Imperial Guard

“Let’s see them fight ALL of us!”

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 is the Imperial Guard? The Imperial Guard is the largest fighting force in the galaxy, with a 2nd edition referencing their combat strength at nearly four trillion soldiers. They hold the ground and bleed and die so the Space Marines can save the day at the last second.

Army Difficulty 1-5: 3. The army itself has very powerful units or large amounts of expendable units. The only complication is the orders and the large quantity of Wargear to choose from. These can be avoided by purchasing units that do not issue orders.
Strengths: Excellent light infantry that are well equipped and have a large variety of weapons to confront most situations. The Guard have access to massive infantry formations compromised of multiple units that flood the field as well as the best all-around heavy armour in the game, with massive variety of tanks that range from one-man crews to thirty.
Weaknesses: No heavy infantry and very limited monstrous infantry options. Some leadership abilities remove your commanders from the battlefield whether you like it or not.
Army Abilities: The Imperial Guard have several abilities unique to just their codex. The main one is in the form of Orders, which are broken into Infantry Orders, Tank Orders, or Wing Orders.
Orders: Orders are issued as True Auras, meaning they affect every unit within the order radius of 12" unless otherwise specified. Orders are issued in the beginning of the Shooting phase in its own subphase. When issuing an order, nominate one eligible unit type such as Veterans. Roll 2d6 and compare the result to the highest Ld model in each unit of the nominated type in range. If it is equal to or under, the unit receives the benefit of the order! If Vox Casters or units considered to have Vox Casters are involved, roll a 2nd time if any affected units did not receive the order successfully. No unit may benefit from the same order more than once per phase. See Vox Casters for more details.
"Type" Order # will be listed as a Special Ability in the appropriate Datasheet. Type Denotes what order list the model is allowed to use, and how many orders of that list they can issue per shooting phase. It is possible to issue the same order such as Bring it Down multiple times so long as each time the target unit type changes. The target unit Type is specific, such as Heavy Weapon Squads or Avenger Strike Fighters.
Vox Casters allow you to reroll all orders issued to the squad so long as the squad the officer is in, and the receiving squad has a Vox Caster equipped. All vehicles are assumed to be equipped with Vox Casters for the purposes of issuing and receiving orders. If the officer is issuing an order to his own squad and they have a Vox Caster, they are allowed to reroll failed order dice.
Infantry Orders: May only effect Command Squads (all variants), Veterans, Guardsman Squads, Special Weapon Squads, Heavy Weapon Squads, Conscripts, or Stormtroopers.

1) First Rank Fire! Second Rank Fire!: models affected by this gain 1 extra shot with their Lasgun or Hellgun in addition to the normal amount of shots. This does not count as Rapid Fire, so a Lasgun can have 3 shots within 12" and 2 shots up to 24" for example. Special Lasguns that replace Lasguns because of Regimental Rules benefit from this.
2) Bring it Down!: affected units may reroll 1's To Wound or Penetrate this Shooting Phase.
3) Get Back in the Fight!: Units rally if it is fleeing or can be used to remove the Fear effect from the unit, but not both.
4) Move! Move! Move!: effected units gain Fleet for the Shooting Phase
5) Incoming!: units affected become Pinned at the end of the Shooting Phase with an extra +1 to the Cover Save.

6) Repel the Line!: units affected may fire as if they were not engaged in melee. They may only target the unit they are engaged with and may not overlap Flame or Blast Templates on friendly units prior to scattering as normal.

Tank Orders: May be issued to any vehicle datasheet with the Tank keyword.

1) Bring it Down!: affected units may reroll 1's To Wound or Penetrate this Shooting Phase.
2) Get Back in the Fight!: affected units rally if it is fleeing or can be used to remove the Fear effect from the unit, but not both.
3) Shoot and Scoot!: affected unit may move d6" at the end of the Shooting Phase.
4) Incoming!: affected units becomes Pinned at the end of the Shooting Phase with an extra +1 to the Cover Save.
5) Grind them to Dust!: affected units may reroll 1's To Hit in you upcoming Assault Phase this Round.
6) Scratch my Back!: affected units may fire S5 or less weapons into a Melee with a friendly Tank but no friendly Infantry or Monstrous Infantry. Every roll of a 1 To Hit counts as a hit against your own unit, randomized if there is more than one. Flame Templates are allowed to overlap friendly models in this instance. The ability ends at the end of the Shooting Phase.

Wing Orders: May be issued to any vehicle datasheet with the High-Altitude Rule.

1) Bring it Down!: affected units may reroll 1's to Wound or Penetrate this Shooting Phase.
2) Strafing Run!: affected units may ignore their AA rule on their weapons or Datasheet this Shooting Phase.
3) Scramble!: affected units may gain AA on all of their weapons. In the case of Blast weapons, they roll the same number of Snap Shot dice, but hit on their normal BS with the +1 from AA.
4) Barrel Roll!: affected units may either gain a 5+ Invulnerability Save or may reroll 1's* on Invulnerability Saves until your next Command Phase.
5) Immelmann!: affected units may turn 180 degrees. They may not turn more or less then the 180 degrees. If the unit performs this maneuver, they must reroll all 6's* with their Invulnerability Saves until your next Command Phase.
6) High Side Guns Pass!: units affected by this order may fire from where they were BEFORE moving this turn.

*Designer Note: Remember a Reroll cannot be rolled again. If you have both Barrel Roll and Immelmann active on the same unit, a 6 cannot be rerolled into a 1 and then rolled again for example.

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.
- Flare Shields – Sv-1 (Improves by 1).
- Medicae Pack – 6" Aura, this model's unit and target unit gain a 5+ Feel No Pain.
- Recovery Gear – Once per Round, Roll d6. On 5+ repair Immobilized or Crew Stun result.
- Searchlight - This unit and target unit are no longer affected by Night rules.
- Smoke Launchers - 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – 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's unit and target unit gain A+1.
- Vox Caster – This model's unit may reroll failed Order Tests if the model Issuing the Order has a Vox Caster in its unit and the target unit has one as well. All Vehicles and Monsters in this Codex are considered equipped with Vox Casters.

Regiments

There are a million worlds in the Imperium's control at any given time. Some worlds have made a more noticeable impact with their legendary regiments. You can further customize your army list by playing one of these well-known regiments, who offer a tradeoff of abilities to represent their specialties compared to your average regiment in the 40k universe. You may only use models with the "Regiment" keyword if the army list is using the "Regiment" rule.

Armageddon Steel Legion:

- Mechanized Infantry: Infantry units gain a 5+ Cover Save the Turn they Disembark from a Transport. Forced Disembark does not provide this Save.
- Hive City Inhabitants: All Infantry suffer -1 cover save if it is not provided by a building, fortified terrain piece, or Mechanized Infantry.

Cadian Shock:

- Imperial Guard's Finest: all models may reroll 1's To Hit with ranged weapons.
- No Place to Call Home: each model only counts as half a model for the purpose of Contesting Objectives.

Catachan Jungle Troops:

- Carbines: All Lasguns and Hotshot Lasguns are R-6.
- Catachan Fangs: All Infantry and Monstrous Infantry gain the following weapon: Catachan Fang RMelee S+1 AP- Rules None.
- Flak Vests: All Infantry and Monstrous Infantry Datasheets are Sv+1, resulting in 1 worse Armour Save except unique characters.

- Jungle Grit: All T3 Infantry gain T+1. Models with **Bold** already have this baked into their profile.

Death Korp of Krieg:

- Trenching Tools: All Infantry and Monstrous Infantry gain the following Weapon Profile; Range: Melee, S: User, AP: -, Rules: Extra Attack 1.
- Command Dependent: All models gain Stubborn, but may only perform the following actions when a HQ or Advisor Slot is within 12”; Move, Advance, Charge.
- Lucius Pattern: All Lasguns use the following Weapon Profile instead of the standard Lasgun profile; Range: 24, S: 4, AP: -, Rules: Assault 1.

