

Inquisition

“Innocence does not preclude guilt!”

Table of Contents

| | |
|---------------------------|----|
| Introduction | 2 |
| Common Wargear | 4 |
| Ordos | 5 |
| HQ..... | 6 |
| Advisors..... | 8 |
| Troops..... | 11 |
| Elites | 20 |
| Fast Attacks | 32 |
| Heavy Support..... | 33 |
| Flyers | 34 |
| Dedicated Transport | 36 |
| Lords of War | 40 |
| Assassins..... | 40 |
| Support..... | 44 |
| Fortifications | 47 |

What are the Inquisition? The Inquisition is the single most feared organization in the Imperium of Man. They *might* report to a High Lord of Terra, but frequently do not. They enforce the law of the Emperor, seeking out Heretics, Mutants, and the Witch no matter where they lie. Using brutal tactics they apply extreme capital punishment without a second thought. Even if they are wrong, the message is so clear that many do not dare oppose the agents of the Imperium ever again!

Army Difficulty 1-5: 3. The Inquisition uses a variety of forces from the Imperium. While they are all excellent soldiers with large amounts of Wargear to prepare for any kind of operation, they lack the typical synergy they would normally have for support from their native Codexes. They also bring highly specialized operatives that are immensely powerful at their particular task, but struggle to operate out of their roles and can quickly become bogged down in numbers.

Strengths: All units fielded by the Inquisition bring mass amounts of Wargear to the field. Each represent the best of the best that their military branch can offer. Each is a hardened soldier that has seen far worse than most mortals have and only had their resolved hardened for it. Legendary Assassins bring a terrifying variety of ways to remove high value targets from the field. Fear will keep the enemy in line. Fear of the Inquisition!

Weaknesses: This army consists of almost exclusively specialists of all types. This means that the closest this Codex gets to general purpose units are still expensive and not as expendable as other Codexes. Numbers will always be a threat to your operatives, and measures to deal with them or bypass them will be essential.

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

Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its current weapon(s) for legal weapon options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.

Authority of the Inquisition – 6” Aura, this model and target unit automatically pass Ld Tests.

By Order of the Inquisition – This model may be taken as an Lord of War Choice in any Adeptus Mechanicus, Custode, Grey Knights, Imperial Guard, Imperial Knights, Sisters of Battle, Space Marines, or Squat Army.

Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.

Condemnor – This weapon gains Sniper (3+), but only if it targets a Psychic Mastery Level # model.

Faith # – A unit with one or more Faith # may reroll 1 die per phase (both friend and foe). These dice can be spent on the unit as a whole, or an individual model that is part of the unit as you see fit. We recommend tracking this with tokens. The following instances can be used for the reroll, but remember that no matter what, a reroll of any kind CANNOT be rerolled again:

- Saves
- Feel No Pains
- To Hit
- To Wound or Penetrate
- Ld Tests

Grey Knight Spells – Due to redundancy, this list is placed here to avoid wasting large amounts of space.

| | | | | | |
|------------------|-----------------------------|----|---|---|--|
| Spell +10 points | Purge Soul Cast 5+ | 12 | - | - | This unit or model rolls 1d6+Ld, and target enemy unit rolls 1d6+Ld. For each point higher this unit or model scored, the target suffers an Autowound with no Cover Saves. |
| Spell +15 points | Astral Aim Cast 5+ | 18 | - | - | Attacks from target unit Ignore Cover until your next Psychic Phase. |
| Spell +15 points | Gate of Infinity Cast 6+ | 12 | - | - | Target friendly unit is removed from the table and immediately performs a Deepstrike. |

| | | | | | |
|------------------|---------------------------|----|---|----|--|
| Spell +18 points | Vortex of Doom Cast 8+ | 12 | 8 | 4+ | Assault 1, 5" Blast, Monsterbane. |
| Spell +20 points | Sanctuary Cast 6+ | 12 | - | - | Target unit gains a 5+ Invulnerability or a +1 to an existing Invulnerability (Maximum of 4+) until your next Psychic Phase. |
| Spell +30 points | Hammerhand Cast 6+ | 12 | - | - | Target unit gains +1 To Wound in Melee until your next Psychic Phase. |

Inquisitor Spell List – Due to redundancy, this list is placed here to avoid wasting large amounts of space.

| | | | | | |
|------------------|--------------------------------|----|---|---|---|
| Spell +5 points | Terrify Cast 5+ | 18 | - | - | Target unit must take a Fear Test. |
| Spell +5 points | Psychic Pursuit Cast 6+ | 18 | - | - | Target model cannot benefit from Bodyguard or other ability for it to divert Wounds until your next Psychic Phase. |
| Spell +10 points | Mental Interrogation | 18 | - | - | Target non-Titanic unit suffers -1 To Hit until your next Psychic Phase. |
| Spell +10 points | Psychic Fortitude Cast 6+ | 18 | - | - | Target unit automatically passes Ld Tests until your next Psychic Phase. |
| Spell +10 points | Warding Incantation Cast 6+ | 18 | - | - | Target unit gains a 5+ Invulnerability Save until your next Psychic Phase. |
| Spell +15 points | Domination Cast W+ | 18 | - | - | 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. |

Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Lone Operative – This model cannot be targeted by weapons further than 12" away. This model cannot be targeted with Auras or True Auras. This model cannot join any unit. This model has a 3+ Invulnerability Save.

Martyrdom # – If this model is slain, a target friendly unit within 6" gains # Martyrdom Tokens, which act like Faith Tokens. This Token does not replenish like those granted from Faith.

Remember that all declared attacks from a unit are simultaneous (or all attacks in Melee at the same Initiative), so these Martyrdom Dice cannot be used until after those attacks are resolved. This friendly unit does not have to be part of your army.

Quarry – During Deployment choose one enemy model. This model may reroll all failed To Hit and To Wound rolls against this model.

Requisition Approved – This model may be taken as an HQ Choice in any Adeptus Mechanicus, Custode, Grey Knights, Imperial Guard, Imperial Knights, Sisters of Battle, Space Marines, or Squat Army.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack then remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Wrist Mount – This weapon can be fired in Melee as if this model was a Monstrous Infantry and this model may still Declare Charges after firing it as if they had fired Assault Weapons.

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.
- Extra Armour - You may treat all Crew Stun Results as Weapon Disabled.
- Forcefield – This model has a 4+ Invulnerability Save.
- Laud Hailer - 6" Aura, this model and target unit gain Ld+1.
- Recovery Gear – Once per Round, Roll d6. On 5+ repair Immobilized or Crew Stun result.
- Searchlight - This unit and target unit are no longer affected by Night rules.
- 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 – This model and its unit gains Objective Secured.

Ordos

The Inquisition consists of many focuses and studies. Some specialize in extermination of the xenos filth that plague humanity. Others are binding Daemons. Many others exist as well, but most will fall under one of the following. If you wish to use units as presented exactly in the Codex, use the Minor Ordo to create your army. All models in your army **MUST** be from the same Ordo.

Minor Ordo:

- Well Disciplined: All models in your army may reroll 1s To Hit. Auras that allow reroll 1s To Hit allow all failed To Hit rolls of 1 or 2 to be rerolled instead.

Ordo Hereticus:

- Witch Hunters: All model's weapons in your army gain Sniper (4+) against Psychic Mastery Level # models.

Ordo Malleus:

- Daemonic Hunters: All successful Invulnerability Saves of a 6+ made against attacks your models made must be rerolled.

Ordo Xenos:

- Preemptive Strike: All Overwatch shots your models make hit on a 5+ Instead of 6+. Pistols Overwatch on a 4+ instead of a 5+. Other forms of Snap Shots are still only performed on a 6+ like normal.

