# Genestealer Cults

**"In the name of the Star Children we are charged with conquering worlds!"**

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

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

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

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

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

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

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

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

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

**Spells**

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

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

**Common Wargear**

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

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

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

**Cults**

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

Bladed Cog:

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

Cult:

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

Four-Armed Emperor:

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

Hive Cult:

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

Pauper Princes:

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

Rusted Claw:

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

Twisted Helix:

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

# HQ Slots 1-2 Slots

### Generic

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

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

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

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

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

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

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

## Unique

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

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

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

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

| | | | | | |
|---|---|---|---|---|---|
| A +1 point | Acid Maw | Melee | User | 3+ | Auxiliary |

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

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

# Advisors 0-3/Troop Slot Purchased

## Generic

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

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

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

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

| **Benefictus**<br>Benefictus | **M WS BS S T W I A Ld Sv**<br>6 3+ 3+ 4 3 4 4 3 9 5+ | **Points: 121**<br>**Composition:**<br>**1 Benefictus** |
|---|---|---|
| **Wargear**<br>Benefictus:<br>Autopistol<br>Force Staff | **Options**<br>May purchase 1 Spell | **Rules**<br>Benefictus:<br>Independent Character<br>Infantry<br>Emergence Hole 1<br>Unquestioning Loyalty<br>Psychic Mastery Level 2 |
| **Special Wargear:** | **Special Wargear Upgrades:** | |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| P | Autopistol | 12 | 3 | - | Pistol 1 |
| M | Force Staff | Melee | +2 | 4+ | Psychicbane, Concussion |
| S<br>Cast 7+ | Beam Lance | 72 | 9 | 2+ | Heavy 1, Beam, Lance, Monsterbane |

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

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

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

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

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

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

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

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

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

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

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

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

| **Primus**<br>Primus | **M WS BS S T W I A Ld Sv**<br>6 3+ 3+ 4 3 4 4 3 9 5+ | **Points: 104**<br>**Composition:**<br>**1 Primus** |
|---|---|---|
| **Wargear**<br>Primus:<br>Toxic Injector<br>Blasting Charges | **Options**<br>May take one P<br>May take one S | **Rules**<br>Primus:<br>Independent Character<br>Infantry<br>Emergence Hole 1<br>Unquestioning Loyalty<br>Infiltrate<br>Cult Demagogue – 6" Aura, this model and target unit may reroll all failed To Hit rolls in Melee. |
| **Special Wargear:** | **Special Wargear Upgrades:** | |

| **Selection** | **Name** | **Range** | **S** | **AP** | **Rules** |
|---|---|---|---|---|---|
| M | Toxic Injector | Melee | User | 5+ | Poisoned (2+), Rending |
| P +2 points | Needle Pistol | 12 | 3 | - | Pistol 1, Poisoned (2+) |
| S +4 points | Bonesword | Melee | User | 3+ | None |
| G | Blasting Charges | 8 | 3 | - | Grenade 1, 3" Blast |

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

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

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

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

| **Pegasus Command**<br>Pegasus Command Vehicle | **M WS BS S FA SA RA W I A Ld Sv**<br>12 5+ 4+ 6 12 10 10 8 1 3 9 3+ | **Points: 109**<br>**Composition:**<br>**1 Pegasus Command Vehicle** |
|---|---|---|
| **Wargear**<br>Pegasus Command Vehicle:<br>Multilaser<br>Heavy Flamer | **Options**<br>Pegasus Command may swap Multilaser for T<br>Pegasus Command may swap Heavy Flamer for H<br>Pegasus Command may take one P<br>Pegasus Command may take one M<br>Pegasus Command may take any E one time each | **Rules**<br>Pegasus Command Vehicle:<br>Independent Character<br>Vehicle<br>Tank<br>Limited Ammo<br>Poor Maintenance<br>Scout<br>Recon – 6" Aura, this model and target unit gain Fleet and Hit and Run. |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>E Augar Array +5 points<br>E Camo Netting +6 points<br>E Extra Armour +5 points<br>E Recovery Gear +2 points<br>E Searchlight +1 point<br>E Smoke Launchers +10 points | |

