

Tau Empire

“To follow any path other than the Tau’va is to doom us all!”

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

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

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

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

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

Calm of Tides – 6" Aura, this model and target unit gain Fearless.

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

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

Ethereal – 6" True Aura, friendly units gain Bodyguard and must make Bodyguard tests to protect this model whenever possible.

Kroot – This is a keyword for some abilities.

Limited Ammo – This weapon may not be used for Snap Shots of any kind, including Overwatch.

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

- Targeting Matrix: All attacks from the unit that spent this Marker Light Token gain +1 To Hit with ranged attacks or -1 To Scatter with Blast Weapons against the target unit.
- Multi-Spectrum Scan: All attacks from the unit that spent this Marker Light Token inflicts a -1 to Cover Saves from their ranged attacks against the target unit.

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

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

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

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

Revered Figure – If this model is slain, all Tau models within 24" roll a d6. On a 1, the model is removed from the game (Vehicles remain as Destroyed but do not risk exploding. High Altitude Models Crash and Burn). If any models in a unit roll a 6 the entire unit gains Stubborn.

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

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

Zephyr's Grace – 6" Aura, this model and target unit gain Fleet

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

Sense of Stone – 6" Aura, this model and target Infantry unit gain 5+ Feel No Pain.

Storm of Fire – 6" Aura, this model and target unit reroll 1s To Hit.

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.

- **Black Sun Filters** - This model gains Night Vision
- **Blind Grenades** - Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades.

- **Counterfire Defense System** - This model performs Overwatch on 5+.
- **Decoy Launcher** – This model gains a 5+ Invulnerability Save against Ranged attacks.
- **Early Warning System** - All weapons on this model gain AA.
- **Greater Good Vox Broadcast** – 6” Aura, target unit must roll a Ld Test with a -1 penalty to benefit from friendly Aura’s until your next Command Phase. For each additional Greater Good Vox Broadcast in range, they suffer another -1. A unit may only be forced to test once until your next Command Phase.
- **Positional Relay** - 6” Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- **Shield Generator** – This model and its unit gain a 5+ Invulnerability Save.
- **Standard** – This model grants two Auras.
 - 6” Aura, This model’s unit and target unit gain A+1.
 - 6” Aura, This model and target unit may reroll failed Ld Tests.
- **Vectored Thrusters** - This model gains Fleet and Hit and Run.

Septs

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

Bork’an:

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

Dal’yth:

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

Farsight Enclaves:

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

Kel’Shan:

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

Sa’Cea:

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

Tau Sept:

- This army plays exactly as presented in this Codex.

Vior'la:

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

HQ Slots 1-2 Slots

Generic

Ethereal Ethereal Drone	M WS BS S T W I A Ld Sv 6 4+ 5+ 3 3 5 2 3 10 5+ 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 109 Composition: 1 Ethereal 0-2 Drones
Wargear Ethereal: Equalizers Drone: Marker Light	Options May take up to 2 Drones for +8 points each Ethereal may swap Equalizers for M Ethereal may take up to one of each B Any Drone may swap Marker Light for D or F	Rules Ethereal: Independent Character Infantry Ethereal Revered Figure Calm of Tides Sense of Stone Storm of Fire Zephyr's Grace Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear:	Special Wargear Upgrades: B Combat Armour +2 points B Hover Drone +17 points F Shield Generator +6 points	Sv-1 (Improves by 1). M+6. Gain Bulky, Jump.

Human Helpers Command Squad Gue'ves'ui Commander Gue'vesa'la Veteran Veteran Heavy Weapon Team	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 3 3 9 5+ 6 4+ 3+ 3 3 1 3 1 7 5+ 6 4+ 3+ 3 3 2 3 1 7 5+	Points: 78 Composition: 1 Gue'ves'ui Commander 4 Gue'vesa'la Veterans
Wargear Gue'ves'ui Commander: Laspistol Chainsword Gue'vesa'la Veteran: Lasgun Veteran Heavy Weapon Team: Heavy Flamer Lasgun	Options Gue'ves'ui Commander may swap Laspistol for O Gue'ves'ui Commander may swap Chainsword for M Two Gue'vesa'la Veterans may form a Veteran Heavy Weapons Team for +4 points Heavy Weapon Team may swap Heavy Flamer for H Any Gue'vesa'la Veteran may swap Lasgun for S Any Gue'vesa'la Veteran that did not swap their Lasgun may take one A Any model may swap Lasgun for R The unit may take up to one of each E The unit may take up to one of each G	Rules Gue'ves'ui Commander: Character Infantry Never Going Back – 6" Aura, this model's unit and target unit gains Fearless. Gue'vesa'la Veteran: Infantry Veteran Heavy Weapon Team: Infantry Bulky
Special Wargear:	Special Wargear Upgrades: A Greater Good Vox Broadcast +10 points A Standard +40 points E Combat Armour +6 points per Squad E Blind Grenades +5 points per Squad G Frag Grenades +5 points per Squad	Sv-1 (Improves by 1).

Selection	Name	Range	S	AP	Rules
O	Laspistol	12	3	-	Pistol 1
O +0 points	Shotgun	12	3	-	Assault 2, Scatter, Limited Ammo
O +0 points	Lasgun	24	3	-	Rapid Fire 1
O +1 point	Bolt Pistol	12	4	5+	Pistol 1, Limited Ammo
O +1 point	Boltgun	24	4	5+	Rapid Fire 1, Limited Ammo
O +2 points	Drumfed Autogun	18	3	-	Assault 3, Limited Ammo

O +4 points	Handflamer	Flame	3	6+	Pistol 1, Limited Ammo
O +8 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!, Limited Ammo
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
H	Heavy Flamer	Flame	5	4+	Assault 1, Limited Ammo
H +0 points	Mortar	12-48	4	6+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Limited Ammo
H +2 points	Heavy Bolter	36	5	4+	Heavy 3, Limited Ammo
H +3 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Limited Ammo
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Limited Ammo
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Limited Ammo
H +12 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane, Limited Ammo Or Heavy 1, 3" Blast, Limited Ammo
H +15 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
S +6 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+)
S +6 points	Flamer	Flame	4	5+	Assault 1, Limited Ammo
S +7 points	Grenade Launcher	24 Or 24	6 Or 3	4+ Or -	Assault 1, Limited Ammo Or Assault 1, 3" Blast, Limited Ammo
S +8 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!, Limited Ammo
S +9 points	Heavy Stubber	36	5	6+	Heavy 3, Limited Ammo
S +23 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane), Limited Ammo
R	Lasgun	24	3	-	Rapid Fire 1
R +5 points	Pulse Rifle	30	5	5+	Rapid Fire 1
R +5 points	Pulse Carbine	18	5	5+	Assault 2
R +5 points	Pusle Blaster	12	5	5+	Assault 2, Scatter
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast, Limited Ammo

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

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

Selection	Name	Range	S	AP	Rules
M	Equalizers	Melee	User	4+	Extra Attack 1
M +0 points	Honour Stave	Melee	+2	-	None
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

T	Smart Missile System	30	5	5+	Assault 2, Ignores Cover
T +1 point	Missile Pod	36	7	4+	Assault 2, Monsterbane
G +2 points per model	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