HQ Slots 1-2 Slots

| | | |
|--|---|--|
| Inquisitor Inquisitor | M WS BS S T W I A Ld Sv 6 2+ 2+ 3 3 5 3 4 10 4+ | Points: 304 Composition: 1 Inquisitor |
| Wargear Inquisitor: 2 Chainswords Psykout Grenades Frag Grenades Krak Grenades Orbital Strike Force Field | Options May swap one Chainsword for S, P, or M May swap one Chainsword for M May swap Krak Grenades for G May take one A May take one B May take up to one Inquisitor Spell for each Psychic Mastery Level | Rules Inquisitor: Independent Character Infantry Authority of the Inquisition Quarry Requisition Approved Psychic Mastery Level 1 The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase. |
| Special Wargear: | Special Wargear Upgrades: A Lord Inquisitor +27 points B Power Armour +8 points B Terminator Armour +19 points | W+1, A+1. Gain Unique, Terrifying Presence – 6” Aura, target unit must take a Fear Test. Sv-1 (Improves by 1) M-2, W+1, Sv-1 (Improves by 1). Gain Monstrous Infantry, Deepstrike, Steady, Very Bulky. Lose Infantry, all Grenades. |

| Selection | Name | Range | S | AP | Rules |
|-------------|-------------------|-------------------|--------------|----------------|---------------------------------|
| M | Chainsword | Melee | User | 6+ | Rending |
| S +2 points | Boltgun | 24 | 4 | 5+ | Rapid Fire 1 |
| S +4 point | Condemnor Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Condemnor |
| S +4 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2 |
| S +8 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1 |

| | | | | | |
|--------------|-----------------------------|----------------|--------------|----------------|--|
| S +10 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1 |
| S +18 points | Psycannon | 24 | 7 | 4+ | Rapid Fire 2, Rending, Monsterbane |
| S +23 points | Incinerator | Flame | 6 | 4+ | Assault 1 |
| S +26 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1 |
| S +26 points | Hellrifle | 36 | 6 | 3+ | Heavy 1, Sniper (2+) |
| S +51 points | Conversion Beamer | 72 | 10 | 1+ | Heavy 1, 3" Blast |
| P +1 point | Needle Pistol | 12 | 3 | - | Pistol 1, Poisoned (2+) |
| P +2 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +5 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| P +6 points | Psibolt Pistol | 12 | 5 | 3+ | Pistol 1 |
| P +9 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +26 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M +2 points | Venom Talon | Melee | User | - | Poisoned (2+), Rending |
| M +5 points | Force Sword | Melee | User | 3+ | Psychicbane |
| M +5 points | Power Sword | Melee | +1 | 3+ | None |
| M +6 points | Power Axe | Melee | +2 | 4+ | None |
| M +8 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +9 points | Nemesis Warding Staff | Melee | +2 | 4+ | Psychicbane, -1 to Invulnerability Save (Improves by 1) |
| M +9 points | Powerfist | Melee | X2 | 3+ | Slow, Monsterbane |
| M +11 points | Null Rod | Melee | +3 | - | Psychicbane |
| M +28 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| M +57 points | Nemesis Daemon Hammer | Melee | 10 | 1+ | Slow, Armourbane, Monsterbane, Psychicbane |
| G | Psykout Grenades | 8 | 3 | - | Grenade 1, 3" Blast, Psychic Disruption |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Nonblast, Armourbane, Monsterbane |
| O | Orbital Strike | 12-240 | D/10 /8 | 1+/1+ /1+ | Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only |

Advisors 0-3/Troop Slot Purchased

| | | |
|--|---|--|
| Daemonifuge Ephrael Stern Kyganil | M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 3 3 9 3+ 6 3+ 3+ 3 3 4 5 3 9 - | Points: 163 Composition: 1 Ephrael Stern 1 Kyganil |
| Wargear <b style="color: red;">Ephrael Stern: Bolt Pistol Bolts of Holy Judgement Sanctify Frag Grenades Krak Grenades <b style="color: red;">Kyganil: Kyganil's Kiss The Outcast's Blades Plasma Grenades Flip Belt | Options | Rules <b style="color: red;">Ephrael Stern: Independent Character Infantry Unique Outflank Daemonifuge – 6" Aura, target unit suffers Ld-1. Executioner of Heretics. This model gains Sniper (3+) on Melee weapons, but may only target Independent Characters with this ability. <b style="color: red;">Kyganil: Independent Character Infantry Unique Bodyguard Outflank |
| Special Wargear: Flip Belt – This model ignores Terrain and Models for the purpose of Moving, Advancing, Charging, and Falling Back. | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------------------------|-------|------|----|---|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| S | Bolts of Holy Judgment | 18 | 5 | - | Assault 4, Tesla |
| M | Sanctify | Melee | +2 | 3+ | None |
| M | Kyganil's Kiss | Melee | User | 2+ | Poisoned (3+) |
| M | The Outcast's Blades | Melee | User | - | Extra Attack 2 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G | Plasma Grenades | 8 | 4 | 4+ | Grenade 1, Nonblast, Blind – Charges against this model are Disorganized. |

| | | |
|--|--|--|
| Henchmen Henchman Mystics Servitors | M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 3 2 8 5+ 6 3+ 3+ 3 3 4 3 3 8 5+ 6 4+ 4+ 3 4 1 3 1 8 4+ | Points: 128 Composition: 4-10 Henchmen 0-2 Mystics 0-2 Servitors |
| Wargear Henchman: Autopistol Combat Knife Frag Grenades Mystic: Autopistol Servitor: Autoquill | Options May take up to 6 more Henchmen for +32 points each Any Henchman may swap Autopistol for S Any Henchman may swap Combat Knife for M May take up to 2 Mystics for +46 points each Any Mystic may swap Autopistol for P Any Mystic May take up to one Inquisitor Spell for each level of Psychic Mastery May take up to two Servitors for +16 points each Any Servitor may swap Autoquill for H The unit may take one E | Rules Henchman: Infantry Bodyguard Mystic: Infantry Psychic Mastery Level 1 Servitor: Infantry Augmented – 5+ Feel No Pain. |
| Special Wargear: Autoquill – Objective Secured. | Special Wargear Upgrades: E Ammo Cherub +5 points | Token. One model in the unit may reroll 1s To Hit. |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------|-------|------|----|-------------------------------|
| S | Autopistol | 12 | 3 | - | Pistol 1 |
| S +2 points | Glaive | Melee | +1 | - | Counterattack |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +10 points | Eviscerator | Melee | +3 | 2+ | None |
| P +9 points | Force Stave | Melee | +2 | 4+ | Psychicbane |
| H +9 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +16 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +29 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |

| | | |
|---|---|---|
| Jokaero Weaponsmith Weaponsmith | M WS BS S T W I A Ld Sv 6 4+ 4+ 2 3 4 3 3 7 - | Points: 168 Composition: 1 Weaponsmith |
| Wargear Weaponsmith: Digital Weapons Refractor Field | Options | Rules Weaponsmith: Independent Character Infantry Quarry Stubborn Jokaero Ingenuity – 6" Aura, This model and target unit benefit from one of the following until the end of the game. One Use Only. Roll a d6. 1 – No Effect. 2 – All ranged weapons gain +12" Range. 3 – Gain Sv-1 (Improves by 1) to a maximum of 2+. 4 – All Weapons gain Rending. 5 – Models gain a 5+ Feel No Pain. 6 – Pick two from the chart. |
| Special Wargear: Refractor Field – 5+ Invulnerability Save. | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|-----------------|-------------------|--------------|----------------|---|
| S | Digital Weapons | 24 Or Flame | 8 Or 5 | 1+ Or 4+ | Assault 2, Melta, (Monsterbane), Or Assault 1 |