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

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

| **Brood Command Squad**<br>Commander<br>Operative<br>Operative Heavy Weapons Team | **M WS BS S T W I A Ld Sv**<br>6 3+ 3+ 3 3 4 3 3 10 5+<br>6 4+ 3+ 3 3 1 3 1 8 5+<br>6 4+ 3+ 3 3 2 3 2 8 5+ | **Points:**<br>**Composition:**<br>**1 Commander**<br>**4 Operatives**<br>**0-1 Operative Heavy Weapons Team** |
|---|---|---|
| **Wargear**<br>Commander:<br>Autopistol<br>Chainsword<br>Frag Grenades<br>Operative:<br>Autopistol<br>Brutal Weapon<br>Frag Grenades<br>Operative Heavy Weapons Team:<br>Heavy Flamer<br>Lasgun<br>Frag Grenades | **Options**<br>Commander may swap Autopistol for P, OP, or R<br>Commander may swap Brutal Weapon for M or OM<br>Any Operative may swap Autopistol for P, R, or S<br>Two Operatives may be swapped for a Operative Heavy Weapons Team for +4 points<br>Operative Heavy Weapons Team may swap Heavy Flamer for H<br>Any Operative that did not swap for S may take one E<br>The entire Squad may take any B<br>The entire Squad may take one C<br>The entire Squad may take G | **Rules**<br>Commander:<br>Character<br>Infantry<br>Limited Ammo<br><br>Operative:<br>Infantry<br>Limited Ammo<br>Operative Heavy Weapons Team:<br>Infantry<br>Limited Ammo<br>Bulky |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>E Vox Caster +10 points<br>E Sacred Cult Icon +40 points<br>E Medicae Pack +75 points<br><br>B Carapace Armour +6 points/squad<br>B Camo Gear +18 points/squad<br>C Steeds +57 points/Squad<br><br>C Genetically Altered Steeds +71 points/Squad<br>C Jetbikes +69 points/Squad | <br><br><br>6” Aura, this unit and target unit gain a 5+ Feel no Pain.<br>Sv-1 (Improves by 1).<br><br>The squad gains Shroud.<br>M+6, T+1, W+1. Gain Outflank, Steeds, Very Bulky.<br>M+6, T+1, W+2. Gain Steeds, Very Bulky.<br>M+6, T+1, W+1. Gain Steeds, Deepstrike, Fly, Very Bulky. |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| P | Autopistol | 12 | 3 | - | Pistol 1 |
| P +1 point | Laspistol | 12 | 3 | - | Pistol 1, Reliable |
| OP +2 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| OP +2 points | Boltgun | 24 | 4 | 5+ | Rapid Fire 1 |
| OP +5 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| OP +9 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Brutal Weapon | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| OM +4 points | Power Axe | Melee | +2 | 4+ | None |
| OM +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| R +0 points | Autogun | 24 | 3 | - | Rapid Fire 1 |
| R +1 point | Lasgun | 24 | 3 | - | Rapid Fire 1, Reliable |
| R +1 point | Shotgun | 12 | 3 | - | Assault 2, Scatter |
| S +6 points | Sniper Rifle | 36 | 3 | 6+ | Sniper (3+) |
| S +7 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +8 points | Grenade Launcher | 24<br>Or<br>24 | 6<br>Or<br>3 | 4+<br>Or<br>- | Assault 1<br>Or<br>Assault 1, 3” Blast |
| S +9 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +10 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3 |
| S +24 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +0 point | Mortar | 12-48 | 4 | 6+ | Heavy 1, 3” Blast, Indirect, Pinning |
| H +2 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +2 points | Multilaser | 36 | 6 | 6+ | Heavy 3 |
| H +6 points | Autocannon | 48 | 7 | 4+ | Heavy 2, Monsterbane |
| H +6 points | Heavy Mortar | 12-48 | 5 | 5+ | Heavy 1, 3” Blast, Indirect, Pinning |
| H +11 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2 |
| H +12 points | Missile Launcher | 48<br>Or<br>48 | 8<br>Or<br>4 | 3+<br>Or<br>6+ | Heavy 1, Monsterbane<br>Or<br>Heavy 1, 3” Blast |
| H +14 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3” Blast |
| G +10 points/squad | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Non-Blast |

**Unique**

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

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

# Troops 2-6 Slots

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

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

| **Brood Brothers** | **M WS BS S T W I A Ld Sv** | **Points: 65** |
|---|---|---|
| Leader | 6 4+ 4+ 3 3 1 3 2 9 5+ | **Composition:** |
| Brother | 6 4+ 4+ 3 3 1 3 1 8 5+ | **1 Leader** |
| Heavy Weapons Team | 6 4+ 4+ 3 3 2 3 2 8 5+ | **9 Brothers** |
| **Wargear** | **Options** | **Rules** |
| Leader: | Leader may swap Laspistol for P | Leader: |
| Laspistol | Leader may swap Chainsword for M | Character |
| Chainsword | One Brother may swap Lasgun for S | Infantry |
| Frag Grenades | Two Brothers may be swapped for a Heavy Weapons Team for +0 points | Limited Ammo |
| Brother: | Heavy Weapons Team may swap Heavy Flamer for H | Brother: |
| Lasgun | One Brother that did not swap for S may take one E | Infantry |
| Frag Grenades | | Limited Ammo |
| Heavy Weapons Team: | | Heavy Weapons Team: |
| Heavy Flamer | | Infantry |
| Lasgun | | Limited Ammo |
| Frag Grenades | | Bulky |
| **Special Wargear:** | **Special Wargear Upgrades:** | |
| | E Vox Caster +10 points | |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| P | Laspistol | 12 | 3 | - | Pistol 1, Reliable |
| P +2 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +5 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| P +9 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| R | Lasgun | 24 | 3 | - | Rapid Fire 1, Reliable |
| S +6 points | Sniper Rifle | 36 | 3 | 6+ | Sniper (3+) |
| S +7 points | Flamer | Flame | 4 | 5+ | Assault 1 |

