts +10 points	
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Selection	Name	Range	S	AP	Rules
T	Tremor Cannon	60	10/7 /4	2+/2+ /2+	Heavy 1, 15" Blast, Ordnance, Monsterbane, Earthshock , Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Banesword Banesword	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 574 Composition: 1 Banesword
Wargear Banesword: Quake Cannon 2 Linked Heavy Bolters	Options May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Banesword: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear. Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	

Selection	Name	Range	S	AP	Rules
T	Quake Cannon	240	9	3+	Heavy 1, 10" Blast, Ordnance, Monsterbane, Indirect, Earthshock , Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Doomhammer Doomhammer	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 556 Composition: 1 Doomhammer
Wargear Doomhammer: Magma Cannon 2 Linked Heavy Bolters	Options: May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Doomhammer: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 25 – Access Sides and Rear. 5 Fire Points on Front, Sides, and Rear.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	

Selection	Name	Range	S	AP	Rules
T	Magma Cannon	60	10	1+	Heavy 1, 5" Blast, Melta, (Monsterbane), Hull

H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Hellhammer Hellhammer	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 744 Composition: 1 Hellhammer
Wargear Hellhammer: Hellhammer Cannon and Coaxial Autocannon Demolisher Cannon 2 Linked Heavy Bolters	Options May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Hellhammer: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	

Selection	Name	Range	S	AP	Rules
T	Hellhammer Cannon and Autocannon	36 and 48	10 and 7	2+ and 4+	Heavy 1, 10" Blast, Ordnance, Monsterbane, Ignores Cover, Coaxial, Turret and Heavy 2, Coaxial, Turret
H1	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull
H2	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull

S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Shadowsword Shadowsword	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 517 Composition: 1 Shadowsword
Wargear Shadowsword: Volcano Cannon 2 Linked Heavy Bolters	Options May take one B May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Shadowsword: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear.
Special Wargear: Shadowsword Sensors – This model may Reroll all To Hit and Scatter dice when targeting Titanic units.	Special Wargear Upgrades: B Mars Pattern +0 points E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	W-2, Volcano Cannon cannot be Disabled.

Selection	Name	Range	S	AP	Rules
T	Volcano Cannon	120	D	1+	Heavy 1, 5" Blast, Destroyer, Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)

S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Stormblade Stormblade	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 564 Composition: 1 Stormblade
Wargear Stormblade: Plasma Blastgun and Heavy Bolter 2 Linked Heavy Bolters	Options May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Stormblade: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear.
Special Wargear: Shadowword Sensors – This model may Reroll To Hit and Scatter dice when targeting Titanic Units.	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	

Selection	Name	Range	S	AP	Rules
T	Plasma Blastgun and Heavy Bolter	72 and 36	9 and 5	2+ And 4+	Heavy 2, 7" Blast, Ordnance, Monsterbane, Coaxial, Hull and Heavy 1, Coaxial, Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate

M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Stormlord Stormlord	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 576 Composition: 1 Stormlord
Wargear Stormlord: Vulcan Megabolter 2 Linked Heavy Bolters	Options: May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Stormlord: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 25 – Access Sides and Rear. 5 Fire Points on Front, Sides, and Rear. Full Power to the Weapon – You may fire the Vulcan Megabolter twice per Shooting Phase.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	

Selection	Name	Range	S	AP	Rules
T	Vulcan Megabolter	60	6	3+	Heavy 20, Full Power to the Weapon, Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate

M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Stormhammer Lucius Stormhammer Lucius	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 9 14 13 12 28 1 9 9 3+	Points: 916 Composition: 1 Stormhammer Lucius
Wargear Stormhammer Lucius: 2 Linked Battle Cannons 2 Linked Battle Cannons 4 Lascannons 2 Linked Heavy Flamers 2 Linked Heavy Flamers 2 Linked Heavy Flamers 2 Linked Heavy Flamers	Options May swap any 2 Linked Heavy Flamers for S May take one D May take one M May take one P May take up to one of each E	Rules Stormhammer Lucius: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Battle Cannons	72	8	3+	Heavy 1 x2, 5" Blast, Ordnance, Monsterbane, Turret
ST	4 Lascannons	48	9	2+	Heavy 1 x4, Monsterbane, Turret
S	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +2 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Stormhammer Mars Alpha Stormhammer Mars Alpha	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 679 Composition: 1 Stormhammer Mars Alpha
Wargear Stormhammer Mars Alpha: Stormhammer Cannon and Multilaser 2 Linked Battle Cannons Lascannon 6 Multilasers	Options May swap Stormhammer Cannon and Multilaser for T May swap 6 Multilasers for S May take one D May take one M May take one P May take up to one of each E	Rules Stormhammer Mars Alpha: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
T	Stormhammer Cannon and Multilaser	60 And 36	9 And 6	2+ And 6+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Coaxial, Turret Heavy 3, Coaxial, Turret
T +17 points	Stormhammer Cannon and Lascannon	60 And 48	9 And 9	2+ And 2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Coaxial, Turret Heavy 1, Monsterbane, Coaxial, Turret
H1	2 Linked Battle Cannons	72	8	3+	Heavy 1 x2, 5" Blast, Ordnance, Monsterbane, Hull
H2	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
S	6 Multilasers	36	6	6+	Heavy 3 x6, Sponson
S +54 points	6 Lascannons	48	9	2+	Heavy 1, Monsterbane, Sponson
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Stormsword Stormsword	M WS BS S FA SA RA W I A Ld Sv 6 5+ 4+ 9 14 13 12 26 1 9 9 3+	Points: 546 Composition: 1 Stormsword
Wargear Stormsword: Stormsword Siege Cannon 2 Linked Heavy Bolters	Options May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	Rules Stormsword: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	