Troops 2-6 Slots

| | | |
|---|--|--|
| Battle Sisters Superior Sister | M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 2 3 2 9 3+ 6 3+ 3+ 3 3 2 3 1 8 3+ | Points: 125 Composition: 1 Superior 4-19 Sisters |
| Wargear Superior: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Sister: Boltgun Frag Grenades Krak Grenades | Options May take up to 15 more Sisters for +23 points each Superior may swap Bolt Pistol for OP Superior may swap Chainsword for M Superior may swap Krak Grenades for G Up to two Sisters may swap Boltgun for S or H Any Sister may swap Boltgun for P One Sister who did not swap their Boltgun for S or H may take one E | Rules Superior: Character Infantry Faith 1 Martyrdom 2 Sister: Infantry Martyrdom 1 |
| Special Wargear: | Special Wargear Upgrades: E Simulacrum Imperialis +12 points | |

| Selection | Name | Range | S | AP | Rules |
|---------------|----------------------|-------------------|--------------|----------------|---|
| OP | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| OP +0 points | Boltgun | 24 | 4 | 5+ | Rapid Fire 1 |
| OP +1 point | Condemnor Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Condemnor |
| OP +2 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2 |
| OP +3 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| OP +6 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1 |
| OP +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| OP +8 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1 |
| OP +24 points | Combi Melta | 12 Or | 8 Or | 1+ Or | Assault 1, Melta, (Monsterbane) Or |

| | | | | | |
|---------------|----------------|-------|------|----|---|
| | | 24 | 4 | 5+ | Rapid Fire 1 |
| OP +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Chainsword | Melee | User | 6+ | Rending |
| 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 | Boltgun | 24 | 4 | 5+ | Rapid Fire 1 |
| S +2 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2 |
| S +5 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +22 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H +8 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +10 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +28 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| P +0 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Nonblast, Armourbane, Monsterbane |

| | | |
|---|--|---|
| Deathwatch Veterans Sergeant Veteran | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 3 9 3+ 6 2+ 2+ 4 4 2 4 2 8 3+ | Points: 284 Composition: 1 Sergeant 4-9 Veterans |
| Wargear Sergeant: Special Issue Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Veteran: Special Issue Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Veterans for +56 points each Sergeant may swap Krak Grenades for G Any model may swap Special Issue Boltgun for R or S Up to two models may swap Special Issue Boltgun for H Any model may swap Bolt Pistol for P Any model may swap Combat Knife for M | Rules Sergeant: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Marine: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------|-------------------|--------------|----------------|---|
| R | Special Issue Boltgun | 30 | 4 | 3+ | Rapid Fire 1, Bolter |
| R +2 points | Special Issue Stormbolter | 30 | 4 | 3+ | Rapid Fire 2, Bolter |
| R +3 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +5 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +5 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +20 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| S +1 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +3 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |

| | | | | | |
|--------------|-------------------------------|--------------------|----------------|-----------------|---|
| S +3 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +18 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H +4 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +6 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +11 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +11 points | Grav Cannon | 30 | * | - | Heavy 1, 3" Blast, Grav |
| H +16 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| H +18 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| H +24 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| 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 |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| M +35 points | Power Fist And Meltagun | 12 And Melee | 8 And X2 | 1+ And 2+ | Assault 1, Melta, (Monsterbane) And Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|-----------------------------|---|---|
| Execution Force * | For space conservation, see each Assassin entry in Lord of War for rules and Wargear. | Points: 1517 Composition: 1 Calexus 1 Callidus 1 Eversor 1 Vindicare |
| Wargear | Options | Rules Execution Force: Execution Force – Each model is deployed and treated as its own separate unit. |

| | | |
|-------------------------|----------------------------------|--|
| Special Wargear: | Special Wargear Upgrades: | |
|-------------------------|----------------------------------|--|

| Selection | Name | Range | S | AP | Rules |
|-----------|------|-------|---|----|-------|
|-----------|------|-------|---|----|-------|

| | | |
|---|---|--|
| Inquisition Guard Veterans Veteran Sergeant Veteran Guardsman Veteran Heavy Weapon Team | M WS BS S T W I A Ld Sv 6 4+ 3+ 3 3 1 3 2 8 5+ 6 4+ 3+ 3 3 1 3 1 7 5+ 6 4+ 3+ 3 3 2 3 2 7 5+ | Points: 105 Composition: 1 Sergeant 9 Veterans |
| Wargear Veteran Sergeant: Laspistol Chainsword Frag Grenades Veteran Guardsman: Lasgun Frag Grenades Veteran Heavy Weapons Team: Lasgun Heavy Flamer Frag Grenades | Options Veteran Sergeant may swap Laspistol for OP Veteran Sergeant may swap Chainsword for OM Any Veteran may swap Lasgun for R Two Veteran Guardsman may be swapped for a Veteran Heavy Weapons Team for +4 points Veteran Heavy Weapons Team may swap Heavy Flamer for H Up to three Veteran Guardsman may swap Lasgun for S or take one SD One Veteran Guardsman may swap for ES instead of S One Veteran that did not swap Lasgun for S or SD may take one E Any model may take one P The entire unit may take Krak Grenades for +10 points Veterans may take any of the Doctrines | Rules Veteran Sergeant: Character Infantry Veteran Guardsman: Infantry Veteran Heavy Weapons Team: Infantry Bulky |
| Special Wargear: Snare Mines – All Charges against this unit are Disorganized | Special Wargear Upgrades: E Vox Caster +20 points Doctrine: Cyber Mastiff +10 points Doctrine: Demolitions +14 points Doctrine: Grenadier +10 points Doctrine: Remote Surveillance +10 points | Token. The unit gains Ld+1. The Sergeant gains Melta Bombs. One model in the unit gains a Demolition Charge The Squad Sv stat changes to Sv4+. Regiment rules apply after this Sv update from Grenadier. Target Friendly unit may reroll Scatter dice for Blast weapons |

| | | |
|--|---|--|
| | <p>Doctrine: Forward Sentries +40 points</p> <p>Doctrine: Assault Troopers +90 points</p> | <p>against a target this unit can draw Line of Sight to.</p> <p>Gain Snare Mines, gain Shroud</p> <p>M+6. Gain Bulky, Deepstrike, Fly.</p> |
|--|---|--|

| Selection | Name | Range | S | AP | Rules |
|---------------|-------------------------|-------------|-----------|-------------|--|
| OP | Laspistol | 12 | 3 | - | Pistol 1 |
| OP +0 points | Lasgun | 24 | 3 | - | Rapid Fire 1 |
| OP +1 point | Drum Fed Autogun | 18 | 3 | - | Assault 3 |
| OP +1 point | Shotgun | 12 | 3 | - | Assault 2, Scatter |
| OP +2 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| OP +2 points | Boltgun | 24 | 4 | 5+ | Rapid Fire1 |
| OP +5 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| OP +9 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| OM | Chainsword | Melee | User | 6+ | Rending |
| OM +3 points | Power Sword | Melee | +1 | 3+ | |
| OM +5 points | Power Axe | Melee | 2+ | 4+ | |
| OM +6 points | Power Maul | Melee | 2+ | 4+ | Concussion |
| OM +7 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| OM +9 points | Chain Fist | Melee | X2 | 2+ | Slow, Monsterbane, +1 To Penetrate |
| 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 | Heavy Mortar | 12-48 | 5 | 5+ | Heavy 1, 3" Blast, Indirect, Pinning |
| H +6 points | Autocannon | 48 | 7 | 4+ | Heavy 2, Monsterbane |
| H +10 points | Rotor Cannon | 36 | 4 | - | Heavy 6 |
| 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 |
| R +0 points | Laspistol | 12 | 3 | - | Pistol 1 |
| R +1 point | Shotgun | 12 | 3 | - | Assault 2, Scatter |
| ES +10 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| S +6 points | Sniper Rifle | 36 | 3 | 6+ | Heavy 1, Sniper |

| | | | | | |
|--------------|-------------------|----------|--------|---------|--|
| S +7 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| SD +7 points | Demolition Charge | 6 | 10 | 2+ | Assault 1, 5" Blast, Monsterbane, One Use Only |
| 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) |
| P +1 point | Laspistol | 12 | 3 | - | Pistol 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Non-Blast |
| G | Melta Bombs | 6 | 8 | 2+ | Grenade 1, Armourbane, Monsterbane, Non-Blast |