| | | | | | |
|---|---|---|---|---|---|
| S +8 points | Grenade Launcher | 24<br>Or<br>24 | 6<br>Or<br>3 | 4+<br>Or<br>- | Assault 1<br>Or<br>Assault 1, 3” Blast |
| S +9 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +10 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3 |
| S +24 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +0 point | Mortar | 12-48 | 4 | 6+ | Heavy 1, 3” Blast, Indirect, Pinning |
| H +2 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +2 points | Multilaser | 36 | 6 | 6+ | Heavy 3 |
| H +6 points | Autocannon | 48 | 7 | 4+ | Heavy 2, Monsterbane |
| H +6 points | Heavy Mortar | 12-48 | 5 | 5+ | Heavy 1, 3” Blast, Indirect, Pinning |
| H +11 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2 |
| H +12 points | Missile Launcher | 48<br>Or<br>48 | 8<br>Or<br>4 | 3+<br>Or<br>6+ | Heavy 1, Monsterbane<br>Or<br>Heavy 1, 3” Blast |
| H +14 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3” Blast |

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

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

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

# Elite 0-3 Slots

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

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| M | Power Pick | Melee | User | 2+ | None |
| M +8 points | Power Hammer | Melee | X2 | 2+ | Slow, Monsterbane |

| | | | | | |
|---|---|---|---|---|---|
| S +3 points | Rocks | 6 | 5 | - | Assault 1 |

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

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| M | Rending Claws | Melee | User | 5+ | Rending |
| M +0 points | Scything Talons | Melee | User | - | Extra Attack 1, Reroll 1's To Hit |
| A +1 point | Acid Maw | Melee | User | 3+ | Auxiliary |

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

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

| **Brood Beastmen**<br>Leader<br>Beastman | **M WS BS S T W I A Ld Sv**<br>6 4+ 4+ 3 4 1 3 2 9 5+<br>6 4+ 4+ 3 4 1 3 1 8 5+ | **Points: 94**<br>**Composition:**<br>**1 Leader**<br>**9 Beastmen** |
|---|---|---|
| **Wargear**<br>Leader:<br>2 Brutal Weapons<br>Frag Grenades<br>Beastmen:<br>2 Brutal Weapons<br>Frag Grenades | **Options**<br>Leader may swap one Brutal Weapon for P, OP or R<br>Leader may swap one Brutal weapon for OM or P<br>Up to two Beastmen may swap one Brutal Weapon for S<br>Any model may swap any Brutal Weapon for P<br>One Operative that did not swap for S may take one E<br>The entire squad may take one B | **Rules**<br>Leader:<br>Character<br>Infantry<br>Limited Ammo<br>Beastmen:<br>Infantry<br>Limited Ammo |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>E Vox Caster +10 points | |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| P +1 point | Laspistol | 12 | 3 | - | Pistol 1, Reliable |
| OP +2 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| OP +5 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| OP +9 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Brutal Weapon | Melee | User | - | Extra Attack 1 |
| OM +0 points | Chainsword | Melee | User | 6+ | Rending |
| OM +3 points | Power Sword | Melee | +1 | 3+ | None |
| OM +4 points | Power Axe | Melee | +2 | 4+ | None |
| OM +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| OM +12 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| OM +14 points | Chain Fist | Melee | X2 | 2+ | Slow, Monsterbane, +1 To Penetrate |
| R +1 point | Lasgun | 24 | 3 | - | Rapid Fire 1, Reliable |
| R +1 point | Shotgun | 12 | 3 | - | Assault 2, Scatter |

| | | | | | |
|---|---|---|---|---|---|
| S +6 points | Sniper Rifle | 36 | 3 | 6+ | Sniper (3+) |
| S +7 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +8 points | Grenade Launcher | 24<br>Or<br>24 | 6<br>Or<br>3 | 4+<br>Or<br>- | Assault 1<br>Or<br>Assault 1, 3" Blast |
| S +9 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +10 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3 |
| S +24 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |

| **Brood Bullgryn**<br>Leader<br>Bullgryn | **M WS BS S T W I A Ld Sv**<br>6 3+ 4+ 5 5 3 2 4 8 4+<br>6 3+ 4+ 5 5 3 2 3 7 4+ | **Points: 135**<br>**Composition:**<br>**1 Leader**<br>**2-5 Bullgryn** |
|---|---|---|
| **Wargear**<br>Leader:<br>Grenadier Gauntlet<br>Frag Bombs<br>Slab Shield<br>Bullgryn:<br>Grenadier Gauntlet<br>Frag Bombs<br>Slab Shield | **Options**<br>May take up to 3 more Bullgryn for +43 points each<br>Any model may swap Grenadier Gauntlet for M<br>Any model may swap Slab Shield for B | **Rules**<br>Leader:<br>Character<br>Monstrous Infantry<br>Limited Ammo<br>Stubborn<br>Very Bulky<br>Bullgryn:<br>Monstrous Infantry<br>Limited Ammo<br>Stubborn<br>Very Bulky |
| **Special Wargear:**<br>Slab Shield – Sv-1 (Improves by 1) | **Special Wargear Upgrades:**<br>B Brute Shield +4 points | 5+ Invulnerability Save |