Elysian Drop Troops:

- Airbourne Specialists: All non-Vehicle models gain the Deepstrike rule. If the model already has Deepstrike, it may reroll Deepstrike scatter dice.
- Paratrooper Loadout: each model only counts as half a model for contesting objectives.
- Skyborne Division: every model with Deepstrike or Outflank must be held in reserve during army deployment.
- Air Superiority: Lose all Heavy Support Slots and gain +1 Flyer Slot. They may not take any Lord of War that does not have High Altitude.
- Accatran Pattern Lasgun: All Lasguns are replaced with the following Weapon Profile; Range: 12, S: 3, AP: -, Rules: Assault 2.

Mordian Iron Guard:

- Hive City Inhabitants: All models suffer -1 Cover Save unless it is being provided by a Building or Fortified Terrain Piece.
- Command Dependent: All models gain Stubborn, but may only perform the following actions when a HQ or Advisor Slot is within 12”; Move, Advance, Charge.
- Crowd Control: All models Overwatch on a 5+. Pistols Overwatch on a 4+. Other instances of Snap Shots are still performed on a 6+.
- Triplex Pattern Lasgun: All Lasguns have the following option Weapon Profile in addition to the standard Lasgun profile; Range: 12, S:5, AP: -, Rules: Heavy 1, Gets Hot!

PDF (Planetary Defense Force):

- This regiment uses the rules for models stated exactly as they are in this Codex.

Praetorian Guard:

- Tally Ho!: All models may reroll failed Charge rolls.
- Command Dependent: All models gain Stubborn, but may only perform the following actions when a HQ or Advisor Slot is within 12”; Move, Advance, Charge.

Tallarn Desert Raiders:

- Like the Wind: All non-vehicle models gain Stealth. Models already with Stealth gain Shroud.
- Desert Specialists: All nonvehicle Sv Stats are Sv -.
- Strike and Fade: All models automatically lose Combat Resolution.

Tanith First and Only:

- Camo Cloaks: All Infantry models gain Stealth. This does not affect Monstrous Infantry.

- Stealth Armour: All Infantry Datasheets are Sv+1, resulting in 1 worse Armour Save. This does not affect Monstrous Infantry or unique characters.
- No Place to Call Home: each model only counts as half a model for contesting objectives.

Valhallan Ice Warriors:

- Command Dependent: All models gain Stubborn, but may only perform the following actions when a HQ or Advisor Slot is within 12”; Move, Advance, Charge.
- Poorly Equipped: All Infantry and Monstrous Infantry models Sv Stats are Sv -. This does not affect unique characters.
- Acceptable Losses: Any unit may choose to test Ld to shoot into close combat with friendly models involved. If passed, they may place Flame and Blast templates over friendly models this turn. All natural rolls of a 1 to hit automatically hit a friendly unit at random involved in the melee, chosen by the owner how to allocate the wounds and saves like normal. Templates Hit all models underneath them like normal.

Vostroyan First Born:

- Family Heirlooms: All Infantry Sv Stats are Sv 4+.
- Sins of the Forefathers: All models suffer -1 Ld.
- Kantrael Pattern Lasguns: Replace all Lasguns profiles with the following Weapon Profile; Range: 30, S: 3, AP: -, Rules: Heavy 2
- A Life of Servitude: each model only counts as half a model for contesting objectives.

HQ Slots 1-2

Generic

Company Command Squad Company Commander Veteran Veteran Heavy Weapons Team	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 5 3 3 9 5+ 6 4+ 3+ 3 3 1 3 1 7 5+ 6 4+ 3+ 3 3 2 3 2 7 5+	**Points: 131** **Composition:** **1 Company Commander** **4 Veterans**
Wargear Company Commander: Laspistol Chainsword Frag Grenades Refractor Field Veterans: Lasgun Frag Grenades Veteran Heavy Weapon Team: Heavy Flamer Lasgun Frag Grenades	**Options** Company Commander may swap Laspistol for OP Company Commander may swap Chainsword for OM Any Veteran or Heavy Weapon Team may swap their Lasgun for R or P One Veteran may swap their Lasgun for ES Any Veteran may swap their Lasgun for S or take one SD Any Veteran that did not swap Lasgun for ES, S or SD may take one E Any Veteran may take one M 2 Veterans may form a Veteran Heavy Weapon Team for +4 points The Veteran Heavy Weapon Team may swap the Heavy Flamer for H The entire Squad may take Krak Grenades The Squad may take up to one of each B The Squad may take one C	**Rules** Company Commander: Infantry Orders 2 Character Infantry Veterans: Infantry Veteran Heavy Weapon Team: Infantry Bulky
Special Wargear: Refractor Field: 5+ Invulnerability Save	**Special Wargear Upgrades:** E Vox Caster +5 points E Standard +40 points E Medicae Pack +75 points B Carapace Armour +6 points/Squad B Camo Gear +18 points/Squad C Steeds +62 points/Squad C Genetically Engineered Steeds +74 points/Squad C Jetbikes +74 points/Squad	 Sv4+ Shroud M+6, T+1, W+1, gain Steeds, Outflank, Very Bulky M+6, T+1, W+2. Gain Steeds, Very Bulky. M+6, T+1, W+1, gain Steeds, Deepstrike, Fly, Very Bulky

Selection	Name	Range	S	AP	Rules
OP	Laspistol	12	3	-	Pistol 1
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1
OP +1 point	Shotgun	12	3	-	Assault 2, Scatter
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OM	Chainsword	Melee	User	6+	Rending
OM +5 points	Power Sword	Melee	+1	3+	
OM +6 points	Power Axe	Melee	2+	4+	
OM +8 points	Power Maul	Melee	2+	4+	Concussion
OM +12 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
OM +14 points	Chain Fist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate.
R	Lasgun	24	3	-	Rapid Fire 1
R +1 point	Shotgun	12	3	-	Assault 2, Scatter
P	Laspistol	12	3	-	Pistol 1
S +6 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+)
S +7 points	Flamer	Flame	4	5+	Assault 1
S +8 points	Grenade Launcher	24 or 24	6 or 3	4+ or -	Assault 1 or Assault 1, 3” Blast
S +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +10 points	Heavy Stubber	36	5	6+	Heavy 3
S +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
ES +10 points	Heavy Flamer	Flame	5	4+	Assault 1
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 points	Mortar	12-48	4	6+	Heavy 1, 3” Blast, Indirect, Pinning
H +2 points	Heavy Bolter	36	5	4+	Heavy 3
H +2 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3” Blast, Indirect, Pinning
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2
H +12 points	Missile Launcher	48 or 48	8 or 4	3+ or 6+	Heavy 1, Monsterbane or Heavy 1, 3” Blast
H +14 points	Lascannon	48	9	2+	Heavy 1, Monsterbane

M +1 Point	Chainsword	Melee	User	6+	Rending
M +4 points	Power Sword	Melee	+1	3+	None
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G +10 points/squad	Krak Grenades	8	6	4+	Assault 1, Non-Blast

Lord Commissar Lord Commissar	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 3 3 5 3 3 10 5+	**Points: 126** **Composition:** **1 Lord Commissar**
Wargear Lord Commissar: Laspistol Chainsword Frag Grenades Refractor Field	**Options** May swap Laspistol for OP or OM May swap Chainsword for OM May take Krak Grenades May take Melta Bombs May take up to one of each B	**Rules** Lord Commissar: Independent Character Infantry Stubborn Aura of Discipline – 6” Aura, unit may use Lord Commissar’s Ld and gains Stubborn. Summary Execution – once per Round when a friendly Infantry unit fails a Ld test within 6”, you MUST remove the highest Ld model from that unit from the game. Ignore Commissars and Lord Commissars for highest Ld purposes. The unit automatically passes the Ld test. Order Tests do not count for this rule.
Special Wargear: Refractor Field: 5+ Invulnerability Save	**Special Wargear Upgrades:** B Carapace Armour +2 points B Camo Gear +6 points B Steed +22 points	 Sv4+ Shroud M+6, T+1, W+1. Gain Steed, Very Bulky.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Laspistol	12	3	-	Pistol 1
OP +0 points	Lasgun	24	3	-	Rapid Fire 1
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OM	Chainsword	Melee	User	6+	Rending
OM +5 points	Power Sword	Melee	+1	3+	
OM +6 points	Power Axe	Melee	2+	4+	
OM +8 points	Power Maul	Melee	2+	4+	Concussion