| | | |
|---|--|--|
| Primaris Deathwatch Veterans Sergeant Veteran | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 3 9 3+ 6 2+ 2+ 4 4 2 4 2 8 3+ | Points: 279 Composition: 1 Sergeant 4-9 Veterans |
| Wargear Sergeant: Special Issue Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades Veteran: Special Issue Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Veterans for +55 points each Sergeant may swap Krak Grenades for G Any model may swap Special Issue Bolt Rifle for R, S, or H Any model may swap Bolt Pistol for P Any model may swap Combat Knife for M | Rules Sergeant: Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Veteran: Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|--------------------------|-------|---|----|----------------------|
| R | Special Issue Bolt Rifle | 30 | 4 | 3+ | Rapid Fire 1, Bolter |

| | | | | | |
|--------------|---------------------------|-------------------|--------------|----------------|---|
| R +1 point | Special Issue Stormbolter | 30 | 4 | 3+ | Rapid Fire 2, Bolter |
| R +3 points | Bolt Rifle Combi Flamer | Flame Or 30 | 4 Or 4 | 5+ Or 4+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +5 points | Bolt Rifle Combi Grav | 18 Or 30 | * Or 4 | - Or 4+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +5 points | Bolt Rifle Combi Plasma | 24 Or 30 | 7 Or 4 | 2+ Or 4+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +20 points | Bolt Rifle Combi Melta | 12 Or 30 | 8 Or 4 | 1+ Or 4+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| S +13 points | Flamer | Flame | 5 | 3+ | Assault 1 |
| H +4 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +6 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|---|--|---|
| Grey Knight Purifier Squad Knight of the Flame Purifier | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 2 9 3+ 6 2+ 2+ 4 4 2 4 1 8 3+ | Points: 300 Composition: 1 Knight of the Flame 4-9 Purifiers |
| Wargear Knight of the Flame: Stormbolter Nemesis Force Halberd Frag Grenades Krak Grenades Psykout Grenades Purifier: Stormbolter Nemesis Force Halberd Frag Grenades Krak Grenades Psykout Grenades | Options May take up to 5 more Purifiers for +57 points each Justicar may swap Krak Grenades for G Knight of the Flame may take one Spell for each Psychic Mastery Level Any model may swap Stormbolter for S Any model may swap Nemesis Force Halberd for M | Rules Knight of the Flame: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Psychic Mastery Level 1 Shock Assault Stubborn Purifier: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------|-------|----|----|---|
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Wrist Mount |
| S +12 points | Psilencer | 24 | 6 | - | Heavy 6, Wrist Mount |
| S +12 points | Psycannon | 24 | 7 | 4+ | Rapid Fire 2, Rending, Monsterbane, Wrist Mount |
| S +17 points | Incinerator | Flame | 6 | 4+ | Assault 1, Wrist Mount |
| M | Nemesis Force Halberd | Melee | +1 | 3+ | Psychicbane, Counterattack |
| M +3 points | Nemesis Warding Staff | Melee | +2 | 4+ | Psychicbane, 5+ Invulnerability Save |
| M +4 points | Nemesis Force Sword | Melee | +2 | 2+ | Psychicbane |

| | | | | | |
|--------------|------------------------|-------|------|----|--|
| M +5 points | Dual Nemesis Falchions | Melee | User | 3+ | Extra Attack 3, Psychic Bane |
| M +13 points | Nemesis Daemon Hammer | Melee | 10 | 1+ | Slow, Armourbane, Monsterbane, Psychicbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G | Psykout Grenades | 8 | 3 | - | Grenade 1, 3" Blast, Psychic Disruption |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

Elite 0-3 Slots

| | | |
|--|---|--|
| Dreadnoughts Dreadnought | M WS BS S FA SA RA W I A Ld Sv 6 3+ 3+ 6 12 12 10 8 4 4 8 3+ | Points: 152 Composition: 1-3 Dreadnoughts |
| Wargear Dreadnought: 2 Dreadnought Missile Launchers | Options May add up to two more Dreadnoughts for +152 points each Any Dreadnought may swap any Dreadnought Missile Launcher for H Any Dreadnought may take up to one of each E Any Dreadnought may each take up to one Grey Knight Spell per Psychic Mastery Level. These are cast by each model Independently. | Rules Dreadnought: Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Psychic Mastery Level 1 Shock Assault Steady |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|-------------|------------------------------|----------------|--------------|----------------|--|
| H | Dreadnought Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H +2 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull, Primary |
| H +3 points | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, Hull, Primary |
| H +4 points | Psycannon | 24 | 7 | 4+ | Rapid Fire 2, Rending, Monsterbane, Hull, Primary |

| | | | | | |
|--------------|---|-----------------------|----------------|-----------------|---|
| H +5 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Hull, Primary |
| H +11 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| H +12 points | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +15 points | Dreadnought Combat Weapon and Incinerator | Melee And Flame | X2 And 6 | 2+ And 4+ | Slow, Monsterbane, Primary And Assault 1, Hull |
| H +16 points | Doom Glaive | Melee | +3 | 2+ | Counterattack, Psychicbane, Primary |
| H +28 points | Heavy Plasma Cannon | 48 | 8 | 2+ | Heavy 1, 5" Blast, Monsterbane, Hull, Primary |

| | | |
|--|--|--|
| Incarcerator Incarcerator | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 12 1 3 9 3+ | Points: 156 Composition: 1 Incarcerator |
| Wargear Incarcerator: Psychic Shielding | Options May take up to two P May take one M May take one D May take up to one of each E | Rules Incarcerator: Vehicle Tank Compression Chamber – Each time this model rolls a natural 6 To Hit in Melee, remove that attack die from the dice pool and Force Embark a target Infantry or Monstrous Infantry model onboard. While Force Embarked, these models are unable to be targeted, fight, or use special abilities. Turbine Purge – In the event the Incarcerator is destroyed, Force Embarked models each take a Ld Test, suffering 1 Mortal Wound for each point they fail the test by. Survivors are then Force Disembarked like normal. |
| Special Wargear: Psychic Shielding – 5+ Invulnerability Save. | Special Wargear Upgrades: E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point | |

| | | |
|--|--|--|
| | E Loud Hailer +10 points E Smoke Launchers +10 points | |
|--|--|--|

| Selection | Name | Range | S | AP | Rules |
|-------------|-----------------------|-------|----|----|--|
| P +5 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Turret |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, Hull, One Use Only |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |

| | | |
|---|---|---|
| Ironclad Dreadnoughts Ironclad Dreadnought | M WS BS S FA SA RA W I A Ld Sv 6 3+ 3+ 6 13 12 10 8 4 4 8 3+ | Points: 157 Composition: 1-2 Ironclad Dreadnoughts |
| Wargear Ironclad Dreadnought: 2 Dreadnought Missile Launchers | Options May add up to two more Dreadnoughts for +157 points each Any Dreadnought may swap any Dreadnought Missile Launcher for H Any Dreadnought may take up to 2 M Any Dreadnought may take up to one of each E Any Dreadnought may each take up to one Grey Knight Spell per Psychic Mastery Level. These are cast by each model Independently. | Rules Ironclad Dreadnought: Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|-------------|------------------------------|----------------|--------------|----------------|--|
| H | Dreadnought Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H +2 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull, Primary |
| H +3 points | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, Hull, Primary |
| H +4 points | Psycannon | 24 | 7 | 4+ | Rapid Fire 2, Rending, Monsterbane, Hull, Primary |
| H +5 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Hull, Primary |