XV8 Crisis Commander Commander	M WS BS S FA SA RA W I A Ld Sv 8 4+ 3+ 5 10 10 10 7 2 4 9 3+	Points: 123
Drone	M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Composition: 1 Commander 0-2 Drones
Wargear Commander: 2 Flamers Advanced Shield Generator Drone: Marker Light	Options May take up to 2 Drones for +10 points each Commander may swap any Flamer for S Commander may take one B Commander may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Commander: Independent Character Vehicle Combat Walker Deepstrike Jump Master of War – 6" Aura, this model and target unit may reroll 1s To Hit. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save. XV84 Target Lock – This model may reroll all failed To Hit rolls with ranged Weapons.	Special Wargear Upgrades: B XV8-02 Iridium Battlesuit +10 points B XV8-05 Enforcer Battlesuit +10 points B XV84 Crisis Battlesuit +10 points B XV86 Coldstar Battlesuit +11 points B XV81 Crisis Battlesuit +16 points B XV89 Crisis Battlesuit +17 points E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	FA+1, SA+1. W +2. Gain XV84 weapons and Wargear. M+4. Gain XV81 weapons. M-4, FA+1, SA+1, W+1.

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

Unique

Aun'Do Aun'Do Drone	M WS BS S T W I A Ld Sv 12 4+ 5+ 3 3 6 2 3 10 4+ 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 105 Composition: 1 Aun'Do 0-2 Drones
Wargear Aun'Do: Honour Stave Drone: Marker Light	Options May take up to 2 Drones for +8 points each Any Drone may swap Marker Light for D or F	Rules Aun'Do: Independent Character Infantry Unique Ethereal Revered Figure Calm of Tides Sense of Stone Storm of Fire Zephyr's Grace Bulky Hit and Run Jump

		<p>Stealth Frantic Rescue Mission – If this model is not part of a unit, the closest friendly unit it can join must forgo its normal Movement and make a Compulsory Move in the Command Phase to get as close as possible to Aun’Do. This unit must Advance if Aun’Do has not joined this unit by the Shooting Phase. Aun’Do must join a Friendly unit if possible.</p> <p>Drone: Infantry Primitive AI Savior Protocols Jump</p>
Special Wargear:	Special Wargear Upgrades: F Shield Generator +6 points	

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

Aun'Shi Aun'Shi Drone	M WS BS S T W I A Ld Sv 6 2+ 2+ 3 3 5 2 5 10 - 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 223 Composition: 1 Aun'Shi 0-2 Drones
Wargear Aun'Shi: Honour Stave Blind Grenades EMP Grenades Advanced Shield Generator Drone: Marker Light	Options May take up to 2 Drones for +8 points each Any Drone may swap Marker Light for D or F	Rules Aun'Shi: Independent Character Infantry Unique Ethereal Revered Figure Calm of Tides Sense of Stone Storm of Fire Zephyr's Grace Stubborn Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save.	Special Wargear Upgrades: F Shield Generator +6 points	

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

Aun'Va Aun'Va Drone	M WS BS S T W I A Ld Sv 6 4+ 5+ 3 4 6 2 3 10 5+ 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 287 Composition: 1 Aun'Va 0-2 Drones
Wargear Aun'Va: Honour Stave Advanced Shield Generator Drone: Marker Light	Options May take up to 2 Drones for +8 points each Any Drone may swap Marker Light for D or F	Rules Aun'Va: Independent Character Infantry Steed Unique Ethereal Revered Figure Calm of Tides Sense of Stone Storm of Fire Zephyr's Grace Stubborn Very Bulky Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save.	Special Wargear Upgrades: F Shield Generator +6 points	

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

Commander Longknife Longknife Drone	M WS BS S FA SA RA W I A Ld Sv 8 4+ 2+ 5 10 10 10 7 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 201 Composition: 1 Longknife 0-2 Drones
Wargear Longknife: 2 Linked Plasma Rifles Flechette Pod Eclipse Shield Drone: Marker Light	Options May take up to 2 Drones for +10 points each Longknife may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Longknife: Independent Character Vehicle Combat Walker Unique Deepstrike Jump Master of War – 6” Aura, this model and target unit may reroll 1s To Hit. Vengeful – 6” Aura, this model and target unit may reroll 1s To Wound. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Eclipse Shield – Sv-1 (Improves by 1), 4+ Invulnerability Save.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	

Selection	Name	Range	S	AP	Rules
S	2 Linked Plasma Rifles	24	6	2+	Rapid Fire 1 x2, Sponson, Primary
H	Flechette Pod	12	3	-	Assault 1, 3” Blast, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

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

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

Advisors 0-3/Troop Slot Purchased

Generic

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

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

Fire Warrior Bodyguard Bodyguard Drone	M WS BS S T W I A Ld Sv 6 4+ 3+ 3 3 4 2 3 8 4+ 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 41 Composition: 1 Bodyguard 0-2 Drones
Wargear Bodyguard: Pulse Rifle Blind Grenades Drone: Marker Light	Options May take up to 2 Drones for +8 points each Bodyguard may swap Pulse Rifle for R Bodyguard may take one G Any Drone may swap Marker Light for D or F	Rules Bodyguard: Independent Character Infantry Bodyguard Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear:	Special Wargear Upgrades: F Shield Generator +5 points	

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

Firesight Marksman Marksman Drone	M WS BS S T W I A Ld Sv 6 4+ 3+ 3 3 4 2 3 8 4+ 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 77 Composition: 1 Marksman 0-2 Drones
Wargear Marksman: Pulse Pistol Marker Light Blind Grenades Drone: Marker Light	Options May take up to 2 Drones for +8 points each Any Drone may swap Marker Light for D or F	Rules Marksman: Independent Character Infantry Drone Uplink – 6” Aura, Drones in target unit gain +1 To Hit. Drone: Infantry Primitive AI Savior Protocols Jump

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

Human Helper Commissar Commissar	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 3 3 9 5+	Points: 63 Composition: 1 Commissar
Wargear Commissar: Laspistol Chainsword	Options May swap Laspistol for OP or OM May swap Chainsword for any OM weapon May take up to one of each B May take up to one of each G	Rules Commissar: Independent Character Infantry Stubborn Aura of Discipline – 6” Aura, unit may use Commissar’s Ld and gains Stubborn Encouragement – 6” Aura, this model and target unit count as double the model count for Contesting Objectives. If they already counted as double, they gain Objective Secured instead.
Special Wargear:	Special Wargear Upgrades: B Combat Suit +2 points B Steed +24 points	Sv-1 (Improves by 1) M+6, T+1, W+1, Rules: Steed

Selection	Name	Range	S	AP	Rules
OP	Laspistol	12	3	-	Pistol 1
OP +0 points	Lasgun	24	3	-	Rapid Fire 1
OP +1 points	Bolt Pistol	12	4	5+	Pistol 1, Limited Ammo
OP +1 points	Boltgun	24	4	5+	Rapid Fire1, Limited Ammo
OP +4 points	Handflamer	Flame	3	6+	Pistol 1, Limited Ammo
OP +8 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!, Limited Ammo