| **Selection** | **Name** | **Range** | **S** | **AP** | **Rules** |
|---|---|---|---|---|---|
| S | Grenadier Gauntlet | 12 | 4 | 6+ | Assault 1, 3" Blast |
| M +8 points | Shock Maul | Melee | +2 | 4+ | Concussion |
| G | Frag Bombs | 8 | 4 | - | Grenade 1, 3" Blast |

| **Brood Ogryn**<br>Leader<br>Ogryn | **M WS BS S T W I A Ld Sv**<br>6 3+ 4+ 5 5 3 2 4 8 5+<br>6 3+ 4+ 5 5 3 2 3 7 5+ | **Points: 126**<br>**Composition:**<br>**1 Leader**<br>**2-5 Ogryn** |
|---|---|---|
| **Wargear**<br>Leader:<br>Ripper Gun<br>Frag Bombs<br>Ogryn:<br>Ripper Gun<br>Frag Bombs | **Options** | **Rules**<br>Leader:<br>Character<br>Monstrous Infantry<br>Limited Ammo<br>Stubborn<br>Very Bulky<br>Ogryn:<br>Monstrous Infantry<br>Limited Ammo<br>Stubborn<br>Very Bulky |
| **Special Wargear:** | **Special Wargear Upgrades:** | |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| R | Ripper Gun | 12 | 5 | - | Assault 3, Scatter, Rending |
| G | Frag Bombs | 8 | 4 | - | Grenade 1, 3” Blast |

| **Brood Operatives**<br>Leader<br>Operative<br>Operative Heavy Weapons Team | **M WS BS S T W I A Ld Sv**<br>6 4+ 3+ 3 3 1 3 2 9 5+<br>6 4+ 3+ 3 3 1 3 1 8 5+<br>6 4+ 3+ 3 3 2 3 2 8 5+ | **Points: 85**<br>**Composition:**<br>**1 Leader**<br>**9 Operatives**<br>**0-1 Operative Heavy Weapon Teams** |
|---|---|---|
| **Wargear**<br>Leader:<br>Laspistol<br>Chainsword<br>Frag Grenades<br>Operative:<br>Lasgun<br>Frag Grenades<br>Operative Heavy Weapons Team:<br>Heavy Flamer<br>Lasgun<br>Frag Grenades | **Options**<br>Leader may swap Laspistol for P<br>Leader may swap Chainsword for M<br>Up to three Operatives may swap Lasgun for S<br>Two Operatives may be swapped for an Operative Heavy Weapons Team for +0 points<br>Operative Heavy Weapons Team may swap Heavy Flamer for H<br>Any model may swap Lasgun for R<br>One Operative that did not swap for S may take one E<br>The entire squad may take one B | **Rules**<br>Leader:<br>Character<br>Infantry<br>Limited Ammo<br>Operative:<br>Infantry<br>Limited Ammo<br>Operative Heavy Weapons Team:<br>Infantry<br>Limited Ammo<br>Bulky |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>B Carapace Armour +10 points<br>E Vox Caster +10 points | Sv-1 (Improves by 1). |

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

| **Brood Stormtroopers**<br>Leader<br>Stormtrooper<br>Stormtrooper Heavy Weapons Team | **M WS BS S T W I A Ld Sv**<br>6 4+ 3+ 3 3 1 3 2 9 5+<br>6 4+ 3+ 3 3 1 3 1 8 5+<br>6 4+ 3+ 3 3 2 3 2 8 5+ | **Points: 80**<br>**Composition:**<br>**1 Leader**<br>**4-9 Stormtroopers**<br>**0-1 Stormtrooper Heavy Weapon Teams** |
|---|---|---|
| **Wargear**<br>Leader:<br>Hotshot Laspistol<br>Chainsword<br>Frag Grenades<br>Krak Grenades<br>Stormtrooper:<br>Hotshot Lasgun<br>Frag Grenades<br>Krak Grenades<br>Stormtrooper Heavy Weapons Team:<br>Heavy Flamer<br>Hotshot Lasgun<br>Frag Grenades<br>Krak Grenades | **Options**<br>May take up to 5 more Stormtroopers for +15 points each<br>Leader may swap Hotshot Laspistol for OP<br>Leader may swap Chainsword for OM<br>Up to two Stormtroopers may swap Hotshot Lasgun for S or take one SD<br>Two Stormtroopers may be swapped for a Stormtrooper Heavy Weapons Team for -1 point<br>Stormtrooper Heavy Weapons Team may swap Heavy Flamer for H<br>Any model may take one P<br>One Operative that did not swap for S may take one E<br>The entire squad may take one B | **Rules**<br>Leader:<br>Character<br>Infantry<br>Limited Ammo<br>Deepstrike<br>Stormtrooper:<br>Infantry<br>Limited Ammo<br>Deepstrike<br>Stormtrooper Heavy Weapons Team:<br>Infantry<br>Limited Ammo<br>Bulky<br>Deepstrike |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>B Jump Packs +7 points per model<br>E Vox Caster +10 points | M+6. Gain Bulky, Fly. |