| | | | | | |
|--------------|---|-----------------|----------|-----------|--|
| H +11 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| H +12 points | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +15 points | Dreadnought Combat Weapon and Incinerator | Melee And Flame | X2 And 6 | 2+ And 4+ | Slow, Monsterbane, Primary And Assault 1, Hull |
| H +16 points | Doom Glaive | Melee | +3 | 2+ | Counterattack, Psychicbane, Primary |
| H +21 points | Seismic Hammer and Stormbolter | Melee And 24 | X2 And 4 | 1+ And 5+ | Slow, Monsterbane, Reroll 1s To Hit, Primary And Rapid Fire 2, Bolter, Hull |
| H +24 points | Seismic Hammer and Incinerator | Melee And Flame | X2 And 6 | 1+ And 4+ | Slow, Monsterbane, Reroll 1s To Hit, Primary And Assault 1, Hull |
| H +28 points | Heavy Plasma Cannon | 48 | 8 | 2+ | Heavy 1, 5" Blast, Monsterbane, Hull, Primary |
| H +30 points | Seismic Hammer and Meltagun | Melee And 12 | X2 And 8 | 1+ And 1+ | Slow, Monsterbane, Reroll 1s To Hit, Primary And Assault 1, Melta, (Monsterbane), Hull |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

| | | |
|--|--|--|
| Paladins Justicar Terminator | M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 3 4 4 9 3+ 4 2+ 2+ 4 4 3 4 3 8 3+ | Points: 673 Composition: 1 Justicar 4-9 Terminators |
| Wargear Justicar: Stormbolter Nemesis Force Halberd Terminator Honours Terminator: Stormbolter Powerfist Terminator Honours | Options May take up to 5 more Terminators for +131 points each Justicar may take up to one Spell for each Psychic Mastery Level Any model may swap Stormbolter for S Any model may swap Nemesis Force Halberd for M | Rules Justicar: Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn Very Bulky Terminator: Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky |
| Special Wargear: Terminator Honours – 5+ Invulnerability Save | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------|-------|----|----|--------------------------------------|
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| S +12 points | Psilencer | 24 | 6 | - | Heavy 6 |
| S +12 points | Psycannon | 24 | 7 | 4+ | Rapid Fire 2, Rending, Monsterbane |
| S +17 points | Incinerator | Flame | 6 | 4+ | Assault 1 |
| M | Nemesis Force Halberd | Melee | +1 | 3+ | Psychicbane, Counterattack |
| M +2 points | Nemesis Warding Staff | Melee | +2 | 4+ | Psychicbane, 5+ Invulnerability Save |

| | | | | | |
|--------------|------------------------|-------|------|----|--|
| M +6 points | Nemesis Force Sword | Melee | +2 | 2+ | Psychicbane |
| M +8 points | Dual Nemesis Falchions | Melee | User | 3+ | Extra Attack 3, Psychic Bane |
| M +38 points | Nemesis Daemon Hammer | Melee | 10 | 1+ | Slow, Armourbane, Monsterbane, Psychicbane |

| | | |
|---|--|--|
| Primaris Scout Squad Sergeant Scout | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 4+ 6 3+ 3+ 4 4 2 4 2 8 4+ | Points: 219 Composition: 1 Sergeant 4-9 Scouts |
| Wargear Sergeant: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Scout: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Scouts for +43 points each Sergeant may swap Shotgun for OR or R Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G Any model may swap Shotgun for R Up to two Scouts may swap Shotgun for H The entire unit may take one of each E | Rules Sergeant: Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Infiltrate Night Vision Shock Assault Stubborn Scout: Infantry Bolter Discipline Know No Fear Infiltrate Transhuman Physiology Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: E Camo Cloaks +2 points per model | Stealth |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------|-------------------|--------------|----------------|---|
| R | Shotgun | 12 | 4 | - | Assault 2, Scatter |
| R +1 point | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| R +6 points | Sniper Rifle | 36 | 4 | 6+ | Heavy 1, Sniper (3+) |
| OR +3 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| OR +7 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Grav | 18 | * | - | Rapid Fire 1, Grav |

| | | | | | |
|---------------|------------------|----------------|--------------|----------------|---|
| | | Or 24 | Or 4 | Or 5+ | Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| OR +24 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| H +10 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +20 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|---|---|---|
| Redemptor Dreadnought Redemptor Dreadnought | M WS BS S FA SA RA W I A Ld Sv 8 3+ 3+ 7 14 12 11 13 4 4 9 3+ | Points: 204 Composition: 1 Redemptor Dreadnought |
| Wargear Redemptor Dreadnought: 2 Ballistus Missile Launchers 2 Linked Stormbolters | Options May swap any Ballistus Missile Launcher for H May swap 2 Linked Stormbolters for S May take one M May take up to one of each E | Rules Redemptor Dreadnought: Vehicle Combat Walker Bolter Discipline Know No Fear Night Vision Shock Assault Steady Stubborn |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--|--------------------|----------------|-----------------|---|
| H | Ballistus Missile Launcher | 48 Or 48 | 9 Or 5 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H +8 points | Heavy Onslaught Gatling Cannon | 24 | 6 | 4+ | Heavy 12, Hull, Primary |
| H +8 points | Dreadnought Combat Weapon and Fragstorm Grenade Launcher | Melee And 18 | X2 And 4 | 2+ And - | Slow, Monsterbane, Primary And Assault 1, 3" Blast, Hull |
| H +9 point | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +12 points | Dreadnought Combat Weapon and 2 Linked Bolt Rifles | Melee And 30 | X2 And 4 | 2+ And 4+ | Slow, Monsterbane, Primary And Rapid Fire 1 x2, Bolter, Hull |
| H +13 points | 2 Linked Ballistus Lascannons | 48 | 10 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| H +17 points | Macro Plasma Incinerator | 36 | 9 | 2+ | Heavy 1, 5" Blast, Monsterbane, Hull, Primary |
| H +21 points | Brutalis Talon | Melee | X2 | 1+ | Extra Attack 1, Slow, Monsterbane, Primary |
| H +22 points | Dreadnought Combat Weapon and Onslaught Gatling Cannon | Melee And 24 | X2 And 4 | 2+ And - | Slow, Monsterbane, Primary And Heavy 10, Hull |
| S | 2 Linked Stormbolters | 24 | 4 | 5+ | Rapid Fire 2 x2, Bolter, Hull |
| S +4 points | 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Hull |
| S +6 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| S +28 points | 2 Linked Multimeltas | 24 | 8 | 1+ | Heavy 2 x2, Melta, (Monsterbane), Hull |
| M +6 points | Icarus Rocket Pod | 24 | 7 | 4+ | Heavy 2 AA |
| M +22 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2, Turret |

| | | |
|---|--|--|
| Scout Squad Sergeant Scout | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 9 4+ 6 3+ 3+ 4 4 2 4 1 8 4+ | Points: 189 Composition: 1 Sergeant 4-9 Scouts |
| Wargear Sergeant: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Scout: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Scouts for +37 points each Sergeant may swap Shotgun for OR or R Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G Any model may swap Shotgun for R One Scout may swap Shotgun for S or H The entire unit may take one of each E | Rules Sergeant: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Infiltrate Night Vision Objective Secured Shock Assault Scout: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Infiltrate Night Vision Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Camo Cloaks +2 points per model | Stealth |

| Selection | Name | Range | S | AP | Rules |
|---------------|--------------|-------------------|--------------|----------------|---|
| R | Shotgun | 12 | 4 | - | Assault 2, Scatter |
| R +1 point | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| R +6 points | Sniper Rifle | 36 | 4 | 6+ | Heavy 1, Sniper (3+) |
| OR +3 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| OR +7 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| OR +24 points | Combi Melta | 12 Or | 8 Or | 1+ Or | Assault 1, Melta, (Monsterbane) Or |