OM	Chainsword	Melee	User	6+	Rending
OM +5 points	Power Sword	Melee	+1	3+	
OM +6 points	Power Axe	Melee	2+	4+	
OM +8 points	Power Maul	Melee	2+	4+	Concussion
OM +12 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
G +1 point	Frag Grenades	8	3	-	Grenade 1, 3" Blast, Limited Ammo

Kroot Flesh Shaper Flesh Shaper	M WS BS S T W I A Ld Sv 8 3+ 3+ 3 3 4 3 3 9 -	Points: 73 Composition: 1 Flesh Shaper
Wargear Flesh Shaper: Kroot Scattergun Carving Blades	Options May take up to one of each E	Rules Flesh Shaper: Independent Character Infantry Kroot Infiltrate Stealth Flesh Shaper – This model and its unit will always Hold instead of pursuing a fleeing unit (if it is Kroot) and automatically pass the Ld test. When it does so, this model and its unit may reroll failed To Hit rolls against any unit using the defeated Datasheet until the end of the game.
Special Wargear:	Special Wargear Upgrades: E Blind Grenades +1 point	

Selection	Name	Range	S	AP	Rules
S	Kroot Scattergun	12	4	5+	Assault 2, Scatter
M	Carving Blades	Melee	User	-	Extra Attack 1, Rending

Kroot Lone-Spear Lone-Spear	M WS BS S T W I A Ld Sv 12 3+ 3+ 3 4 6 3 3 9 -	Points: 93 Composition: 1 Lone-Spear
Wargear Lone-Spear: Hunting Javelins	Options May swap Hunting Javelins for S May take up to one of each E	Rules Lone-Spear: Independent Character Infantry Kroot Steed Infiltrate Stealth Lone Hunter – While this model is not in a unit, it may reroll all failed To Wound rolls.
Special Wargear:	Special Wargear Upgrades: E Blind Grenades +1 point	

Selection	Name	Range	S	AP	Rules
S	Hunting Javelins	24	6	3+	Assault 1, Armourbane, Monsterbane
S +2 points	Kroot Long Gun	48	7	3+	Heavy 1, Monsterbane
M	Kalamandra	Melee	+2	5+	Rending

Kroot Trail Shaper Trail Shaper	M WS BS S T W I A Ld Sv 8 3+ 3+ 3 3 4 3 3 9 -	Points: 61 Composition: 1 Trail Shaper
Wargear Trail Shaper: Kroot Rifle Shaper's Blade	Options May take up to one of each E	Rules Trail Shaper: Independent Character Infantry Kroot Stealth Trail Shaper – This model and its unit gain Outflank and MUST be placed in Reserves.
Special Wargear:	Special Wargear Upgrades: E Blind Grenades +1 point	

Selection	Name	Range	S	AP	Rules
R	Kroot Rifle	24 Or Melee	4 Or +1	5+ Or 5+	Assault 1 Or None
M	Shaper's Blade	Melee	User	-	Rending

Kroot War Shaper War Shaper	M WS BS S T W I A Ld Sv 8 3+ 3+ 3 3 4 3 3 9 -	Points: 82 Composition: 1 War Shaper
Wargear War Shaper: Bladestave Kroot Pistol Preyhook Shaper's Blade	Options May trade Bladestave for S May take one additional P May trade Preyhook for T May take up to one of each E	Rules War Shaper: Independent Character Infantry Kroot Infiltrate Stealth War Shaper – This model and its unit automatically pass all Ld tests.
Special Wargear:	Special Wargear Upgrades: E Blind Grenades +1 point	

Selection	Name	Range	S	AP	Rules
S +1 point	Dartbow	30	5	3+	Assault 1
P +3 points	Kroot Pistol	12	4	5+	Pistol 1
T	Preyhook	6	4	-	Assault 1, Rending, Tear Free
T +0 points	Tri-blade	6	5	-	Assault 1, Rending
M	Bladestave	Melee	+2	5+	Extra Attack 1, Rending
M	Shaper's Blade	Melee	User	-	Rending

XV8 Crisis Bodyguard Bodyguard Drone	M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 5 10 10 10 5 2 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 72 Composition: 1 Bodyguard 0-2 Drones
Wargear Bodyguard: 2 Flamers Drone: Marker Light	Options May take up to 2 Drones for +10 points each Bodyguard may swap any Flamer for S Bodyguard may take one B Bodyguard may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Bodyguard: Independent Character Vehicle Combat Walker Bodyguard Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: B XV8-02 Iridium Battlesuit +10 points	FA+1, SA+1.

	E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	
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Selection	Name	Range	S	AP	Rules
S	Flamer	Flame	4	5+	Assault 1, Sponson, Primary
S +2 points	Burst Cannon	18	5	5+	Assault 4, Sponson, Primary
S +2 points	Plasma Rifle	24	6	2+	Rapid Fire 1, Sponson, Primary
S +3 points	Missile Pod	36	7	4+	Assault 2, Monsterbane, Sponson, Primary
S +4 points	Airbursting Fragmentation Launcher	18	5	4+	Assault 1, Indirect Fire, 3" Blast, Ignores Cover, Sponson, Primary
S +4 points	Cyclic Ion Blaster	18	7	4+	Assault 3, Monsterbane, Sponson, Primary
S +16 points	Fusion Blaster	18	8	1+	Assault 2, Melta, (Monsterbane), Sponson, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Unique

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

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

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

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

P	Kroot Pistol	12	4	5+	Pistol 1
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Darkstrider Darkstrider	M WS BS S T W I A Ld Sv 6 3+ 2+ 3 3 4 2 3 9 4+	Points: 132 Composition: 1 Darkstrider
Wargear Darkstrider: Shade Marker Light Blind Grenades Structural Analyzer	Options	Rules Darkstrider: Independent Character Infantry Unique Scout Fighting Retreat – 6" Aura, target unit may move d6" after firing Overwatch but before a unit Declaring a Charge against target unit rolls for Charge distance. This does not work if this unit is Locked in Melee.
Special Wargear: Structural Analyzer – 6" Aura, this model and target unit may reroll 1s To Wound.	Special Wargear Upgrades:	

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

Longstrike Longstrike Drone	M WS BS S FA SA RA W I A Ld Sv 12 4+ 2+ 6 13 12 10 13 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 209 Composition: 1 Longstrike 2 Drones
Wargear Longstrike: 2 Linked Long Burst Cannons XV02 Pilot Battlesuit Drone: Marker Light	Options Longstrike may swap 2 Linked Long Burst Cannons for T Longstrike may take up to two of each M Longstrike may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Longstrike: Independent Character Vehicle Tank Unique Drone Dock 2 Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump

Special Wargear: XV02 Pilot Battlesuit – Longstrike is considered to be a Combat Walker as well as a Tank.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +18 points	
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Selection	Name	Range	S	AP	Rules
T	2 Linked Long Burst Cannons	36	5	5+	Assault 4 x2, Turret, Primary
T +2 points	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Turret, Primary
T +4 points	2 Linked Plasma Cannons	48	7	2+	Heavy 2 x2, Turret, Primary
T +17 points	Ion Cannon	60	8	3+	Heavy 1, 5" Blast, Monsterbane, Turret, Primary
T +23 points	Railgun	72	D	1+	Heavy 1, Accurate, Destroyer, Monsterbane, Turret, Primary
T +40 points	2 Linked Fusion Cannons	24	8	1+	Heavy 1 x2, 3" Blast, Melta, (Monsterbane), Turret, Primary
M +10 points	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