| **Selection** | **Name** | **Range** | **S** | **AP** | **Rules** |
|---|---|---|---|---|---|
| OP | Hotshot Laspistol | 6 | 3 | 3+ | Pistol 1 |
| OP +0 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| OP +0 points | Boltgun | 24 | 4 | 5+ | Rapid Fire 1 |
| OP +3 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| OP +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| OM | Chainsword | Melee | User | 6+ | Rending |
| OM +3 points | Power Sword | Melee | +1 | 3+ | None |
| OM +5 points | Power Axe | Melee | +2 | 4+ | None |
| OM +6 points | Power Maul | Melee | +2 | 4+ | Concussion |
| OM +7 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| R | Hotshot Lasgun | 18 | 3 | 3+ | Rapid Fire 1, Reliable |

| | | | | | |
|---|---|---|---|---|---|
| S +3 points | Hotshot Volleygun | 24 | 3 | 3+ | Rapid Fire 2 |
| S +4 points | Sniper Rifle | 36 | 3 | 6+ | Sniper (3+) |
| S +5 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +6 points | Grenade Launcher | 24<br>Or<br>24 | 6<br>Or<br>3 | 4+<br>Or<br>- | Assault 1<br>Or<br>Assault 1, 3” Blast |
| S +7 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +8 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3 |
| S +22 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| SD +7 points | Demolition Charge | 6 | 10 | 2+ | Assault 1, 5” Blast, Monsterbane, One Use Only |
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +0 point | Mortar | 12-48 | 4 | 6+ | Heavy 1, 3” Blast, Indirect, Pinning |
| H +2 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +2 points | Multilaser | 36 | 6 | 6+ | Heavy 3 |
| H +6 points | Autocannon | 48 | 7 | 4+ | Heavy 2, Monsterbane |
| H +6 points | Heavy Mortar | 12-48 | 5 | 5+ | Heavy 1, 3” Blast, Indirect, Pinning |
| H +11 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2 |
| H +12 points | Missile Launcher | 48<br>Or<br>48 | 8<br>Or<br>4 | 3+<br>Or<br>6+ | Heavy 1, Monsterbane<br>Or<br>Heavy 1, 3” Blast |
| H +14 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| P +3 points | Hotshot Laspistol | 6 | 3 | 3+ | Pistol 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3” Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Non-Blast |

| **Brood Ratlings**<br>Ratling | **M WS BS S T W I A Ld Sv**<br>6 5+ 3+ 2 3 1 4 1 6 5+ | **Points: 95**<br>**Composition:**<br>**5-10 Ratlings** |
|---|---|---|
| **Wargear**<br>Ratling:<br>Laspistol<br>Sniper Rifle | **Options**<br>May take up to 5 more Ratlings for +19 points each | **Rules**<br>Ratling:<br>Infantry<br>Limited Ammo<br>Shoot Sharp and Scarper – this unit may move d6” after resolving any Shooting. |
| **Special Wargear:** | **Special Wargear Upgrades:** | |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| P | Laspistol | 12 | 3 | - | Pistol 1, Reliable |
| S | Sniper Rifle | 36 | 3 | 6+ | Sniper (3+) |

# Fast Attack 0-3 Slots

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

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

## Infantry

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

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

| **Brood Rough Riders**<br>Leader<br>Rough Rider | **M WS BS S T W I A Ld Sv**<br>12 4+ 4+ 3 4 2 3 2 9 5+<br>12 4+ 4+ 3 4 2 3 1 8 5+ | **Points: 104**<br>**Composition:**<br>**1 Leader**<br>**4-9 Rough Riders** |
|---|---|---|
| **Wargear**<br>Leader:<br>Infantry Lance<br>Chainsword<br>Laspistol<br>Frag Grenades<br>Rough Rider:<br>Infantry Lance<br>Chainsword<br>Laspistol<br>Frag Grenades | **Options**<br>May take up to 5 more Rough Riders for +20 points each<br>Sergeant may swap Laspistol for P<br>Sergeant may swap Chainsword for M or OM<br>Sergeant may swap Infantry Lance for L or OL<br>Any 2 Rough Riders may swap their Laspistols for S or take one SD<br>Any model may swap Infantry Lance for L<br>Any model may swap Chainsword for M<br>Any model may take one R<br>One model that did not swap for S or take SD may take one E<br>The entire unit may take one B | **Rules**<br>Leader:<br>Character<br>Infantry<br>Limited Ammo<br>Outflank<br>Very Bulky<br>Rough Rider:<br>Infantry<br>Limited Ammo<br>Outflank<br>Very Bulky |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>E Vox Caster +10 points<br>B Genetically Engineered Steeds +2 points/model<br>B Jet Bikes +2 points per model | <br><br>W+1. Lose Outflank<br><br>Gain Deepstrike, Flying. Lose Outflank. |

| **Selection** | **Name** | **Range** | **S** | **AP** | **Rules** |
|---|---|---|---|---|---|
| P | Laspistol | 12 | 3 | - | Pistol 1, Reliable |
| P +2 points | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +5 points | Handflamer | Flame | 3 | 6+ | Pistol 1 |
| P +9 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| S +7 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +8 points | Grenade Launcher | 24<br>Or<br>24 | 6<br>Or<br>3 | 4+<br>Or<br>- | Assault 1<br>Or<br>Assault 1, 3” Blast |
| S +9 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +24 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| SD +7 points | Demolition Charge | 6 | 10 | 2+ | Assault 1, 5” Blast, Monsterbane, One Use Only |
| R +1 points | Lasgun | 24 | 3 | - | Rapid Fire 1, Reliable |

| | | | | | |
|---|---|---|---|---|---|
| M | Chainsword | Melee | User | - | Rending |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| OM +5 points | Power Axe | Melee | +2 | 4+ | None |
| OM +6 points | Power Maul | Melee | +2 | 4+ | Concussion |
| L | Infantry Lance | Flame | 3 | - | Assault 1 |
| L +4 points | Hunting Lance | Melee | 6 | 3+ | Armourbane, Monsterbane, Auxiliary |
| OL +1 point | Goad Lance | Melee | +2 | - | Tesla |