| | | | | | |
|--------------|------------------|----------------|--------------|----------------|---|
| | | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| 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 |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| S +5 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +7 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |
| S +7 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +22 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H +10 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +20 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|--|--|--|
| Stormtrooper Platoon Stormtrooper Commander Stormtrooper Sergeant Stormtrooper Stormtrooper Heavy Weapon Team | M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 3 3 8 4+ 6 4+ 3+ 3 3 1 3 2 8 4+ 6 4+ 3+ 3 3 1 3 1 7 4+ 6 4+ 3+ 3 3 2 3 2 7 4+ | Points: 90 Composition: 0-1 Stormtrooper Platoon Command Squad (1 Stormtrooper Commander, 4 Stormtroopers each) 1-3 Stormtrooper Squads (1 Sergeant and 4-9 Stormtroopers each) |
| Wargear Stormtrooper Commander: Hotshot Laspistol Chainsword Frag Grenades Kрак Grenades | Options Platoon Command Squad You may take up to one Stormtrooper Platoon Command Squad for +138 points | Rules Stormtrooper Commander: Independent Character Infantry Infantry Orders 1 Deepstrike |

| | | |
|---|--|---|
| <p>Stormtrooper Sergeant: Hotshot Laspistol Chainsword Frag Grenades Krak Grenades Stormtrooper: Hotshot Lasgun Frag Grenades Krak Grenades Stormtrooper Heavy Weapon Team: Heavy Flamer Hotshot Lasgun Frag Grenades Krak Grenades</p> | <p>Stormtrooper Commander may swap Hotshot Laspistol for PP Stormtrooper Commander may swap Chainsword for PM Two Stormtroopers may be swapped for a Stormtrooper Heavy Weapons Team for -1 point Stormtrooper Heavy Weapons Team may swap Heavy Flamer for H Any Stormtrooper may swap Hotshot Lasgun for S Any Stormtrooper that did not swap Hotshot Lasgun for S may take one E, PE, or SD Any model may take one P The entire Squad may take one J Stormtrooper Squad May take up to 2 more Stormtrooper Squads for +90 points each Each Stormtrooper Squad may take up to five more Stormtroopers for +17 points each Stormtrooper Sergeant may swap Hotshot Laspistol for PP Stormtrooper Sergeant may swap Chainsword for any PM Two Stormtroopers may swap Hotshot Lasgun for S or take one SD One Stormtrooper that did not swap Hotshot Lasgun for S or SD may take E Any model may take one P The entire Squad may take one J</p> | <p>Stormtrooper Sergeant: Character Infantry Deepstrike Stormtrooper: Infantry Deepstrike Stormtrooper Heavy Weapon Team: Infantry Deepstrike</p> |
| <p>Special Wargear:</p> | <p>Special Wargear Upgrades: E Vox Caster +20 points PE Standard +40 points PE Medicae Pack +75 points J Jump Packs +7 points per model</p> | <p>6" Aura, +1 Attack, 6" Aura, reroll Ld tests 6" Aura, this Command Squad and target unit gain 5+ Feel No Pain M+6. Gains Bulky, Fly.</p> |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------|-------------|-----------|-------------|---|
| PP | Hotshot Laspistol | 6 | 3 | 3+ | Pistol 1 |
| PP +0 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| PP +0 points | Boltgun | 24 | 4 | 5+ | Rapid Fire1 |
| PP +3 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| PP +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| PM | Chainsword | Melee | User | 6+ | Rending |
| PM +3 points | Power Sword | Melee | +1 | 3+ | |
| PM +5 points | Power Axe | Melee | +2 | 4+ | |
| PM +6 points | Power Maul | Melee | +2 | 4+ | Concussion |
| PM +7 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| R | Hotshot Lasgun | 18 | 3 | 3+ | Rapid Fire 1 |
| S +3 points | Hotshot Volleygun | 24 | 3 | 3+ | Rapid Fire 2 |
| S +5 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +5 points | Sniper Rifle | 36 | 3 | 6+ | Heavy 1, Sniper (3+) |
| S +6 points | Grenade Launcher | 24 or 24 | 6 or 3 | 4+ or - | Assault 1 or Assault 1, 3" Blast |
| S +7 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +8 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3 |
| S +22 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| SD +7 points | Demolition Charge | 6 | 10 | 2+ | Assault 1, 5" Blast, Monsterbane, One Use Only |
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +1 point | Mortar | 12-48 | 4 | 6+ | Heavy 1, 3" Blast, Indirect, Pinning |
| H +3 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +4 points | Heavy Mortar | 12-48 | 5 | 5+ | Heavy 1, 3" Blast, Indirect, Pinning |
| H +7 points | Autocannon | 48 | 7 | 4+ | Heavy 2, Monsterbane |
| H +11 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2 |
| H +13 points | Missile Launcher | 48 or 48 | 8 or 4 | 3+ or 6+ | Heavy 1, Monsterbane or Heavy 1, 3" Blast |
| H +15 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| P +3 points | Hotshot Laspistol | 6 | 3 | 3+ | Pistol 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Non-Blast |

Fast Attack 0-3 Slots

| | | |
|---|--|--|
| Daemonhost Daemonhost | M WS BS S T W I A Ld Sv 12 2+ 2+ 6 6 6 5 5 7 - | Points: 150 Composition: 1 Daemonhost |
| Wargear Daemonhost: Unholy Gaze Warp Grasp | Options | Rules Daemonhost: Independent Character Infantry Fearless Flying Heal Bound Daemonic Entity – This model has a 4+ Invulnerability Save. It cannot Claim or Contest Objective Markers. Breaking Ritual Bindings – In each of your Command Phases, this model takes a Ld Test. If it scores double 1s, this model becomes Hostile. Hostile models are enemies to all models on the table. It will Compulsory Move towards the closest model, Shoot the Closest Model (or Advance if it cannot Shoot, but it will not Advance if it is within Charge Range), and Declare Charges against the closest model. Hostile models operate like normal during the owner’s turn and can be targeted by former friendly forces. Hostile models will remain Hostile for the remainder of the game. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|-------------|-------|------|----|---|
| S | Unholy Gaze | 12 | 8 | 1+ | Assault 1, Monsterbane, Ignores Invulnerability Saves |
| M | Warp Grasp | Melee | User | 2+ | None |

| | | |
|---|---|---|
| Death Cult Assassins Cult Assassin | M WS BS S T W I A Ld Sv 6 4+ 4+ 3 3 1 3 1 7 - | Points: 36 Composition: 3-10 Cult Assassins |
| Wargear Cult Assassin: Throwing Knives Dual Power Swords | Options May take up to 7 more Assassins for +12 points each | Rules Cult Assassin: Infantry Fearless Fleet Stealth Death Cult – This model cannot Claim or Contest Objective Markers. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|-------------------|-------|----|----|-------------------------|
| P | Throwing Knives | 6 | 3 | - | Pistol 1, Poisoned (3+) |
| M | Dual Power Swords | Melee | +1 | 3+ | Extra Attack 1 |

Heavy Support 0-3 Slots

| | | |
|--|---|--|
| Land Raider Land Raider | M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 14 14 14 16 1 6 9 3+ | Points: 297 Composition: 1 Land Raider |
| Wargear Land Raider: 2 Linked Heavy Bolters 2 Hurricane Bolters | Options May swap 2 Linked Heavy Bolters for T May swap 2 Hurricane Bolters for S May take one D May take one M May take one P May take up to one of each E | Rules Land Raider: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Stubborn Transport 16 – Access Front, Assault Ramps |
| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Frag Launchers +10 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------------------------|-------|---|----|---------------------------|
| T | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull, Primary |

| | | | | | |
|--------------|-------------------------------|-------|----|----|--|
| T +6 points | 2 Linked Pscannons | 24 | 7 | 4+ | Rapid Fire 2 x2, Rending, Monsterbane, Hull, Primary |
| T +32 points | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Hull, Primary |
| S | 2 Hurricane Bolters | 24 | 4 | 5+ | Rapid Fire 6 x2, Bolter, Sponson |
| S +12 points | 2 Flamestorm Cannons | Flame | 6 | 3+ | Assault 1 x2, Sponson |
| S +42 points | 2 Sets of 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2 (x2), Monsterbane, Sponson |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |
| P +34 points | 2 Linked Icarus Rocket Pods | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, AA, Turret |