OM +12 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
OM +14 points	Chain Fist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G +2 points	Krak Grenades	8	6	4+	Assault 1, Non-Blast
G +7 points	Melta Bombs	6	8	1+	Grenade 1, Armourbane, Non-Blast, Monsterbane

Tank Commander Tank Commander	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 3+ 7 14 13 10 12 1 3 9 3+	**Points: 189** **Composition:** **1 Tank Commander**
Wargear Tank Commander: Nova Eradicator Cannon Heavy Flamer H	**Options** May swap Nova Eradicator Cannon for T May swap Heavy Flamer H for H May take a set of S May take one P May take one D May take one M May take any E one time each	**Rules** Tank Commander: Independent Character Vehicle Tank Tank Orders 1 Grinding Advance - Do not count as moving when firing Ordnance Weapons.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

					Coaxial, Monsterbane, Turret, Primary
T +45 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret, Primary
T +57 points	Demolisher Cannon	24	10	2+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret, Primary
T +60 points	Long Vanquisher Cannon with Stormbolter	72 And 24	D And 4	2+ And 5+	Heavy 1, Destroyer, Accurate, Coaxial, Turret, Primary Rapid Fire 2, Coaxial, Turret
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +20 points	2 Multilasers	36	6	6+	Heavy 3 x2, Sponson
S +24 points	2 Plasma Cannons	36	7	2+	Heavy 1 x2, 3” Blast, Gets Hot!, Sponson
S +24 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +46 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

Salamander Command Vehicle Salamander Command	**M WS BS S FA SA RA W I A Ld Sv** 12 4+ 3+ 6 12 10 10 11 1 3 9 3+	**Points: 107** **Composition:** **1 Salamander Command**
Wargear Salamander Command Vehicle: 2 Heavy Flamers	**Options** May swap any Heavy Flamer for H May take one P May take one D May take one M May take any E one time each	**Rules** Salamander Command Vehicle: Independent Character Vehicle Tank Infantry Orders 1 Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point	

	E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull, Primary
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

Wing Commander Wing Commander	**M WS BS S FA SA RA W I A Ld Sv** 50 4+ 3+ 6 11 11 10 15 1 3 9 3+	**Points: 240** **Composition:** **1 Wing Commander**
Wargear Wing Commander: 4 Linked Autocannons 2 Linked Lascannons	**Options** May take a W May take up to one of each E	**Rules** Wing Commander: Independent Character Vehicle Wing Orders 1 High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points	

Selection	Name	Range	S	AP	Rules
H	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, Hull, Primary
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
W +16 points	2 Linked Tactical Bomb Racks	Bomb	6	4+	Heavy 1 x2, 3” Blast, Hull, Pinning
W +35 points	2 Linked Hellstrike Missile Racks	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, Hull
W +39 points	2 Linked Hellfury Missile Racks	72	4	5+	Heavy 1 x2, 5” Blast, Ignores Cover, Hull

Unique

Captain Obadiah Schfeer Steel Dog Alpha	**M WS BS S FA SA RA W I A Ld Sv** 8 4+ 3+ 7 14 13 10 12 1 3 9 3+	**Points: 282** **Composition:** **1 Hand of Steel**
Wargear Steel Dog Alpha: Long Vanquisher Cannon and Stormbolter Lascannon	**Options** May take one P May take one D May take one M May take any E one time each	**Rules** Steel Dog Alpha: Independent Character Unique Vehicle Tank Infantry Orders 1 Tank Orders 1 254th Varolian Regiment – This model ignores all Regiment rules for your Army.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Long Vanquisher Cannon with Stormbolter	72 And 24	D And 4	2+ And 5+	Heavy 1, Destroyer, Accurate, Coaxial, Turret, Primary Rapid Fire 2, Coaxial, Turret
H	Lascannon	48	9	2+	Heavy 1, 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

Commissar Graves Graves Vigilance	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 3 3 5 3 3 10 4+ **M WS BS S FA SA RA W I A Ld Sv** 10 4+ 2+ 6 13 12 10 10 1 3 8 3+	**Points: 179** **Composition:** **1 Graves** **0-1 Vigilance**
Wargear Graves: Bolt Pistol Power Sword Manus Mortis Refractor Field Vigilance: Chiron Gatling Cannon 2 Heavy Stubbers Armoured Prow Standard	**Options** May take Vigilance for +211 points Vigilance may take any E one time each	**Rules** Graves: Infantry Independent Character Unique Aura of Discipline – 6" Aura, unit may use this model's Ld and gains Stubborn. Mechanized Infantry Tactics – 6" Aura, this model and target unit gain a 5+ Cover Save for 1 Turn when Disembarking from a Transport. If they already got a 5+ Cover Save for doing so, they gain a 4+ instead. Summary Execution – once per Round when a friendly Infantry unit fails a Ld test within 6", you MUST remove the highest Ld model from that unit from the game. Ignore Commissars and Lord Commissars for highest Ld purposes. The unit automatically passes the Ld test. Order Tests do not count for this rule. Vigilance: Vehicle Tank Independent Character Unique Open Topped Dedicated Transport – Only Commissar Graves may embark on this model. Access Rear. 1 360 Fire Port. Fleet Intel – Aura, Target friendly unit arriving from Deepstrike may reroll their Scatter Dice. Fleet Interference – Aura, Target enemy unit arriving from Deepstrike must reroll their Scatter Dice.

Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Power Sword	Melee	+1	3+	None
M	Manus Mortis	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
H	Chiron Gatling Cannon	24	4	-	Heavy 12, Hull, Primary
P	Heavy Stubber	36	5	6+	Heavy 3, Sponson
D	Armoured Prow	Melee	+2	4+	Dozerblade, Accurate

Lord Solar Leontus Lord Solar Leontus	M WS BS S T W I A Ld Sv 12 2+ 2+ 5 5 7 3 4 10 3+	Points: 329 Composition: 1 Lord Solar Leontus
Wargear Lord Solar Leontus: Sol's Righteous Gaze Conquest Konstantin Artificer Refractor Helmet	Options	Rules Lord Solar Leontus: Independent Character Unique Infantry Steed Infantry Orders 2 Tank Orders 1 Outflank Lord Solar – 6" Aura, this model and target unit may reroll 1s To Hit and To Wound.
Special Wargear: Artificer Refractor Helmet – This model has a 4+ Invulnerability Save.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Sol's Righteous Gaze	12	8	2+	Pistol 2, Monsterbane
M	Conquest	Melee	User	2+	
M	Konstantin	Melee	User	5+	Extra Attack 1, Auxiliary

Lord Solar Macharius Lord Solar Macharius	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 6 3 4 10 -	**Points: 464** **Composition:** **1 Lord Solar Macharius**
Wargear Lord Solar Macharius: The Emperor's Sidearm Doomherald Armour of the Warmasters Command Stave Crimson Cloak Helm of Macharius	**Options**	**Rules** Lord Solar Macharius: Independent Character Unique Infantry Infantry Orders 3 Tank Orders 2 Stubborn Ferocious Strategist – During Deployment, nominate one friendly Slot (not category) holding in Reserves. Units in this Slot cannot be Pinned when arriving by Deepstrike, event if they normally would be. Lord Solar – 6" Aura, this model and target unit may reroll 1s To Hit and To Wound.
Special Wargear: Armour of the Warmasters – This model has a 4+ Invulnerability Save and cannot be targeted with Spells. If this model's unit is affected by a Spell, this model is immune. Command Stave – This model is always considered to be equipped with a Vox Caster and has the range of its Orders extended up to 18" instead of the usual 12". Crimson Cloak – 12" True Aura, this model and all friendly units gain A+1 and may reroll failed Ld Tests. Helm of Macharius - 12" True Aura, all friendly units may use this model's Ld and Stubborn rules.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	The Emperor's Sidearm	12	5	3+	Pistol 1