## Armoured Cars

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

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

| **Hippogriff AFV Squadron**<br>Hippogriff | **M WS BS S FA SA RA W I A Ld Sv**<br>12 5+ 4+ 6 12 11 10 8 1 3 9 3+ | **Points: 145**<br>**Composition:**<br>**1-3 Hippogriffs** |
|---|---|---|
| **Wargear**<br>Hippogriff:<br>Vigilator Cannon<br>Coaxial Heavy Stubber | **Options**<br>May take up to 2 more Hippogriffs for +141 points each<br>Any model may swap Vigilator Cannon for T<br>Any model may swap Coaxial Heavy Stubber for C<br>Any model may take any E one time each | **Rules**<br>Hippogriff:<br>Vehicle<br>Tank<br>Grinding Advance<br>Limited Ammo<br>Poor Maintenance<br>Outflank |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>E Augar Array +5 points<br>E Camo Netting +6 points<br>E Extra Armour +5 points<br>E Recovery Gear +2 points<br>E Searchlight +1 point<br>E Smoke Launchers +10 points | |

| **Selection** | **Name** | **Range** | **S** | **AP** | **Rules** |
|---|---|---|---|---|---|
| T | Vigilator Cannon | 72 | 8 | 3+ | Heavy 1, Coaxial, 3” Blast, Monsterbane, Turret, Primary |
| T +1 point | Melta Cannon | 24 | 8 | 1+ | Heavy 1, Coaxial, Melta, (Monsterbane), 3” Blast, Turret, Primary |
| T +16 points | Chiron Gatling Cannon | 24 | 4 | - | Heavy 12, Coaxial, Turret, Primary |
| T +30 points | Heavy Lascannon | 60 | 10 | 1+ | Heavy 1, Coaxial, Ordnance, Monsterbane, Turret, Primary |
| C | Coaxial Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Coaxial, Turret |
| C +17 points | Coaxial Meltagun | 12 | 8 | 1+ | Assault 1, Coaxial, Melta, (Monsterbane), Turret |

| **Pegasus Squadron**<br>Pegasus | **M WS BS S FA SA RA W I A Ld Sv**<br>12 5+ 4+ 6 12 10 10 8 1 3 9 3+ | **Points: 90**<br>**Composition:**<br>**1-3 Pegasus** |
|---|---|---|
| **Wargear**<br>Pegasus:<br>Multilaser<br>Heavy Flamer | **Options**<br>May take up to 2 more Pegasus for +96 points each<br>Any Pegasus may swap Multilaser for T<br>Any Pegasus may swap Heavy Flamer for H<br>Any Pegasus may take one P<br>Any Pegasus may take one M<br>Any Pegasus may take any E one time each | **Rules**<br>Pegasus:<br>Vehicle<br>Tank<br>Scout<br>Limited Ammo<br>Poor Maintenance |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>E Augar Array +5 points<br>E Camo Netting +6 points<br>E Extra Armour +5 points<br>E Recovery Gear +2 points<br>E Searchlight +1 point<br>E Smoke Launchers +10 points | |

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

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

| **Selection** | **Name** | **Range** | **S** | **AP** | **Rules** |
|---|---|---|---|---|---|
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull, Primary |
| H +6 points | Tauros Grenade Launcher | 36 | 6 or 3 | 4+ or - | Assault 2, Hull, Primary<br>Assault 2, 3” Blast, Hull, Primary |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

| **Tauros Venator Squadron**<br>Tauros Venator | **M WS BS S FA SA RA W I A Ld Sv**<br>16 5+ 4+ 5 9 9 9 6 1 3 9 4+ | **Points: 54**<br>**Composition:**<br>**1-3 Tauros Venators** |
|---|---|---|
| **Wargear**<br>Tauros Venator:<br>2 Linked Multilasers | **Options**<br>May take up to 2 more Tauros Venators for +54 points<br>Any Tauros Venator may swap 2 Linked Multilasers for T<br>Any Tauros Venators may take up to two M<br>Any Tauros Venators may take any E one time each | **Rules**<br>Tauros Venator:<br>Vehicle<br>Tank<br>Outflank<br>Open Topped<br>Limited Ammo<br>Poor Maintenance |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>E Augar Array +5 points<br>E Camo Netting +6 points<br>E Extra Armour +5 points<br>E Recovery Gear +2 points<br>E Searchlight +1 point | |