The Twin Lance Sunsear Scatterflare Drone	M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 5 11 11 10 6 2 3 8 3+ 8 5+ 3+ 5 11 11 10 6 2 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 241 Composition: 1 Sunsear, 1 Scatterflare 0-2 Drones
Wargear Sunsear: Fusion Eliminator Neocapacitor Shields Scatterflare: Scattercannon Neocapacitor Shields Drone: Marker Light	Options Sunsear and/or Scatterflare may take any E May take up to 2 Drones for +10 points each Any Drone may swap Marker Light for D or F	Rules Sunsear: Character Unique Vehicle Combat Walker Deepstrike Jump Scatterflare: Character Unique Vehicle Combat Walker Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Neocapacitor Shield – 4+ Invulnerability Save. May only use the weapon profile when considered Charging.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points	

Selection	Name	Range	S	AP	Rules
S	Fusion Eliminator	24	9	1+	Assault 2, Melta, (Monsterbane), Sponson, Primary
S	Scattercannon	24	8	4+	Assault 3, Monsterbane, Pinning, Sponson, Primary
M	Neocapacitor Shield	Melee	7	4+	Accurate, Monsterbane, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2

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

Troops 2-6 Slots

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

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

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

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

G +2 points per model	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast
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Human Helpers Platoon Gue'ves'ui Gue'vesa'la Heavy Weapon Team	M WS BS S T W I A Ld Sv 6 4+ 4+ 3 3 1 3 2 8 5+ 6 4+ 4+ 3 3 1 3 1 7 5+ 6 4+ 4+ 3 3 2 3 1 7 5+	Points: 50 Composition: 1-5 Human Helpers Squads (1 Gue'ves'ui and 9 Gue'vesa'la each)
Wargear Gue'ves'ui: Laspistol Chainsword Gue'vesa'la: Lasgun Heavy Weapon Team: Heavy Flamer Lasgun	Options May take up to 4 more squads of Human Helpers for +50 points each Any Gue'ves'ui may swap Laspistol for O Any Gue'ves'ui may swap Chainsword for M In each squad, two Gue'vesa'la may form a Heavy Weapons Team for +6 points Any Heavy Weapon Team may swap Heavy Flamer for H One Gue'vesa'la per Squad may swap Lasgun for S Any model may swap Lasgun for R One Gue'vesa'la per Squad that did not swap their Lasgun may take one A Any Squad may take up to one of each E Any Squad may take up to one of each G	Rules Gue'ves'ui: Character Infantry Gue'vesa'la: Infantry Heavy Weapon Team: Infantry Bulky
Special Wargear:	Special Wargear Upgrades: A Greater Good Vox Broadcast +10 points E Combat Armour +10 points per Squad E Blind Grenades +10 points per Squad G Frag Grenades +10 points per Squad	Sv-1 (Improves by 1).

Selection	Name	Range	S	AP	Rules
O	Laspistol	12	3	-	Pistol 1
O +0 points	Shotgun	12	3	-	Assault 2, Scatter, Limited Ammo

O +0 points	Lasgun	24	3	-	Rapid Fire 1
O +1 point	Bolt Pistol	12	4	5+	Pistol 1, Limited Ammo
O +1 point	Boltgun	24	4	5+	Rapid Fire 1, Limited Ammo
O +2 points	Drumfed Autogun	18	3	-	Assault 3, Limited Ammo
O +4 points	Handflamer	Flame	3	6+	Pistol 1, Limited Ammo
O +8 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!, Limited Ammo
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
H	Heavy Flamer	Flame	5	4+	Assault 1, Limited Ammo
H +0 points	Mortar	12-48	4	6+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Limited Ammo
H +2 points	Heavy Bolter	36	5	4+	Heavy 3, Limited Ammo
H +3 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Limited Ammo
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Limited Ammo
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Limited Ammo
H +12 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane, Limited Ammo Or Heavy 1, 3" Blast, Limited Ammo
H +15 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
S +6 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+)
S +6 points	Flamer	Flame	4	5+	Assault 1, Limited Ammo
S +7 points	Grenade Launcher	24 Or 24	6 Or 3	4+ Or -	Assault 1, Limited Ammo Or Assault 1, 3" Blast, Limited Ammo
S +8 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!, Limited Ammo
S +9 points	Heavy Stubber	36	5	6+	Heavy 3, Limited Ammo
S +23 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane), Limited Ammo
R	Lasgun	24	3	-	Rapid Fire 1
R +5 points	Pulse Rifle	30	5	5+	Rapid Fire 1
R +5 points	Pulse Carbine	18	5	5+	Assault 2
R +5 points	Pusle Blaster	12	5	5+	Assault 2, Scatter

G	Frag Grenades	8	3	-	Grenade 1, 3" Blast, Limited Ammo
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Kroot Carnivores Shaper Kroot	M WS BS T W I A Ld Sv 8 3+ 4+ 3 3 1 3 2 8 - 8 3+ 4+ 3 3 1 3 1 7 -	Points: 64 Composition: 1 Shaper 4-19 Kroot
Wargear Shaper: Kroot Rifle Kroot: Kroot Rifle	Options May take up to 15 more Kroot for +12 points each Shaper may swap Kroot Rifle for S or M Shaper may take one P Up to two Kroot may swap Kroot Rifle for S or M Up to two Kroot may swap Kroot Rifle for H The unit may take up to two of each B The entire unit may take up to one of each E	Rules Shaper: Character Infantry Kroot Infiltrate Stealth Kroot: Infantry Kroot Infiltrate Stealth
Special Wargear:	Special Wargear Upgrades: B Kroot Hound +2 points each E Blind Grenades +1 point per model	This unit gains +1 per Kroot Hound on Charge Distances.

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

H +5 points	Dvorgite Skinner	12	6	3+	Rapid Fire 2
H +9 points	Londaxi Tribalest	36	5	5+	Heavy 1, 3" Blast, Rending

Elite 0-3 Slots

Infantry

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

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

Human Helpers Grizzled Veterans Gue'ves'ui Veteran Gue'vesa'la Veteran 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 1 7 5+	Points: 75 Composition: 1 Gue'ves'ui Veteran 9 Gue'vesa'la Veterans
Wargear Gue'ves'ui Veteran: Laspistol Chainsword Gue'vesa'la Veteran: Lasgun Veteran Heavy Weapon Team: Heavy Flamer Lasgun	Options Gue'ves'ui Veteran may swap Laspistol for O Gue'ves'ui Veteran may swap Chainsword for M Two Gue'vesa'la Veterans may form a Veteran Heavy Weapons Team for +6 points Veteran Heavy Weapon Team may swap Heavy Flamer for H Up to three Gue'vesa'la may swap Lasgun for S Any model may swap Lasgun for R Any Gue'vesa'la Veteran that did not swap their Lasgun may take one A The unit may take up to one of each E The unit may take up to one of each G	Rules Gue'ves'ui Veteran: Character Infantry Gue'vesa'la Veteran: Infantry Veteran Heavy Weapon Team: Infantry Bulky
Special Wargear:	Special Wargear Upgrades: A Greater Good Vox Broadcast +10 points E Combat Armour +10 points E Blind Grenades +10 points G Frag Grenades +10 points	Sv-1 (Improves by 1).