M	Doomherald	Melee	+2	2+	None

Advisor Slots 0-3/Troop Choice Filled

Generic

Bodyguard Bodyguard	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+	**Points: 35** **Composition:** **1 Bodyguard**
Wargear Bodyguard: Laspistol Chainsword Frag Grenades	**Options** May swap Chainsword for M	**Rules** Bodyguard: Independent Character Infantry Bodyguard
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Laspistol	12	3	-	Pistol 1
M	Chainsword	Melee	User	6+	Rending
M +0 points	Brutal Weapon	Melee	User	-	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast

Commissar Commissar	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 9 5+	**Points: 58** **Composition:** **1 Commissar**
Wargear Commissar: Laspistol Chainsword Frag Grenades	**Options** May swap Laspistol for OP or OM May swap Chainsword for any OM weapon May take up to one of each B	**Rules** Commissar: Independent Character Infantry Stubborn Aura of Discipline – 6” Aura, unit may use Commissar’s Ld and gains Stubborn Execution – once per Round when a friendly Infantry unit fails a Ld test within 6”, you MUST remove the highest Ld model from that unit from the game. Ignore Commissars and Lord Commissars for highest Ld purposes. The unit may reroll the Ld test. Order Tests do not count for this rule.
Special Wargear:	**Special Wargear Upgrades:** B Steed +17 points	M+6, T+1, W+1, Gain Steed, Very Bulky

Selection	Name	Range	S	AP	Rules
OP	Laspistol	12	3	-	Pistol 1
OP +0 points	Lasgun	24	3	-	Rapid Fire 1
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OM	Chainsword	Melee	User	6+	Rending
OM +5 points	Power Sword	Melee	+1	3+	
OM +6 points	Power Axe	Melee	2+	4+	
OM +8 points	Power Maul	Melee	2+	4+	Concussion
OM +12 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast

Enginseer Enginseer Servitor	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 4 4 3 3 8 3+ 6 4+ 4+ 3 4 1 3 1 8 4+	**Points: 62** **Composition:** **1 Enginseer** **0-9 Servitors**
Wargear Enginseer: Laspistol Omnissian Axe Servo Arm Frag Grenades Krak Grenades Servitor: Servo Arm	**Options** Enginseer may swap Krak Grenades for G May take up to 9 Servitors for +21 points each Any Servitor may swap its Servo Arm for A	**Rules** Enginseer: Independent Character Infantry Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed. Servitor: Infantry Steady Lobotomized – This model has a 5+ Feel No Pain.
Special Wargear: Servo Arm – Each model with a Servo Arm may add +1 to a Repair roll to restore a weapon or mobilize result.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
OP	Laspistol	12	3	-	Pistol 1
OM	Omnissian Axe	Melee	+3	5+	
OM	Servo Arm	Melee	X2	2+	Slow Monsterbane, Auxiliary, Servo Arm

A	Servo Arm	Melee	X2	2+	Slow, Monsterbane, Auxiliary Servo Arm
A +4 points	Heavy Bolter	36	5	4+	Heavy 3
A +9 points	Plasma Cannon	36	7	2+	Heavy 1, 3" Blast, Gets Hot!
A +22 points	Multimelta	24	8	1+	Heavy 2, Melta, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Non-Blast
G +5 points	Melta Bombs	6	8	1+	Grenade 1, Armourbane, Monsterbane Non-Blast

Imperial Navigator Navigator	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+	**Points: 50** **Composition:** **1 Navigator**
Wargear Navigator: None	**Options**	**Rules** Navigator: Independent Character Unique Infantry Imperial Navigator – This model and his unit gain Outflank and may reroll the Outflank Result.
Special Wargear:	**Special Wargear Upgrades:**	

Master of Ordnance Master or Ordnance	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+	**Points: 64** **Composition:** **1 Master of Ordnance**
Wargear Master of Ordnance: Laspistol Frag Grenades	**Options**	**Rules** Master of Ordnance: Independent Character Infantry Ordnance Master – 6" Aura, this model and target unit may reroll scatter dice for Ranged weapons.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Laspistol	12	3	-	Pistol 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast

Ministorum Priest Ministorum Priest Crusader	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+ 6 3+ 5+ 3 3 1 3 2 7 4+	**Points: 58** **Composition:** **1 Ministorum Priest** **0-9 Crusaders**
Wargear Ministorum Priest: Laspistol Chainsword Frag Grenades Rosarius Crusader: Power Sword Stormshield	**Options** Ministorum Priest may swap Laspistol for OP or OR Ministorum Priest may take one P Ministorum Priest may swap Chainsword for OM The Ministorum Priest may take one Prayer May take up to 9 Crusaders at +27 points each	**Rules** Ministorum Priest: Independent Character Infantry Zealot – reroll To Hit rolls in Melee on the turn you charged or were charged Crusader: Infantry
Special Wargear: Rosarius – 4+ Invulnerability Save Stormshield – Sv-1 (Improves by 1) and 4+ Invulnerability Save.	**Special Wargear Upgrades:** Prayer: The Emperor Protects +40 points Prayer: The Emperor's Strength +45 points Prayer: The Righteousness of the Emperor +10 points	 6" Aura, this model and target unit gain 5+ Invulnerability Save 6" Aura, this model and target unit gain +1A and reroll 1s To Hit in combat 6" Aura, this model and target unit change Rapid Fire # weapons to Assault # weapons with the same numerical value

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Laspistol	12	3	-	Pistol 1
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OR +6 points	Flamer	Flame	4	5+	Assault 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OR +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
P +1 point	Laspistol	12	3	-	Pistol 1
P +3 points	Bolt Pistol	12	4	5+	Pistol 1
P +6 points	Handflamer	Flame	3	6+	Pistol 1
P +10 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OM	Chainsword	Melee	User	6+	Rending
OM +0 points	Improvised Weapon	Melee	User	-	Extra Attack 1
OM +5 points	Power Sword	Melee	+1	3+	
OM +6 points	Power Axe	Melee	+2	4+	
OM +8 points	Power Maul	Melee	+2	4+	Concussion

OM +11 points	Eviscerator	Melee	+2	2+	
M	Power Sword	Melee	+1	3+	
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast

Officer of the Fleet Officer of the Fleet	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+	**Points: 51** **Composition:** **1 Officer of the Fleet**
Wargear Officer of the Fleet: Laspistol	**Options**	**Rules** Officer of the Fleet: Independent Character Infantry Fleet Intel – Aura, Target friendly unit arriving from Deepstrike may reroll their Scatter Dice. Fleet Interference – Aura, Target enemy unit arriving from Deepstrike must reroll their Scatter Dice.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Laspistol	12	3	-	Pistol 1

Pegasus Command Pegasus Command Vehicle	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 8 1 3 9 3+	**Points: 122** **Composition:** **1 Pegasus Command Vehicle**
Wargear Pegasus Command Vehicle: Multilaser Heavy Flamer	**Options** Pegasus Command may swap Multilaser for T Pegasus Command may swap Heavy Flamer for H Pegasus Command may take one P Pegasus Command may take one M Pegasus Command may take any E one time each	**Rules** Pegasus Command Vehicle: Independent Character Vehicle Tank Infantry Orders 1 Scout
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Primaris Psyker Primaris Psyker	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+	**Points: 48** **Composition:** **1 Primaris Psyker**
Wargear Primaris Psyker: Laspistol Force Staff	**Options** May upgrade Psychic Mastery 1 to Psychic Master 2 for +15 points May take up to one S for each Psychic Mastery	**Rules** Primaris Psyker: Independent Character Infantry Psychic Mastery 1
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
OP	Laspistol	12	3	-	Pistol 1
OM	Force Staff	Melee	2+	4+	Psychic Bane
S +7 points	Lightning Arc Cast 7+	18	6	-	Assault 4, Tesla
S +15 points	Nightshroud Cast 6+	12	-	-	Target unit gains 5+ Cover Save until your next Psychic Phase.