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

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

## Sentinels

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

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull, Primary |
| H +1 point | Multilaser | 36 | 6 | 6+ | Heavy 3, Hull, Primary |
| H +1 point | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3” Blast, Gets Hot!, Hull, Primary |
| H +3 points | Autocannon | 48 | 7 | 4+ | Heavy 2, Monsterbane, Hull, Primary |
| H +6 points | Missile Launcher | 48<br>Or<br>48 | 8<br>Or<br>4 | 3+<br>Or<br>6+ | Heavy 1, Monsterbane, Hull, Primary Or<br>Heavy 1, 3” Blast, Hull, Primary |

| | | | | | |
|---|---|---|---|---|---|
| H +7 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane, Hull, Primary |
| H +10 points | Assault Cannon | 36 | 6 | 4+ | Assault 4, Rending, Hull, Primary |
| MW +4 points | Sentinel Chainsaw | Melee | +1 | 6+ | Rending |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

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

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull, Primary |
| H +1 point | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Hull, Primary |
| H +10 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull, Primary |
| MW +4 points | Sentinel Chainsaw | Melee | +1 | 6+ | Rending |

| | | | | | |
|---|---|---|---|---|---|
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

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

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

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

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

## Tanks

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

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

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

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

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

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

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

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

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

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

# Heavy Support 0-3 Slots

## Infantry

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

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

## Battle Tanks

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

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

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

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

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

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

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

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

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

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

| | | |
|---|---|---|
| Trench Crossers – This model does not take Immobilize Tests for moving through Terrain | E Camo Netting +6 points<br>E Extra Armour +5 points<br>E Recovery Gear +2 points<br>E Searchlight +1 point<br>E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| H | Neutron Laser Projector | 72 | D | 1+ | Heavy 1, 3” Blast, Destroyer, Monsterbane, Shock pulse, Hull, Primary |
| H +50 points | 2 Linked Infernus Cannons | Hell-storm | 7 | 3+ | Assault 1 x2, Hull, Primary, Enlarged Fuel Tanks |
| S | 2 Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Sponson |
| S +1 point | 2 Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2, Sponson |
| S +2 points | 2 Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Sponson |
| S +9 points | 2 Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, Sponson |
| S +20 points | 2 Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Sponson |
| P +5 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Turret |
| P +9 points | Light Stubber | 36 | 4 | - | Heavy 3, Turret |
| P +11 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Turret |
| P +11 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |
| P +13 points | Multilaser | 36 | 6 | 6+ | Heavy 3, Turret |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

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

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

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

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

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

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

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

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

## Self-Propelled Guns

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

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

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

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

| | | | | | |
|---|---|---|---|---|---|
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

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

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

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

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

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

## Artillery

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

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

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

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

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

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

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

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

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

| | | |
|---|---|---|
| | E Camo Netting +6 points | |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| T | Storm Eagle Rack | 24 to 240 | 9 | 2+ | Heavy 1, 7” Blast, Ordnance, Monsterbane, Indirect Fire, Hull, Primary |

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

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

## Support

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

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| H | 4 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x4 |
| H +0 points | 4 Linked Multilasers | 36 | 6 | 6+ | Heavy 3 x4 |
| H +104 points | 4 Linked Heavy Laser Destroyers | 60 | 9 | 2+ | Heavy 1 x4, Ordnance, Monsterbane |

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

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

# Flyer 0-2 Slots

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

| Special Wargear: | Special Wargear Upgrades:<br>E Chaff Launcher +9 points | <br>5+ Invulnerability Save against Ranged Attacks |
|---|---|---|

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| H | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Turret, Primary |
| H +0 points | Multilaser | 36 | 6 | 6+ | Heavy 3, Turret, Primary |
| H +4 points | Autocannon | 48 | 7 | 4+ | Heavy 2, Monsterbane, Turret, Primary |

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

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

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

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

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

| Special Wargear: | Special Wargear Upgrades:<br>E Chaff Launcher +9 points | |
|---|---|---|

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

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

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

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

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

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

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

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

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

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

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

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

# Dedicated Transport 0-1/Legal Slot

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

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

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

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

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

| | | |
|---|---|---|
| | E Camo Netting +6 points<br>E Extra Armour +5 points<br>E Recovery Gear +2 points<br>E Searchlight +1 point<br>E Smoke Launchers +10 points | |

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

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

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

| **Heracles Halftrack**<br>Heracles Halftrack | **M WS BS S FA SA RA W I A Ld Sv**<br>12 5+ 4+ 6 11 11 10 10 1 3 9 3+ | **Points: 150**<br>**Composition:**<br>**1 Heracles Halftrack** |
|---|---|---|
| **Wargear**<br>Heracles Halftrack:<br>Ammunition Cache | **Options**<br>May take one D<br>May take one P<br>May take one M<br>May take one B<br>May take any E one time each | **Rules**<br>Heracles Halftrack:<br>Vehicle<br>Tank<br>Limited Ammo<br>Poor Maintenance<br>Open Topped<br>Tow – This model may move Mobile Artillery. The unit takes the full transport capacity when being Towed.<br>Transport 12 – Access Sides and Rear. 3 Fire Ports Front, Sides, and Rear<br>Escort – This model may join units like an Independent Character |
| **Special Wargear:**<br>Ammunition Cache – 6" Aura, this model and target unit | **Special Wargear Upgrades:**<br>B Centaur RSV Pattern +0 points | Lose Ammunition Cache. Gain Assault Ramps |