Flyer 0-2 Slots

| | | |
|--|--|---|
| Corvus Blackstar Corvus Blackstar | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 12 12 11 14 1 3 10 3+ | Points: 271 Composition: 1 Corvus Blackstar |
| Wargear Corvus Blackstar: 2 Linked Lascannons 2 Linked Blackstar Rocket Launchers | Options May swap 2 Linked Lascannons for T May swap 2 Linked Blackstar Rocket Launchers for W May take one S May take up to one of each E | Rules Corvus Blackstar: Vehicle Adjusted Tactics Know No Fear Deepstrike High Altitude Hover Night Vision Shock Assault Transport 12 – Access both front corners. Bike Transport – This model may embark Steed units as if they were very Bulky. |
| Special Wargear: | Special Wargear Upgrades: E Flare Launchers +9 points | This model has a 5+ Invulnerability Save against Ranged Attacks |

| Selection | Name | Range | S | AP | Rules |
|--------------|--|-------|---|----|--|
| T | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| T +12 points | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Hull, Primary |
| W | 2 Linked Blackstar Rocket Launchers | 30 | 5 | 4+ | Heavy 1 x2, 5" Blast, Hull |
| W +26 points | 2 Linked Stormstrike Missile Launchers | 72 | 8 | 3+ | Heavy 1 x2, Monsterbane, Hull |
| S +10 points | Hurricane Bolter | 24 | 4 | 5+ | Rapid Fire 6, Hull |

| | | |
|---|---|--|
| Valkyrie Squadron Valkyrie | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 12 12 10 14 1 3 8 3+ | Points: 233 Composition: 1-3 Valkyries |
| Wargear Valkyrie: Multilaser 2 Linked Hellstrike Missiles Searchlight | Options May take up to 2 more Valkyries for +233 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 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 | 5+ Invulnerability Save against Ranged Attacks |

| 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 |

Dedicated Transport 0-1/Legal Slot

| | | |
|---|--|--|
| Chimera Chimera | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 12 10 10 10 1 3 8 3+ | Points: 154 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 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 |
| 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 |

| | | |
|---|--|---|
| Impulsor Impulsor | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 7 13 13 12 12 13 9 3+ | Points: 184 Composition: 1 Impulsor |
| Wargear Impulsor: 2 Fragstorm Grenade Launchers | Options May swap 2 Fragstorm Grenade Launchers for S May take one T or SE May take one P May take up to one of each E | Rules Impulsor: Vehicle Tank Know No Fear Night Vision Shock Assault Stubborn Transport 12 – Access Rear, Assault Ramps. 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 Extra Armour +5 points SE Shield Dome +40 points | 6” Aura, this model and target unit gain 5+ Invulnerability Save. |

| Selection | Name | Range | S | AP | Rules |
|---------------|-------------------------------|----------------|--------------|----------------|---|
| S | 2 Fragstorm Grenade Launchers | 18 | 4 | - | Assault 1 x2, 3" Blast, Hull |
| S +4 points | 2 Stormbolters | 24 | 4 | 5+ | Rapid Fire 2 x2, Bolter, Hull |
| T +22 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2, AA, Turret, Primary |
| T +24 points | Cyclone Missile Launcher | 36 Or 36 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Turret, Primary |
| T +133 points | Orbital Strike | 12-240 | D/10 /8 | 1+/1+ /1+ | Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only, Turret |
| P +11 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |

| | | |
|---|---|--|
| Razorback Razorback | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 10 1 3 9 3+ | Points: 146 Composition: 1 Razorback |
| Wargear Razorback: 2 Linked Heavy Bolters | Options May swap 2 Linked Heavy Bolters for T May take one D May take one M May take one P May take up to one of each E | Rules Razorback: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Stubborn Transport 6 – Access Sides. |
| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------|-----------------|---------------|-----------------|--|
| T | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Turret, Primary |
| T +15 points | Multimelta and Plasma Gun | 24 And 24 | 8 And 7 | 1+ And 2+ | Heavy 2, Melta, (Monsterbane), Turret, Primary And Rapid Fire 1, Gets Hot!, Turret, Primary |

| | | | | | |
|--------------|-----------------------|-------|----|----|--|
| T +24 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Turret, Primary |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

| | | |
|---|---|--|
| Rhino Rhino | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 10 1 3 9 3+ | Points: 142 Composition: 1 Rhino |
| Wargear Rhino: None | Options May take one D May take one M May take up to two P May take up to one of each E | Rules Rhino: Vehicle Tank Bolter Discipline Know No Fear Night Vision Shock Assault Stubborn Transport 12 – Access Sides, Rear. Two 360 Fire Ports. |
| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|-------------|-----------------------|-------|----|----|--|
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

Lord of War 0-1 Slots

Assassins

| | | |
|--|---|---|
| Calexus Assassin Calexus | M WS BS S T W I A Ld Sv 8 2+ 2+ 4 4 6 7 5 9 - | Points: 338 Composition: 1 Calexus |
| Wargear Calexus: Animus Speculum Life Drain Psykout Grenades | Options | Rules Calexus: Independent Character Infantry By Order of the Inquisition Lone Operative Fearless Fleet Hit and Run Infiltrate Objective Secured Stealth Stubborn Etherium – All enemy models suffer -1 To Hit this model. This model has a 5+ Feel No Pain. Life Drain - This model Heals 1 Wound for each Wound it causes in Melee. This is an exception to the normal Heal rules. Psychic Abomination – 12” True Aura, any To Cast roll of a double inflicts 2 Mortal Wounds on the Caster. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------------------|-------|------|----|--|
| P | Animus Speculum | 18 | 5 | 2+ | Pistol 1+X (X=total Psychic Mastery Levels within 12”) |
| M | Life Drain | Melee | User | 2+ | None |
| G | Psykout Grenades | 8 | 3 | - | Grenade 1, 3” Blast, Psychic Disruption |

| | | |
|---|---|---|
| Callidus Assassin Callidus | M WS BS S T W I A Ld Sv 8 2+ 2+ 4 4 6 7 5 9 - | Points: 454 Composition: 1 Callidus |
| Wargear Callidus: Neural Shredder Throwing Knives Phase Sword | Options | Rules Callidus: Independent Character Infantry By Order of the Inquisition Lone Operative Fearless Fleet Hit and Run Infiltrate Objective Secured Stealth Stubborn Polymorphine – This model joins an enemy unit during Deployment as if it were friendly. If there is not enough base models for it to join, the owner must kick one of their Independent Characters out of the unit. This model may not be assigned Wounds by any means. In each of your Opponent’s Command Phases they roll 1d6. On a 6 this model is discovered and both units join in Ongoing Melee. This model may choose to reveal itself and both units join in Ongoing Melee during your Command Phase. Reign of Confusion – 12” True Aura, enemy units suffers Ld-2. All enemy units within range must test Ld in each of their Command Phases. If they fail, the unit cannot Move, Advance, or Charge this Turn. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|-----------------|-------|---|----|-------------------------|
| P | Neural Shredder | Flame | 3 | 2+ | Pistol 1, Poisoned (3+) |
| P | Throwing Knives | 6 | 3 | - | Pistol 2, Sniper (2+) |

| | | | | | |
|---|-------------|-------|------|----|--|
| M | Phase Sword | Melee | User | 2+ | Sniper (3+), Ignores Invulnerability Saves |
|---|-------------|-------|------|----|--|