Unique

Aradia Madellan Aradia Madellan	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+	**Points: 46** **Composition:** **1 Aradia Madellan**
Wargear Aradia Madellan: Laspistol Force Staff	**Options** May take one S for each Psychic Mastery Level	**Rules** Aradia Madellan: Independent Character Unique Infantry Psychic Mastery 2

Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
OP	Laspistol	12	3	-	Pistol 1
OM	Force Staff	Melee	2+	4+	Psychic Bane
S +7 points	Lightning Arc Cast 7+	18	6	-	Assault 4, Tesla
S +15 points	Nightshroud Cast 6+	12	-	-	Target unit gains 5+ Cover Save until your next Psychic Phase.
S +15 points	Psychic Augment Cast 7+	12	-	-	Target unit gains +1 To Hit until your next Psychic Phase.

Arch Confessor Kyrinov Arch Confessor Kyrinov Crusader	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 5 3 4 8 5+ 6 3+ 3+ 3 3 1 3 2 7 4+	**Points: 98** **Composition:** **1 Arch Confessor Kyrinov** **0-9 Crusaders**
Wargear Arch Confessor Kyrinov: Bolt Pistol Mace of Valaan Frag Grenades Krak Grenades Rosarius Icon of Chiros Crusader: Power Sword Storm Shield	**Options** Arch Confessor Kyrinov may take one Prayer You may take up to 9 Crusaders for +27 points each	**Rules** Arch Confessor Kyrinov: Independent Character Unique Infantry Zealot – This model may reroll To Hit Rolls the turn this model is Charged or Charges. Crusader: Infantry
Special Wargear: Rosarius – 4+ Invulnerability Save Stormshield – 4+ Invulnerability Save and +1 to Sv Stat Icon of Chiros – 6” Aura, this model and target unit may roll one additional d6 for Ld tests and discard the highest d6.	**Special Wargear Upgrades:** Prayer: The Emperor Protects +40 points Prayer: The Emperor’s Strength +45 points Prayer: The Righteousness of the Emperor +10 points	 6” Aura, this model and target unit gain 5+ Invulnerability Save 6” Aura, this model and target unit gain +1A and reroll 1s To Hit in combat 6” Aura, this model and target unit change Rapid Fire # weapons to Assault # weapons with the same numerical value

Selection	Name	Range	S	AP	Rules
OP	Bolt Pistol	12	4	5+	Pistol 1
OM	Mace of Valaan	Melee	+3	4+	
M	Power Sword	Melee	+1	3+	
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Non-Blast

Commissar Severina Raine Commissar Severine Raine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+	**Points: 89** **Composition:** **1 Commissar Severina Raine**
Wargear Commissar Severina Raine: Evanfall Penance Frag Grenades	**Options**	**Rules** Commissar Severina Raine: Independent Character Unique Infantry Stubborn Aura of Discipline – 6" Aura, unit may use Commissar's Ld and gains Stubborn Execution – once per Round when a friendly Infantry unit fails a Ld test within 6", you MUST remove the highest Ld model from that unit from the game. Ignore Commissars and Lord Commissars for highest Ld purposes. The unit may reroll the Ld test. Order Tests do not count for this rule. Leading From the Front – 6" Aura, when this model is locked in Base Contact with an enemy model, target unit automatically passes all Ld Tests including Order Tests.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Penance	12	4	4+	Pistol 1
OM	Evanfall	Melee	User	5+	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast

Espern Locarno Espern Locarno	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+	**Points: 70** **Composition:** **1 Espern Locarno**
Wargear Espern Locarno: None	**Options**	**Rules** Espern Locarno: Independent Character Unique Infantry Imperial Navigator – This model and his unit gain Outflank and may reroll the Outflank Result. Navigator House Contracts – 6" Aura, target unit loses Objective Secured. If no models had Objective Secured, the unit counts as only half the total models for Contesting Objective Markers.
Special Wargear:	**Special Wargear Upgrades:**	

Grotfret de Montbard Grotfret de Montbard	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 4+	**Points: 84** **Composition:** **1 Grotfret de Montbard**
Wargear Grotfret de Montbard: Power Sword Stormshield	**Options** Must Purchase one of the following Prayers:	**Rules** Grotfret de Montbard: Independent Character Unique Infantry Hacking Advance – Each natural 6 Grotfret rolls To Hit in Melee generates one Auto Hit. Shield of Faith – Grotfret may attempt to Deny the Witch once per Round at Psychic Mastery 0. Zealot – Reroll To Hit rolls on the turn this model Charged or was Charged.
Special Wargear: Stormshield – 4+ Invulnerability Save and +1 to Sv Stat	**Special Wargear Upgrades:** Prayer: The Emperor Protects +40 points Prayer: The Emperor's Strength +45 points	 6" Aura, this model and target unit gain 5+ Invulnerability Save 6" Aura, this model and target unit gain +1A and reroll 1s To Hit in combat

	Prayer: The Righteousness of the Emperor +10 points	6” Aura, this model and target unit change Rapid Fire # weapons to Assault # weapons with the same numerical value

Selection	Name	Range	S	AP	Rules
OP	Power Sword	Melee	+1	3+	None

Maximillian Weisemann Weisemann Arethusa	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 5 3 3 9 5+ **M WS BS S FA SA RA W I A Ld Sv** 8 4+ 3+ 9 14 13 12 24 1 9 9 3+	**Points: 994** **Composition:** **1 Weisemann** **1 Arethusa**
Wargear Weisemann: Laspistol Arethusa: Baneblade Cannon and Coaxial Autocannon Demolisher Cannon 2 Linked Heavy Bolters Lascannon and 2 Linked Heavy Bolters x2 Commander’s Capula	**Options** May take one M May take one P May take up to one of each E	**Rules** Weisemann: Independent Character Infantry Unique Tank Orders 2 Arethusa: Titanic Vehicle Unique Independent Character Fearless Transport 12 – Access Rear Konig 9th Heavy Tank Company – This model ignores the Regimental rules for your army. Hardened Crew – This model ignores Immobilize and Weapon Disabled results on a 4+. Roll for each instance. Ill Fated – Arethusa still destroys non-Titanic Terrain when moving through Terrain like normal, but must roll a d6 each time it does so. On a 1 it is stuck for the rest of the game.
Special Wargear: Commander’s Capula – This model may Embark Weisemann at no Transport cost. Weisemann may use the Capula as a 360 Firing Port.	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
T	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	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)
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

Nork Deddog Nork Deddog	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 5 5 6 3 4 8 4+	**Points: 103** **Composition:** **1 Nork Deddog**
Wargear Nork Deddog: Ripper Gun Frag Bombs	**Options**	**Rules** Nork Deddog: Independent Character Unique Monstrous Infantry Stubborn Bodyguard Furious Charge Very Bulky Dead Nerves – 5+ Feel No Pain Loyal to the End – If a model uses Execution or Summary Execution to remove an Independent Character from Nord Deddog's Squad, Nork removes the executioner from the game. Heroic Sacrifice – If Nork Deddog is slain in Melee, inflict d6 S6 AP- Auto Hits on the unit that killed him
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
OR	Ripper Gun	12	5	-	Assault 3, Scatter, Rending