| | | |
|---|---|---|
| replenishes all One Use Only Wargear. Deathstrike Missiles cannot be replenished by this ability. | E Augar Array +5 points<br>E Camo Netting +6 points<br>E Extra Armour +5 points<br>E Recovery Gear +2 points<br>E Searchlight +1 point<br>E Smoke Launchers +10 points<br>E Deathstrike Cart +399 points | Ammunition Cache can now reload Death Strike Missiles as well. If this model is destroyed, on a 4+ the cart explodes! Center a Deathstrike Missile Blast on the Cart (or Halftrack if you do not have a Cart model) and do not scatter it. |

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

| **Pegasus AAV**<br>Pegasus AAV | **M WS BS S FA SA RA W I A Ld Sv**<br>12 5+ 4+ 6 10 10 10 10 1 3 9 3+ | **Points: 129**<br>**Composition:**<br>**1 Pegasus AAV** |
|---|---|---|
| **Wargear**<br>Pegasus AAV:<br>Heavy Flamer | **Options**<br>May swap Heavy Flamer for T<br>May take one P<br>May take one M<br>May take any E one time each | **Rules**<br>Pegasus AAV:<br>Vehicle<br>Tank<br>Limited Ammo<br>Poor Maintenance<br>Aquatic<br>Scout<br>Transport 12 – Access Sides and Rear. 2 360 Fire Ports. |
| **Special Wargear:** | **Special Wargear Upgrades:**<br>E Augar Array +5 points<br>E Camo Netting +6 points<br>E Extra Armour +5 points<br>E Recovery Gear +2 points<br>E Searchlight +1 point<br>E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| T | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Turret, Primary |

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

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

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

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

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

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

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

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

# Lord of War 0-1 Slots

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

## Baneblade Chassis

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

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

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

| | | |
|---|---|---|
| | E Smoke Launchers x2 +20 points<br>SS Side Skirts +10 points | |

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

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

| | | |
|---|---|---|
| | SS Side Skirts +10 points | |

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

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

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

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

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| T | Hellhammer Cannon and<br><br>Autocannon | 36 and<br><br>48 | 10 and<br><br>7 | 2+ and<br><br>4+ | Heavy 1, 10” Blast, Ordnance, Monsterbane, Ignores Cover, Coaxial, Turret and<br>Heavy 2, Coaxial, Turret |

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

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

| Selection | Name | Range | S | AP | Rules |
|---|---|---|---|---|---|
| T | Volcano Cannon | 120 | D | 1+ | Heavy 1, 5” Blast, Destroyer, Hull |
| H | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |

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

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

| **Selection** | **Name** | **Range** | **S** | **AP** | **Rules** |
|---|---|---|---|---|---|
| T | Plasma Blastgun and Heavy Bolter | 72 and 36 | 9 and 5 | 2+ And 4+ | Heavy 2, 7” Blast, Ordnance, Monsterbane, Coaxial, Hull and Heavy 1, Coaxial, Hull |
| H | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| S +83 points | Lascannon and 2 Linked Heavy Flamers x2 | 48 and Flame | 9 and 5 | 2+ and 4+ | Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2) |

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

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

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

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

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

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

| | | | | | |
|---|---|---|---|---|---|
| P +9 points | Light Stubber | 36 | 4 | - | Heavy 3, Turret |
| P +11 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |

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

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

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

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

## Macharius Chassis

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

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

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

| | | |
|---|---|---|
| | E Recovery Gear +2 points<br>E Searchlight +1 point<br>E Smoke Launchers x2 +20 points | |

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

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

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

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

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

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

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

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

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

| | | |
|---|---|---|
| | E Smoke Launchers x2 +20 points | |

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

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

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

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

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

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

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

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

## Marauder Chassis

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

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

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

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

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

## Defenses

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

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

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

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

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

# Fortification 0-1/1000 points

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

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

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

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

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

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

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

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

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

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

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

| **Vengeance Weapon Battery**<br>Vengeance Weapon Battery | **M WS BS S T W I A Ld Sv**<br>- - 4+ - 8 20 - - - 3+ | **Points: 249**<br>**Composition:**<br>**1 Vengeance Weapon Battery** |
|---|---|---|
| **Wargear**<br>Vengeance Weapon Battery:<br>Avenger Gatling Cannon | **Options**<br>May swap Avenger Gatling Cannon for H | **Rules**<br>Vengeance Weapon Battery:<br>Building<br>Fortification – This model may never be moved once placed on the Table, except when it is destroyed. |
| **Special Wargear:** | **Special Wargear Upgrades:** | |

| **Selection** | **Name** | **Range** | **S** | **AP** | **Rules** |
|---|---|---|---|---|---|
| H | Avenger Gatling Cannon | 36 | 6 | 3+ | Heavy 12, Turret |
| H +30 points | Battle Cannon | 72 | 8 | 3+ | Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret |

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

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