Selection	Name	Range	S	AP	Rules
T	Stormsword Siege Cannon	36	10	1+	Heavy 1, 10" Blast, Ordnance, Monsterbane, Ignores Cover, Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Macharius Chassis

Crassus Crassus	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 14 13 12 20 1 6 9 3+	Points: 393 Composition: 1 Crassus
Wargear Crassus: 4 Heavy Flamers	Options May swap any Heavy Flamer for S May take one M May take one P May take up to one of each E	Rules Crassus: Titanic Vehicle Tank Limited Ammo Poor Maintenance Blasphemous Propaganda Fearless Transport 35 – Access Rear.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
S	Heavy Flamers	Flame	5	4+	Assault 1, Sponson
S +1 point	Heavy Bolter	36	5	4+	Heavy 3, Sponson
S +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Sponson
S +10 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Dominus Bombard Dominus Bombard	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 14 13 12 20 1 6 9 3+	Points: 520 Composition: 1 Dominus Bombard
Wargear Dominus Bombard: 3 Linked Colossus Siege Mortars 2 Heavy Flamers	Options May swap any Heavy Flamer for S May take one M May take one P May take up to one of each E	Rules Dominus Bombard: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points	

	E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	
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Selection	Name	Range	S	AP	Rules
H	3 Linked Colossus Siege Mortars	24-240	6	3+	Heavy 1 x3, 7" Blast, Ordnance, Indirect Fire, Ignore Cover, Hull, Primary
S	Heavy Flamers	Flame	5	4+	Assault 1, Sponson
S +1 point	Heavy Bolter	36	5	4+	Heavy 3, Sponson
S +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Sponson
S +10 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Gorgon Gorgon	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 15 14 10 24 1 6 9 3+	Points: 545 Composition: 1 Gorgon
Wargear Gorgon: Gorgon Armoured Prow 2 Gorgon Mortars 2 linked Heavy Stubbers 2 Linked Heavy Stubbers	Options May swap 2 Gorgon Mortars for S May take one M May take up to one of each E	Rules Gorgon: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Aquatic Open Topped Transport 50 – Access Front and Rear. Assault Ramps.
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
S	2 Gorgon Mortars	12-48	4	6+	Heavy 2 x2, 3" Blast, Pinning, One Use Only, Hull

H	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson
D	Gorgon Armoured Prow	Melee	D	2+	Accurate, Destroyer, Monsterbane
S +8 points	4 Heavy Flamers	Flame	5	4+	Assault 1 x4, Sponson
S +10 points	4 Heavy Stubbers	36	5	6+	Heavy 3 x4, Sponson
S +12 point	4 Heavy Bolters	36	5	4+	Heavy 3 x4, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Macharius Battle Tank Macharius	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 14 13 12 20 1 6 9 3+	Points: 580 Composition: 1 Macharius Battle Tank
Wargear Macharius Battle Tank: 2 Linked Macharius Battle Cannons 2 Linked Heavy Stubbers	Options May take one S May take one M May take one P May take up to one of each E	Rules Macharius Battle Tank: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Macharius Battle Cannons	72	8	3+	Heavy 1 x2, 7" Blast, Ordnance, Monsterbane, Turret
H	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +16 points	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Macharius Omega Macharius	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 14 13 12 20 1 6 9 3+	Points: 371 Composition: 1 Macharius Omega
Wargear Macharius Battle Tank: Plasma Blastgun	Options May take one S May take one M May take one P May take up to one of each E	Rules Macharius Battle Tank: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Open Topped
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
T	Plasma Blastgun	72	9	2+	Heavy 2, 7" Blast, Ordnance, Monsterbane, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +16 points	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Macharius Vanquisher Macharius Vanquisher	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 14 13 12 20 1 6 9 3+	Points: 443 Composition: 1 Macharius Vanquisher
Wargear Macharius Vanquisher: 2 Linked Vanquisher Cannons 2 Linked Heavy Stubbers	Options May take one S May take one M May take one P May take up to one of each E	Rules Macharius Vanquisher: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points	