OM	Power Sword	Melee	+1	3+	
G	Frag Bombs	8	4	-	Grenade 1, 3” Blast

Rein and Rauss Rein Rauss	**M WS BS S T W I A Ld Sv** 6 5+ 2+ 2 3 4 4 3 6 6+ 6 5+ 2+ 2 3 4 4 3 6 6+	**Points: 140** **Composition:** **1 Rein** **1 Rauss**
Wargear Rein: Sniper Rifle Stub Pistol Rauss: Stub Pistol Demolition Charge Grappling Hook	**Options**	**Rules** Rein: Independent Character Unique Infantry Infiltrate Stealth The Ratling Twins – Rein may reroll To Hit and To Wound if Rauss can draw Line of Sight to the target. Shoot Sharp and Scarper – This model may move d6” after Shooting. Rauss: Independent Character Unique Infantry Infiltrate Stealth Shoot Sharp and Scarper – This model may move d6” after Shooting.
Special Wargear: Grappling Hook – 6” Aura, this model and target Infantry Unit may ignore Terrain and Enemy Models when Moving.	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OR	Sniper Rifle	36	3	6+	Heavy 1, Sniper
OP	Stub Pistol	12	4	-	Pistol 1
G	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only

Taddeus the Purifier Taddeus Pious Vorne Crusader	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+ 6 3+ 3+ 3 3 4 3 3 7 - 6 3+ 3+ 3 3 1 3 2 7 4+	**Points: 108** **Composition:** **1 Arch Confessor Kyrinov** **0-9 Crusaders**
Wargear Taddeus the Purifier: Laspistol Servo Stubber Power Maul Frag Grenades Rosarius Pious Vorne: Vindicator Crusader: Power Sword Storm Shield	**Options** Taddeus may take one Prayer You may take one Pious Vorne for +41 points You may take up to 9 Crusaders for +27 points each	**Rules** Taddeus the Purifier: Independent Character Unique Infantry Zealot – This model may reroll To Hit Rolls the turn this model is Charged or Charges. The Purifier – 6” Aura, this model and target unit gain A+1 Pious Vorne: Independent Character Unique Infantry Zealot – This model may reroll To Hit Rolls the turn this model is Charged or Charges. Crusader: Infantry
Special Wargear: Rosarius – 4+ Invulnerability Save Stormshield – 4+ Invulnerability Save and +1 to Sv Stat	**Special Wargear Upgrades:** Prayer: The Emperor Protects +40 points Prayer: The Emperor’s Strength +45 points Prayer: The Righteousness of the Emperor +10 points	 6” Aura, this model and target unit gain 5+ Invulnerability Save 6” Aura, this model and target unit gain +1A and reroll 1s To Hit in combat 6” Aura, this model and target unit change Rapid Fire # weapons to Assault # weapons with the same numerical value

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Laspistol	12	3	-	Pistol 1
OP	Servo Stubber	12	4	-	Pistol 3
OM	Power Maul	Melee	+2	4+	Concussion
OS	Vindicator	Flame or Melee	5 or +1	4+ or 5+	Assault 1 or Counterattack, Rending
M	Power Sword	Melee	+1	3+	
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast

Uriah Jacobus Protector of the Faith Uriah Jacobus Crusader	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 5+ 6 3+ 3+ 3 3 1 3 2 7 4+	**Points: 72** **Composition:** **1 Uriah Jacobus** **0-9 Crusaders**
Wargear Uriah Jacobus: Bolt Pistol The Redeemer Frag Grenades Krak Grenades Rosarius Crusader: Power Sword Stormshield	**Options** Uriah may take one Prayer May take up to 9 Crusaders at +27 points each	**Rules** Uriah Jacobus: Independent Character Unique Infantry Zealot – reroll To Hit rolls in Melee on the turn you charged or were charged Crusader: Infantry
Special Wargear: Rosarius – 4+ Invulnerability Save Stormshield – 4+ Invulnerability Save and +1 to Sv Stat	**Special Wargear Upgrades:** Prayer: The Emperor Protects +40 points Prayer: The Emperor's Strength +45 points Prayer: The Righteousness of the Emperor +10 points	 6" Aura, this model and target unit gain 5+ Invulnerability Save 6" Aura, this model and target unit gain +1A and reroll 1s To Hit in combat 6" Aura, this model and target unit change Rapid Fire # weapons to Assault # weapons with the same numerical value

Selection	Name	Range	S	AP	Rules
OP	Bolt Pistol	12	4	5+	Pistol 1
OM	The Redeemer	24	4	4+	Assault 2, Scatter
M	Power Sword	Melee	+1	3+	
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Non-Blast

Troops 2-6

Infantry Platoon	**M WS BS S T W I A Ld Sv**	**Points: 153**
Platoon Commander	6 3+ 3+ 3 3 4 3 3 8 5+	**Composition:**
Veteran	6 4+ 3+ 3 3 1 3 1 7 5+	**1 Platoon Command Squad (1 Platoon Commander, 4 Veterans each)**
Veteran Heavy Weapons Team	6 4+ 3+ 3 3 2 3 2 7 5+	**2-5 Guardsman Squads (1 Sergeant and 9 Guardsmen each)**
Sergeant	6 4+ 4+ 3 3 1 3 2 8 5+	**0-2 Special Weapon Squads (6 Guardsmen each)**
Guardsman	6 4+ 4+ 3 3 1 3 1 7 5+	**0-5 Heavy Weapon Squads (3 Heavy Weapon Teams each)**
Heavy Weapons Team	6 4+ 4+ 3 3 2 3 2 7 5+	**0-1 Conscript Squads (20-50 Conscripts each)**
Conscript	6 5+ 5+ 3 3 1 3 1 5 5+	

Wargear	**Options**	**Rules**
Platoon Commander:	**Platoon Command Squad**	Platoon Commander:
Laspistol	Platoon Commander may swap Laspistol for PP	Independent Character
Chainsword	Platoon Commander may swap Chainsword for PM	Infantry
Frag Grenades	Two Veterans may be swapped for a Veteran Heavy Weapons Squad for +4 points	Infantry Orders 1
Veteran:	Veteran Heavy Weapons Squad may swap Heavy Flamer for H	Veteran:
Lasgun	Any Veteran or Veteran Heavy Weapons Team may swap their Lasgun for PR	Infantry
Frag Grenades	One Veteran may swap Lasgun for PS	Veteran Heavy Weapons Team:
Veteran Heavy Weapons Team:	Any Veteran may swap Lasgun for S or take one SD	Infantry
Lasgun	Any Veteran that did not swap Lasgun for PS or S may take one PE or E	Bulky
Heavy Flamer	Any Veteran may take one M	Sergeant:
Frag Grenades	**Guardsman Squad**	Character
Sergeant:	May take up to 3 more Guardsman Squads for +65 points each	Infantry
Laspistol	Sergeant may swap Laspistol for PP	Guardsman:
Chainsword	Sergeant may swap Chainsword for any PM	Infantry
Frag Grenades		Infantry Tactics – During Deployment, you may combine any number of Guardsman Squads together from the same Platoon to form a larger Guardsman Squad. The effect lasts until the end of the game. Combined Squads may only benefit from the following Friendly Auras and abilities: Infantry Orders, Execution, Summary Execution.
Guardsman:		Heavy Weapons Team:
Lasgun		Infantry
Frag Grenades		Bulky
Heavy Weapons Team:		Conscript:
Lasgun		
Heavy Flamer		
Frag Grenades		
Conscript:		
Lasgun		
Frag Grenades		

	Two Guardsman may be swapped for a Heavy Weapons Team for +4 points Heavy Weapons Team may swap Heavy Flamer for H One Guardsman may swap Lasgun for S One Guardsman who did not swap for S may take E **Special Weapon Squad** May take up to two Special Weapon Squads for +36 points each 3 Guardsman MUST swap Lasgun for S or take one SD One Guardsmen that did not swap for S may take one E **Heavy Weapons Squad** May take up to 5 Heavy Weapons Squads for +63 points each Any Heavy Weapon Squad may swap Heavy Flamer for H Any Heavy Weapons Team may swap Lasgun for Laspistol One Heavy Weapons Team may take one E **Conscript Squads** May take up to one Conscript Squad for +60 points May take up to 30 more Conscripts for +3 points each	Infantry
Special Wargear:	**Special Wargear Upgrades:** E Vox Caster +5 points PE Standard +40 points PE Medicae Pack +75 points	