Selection	Name	Range	S	AP	Rules
O	Laspistol	12	3	-	Pistol 1
O +0 points	Shotgun	12	3	-	Assault 2, Scatter, Limited Ammo
O +0 points	Lasgun	24	3	-	Rapid Fire 1
O +1 point	Bolt Pistol	12	4	5+	Pistol 1, Limited Ammo
O +1 point	Boltgun	24	4	5+	Rapid Fire 1, Limited Ammo
O +2 points	Drumfed Autogun	18	3	-	Assault 3, Limited Ammo
O +4 points	Handflamer	Flame	3	6+	Pistol 1, Limited Ammo
O +8 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!, Limited Ammo
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
M +7 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
H	Heavy Flamer	Flame	5	4+	Assault 1, Limited Ammo
H +0 points	Mortar	12-48	4	6+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Limited Ammo
H +2 points	Heavy Bolter	36	5	4+	Heavy 3, Limited Ammo
H +3 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Limited Ammo
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Limited Ammo
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Limited Ammo
H +12 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane, Limited Ammo Or Heavy 1, 3" Blast, Limited Ammo
H +15 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
S +6 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+)
S +6 points	Flamer	Flame	4	5+	Assault 1, Limited Ammo
S +7 points	Grenade Launcher	24 Or 24	6 Or 3	4+ Or -	Assault 1, Limited Ammo Or Assault 1, 3" Blast, Limited Ammo
S +8 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!, Limited Ammo
S +9 points	Heavy Stubber	36	5	6+	Heavy 3, Limited Ammo
S +23 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane), Limited Ammo
R	Lasgun	24	3	-	Rapid Fire 1
R +0 points	Shotgun	12	3	-	Assault 2, Scatter, Limited Ammo
R +5 points	Pulse Rifle	30	5	5+	Rapid Fire 1
R +5 points	Pulse Carbine	18	5	5+	Assault 2
R +5 points	Pusle Blaster	12	5	5+	Assault 2, Scatter
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast, Limited Ammo

Krootox Rampagers Shaper Rampager	M WS BS S T W I A Ld Sv 8 3+ 4+ 3 4 4 3 2 8 5+ 8 3+ 4+ 3 4 4 3 1 7 5+	Points: 94 Composition: 1 Shaper 2-6 Rampagers
Wargear Shaper: Javelins Kroot Pistol Kroot Blades Krootox Fists Rampager: Javelins Kroot Pistol Kroot Blades Krootox Fists	Options May take up to 3 more Rampagers for +30 points each The entire unit may take up to one of each E	Rules Shaper: Character Infantry Steed Kroot Stealth Rampager: Infantry Steed Stealth
Special Wargear:	Special Wargear Upgrades: E Blind Grenades +1 point/model	

Selection	Name	Range	S	AP	Rules
T	Javelins	12	3	5+	Assault 1, Rending
P	Kroot Pistol	12	4	5+	Pistol 1
M	Kroot Blades	Melee	User	5+	Rending
M	Krootox Fists	Melee	+2	-	Auxiliary, Extra Attack 1

Krootox Riders Shaper Krootox	M WS BS S T W I A Ld Sv 8 3+ 4+ 3 4 4 3 2 8 - 8 3+ 4+ 3 4 4 3 1 7 -	Points: 121 Composition: 1 Shaper 2-6 Krootox
Wargear Shaper: Kroot Gun Krootox Fists Krootox: Kroot Gun Krootox Fists	Options May take up to 3 more Krootox for +39 points each Any model may swap Kroot Gun for S	Rules Shaper: Character Infantry Steed Kroot Stealth Krootox: Infantry Steed Stealth
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Kroot Gun	48	7	4+	Rapid Fire 1, Monsterbane
S +4 points	Tanglecannon	48	*	-	Assault 1, 3" Blast, Grav
M	Krootox Fists	Melee	+2	-	Extra Attack 1

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

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

Combat Walkers

XV8 Crisis Suits XV8 Shas'vre XV8 Shas'ui Drone	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 5 10 10 10 5 2 3 8 3+ 8 5+ 4+ 5 10 10 10 5 2 2 7 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 167 Composition: 1 Shas'vre 2-5 Shas'ui 0-12 Drones
Wargear Shas'vre: 2 Flamers Shas'ui: 2 Flamers Drone: Marker Light	Options May take up to 3 more Shas'ui for +54 points each May take up to 2 Drones for +10 points each for each XV8 model in the unit Any XV8 model may swap any Flamer for S Any XV8 model may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Shas'vre: Character Vehicle Combat Walker Deepstrike Jump Shas'ui: Vehicle Combat Walker Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +13 points	

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

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

XV9 Hazard Suits Shas'vre Drone	M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 5 11 11 10 6 2 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 87 Composition: 1-3 Shas'vre
Wargear Shas'vre: 2 Linked Burst Cannons 2 Linked Burst Cannons Drone: Marker Light	Options May take up to 1 more Shas'vre for +87 points each May take up to 2 Drones for +10 points each for each Shas'vre in the unit Any Shas'vre may swap any 2 Linked Burst Cannons for S Any Shas'vre may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Shas'vre: Character Vehicle Combat Walker Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +13 points	

Selection	Name	Range	S	AP	Rules
S	2 Linked Burst Cannons	18	5	5+	Assault 4 x2, Sponson, Primary
S +1 points	Phased Ion Gun	36	8	3+	Assault 2, Monsterbane, Sponson, Primary
S +5 points	Fusion Cascade	24	8	1+	Assault 1, Melta, (Monsterbane), Sponson, Primary

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

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

Selection	Name	Range	S	AP	Rules
S	Cyclic Ion Raker	24	8	3+	Assault 3, Monsterbane, Sponson, Primary

S +31 points	Fusion Collider	18	8	1+	Assault 1, 5" Blast, Melta, (Monsterbane), Sponson, Primary
H	2 Linked Flamers	Flame	4	5+	Assault 1 x2, Hull
H +8 points	2 Linked Burst Cannons	18	5	5+	Assault 4 x2, Hull
H +22 points	2 Linked Fusion Blasters	18	8	1+	Assault 2 x2, Melta, (Monsterbane), Hull

Fast Attack 0-3 Slots

Infantry

Drone Swarm Drone	M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 40 Composition: 4-12 Drones
Wargear Drone: Marker Light	Options May take up to 8 more Drones for +10 points each Any Drone may swap Marker Light for D or F	Rules Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: F Shield Generator +13 points	

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

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

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

Kroot Hounds Hound	M WS BS S T W I A Ld Sv 12 4+ 5+ 3 3 1 3 2 5 -	Points: 35 Composition: 1 Shaper 5-20 Hounds
Wargear Hound: Ripping Fangs	Options May take up to 15 more Hounds for +7 points each	Rules Hound: Infantry Kroot Animalistic – This model cannot Claim or Contest Objective Markers.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Ripping Fangs	Melee	User	5+	Rending