	E Searchlight +1 point E Smoke Launchers x2 +20 points	
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Selection	Name	Range	S	AP	Rules
T	2 Linked Long Vanquisher Battle Cannons	72	D	2+	Heavy 1 x2, Destroyer, Monsterbane, Accurate, Turret
H	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +16 points	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Macharius Vulcan Macharius Vulcan	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 14 13 12 20 1 6 9 3+	Points: 390 Composition: 1 Macharius Vulcan
Wargear Macharius Vulcan: Vulcan Megabolter 2 Linked Heavy Stubbers	Options May take one S May take one M May take one P May take up to one of each E	Rules Macharius Vulcan: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
T	Vulcan Megabolter	60	6	3+	Heavy 20, Hull
H	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson

S +16 points	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Minotaur Artillery Minotaur Artillery	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 14 13 12 20 1 6 9 3+	Points: 362 Composition: 1 Minotaur Artillery
Wargear Minotaur Artillery: 2 Linked Earthshakers 2 Heavy Flamers	Options May swap any Heavy Flamer for S May take one M May take one P May take up to one of each E	Rules Minotaur Artillery: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless Open Topped
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Earthshaker Cannons	240	9	3+	Heavy 1 x2, 5" Blast, Ordnance, Monsterbane, Indirect, Hull
S	Heavy Flamers	Flame	5	4+	Assault 1, Sponson
S +1 point	Heavy Bolter	36	5	4+	Heavy 3, Sponson
S +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Sponson
S +10 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Praetor Launcher Praetor Launcher	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 8 14 13 12 20 1 6 9 3+	Points: 378 Composition: 1 Praetor Launcher
Wargear Praetor Launcher: Pilum Salvo 2 Heavy Flamers	Options May swap Pilum Salvo for H May swap any Heavy Flamer for S May take one M May take one P May take up to one of each E	Rules Praetor Launcher: Titanic Vehicle Tank Limited Ammo Poor Maintenance Fearless
Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
H	Pilum Salvo	12-120	9	2+	Heavy 5, Ordnance, AA, Hull
H +167 points	Foehammer	12-120	8	3+	Heavy 1, Apocalypse Barrage, Ordnance, Monsterbane, Indirect, Hull
S	Heavy Flamers	Flame	5	4+	Assault 1, Sponson
S +1 point	Heavy Bolter	36	5	4+	Heavy 3, Sponson
S +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Sponson
S +10 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Marauder Chassis

Marauder Heavy Bomber Marauder Bomber	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 8 11 11 10 20 1 6 9 3+	Points: 405 Composition: 1 Marauder Heavy Bomber
Wargear Marauder Bomber: 2 Linked Lascannons 2 Linked Heavy Bolters T 2 Linked Heavy Bolters R	Options May take one B May take up to one of each E	Rules Marauder Bomber: Titanic Vehicle Limited Ammo Poor Maintenance Fearless High Altitude Deep Strike
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +18 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
T	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, AA, Turret
R	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, AA, Hull
B +24 points	Hellstorm Bomb Rack	Bomb	5	4+	Heavy 1, Hellstorm, Hull, Primary
B +60 points	Heavy Bomb Cluster Rack	Bomb	6	4+	Heavy 1, Apocalypse Barrage, Hull, Primary

Marauder Heavy Destroyer Marauder Destroyer	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 8 11 11 10 20 1 6 9 3+	Points: 454 Composition: 1 Marauder Heavy Destroyer
Wargear Marauder Destroyer: 6 Linked Autocannons 2 Linked Heavy Bolters 2 Linked Assault Cannons	Options May take one B May take up to one of each E	Rules Marauder Destroyer: Titanic Vehicle Limited Ammo Poor Maintenance Fearless High Altitude Deep Strike
Special Wargear:	Special Wargear Upgrades: E Chaff Launcher +18 points	

Selection	Name	Range	S	AP	Rules
H	6 Linked Autocannons	48	7	4+	Heavy 2 x6, Monsterbane, Hull

T	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, AA, Turret
R	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Turret
B +12 points	Hellstorm Bomb	Bomb	5	4+	Heavy 1, Hellstorm, One Use Only, Hull, Primary
B +30 points	Heavy Bomb Cluster	Bomb	6	4+	Heavy 1, Apocalypse Barrage, One Use Only, Hull, Primary