| | | |
|--|---|---|
| Eversor Assassin Eversor | M WS BS S T W I A Ld Sv 8 2+ 2+ 4 4 6 7 5 9 - | Points: 338 Composition: 1 Eversor |
| Wargear Eversor: Ripper Pistol Needle Pistol Neuro Gauntlet Power Sword Meltabombs | Options | Rules Eversor: Independent Character Infantry By Order of the Inquisition Lone Operative Counterattack Fearless Fleet Hit and Run Infiltrate Objective Secured Stealth Stubborn Frenzon – This model may reroll failed Charge rolls. Insane Murderer – In Melee, this model may immediately make an additional attack for each Wound it inflicted after Saves and Feel No Pains. These additional attacks do not generate additional attacks. Rampage – This model gains A+d3 if it is outnumbered in Melee. Stimulants – This model has Furious Charge and a 5+ Feel No Pain. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|----------------|-------|------|----|--|
| P | Ripper Pistol | 12 | 4 | 5+ | Pistol 4, Sniper (3+) |
| P | Needle Pistol | 12 | 3 | - | Pistol 1, Sniper (2+) |
| M | Neuro Gauntlet | Melee | User | - | Poisoned (2+), Rending |
| M | Power Sword | Melee | +1 | 3+ | None |
| G | Meltabombs | 6 | 8 | 1+ | Grenade 1, Nonblast, Armourbane, Monsterbane |

| | | |
|--|---|---|
| Vindicare Assassin Vindicare | M WS BS S T W I A Ld Sv 8 2+ 2+ 4 4 6 7 5 9 - | Points: 387 Composition: 1 Vindicare |
| Wargear Vindicare: Exitus Rifle Exitus Pistol Combat Knife Blind Grenades Spy Mask | Options | Rules Vindicare: Independent Character Infantry By Order of the Inquisition Lone Operative Fearless Fleet Hit and Run Infiltrate Objective Secured Stealth Stubborn Exitus Rounds – Attacks from this weapon Ignore all Saves and Feel No Pains. Models cannot use Bodyguard or any other rule that allows models to intervene for Wounds on their behalf. Each time a model is Wounded by an Exitus Round, it suffers an additional d3 Mortal Wounds. |
| Special Wargear: Blind Grenades – All Charges against this model are Disorganized. Spy Mask – This model may reroll failed To Hit rolls for ranged attacks. | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|---------------|-------|------|----|--------------------------------------|
| R | Exitus Rifle | 72 | 6 | - | Heavy 1, Sniper (2+), Exitus Rounds |
| P | Exitus Pistol | 12 | 6 | - | Pistol 1, Sniper (2+), Exitus Rounds |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |

Support

| | | |
|---------------------------|----------------------------------|--|
| Command Codes * | | Points: 133 Composition: |
| Wargear | Options | Rules Command Codes: Command Codes – This Slot is an upgrade for an existing model that has Orbital Strike. Orbital Strike loses One Use Only and may be used on Turn 1. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------|-------|---|----|-------|
|-----------|------|-------|---|----|-------|

| | | |
|---|---|--|
| Thunderhawk Gunship Thunderhawk | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 10 12 12 10 30 1 9 9 3+ | Points: 847 Composition: 1 Thunderhawk |
| Wargear Thunderhawk: Thunderhawk Heavy Cannon 2 Linked Lascannons 4 Sets of 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks | Options May swap Thunderhawk Heavy Cannon for T May swap 2 Linked Hellstrike Missile Racks for W May take up to one of each E | Rules Thunderhawk: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Stubborn Transport 30 – Access Front and Sides, Assault Ramps. |
| Special Wargear: | Special Wargear Upgrades: E Chaff Launchers +18 points | 5+ Invulnerability Save vs Ranged Attacks |

| Selection | Name | Range | S | AP | Rules |
|-------------|----------------------------------|-------|---|----|--|
| T | Thunderhawk Heavy Cannon | 72 | 8 | 3+ | Heavy 1, 7" Blast, Ordnance, Monsterbane, Hull |
| T +9 points | Turbo Laser Destructor | 96 | D | 1+ | Heavy 1, 5 Blast, Destroyer, Monsterbane, Hull |
| H | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull |
| S | 4 Sets of 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2 (x4), Sponson |

| | | | | | |
|--------------|-----------------------------------|------|---|----|---|
| W | 2 Linked Hellstrike Missile Racks | 72 | 8 | 3+ | Heavy 1 x2, Ordnance, Monsterbane, Hull |
| W +88 points | 2 Linked Cluster Bomb Racks | Bomb | 6 | 4+ | Heavy 1 x2, Apocalypse Barrage, Hull |

| | | |
|---|--|---|
| Thunderhawk Transporter Thunderhawk | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 10 12 12 10 30 1 9 9 3+ | Points: 774 Composition: 1 Thunderhawk |
| Wargear Thunderhawk: 2 Linked Lascannons 4 Sets of 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks | Options May swap 2 Linked Hellstrike Missile Racks for W May take up to one of each E | Rules Thunderhawk: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Stubborn Transport 15 – Access Front and Sides, Assault Ramps. Tank Transport – This model may Transport up to 2 Rhinos (or model that uses the Rhino Chassis) or 1 Land Raider (or model that uses a Land Raider Chassis). These do not benefit from the Assault Ramps. |
| Special Wargear: | Special Wargear Upgrades: E Chaff Launchers +18 points | 5+ Invulnerability Save vs Ranged Attacks |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------------------|-------|---|----|---|
| H | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull |
| S | 4 Sets of 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2 (x4), Sponson |
| W | 2 Linked Hellstrike Missile Racks | 72 | 8 | 3+ | Heavy 1 x2, Ordnance, Monsterbane, Hull |
| W +88 points | 2 Linked Cluster Bomb Racks | Bomb | 6 | 4+ | Heavy 1 x2, Apocalypse Barrage, Hull |

| | | |
|---|---|--|
| <p>Imperial Fortress</p> <p>Gate Gate Towers Walls Towers</p> | <p>M WS BS S T W I A Ld Sv</p> <p>- - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+</p> | <p>Points: 2339</p> <p>Composition:</p> <p>1 Gate 2 Gate Towers 2 Walls 2 Towers</p> |
| <p>Wargear</p> <p>Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons</p> | <p>Options</p> <p>May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points</p> | <p>Rules</p> <p>Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed.</p> <p>Gate Tower: Building Titanic 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</p> <p>Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed.</p> <p>Tower: Building Titanic 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</p> |
| <p>Special Wargear:</p> <p>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.</p> | <p>Special Wargear Upgrades:</p> | |

| 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: 629 Composition: 1 Primaris Redoubt |
| Wargear Primaris Redoubt: 2 Linked Turbolaser Destroyers | Options | Rules Primaris Redoubt: Building 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 Destroyers | 96 | D | 1+ | Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Turret |

Fortification 0-1/1000 points

| | | |
|--|---|--|
| Aegis Weapon Emplacement Platform | M WS BS S T W I A Ld Sv - - 4+ - 7 5 - - - 3+ | Points: 66 Composition: 1 Aegis Weapon Emplacement |
| Wargear Aegis Weapon Emplacement: Long Lascannon | Options May swap Long Lascannon for H | Rules Aegis Weapon Emplacement: Building 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 |
|-----------|------|-------|---|----|-------|
|-----------|------|-------|---|----|-------|

| | | | | | |
|--------------|--------------------------|----|---|----|-------------------------------------|
| 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: 448 Composition: 1 Aquila Strongpoint |
| Wargear Aquila Strongpoint: Plasma Obliterator | Options | Rules Aquila Strongpoint: Building 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: 397 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 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: 429 Composition: 1 Imperial Bastion |
| Wargear Imperial Bastion: 4 Heavy Bolters | Options | Rules Imperial Bastion: Building 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: 474 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: 249 Composition: 1 Vengeance Weapon Battery |
| Wargear Vengeance Weapon Battery: Avenger Gatling Cannon | Options May swap Avenger Gatling Cannon for H | Rules Vengeance Weapon Battery: Building 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 | Avenger Gatling Cannon | 36 | 6 | 3+ | Heavy 12, Turret |
| H +30 points | Battle Cannon | 72 | 8 | 3+ | Heavy 1, 5" Blast, Ordnance, Monsterbane, 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 |
|-----------|------|-------|---|----|-------|
|-----------|------|-------|---|----|-------|