Pathfinders Shas'ui Pathfinder Drone MV31 MV33 MB3	M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 2 8 4+ 6 5+ 4+ 3 3 1 2 1 7 4+ 6 5+ 4+ 3 3 1 2 1 5 4+ 6 5+ 4+ 3 3 1 2 1 5 4+ 6 5+ 4+ 3 3 1 2 1 5 4+ 6 5+ 4+ 3 3 2 2 1 5 4+	Points: 64 Composition: 1 Shas'ui 4-9 Pathfinders 0-2 Drones 0-1 MV31 0-1 MV33 0-1 MB3
Wargear Shas'ui: Pulse Carbine Blind Grenades Pathfinder: Pulse Carbine Blind Grenades Drone: Marker Light MV31: Advanced Targeting Array MV33: Grav Wave Projector MB3: Burst Cannon Homing Beacon	Options May take up to 5 more Pathfinders for +12 points each Up to three Pathfinders may swap Pulse Carbine for S Any Shas'ui or Pathfinder that did not swap Pulse Carbine for S may take one L May take up to 2 Drones for +10 points each The entire unit except Drones may take one G Any Drone may swap Marker Light for D or F May take one MV31 for +15 points May take one MV33 for +15 points May take one MB3 for +22 points	Rules Shas'ui: Character Infantry Scout Pathfinder: Infantry Scout Drone: Infantry Primitive AI Savior Protocols Jump Scout MV31: Infantry Primitive AI Savior Protocols Jump Scout MV33: Infantry Primitive AI Savior Protocols Jump Scout MB3: Infantry Primitive AI Savior Protocols Jump Scout Heavy Drone – This model cannot use Drone Docks.
Special Wargear: Advanced Targeting Array – This model's unit inflicts a -1 to Cover Saves from their ranged attacks.	Special Wargear Upgrades: F Shield Generator +5 points	

<p>Grav Wave Projector – Target unit that is Charging this unit suffers -3 to their Charge Distance.</p> <p>Positional Relay - 6" Aura, target unit does not Scatter when arriving from Deepstrike.</p>		
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Selection	Name	Range	S	AP	Rules
R	Pulse Carbine	18	5	5+	Assault 2
S +5 points	Ion Rifle	30	7	3+	Assault 1
S +20 points	Rail Rifle	48	6	3+	Heavy 1, Sniper (2+)
L +5 points	Marker Light	36	-	-	Assault 1, Marker Light
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane
A	Burst Cannon	18	5	5+	Assault 4
T +1 point	Missile Pod	36	7	4+	Assault 2, Monsterbane
G +2 points per model	EMP Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast

Vespid Stingwings Strain Leader Vespid Oversight Drone	M WS BS S T W I A Ld Sv 12 4+ 4+ 3 4 2 5 2 9 4+ 12 4+ 4+ 3 4 2 5 1 6 4+ 12 5+ 4+ 3 3 1 2 1 5 4+	Points: 170 Composition: 1 Strain Leader 4-9 Vespid 0-1 Oversight Drones
Wargear Strain Leader: Neutron Blaster Vespid: Neutron Blaster Oversight Drone: None	Options May take up to 5 more Vespids for +33 points each Up to three models may swap Neutron Blaster for S May take one Oversight Drone for +20 points	Rules Strain Leader: Character Infantry Deepstrike Fly Vespid: Infantry Deepstrike Fly Oversight Drone: Infantry Savior Protocols Deepstrike Fly Oversight – This model’s unit inflicts a -1 to Cover Saves from their Attacks.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Neutron Blaster	18	5	3+	Assault 2
S +0 points	Flamer	Flame	4	5+	Assault 1
S +3 points	Neutron Rail Rifle	24	5	2+	Assault 1, Sniper (2+)
S +7 points	Airbursting Fragmentation Launcher	18	5	4+	Assault 1, Indirect Fire, 3” Blast, Ignores Cover

Monstrous Infantry

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

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

Monsters

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

Selection	Name	Range	S	AP	Rules
M	Great Talons	Melee	User	2+	Extra Attack 1
R	Kroot Rifle	24	4	5+	Assault 1

		Or Melee	Or +1	Or 5+	Or None
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Vehicles

Tetras Tetra	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 5 10 10 10 6 1 2 8 3+	Points: 63 Composition: 1-6 Tetra
Wargear Tetra: 2 Linked Pulse Rifles 3 Linked Marker Lights	Options May take up to 5 more Tetras for +63 points each Any Tetra may take up to one of each E	Rules Tetra: Vehicle Tank Jump Open Topped Scout
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points	

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

TX Piranhas Piranha Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 5 11 10 10 8 1 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 83 Composition: 1-3 Piranhas 2-6 Drones
Wargear Piranha: Burst Cannon Drone: Marker Light	Options May take up to 2 more sets of 1 Piranha and 2 Drones for +83 points each Any Piranha may swap Burst Cannon for H Any Piranha may take up to two of each M Any Piranha may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Piranha: Vehicle Tank Drone Dock 2 Jump Open Topped Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +18 points	

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

TX2 Piranhas Piranha	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 5 11 10 10 8 1 3 8 3+	Points: 64 Composition: 1-3 Piranhas
Wargear Piranha: 2 Linked Plasma Rifles	Options May take up to 2 more Piranhas for +64 points each Any Piranha may swap 2 Linked Plasma Rifles for H Any Piranha may take up to two of each M Any Piranha may take up to one of each E	Rules Piranha: Vehicle Tank Jump Open Topped
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points	

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

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

Selection	Name	Range	S	AP	Rules
S	Ionic Discharge Cannon	24	9	3+	Heavy 1, 5” Blast, Monsterbane, Sponson, Primary
S	Phased Plasma Flamer Array	Flame	7	3+	Assault 1, Reroll failed To Wound rolls, Sponson, Primary
H	Flechette Pod	12	3	-	Assault 1, 3” Blast, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2

Heavy Support 0-3 Slots

Infantry

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

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

Human Helpers Heavy Weapon Platoon Heavy Weapon Team	M WS BS S T W I A Ld Sv 6 4+ 4+ 3 3 2 3 1 7 5+	Points: 48 Composition: 3-9 Heavy Weapon Teams
Wargear Heavy Weapon Team: Heavy Flamer Lasgun	Options May take up to 6 more Heavy Weapon Teams for +16 points each Any Heavy Weapon Team may swap Heavy Flamer for H Any model may swap Lasgun for R One model may take one A The unit may take up to one of each E The unit may take up to one of each G	Rules Heavy Weapon Team: Infantry Bulky
Special Wargear:	Special Wargear Upgrades: A Greater Good Vox Broadcast +10 points E Combat Armour +1 point per model E Blind Grenades +1 point per model G Frag Grenades +1 point per model	Sv-1 (Improves by 1).