Defenses

Imperial Fortress Gate Gate Towers Walls Towers	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+	Points: 2339 Composition: 1 Gate 2 Gate Towers 2 Walls 2 Towers
Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons	Options May add as many sets of 1 Gate and 2 Gate Towers as you want for +947 points each May add as many Walls as you want for +299 points each May add as many Towers as you want for +377 points each	Rules Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Limited Ammo Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Limited Ammo

		Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear
Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate when it is Closed. The Gate cannot be Closed if models are Obstructing the Gate.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret
H	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret

Primaris Redoubt Primaris Redoubt	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 619 Composition: 1 Primaris Redoubt
Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors	Options	Rules Primaris Redoubt: Titanic Building Limited Ammo Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Turbolaser Destructors	96	D	1+	Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Turret

Fortification 0-1/1000 points

Tectonic Fragdrill Fragdrill	M WS BS S T W I A Ld Sv - - 4+ - 7 30 - - - -	Points: 315 Composition: 1 Fragdrill
Wargear Fragdrill: Tectonic Fragdrill	Options May swap Long Lascannon for H	Rules Fragdrill: Titanic Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Industrial Drill – This model gains Objective Secured so long as the Objective Marker is directly underneath the Fragdrill (not the entire building).
Special Wargear: Tectonic Fragdrill – At the Beginning of each Melee Phase, each model on the ground floor within 3” of the Fragdrill (not the entire building) suffers a S8 AP- Auto Hit.	Special Wargear Upgrades:	

Aegis Weapon Emplacement Platform	M WS BS S T W I A Ld Sv - - 4+ - 7 5 - - - 3+	Points: 61 Composition: 1 Aegis Weapon Emplacement
Wargear Aegis Weapon Emplacement: Long Lascannon	Options May swap Long Lascannon for H	Rules Aegis Weapon Emplacement: Building Limited Ammo Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gun Emplacement – This Fortification does not replace an existing piece of Terrain in your Deployment Zone like normal, it is placed with the Terrain instead.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
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H	Long Lascannon	72	9	2+	Heavy 1, Monsterbane, AA, Turret
H +28 points	2 Linked Long Lascannons	72	9	2+	Heavy 1 x2, Monsterbane, AA, Turret
H +34 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret
H +40 points	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, AA, Turret

Aquila Strongpoint Aquila Strongpoint	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 438 Composition: 1 Aquila Strongpoint
Wargear Aquila Strongpoint: Plasma Obliterator	Options	Rules Aquila Strongpoint: Titanic Building Limited Ammo Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front. Access Rear The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Plasma Obliterator	72	8	2+	Heavy 1, 7” Blast, Monsterbane, Turret
H +63 points	Macro Cannon	72	D	1+	Heavy 1, 5” Blast, Destroyer, Monsterbane, Turret
H +271	Deathstrike Missile Silo	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, Turret

Firestorm Redoubt Firestorm Redoubt	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 387 Composition: 1 Firestorm Redoubt
Wargear Firestorm Redoubt: Punisher Gatling Cannon Punisher Gatling Cannon	Options May swap any Punisher Gatling Cannon for H	Rules Firestorm Redoubt: Building Limited Ammo Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 10 Fire Ports Front. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Imperial Bastion Imperial Bastion	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 419 Composition: 1 Imperial Bastion
Wargear Imperial Bastion: 4 Heavy Bolters	Options	Rules Imperial Bastion: Building Limited Ammo Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front and Back, 5 Fire Points each Side. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Heavy Bolter	36	5	4+	Heavy 3, Hull

Plasma Obliterator Plasma Obliterator	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 464 Composition: 1 Plasma Obliterator
Wargear Plasma Obliterator: Plasma Obliterator	Options	Rules Plasma Obliterator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 4 Fire Points Front, Sides, and Rear. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Plasma Obliterator	72	8	2+	Heavy 1, 7" Blast, Monsterbane, Turret

Vengeance Weapon Battery Vengeance Weapon Battery	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 262 Composition: 1 Firestorm Redoubt
Wargear Firestorm Redoubt: Punisher Gatling Cannon	Options May swap Punisher Gatling Cannon for H	Rules Firestorm Redoubt: Building Limited Ammo Fortification – This model may never be moved once placed on the Table, except when it is destroyed.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Void Shield Generator Void Shield Generator	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 307 Composition: 1 Void Shield Generator
Wargear Void Shield Generator: none	Options	Rules Void Shield Generator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Shield Generator – 6” Aura, this model (and any models on top of this Terrain Feature) and target unit gain 5+ Invulnerability Save.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
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