Selection	Name	Range	S	AP	Rules
PP	Laspistol	12	3	-	Pistol 1
PP +0 points	Lasgun	24	3	-	Rapid Fire 1
PP +1 point	Shotgun	12	3	-	Assault 2, Scatter
PP +2 points	Bolt Pistol	12	4	5+	Pistol 1
PP +2 points	Boltgun	24	4	5+	Rapid Fire1
PP +3 points	Drum Fed Autogun	18	3	-	Assault 3
PP +5 points	Handflamer	Flame	3	6+	Pistol 1

PP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
PM	Chainsword	Melee	User	6+	Rending
PM +5 points	Power Sword	Melee	+1	3+	
PM +6 points	Power Axe	Melee	2+	4+	
PM +8 points	Power Maul	Melee	2+	4+	Concussion
PM +12 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
PM +14 points	Chain Fist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate
H	Heavy Flamer	Flame	5	4+	Assault 1
H +0 point	Mortar	12-48	4	6+	Heavy 1, 3” Blast, Indirect, Pinning
H +2 points	Heavy Bolter	36	5	4+	Heavy 3
H +2 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3” Blast, Indirect, Pinning
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2
H +12 points	Missile Launcher	48 or 48	8 or 4	3+ or 6+	Heavy 1, Monsterbane or Heavy 1, 3” Blast
H +14 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
PR	Lasgun	24	3	-	Rapid Fire 1
PR +0 points	Laspistol	12	3	-	Pistol 1
PR +1 point	Shotgun	12	3	-	Assault 2, Scatter
PS +10 points	Heavy Flamer	Flame	5	4+	Assault 1
S +6 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+)
S +7 points	Flamer	Flame	4	5+	Assault 1
SD +7 points	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only
S +8 points	Grenade Launcher	24 or 24	6 or 3	4+ or -	Assault 1 or Assault 1, 3” Blast
S +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +10 points	Heavy Stubber	36	5	6+	Heavy 3
S +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
M +1 point	Chainsword	Melee	User	6+	Rending
M +4 points	Power Sword	Melee	+1	3+	None
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only

Veterans Veteran Sergeant Veteran Guardsman Veteran Heavy Weapon Team	**M WS BS S T W I A Ld Sv** 6 4+ 3+ 3 3 1 3 2 8 5+ 6 4+ 3+ 3 3 1 3 1 7 5+ 6 4+ 3+ 3 3 2 3 2 7 5+	**Points: 85** **Composition:** **1 Sergeant** **9 Veterans**
Wargear Veteran Sergeant: Laspistol Chainsword Frag Grenades Veteran Guardsman: Lasgun Frag Grenades Veteran Heavy Weapons Team: Lasgun Heavy Flamer Frag Grenades	**Options** Veteran Sergeant may swap Laspistol for OP Veteran Sergeant may swap Chainsword for OM Any Veteran may swap Lasgun for R Two Veteran Guardsman may be swapped for a Veteran Heavy Weapons Team for +4 points Veteran Heavy Weapons Team may swap Heavy Flamer for H Up to three Veteran Guardsman may swap Lasgun for S or take one SD One Veteran Guardsman may swap for ES instead of S One Veteran that did not swap Lasgun for S or SD may take one E Any model may take one P The entire unit may take Krak Grenades for +10 points Veterans may take any of the Doctrines	**Rules** Veteran Sergeant: Character Infantry Veteran Guardsman: Infantry Veteran Heavy Weapons Team: Infantry Bulky
Special Wargear: Snare Mines – All Charges against this unit are Disorganized	**Special Wargear Upgrades:** E Vox Caster +5 points Doctrine: Cyber Mastiff +10 points Doctrine: Demolitions +14 points Doctrine: Grenadier +10 points Doctrine: Remote Surveillance +10 points Doctrine: Forward Sentries +40 points	 Token. The unit gains Ld+1. The Sergeant gains Melta Bombs. One model in the unit gains a Demolition Charge The Squad Sv stat changes to Sv4+. Regiment rules apply after this Sv update from Grenadier. Target Friendly unit may reroll Scatter dice for Blast weapons against a target this unit can draw Line of Sight to. Gain Snare Mines, gain Shroud

	Doctrine: Assault Troopers +90 points	M+6. Gain Bulky, Deepstrike, Fly.

Selection	Name	Range	S	AP	Rules
OP	Laspistol	12	3	-	Pistol 1
OP +0 points	Lasgun	24	3	-	Rapid Fire 1
OP +1 point	Drum Fed Autogun	18	3	-	Assault 3
OP +1 point	Shotgun	12	3	-	Assault 2, Scatter
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OM	Chainsword	Melee	User	6+	Rending
OM +3 points	Power Sword	Melee	+1	3+	
OM +5 points	Power Axe	Melee	2+	4+	
OM +6 points	Power Maul	Melee	2+	4+	Concussion
OM +7 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
OM +9 points	Chain Fist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate
H	Heavy Flamer	Flame	5	4+	Assault 1
H +0 point	Mortar	12-48	4	6+	Heavy 1, 3” Blast, Indirect, Pinning
H +2 points	Heavy Bolter	36	5	4+	Heavy 3
H +2 points	Multilaser	36	6	6+	Heavy 3
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3” Blast, Indirect, Pinning
H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +10 points	Rotor Cannon	36	4	-	Heavy 6
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2
H +12 points	Missile Launcher	48 or 48	8 or 4	3+ or 6+	Heavy 1, Monsterbane or Heavy 1, 3” Blast
H +14 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
R	Lasgun	24	3	-	Rapid Fire 1
R +0 points	Laspistol	12	3	-	Pistol 1
R +1 point	Shotgun	12	3	-	Assault 2, Scatter
ES +10 points	Heavy Flamer	Flame	5	4+	Assault 1
S +6 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper
S +7 points	Flamer	Flame	4	5+	Assault 1
SD +7 points	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only

S +8 points	Grenade Launcher	24 or 24	6 or 3	4+ or -	Assault 1 or Assault 1, 3" Blast
S +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +10 points	Heavy Stubber	36	5	6+	Heavy 3
S +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
P +1 point	Laspistol	12	3	-	Pistol 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Non-Blast
G	Melta Bombs	6	8	2+	Grenade 1, Armourbane, Monsterbane, Non-Blast

Elites 0-3

Infantry

Beastmen Platoon	**M WS BS S T W I A Ld Sv**	**Points: 257**
Platoon Commander	6 3+ 3+ 3 3 4 3 3 8 5+	**Composition:**
Veteran	6 4+ 3+ 3 3 1 3 1 7 5+	**1 Platoon Command Squad (1 Platoon Commander, 4 Veterans each)**
Veteran Heavy Weapons Team	6 4+ 3+ 3 3 2 3 2 7 5+	**2-4 Beastmen Squads (1 Sergeant and 9 Beastmen each)**
Sergeant	6 4+ 4+ 3 4 1 3 2 8 5+	
Beastmen	6 4+ 4+ 3 4 1 3 1 7 5+	
Wargear	**Options**	**Rules**
Platoon Commander:	**Platoon Command Squad**	Platoon Commander:
Laspistol	Platoon Commander may swap Laspistol for PP	Independent Character
Chainsword	Platoon Commander may swap Chainsword for PM	Infantry
Frag Grenades	Two Veterans may be swapped for a Veteran Heavy Weapons Squad for +0 points	Infantry Orders 1
Veteran:	Veteran Heavy Weapons Squad may swap Heavy Flamer for H	Veteran:
Lasgun	Any Veteran or Veteran Heavy Weapons Team may swap their Lasgun for PR	Infantry
Frag Grenades	One Veteran may swap Lasgun for PS	Veteran Heavy Weapons Team:
Veteran Heavy Weapons Team:	Any Veteran may swap Lasgun for S or take one SD	Infantry
Lasgun	Any Veteran that did not swap Lasgun for PS or S may take one PE or E	Bulky
Heavy Flamer	Any Veteran may take one M	Sergeant:
Frag Grenades	**Beastmen Squad**	Character
Sergeant:		Infantry
2 Brutal Weapons		Beastmen:
Frag Grenades		Infantry
Beastmen:		
2 Brutal Weapons		
Frag Grenades		