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Limited Ammo
H +0 points	Mortar	12-48	4	6+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Limited Ammo
H +2 points	Heavy Bolter	36	5	4+	Heavy 3, Limited Ammo
H +3 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Limited Ammo
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Limited Ammo
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Limited Ammo
H +12 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane, Limited Ammo Or Heavy 1, 3" Blast, Limited Ammo
H +15 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
R	Lasgun	24	3	-	Rapid Fire 1
R +5 points	Pulse Rifle	30	5	5+	Rapid Fire 1
R +5 points	Pulse Carbine	18	5	5+	Assault 2
R +5 points	Pusle Blaster	12	5	5+	Assault 2, Scatter
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast, Limited Ammo

Sniper Drones Drone	M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 92 Composition: 4-12 Drones
Wargear Drone: Longshot Pulse Rifle	Options May take up to 8 more Drones for +23 points each	Rules Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
D	Longshot Pulse Rifle	48	5	5+	Rapid Fire 1, Sniper (3+)

Monsters

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

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

Vehicles

TX7 Hammerhead Gunships TX7 Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 13 12 10 13 1 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 181 Composition: 1-3 TX7s 2-6 Drones
Wargear TX7: 2 Linked Long Burst Cannons Drone: Marker Light	Options May take up to 2 more sets of 1 TX7 and 2 Drones for +181 points each Any TX7 may swap 2 Linked Long Burst Cannons for T Any TX7 may take up to two of each M Any TX7 may take up to one of each E Any Drone may swap Marker Light for D or F	Rules TX7: Vehicle Tank Drone Dock 2 Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +18 points	

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

TX78 Sky Ray Gunships TX78 Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 13 12 10 13 1 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 195 Composition: 1-3 TX78s 2-6 Drones
Wargear TX78: Seeker Missile Rack 2 Linked Marker Lights Drone: Marker Light	Options May take up to 2 more sets of 1 TX78 and 2 Drones for +195 points each Any TX78 may take up to 2 M Any TX78 may take up to one of each E Any Drone may swap Marker Light for D or F	Rules TX78: Vehicle Tank Drone Dock 2 Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points	

	E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +18 points	
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Selection	Name	Range	S	AP	Rules
T	Seeker Missile Rack	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Turret, Primary
H	2 Linked Marker Lights	36	-	-	Assault 1 x2, Marker Light, Hull
M +10 points	Seeker Missile				
D	Marker Light	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

XV104 Riptide Suit XV104 Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 13 13 11 14 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 248 Composition: 1 XV104 0-2 Drones
Wargear XV104: Heavy Burst Cannon 2 Linked Smart Missile Pods Riptide Shield Drone: Marker Light	Options May take up to 2 Drones for +10 points each XV104 may swap Heavy Burst Cannon for S XV104 may swap 2 Linked Smart Missile Pods for H XV104 may take up to one of each E Any Drone may swap Marker Light for D or F	Rules XV104: Vehicle Combat Walker Deepstrike Jump Nova Reactor – This model may suffer 1 Mortal Wound to treat a Disabled Weapon as not Disabled for the current Phase. It may do this as many times as it wants to per Phase. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades:	

Riptide Shield – This model has a 4+ Invulnerability Save	E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	
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Selection	Name	Range	S	AP	Rules
S	Heavy Burst Cannon	36	6	4+	Heavy 12, Rending, Sponson, Primary
S +7 points	Ion Accelerator	72	9	2+	Heavy 2, 3" Blast, Monsterbane, Sponson, Primary
H	2 Linked Smart Missile Pods	30	5	5+	Assault 2 x2, Ignores Cover, Hull
H +2 points	2 Linked Plasma Rifles	24	6	2+	Rapid Fire 1 x2, Hull
H +22 points	2 Linked Fusion Blasters	18	8	1+	Assault 2 x2, Melta, (Monsterbane), Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2

XV107 R'Varna Suit XV107 Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 13 13 11 14 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 250 Composition: 1 XV107 0-2 Drones
Wargear XV107: 2 Pulse Submunition Cannons Shield Generator Drone: Marker Light	Options May take up to 2 Drones for +10 points each XV104 may take up to one of each E Any Drone may swap Marker Light for D or F	Rules XV107: Vehicle Combat Walker Deepstrike Jump Nova Reactor – This model may suffer 1 Mortal Wound to treat a Disabled Weapon as not Disabled for the current Phase. It may do this as many times as it wants to per Phase. Drone:

		Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Shield Generator – 5+ Invulnerability Save.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	

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

XV88 Broadside Suits XV88 Shas'vre XV88 Shas'ui Drone	M WS BS S FA SA RA W I A Ld Sv 8 5+ 4+ 6 12 12 10 8 2 3 8 3+ 8 5+ 4+ 6 12 12 10 8 2 2 7 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 113 Composition: 1 Shas'vre 0-5 Shas'ui 0-12 Drones
Wargear Shas'vre: 2 Linked High Yield Missile Pods Shas'ui: 2 Linked High Yield Missile Pods Drone: Marker Light	Options May take up to 5 Shas'ui for +108 points each May take up to 2 Drones for +10 points each for each XV88 model in the unit Any XV88 model may swap any Flamer for S Any XV88 may take one H Any XV88 may take one M Any XV88 model may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Shas'vre: Character Vehicle Combat Walker Deepstrike Jump Shas'ui: Vehicle Combat Walker Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +13 points	

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

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

Flyer 0-2 Slots

AX-5-2 Barracudas AX-5-2	M WS BS S FA SA RA W I A Ld Sv 60 5+ 4+ 6 11 11 10 14 1 3 8 3+	Points: 220 Composition: 1-3 AX-5-2s
Wargear AX-5-2: Swiftstrike Railgun 2 Linked Missile Pods 2 Cyclic Ion Blasters	Options May take up to 2 more AX-5-2s for +220 points each Any AX-5-2 may swap Swiftstrike Railgun for T Any AX-5-2 may swap 2 Cyclic Ion Blasters for S Any AX-5-2 may take up to 2 of each M Any AX-5-2 may take up to one of each E	Rules AX-5-2: Vehicle Deepstrike High Altitude Interceptor
Special Wargear:	Special Wargear Upgrades: E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points E Decoy Launcher +9 points	

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

M +10 points	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, One Use Only, Hull
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AX3 Razorsharks AX3	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 11 11 10 12 1 3 8 3+	Points: 250 Composition: 1-3 AX3s
Wargear AX3: Burst Cannon Quad Ion Cannon 2 Seeker Missiles	Options May take up to 2 more AX3s for +250 points each Any AX3 may swap Burst Cannon for S Any AX3 may take up to one of each E	Rules AX3: Vehicle Deepstrike High Altitude Agile – This model gains +1 to its Invulnerability Saves from Ranged Attacks, or gains a 5+ Invulnerability Save if it does not have one.
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points E Decoy Launcher +9 points	

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

AX39 Sun Shark Bombers AX39 Interceptor Drone	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 6 11 11 10 12 1 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 253 Composition: 1-3 AX39s 2-6 Interceptor Drones
Wargear AX39: 2 Linked Missile Pods Pulse Bomb Generator 2 Seeker Missiles Interceptor Drone: 2 Linked Ion Rifles	Options May take up to 2 more sets of 1 AX39 and 2 Interceptor Drones for +253 points each Any AX39 may swap Burst Cannon for S Any AX39 may take up to one of each E	Rules AX39: Vehicle Docking Ports 2 Deepstrike High Altitude Interceptor Drone: Infantry Primitive AI Savior Protocols Deepstrike Fly
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points E Decoy Launcher +9 points	

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

Dedicated Transport 0-1/Legal Slot

TY7 Devilfish TY7 Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 4+ 6 12 11 10 12 1 3 8 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 168 Composition: 1 TY7 2 Drones
Wargear TY7: Burst Cannon Drone: Marker Light	Options Any Sky Ray may take up to 2 M Any Sky Ray may take up to one of each E Any Drone may swap Marker Light for D or F	Rules TY7: Vehicle Tank Drone Dock 2 Jump Transport 12 – Access Sides and Rear. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points E Vectored Thrusters +5 points E Positional Relay +5 points F Shield Generator +6 points	

Selection	Name	Range	S	AP	Rules
S	Burst Cannon	18	5	5+	Assault 4, Sponson, Primary
M +10 points	Seeker Missile				
D	Marker Light	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Burst Cannon	18	5	5+	Assault 4
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Lord of War 0-1 Slots

Aircraft

Tiger Shark AX-1-0 AX-1-0	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 7 12 12 10 18 1 6 8 3+	Points: 418 Composition: 1 AX-1-0 0-14 Drones
Wargear AX-1-0: 2 Linked Heavy Railguns 2 Linked Missile Pods 2 Burst Cannons Marker Light	Options May take one M May take up to one of each E	Rules AX-1-0: Titanic Vehicle Deepstrike High Altitude
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points E Vectored Thrusters +5 points E Positional Relay +5 points E Decoy Launcher +18 points	

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

Tiger Shark Fighter Bomber Fighter Bomber	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 7 12 12 10 18 1 6 8 3+	Points: 426 Composition: 1 Fighter Bomber
Wargear Fighter Bomber: 2 Linked Ion Cannons 2 Linked Missile Pods 2 Burst Cannons Drone: Marker Light	Options May take one M or DB If DB was taken, any Drone may swap Marker Light for D May take up to one of each E	Rules Fighter Bomber: Titanic Vehicle Deepstrike High Altitude Drone: Infantry Primitive AI Savior Protocols Jump
Special Wargear:	Special Wargear Upgrades: DB Drone Bay +142 points E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points E Vectored Thrusters +5 points E Positional Relay +5 points	This model gains Transport 14 and 14 Embarked Drones. They may Disembark from the Rear.

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

Manta Heavy Dropship Manta	M WS BS S FA SA RA W 50 5+ 4+ 9 13 12 11 120 I A Ld Sv 1 15 8 3+	Points: 1804 Composition: 1 Manta 4 Drones
Wargear Manta: 2 Linked Heavy Railguns 6 Linked Ion Cannons 2 Linked Missile Pods 12 Long Burst Cannons 2 Seeker Missile Racks Marker Light Shield Generator Drone: Long Burst Cannon	Options May take up to one of each E	Rules Manta: Titanic Vehicle Drone Docks 4 Deepstrike High Altitude Hover Transport Top 55 – The top deck may Transport 55 with a Rear Access Point. It may also Embark 6 Primitive AI models and one Ethereal model at no capacity cost. Vehicle Bay – The bay may Transport 120 with a Rear Access Point. It may Embark TY7s, TX7s, TX78s, and Longstrike at a cost of 30 capacity each. It may also Transport up to 8 Combat Walkers with W7 or less at no capacity cost. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Shield Generator – 5+ Invulnerability Save.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points E Decoy Launcher +18 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Railguns	120	D	1+	Heavy 1 x2, Destroyer, Monsterbane, Hull, Primary
H	6 Linked Ion Cannons	60	8	3+	Heavy 1 x6, 5" Blast, Monsterbane, Hull, Primary

H	2 Linked Missile Pods	36	7	4+	Assault 2 x2, Monsterbane, Hull, Primary
T	Long Burst Cannon	38	5	5+	Assault 4, Turret, Primary
L	Marker Light	36	-	-	Assault 1, Marker Light, Hull, Primary
M	Seeker Missile Rack	72	10	3+	Heavy 1, Monsterbane, Indirect Fire, Ignores Cover, Seeker Missile, Hull, Primary

Orca Orca	M WS BS S FA SA RA W I A Ld Sv 50 5+ 4+ 7 12 12 10 28 1 6 8 3+	Points: 588 Composition: 1 Orca
Wargear Orca: 2 Linked Long Burst Cannons Missile Pod	Options May take up to 4 M May take up to one of each E	Rules Orca: Titanic Vehicle Deepstrike High Altitude Hover Jetpack Deployment – Any unit may Disembark anywhere along this model’s flight path this turn while this model is in High Altitude mode, but each model must take a Dangerous Terrain Test. Transport 48 – Access Rear. This model may also embark up to 8 Primitive AI models at no capacity cost. Battlesuit Rack - This model may forgo 28 capacity to fit up to 6 Battlesuits with W8 or less or up to 3 XV88s.
Special Wargear:	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points E Vectored Thrusters +5 points E Positional Relay +5 points E Decoy Launcher +18 points	

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

Combat Walker

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

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

S +8 points	2 Linked Airbursting Fragmentation Launchers	18	4	5+	Assault 1 x2, Indirect Fire, 3" Blast, Ignores Cover, Turret, Primary
M	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Ignores Cover, Indirect Fire, Seeker Missile, One Use Only, Hull

KX139 Ta'unar Supremacy Suit KX139	M WS BS S FA SA RA W I A Ld Sv 10 5+ 3+ 9 14 13 10 35 2 6 9 3+	Points: 792 Composition: 1 KX139
Wargear KX139: 3 Linked Pulse Ordnance Drivers 2 Tri-Axis Ion Cannons 2 Linked Smart Missile Pods 2 Linked Smart Missile Pods 2 Linked Burst Cannons 2 Linked Burst Cannons Shield Generator	Options May swap 3 Linked Pulse Ordnance Drivers for T May swap either Tri-Axis Ion Cannon for S May take up to one of each E	Rules KX139: Titanic Vehicle Combat Walker
Special Wargear: Shield Generator – 5+ Invulnerability Save.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +5 points E Black Sun Filters +5 points E Vectored Thrusters +5 points E Positional Relay +5 points	

Selection	Name	Range	S	AP	Rules
T	3 Linked Pulse Ordnance Destroyers	72	10	1+	Heavy 1 x3, 5" Blast, Ordnance, Ignores Invulnerability saves, Monsterbane, Hull, Primary
T +70 points	2 Linked Nexus Meteor Missile Pods	24-120	10	1+	Heavy 1 x2, Indirect Fire, 10" Blast, Ordnance, Monsterbane, Hull, Primary
T +93 points	2 Linked Cluster Rocket Pods	120 And 120	D And 6	1+ And 4+	Heavy 1, 10" Blast, Destroyer, Monsterbane, Hull, Primary And Heavy 1, Apocalyptic Barrage, Pinning, Hull, Primary
S	Tri-Axis Ion Cannon	60	9	3+	Heavy 3, Monsterbane, Hull, Primary
S +2 points	Fusion Eradicator Array	24	D	1+	Heavy 1, Melta, (Monsterbane), Hull, Primary

H	2 Linked Smart Missile Pods	30	5	5+	Assault 2 x2, Ignores Cover, Turret, Primary
H	2 Linked Burst Cannons	18	5	5+	Assault 4 x2, Turret, Primary

Fortification 0-1/1000 points

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

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

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

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