	May take up to 2 more Beastmen Squads for +84 points each Sergeant may swap one Brutal Weapon for OP Sergeant may swap one Brutal Weapon for any PM Two Beastmen may swap a Brutal Weapon for S Any Beastmen may swap one Brutal Weapon for R Any Beastmen may swap any Brutal Weapon for P One Beastman who did not swap for S may take one E	
Special Wargear:	**Special Wargear Upgrades:** E Vox Caster +5 points PE Standard +40 points PE Medicae Pack +75 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
PP	Laspistol	12	3	-	Pistol 1
PP +0 points	Lasgun	24	3	-	Rapid Fire 1
PP +1 point	Shotgun	12	3	-	Assault 2, Scatter
PP +2 points	Bolt Pistol	12	4	5+	Pistol 1
PP +2 points	Boltgun	24	4	5+	Rapid Fire1
PP +3 points	Drum Fed Autogun	18	3	-	Assault 3
PP +5 points	Handflamer	Flame	3	6+	Pistol 1
PP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
PM	Chainsword	Melee	User	6+	Rending
PM +5 points	Power Sword	Melee	+1	3+	
PM +6 points	Power Axe	Melee	2+	4+	
PM +8 points	Power Maul	Melee	2+	4+	Concussion
PM +12 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
PM +14 points	Chain Fist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate
PR	Lasgun	24	3	-	Rapid Fire 1
PR +0 points	Laspistol	12	3	-	Pistol 1
PR +1 point	Shotgun	12	3	-	Assault 2, Scatter
PS +10 points	Heavy Flamer	Flame	5	4+	Assault 1
S +6 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+)
S +7 points	Flamer	Flame	4	5+	Assault 1

SD +7 points	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only
S +8 points	Grenade Launcher	24 or 24	6 or 3	4+ or -	Assault 1 or Assault 1, 3” Blast
S +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +10 points	Heavy Stubber	36	5	6+	Heavy 3
S +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
P	Brutal Weapon	Melee	User	-	Extra Attack 1
R +0 points	Lasgun	24	3	-	Rapid Fire 1
P +0 points	Laspistol	12	3	-	Pistol 1
P +0 points	Sawed off Shotgun	6	3	-	Pistol 1, Scatter
P +0 points	Chainsword	Melee	User	6+	Rending
M +1 point	Chainsword	Melee	User	6+	Rending
M +4 points	Power Sword	Melee	+1	3+	None
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only

Engineer Platoon	**M WS BS S T W I A Ld Sv**	**Points: 64**
Engineer Sergeant	6 4+ 3+ 3 3 1 3 3 8 4+	**Composition:**
Engineer	6 4+ 3+ 3 3 1 3 1 7 4+	**1-4 Squads (1 Engineer Sergeant, 4-9 Engineers each)**
Engineer Heavy Weapon Team	6 4+ 3+ 3 3 2 3 2 7 4+	
Wargear	**Options**	**Rules**
Engineer Sergeant:	May take up to 3 more Engineer Squads for +64 points each	Engineer Sergeant:
Laspistol	Any Squad may take up to 5 more Engineers for +12 points each	Character
Chainsword	**Engineer Squad**	Infantry
Acid Gas Bombs	Engineer Sergeant may swap Laspistol for OP	Scout
Engineer Guardsman:	Engineer Sergeant may swap Chainsword for OM	Engineer Guardsman:
Shotgun	Two Engineers may be swapped for an Engineer Heavy Weapons Team for -1 points	Infantry
Acid Gas Bombs	Engineer Heavy Weapons Team may swap Mole Launcher for H	Scout
Engineer Heavy Weapons Team:	Up to three Engineers may swap Shotgun for S or take one SD	Engineer Heavy Weapons Team:
Shotgun	Any model may take one M or A	Infantry
Mole Launcher		Bulky
Acid Gas Bombs		Scout

	One Engineer that did not swap Shotgun for S or SD may take up to one E One model that did not swap Shotgun for S or SD may take one Cyclops Controller and Cyclops for +26 points (See Cyclops Demolition Team for details) Any model may take one P The entire unit may take one Doctrine	
Special Wargear:	**Special Wargear Upgrades:** A Shield +2 points E Vox Caster +5 points Doctrine: Remote Surveillance +10 points	Sv-1 (Improves by 1) Target Friendly unit may reroll Scatter dice for Blast weapons against a target this unit can draw Line of Sight to.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Laspistol	12	3	-	Pistol 1
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1
OP +1 point	Shotgun	12	3	-	Assault 2, Scatter
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OM	Chainsword	Melee	User	6+	Rending
OM +3 points	Power Sword	Melee	+1	3+	
OM +5 points	Power Axe	Melee	2+	4+	
OM +6 points	Power Maul	Melee	2+	4+	Concussion
OM +7 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
OM +9 points	Chain Fist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate
H	Mole Launcher	6-24	5	5+	Heavy 1, 3” Blast, Ignore Cover, Indirect Fire
H +1 point	Heavy Flamer	Flame	5	4+	Assault 1
H +17 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
R	Shotgun	12	3	-	Assault 2, Scatter
S +6 points	Flamer	Flame	4	5+	Assault 1
SD +7 points	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only
S +7 points	Grenade Launcher	24 or 24	6 or 3	4+ or -	Assault 1 or Assault 1, 3” Blast

S +8 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +9 points	Heavy Stubber	36	5	6+	Heavy 3
S +23 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
P +1 point	Laspistol	12	3	-	Pistol 1
M +1 point	Brutal Weapon	Melee	-	-	Extra Attack 1
M +4 points	Breacher Axe	Melee	+2	5+	None
G	Acid Gas Bombs	8	3	-	Grenade 1, 3" Blast, Poisoned (3+), Ignores Cover

Ratling Platoon Ratling	**M WS BS S T W I A Ld Sv** 6 5+ 3+ 2 3 1 4 1 6 5+	**Points: 90** **Composition:** **1-4 Ratling Squads (5-10 Ratlings each)**
Wargear Ratling: Laspistol Sniper Rifle	**Options** May take up to 3 more Ratling Squads for +90 points each Any Ratling Squad may take up to 5 more Ratlings for +18 points each	**Rules** Ratling: Infantry Infiltrate Stealth Shoot Sharp and Scarper – this unit may move d6" after Shooting
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Laspistol	12	3	-	Pistol 1
R	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+)

Stormtrooper Platoon Stormtrooper Commander Stormtrooper Sergeant Stormtrooper Stormtrooper Heavy Weapon Team	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 8 4+ 6 4+ 3+ 3 3 1 3 2 8 4+ 6 4+ 3+ 3 3 1 3 1 7 4+ 6 4+ 3+ 3 3 2 3 2 7 4+	**Points: 80** **Composition:** **0-1 Stormtrooper Platoon Command Squad (1 Stormtrooper Commander, 4 Stormtroopers each)** **1-3 Stormtrooper Squads (1 Sergeant and 4-9 Stormtroopers each)**
Wargear Stormtrooper Commander: Hotshot Laspistol Chainsword Frag Grenades Krak Grenades	**Options** **Platoon Command Squad** You may take up to one Stormtrooper Platoon Command Squad for +126 points Stormtrooper Commander may swap Hotshot Laspistol for PP	**Rules** Stormtrooper Commander: Independent Character Infantry Infantry Orders 1 Deepstrike

Stormtrooper Sergeant: Hotshot Laspistol Chainsword Frag Grenades Krak Grenades Stormtrooper: Hotshot Lasgun Frag Grenades Krak Grenades Stormtrooper Heavy Weapon Team: Heavy Flamer Hotshot Lasgun Frag Grenades Krak Grenades	Stormtrooper Commander may swap Chainsword for PM Two Stormtroopers may be swapped for a Stormtrooper Heavy Weapons Team for -1 point Stormtrooper Heavy Weapons Team may swap Heavy Flamer for H Any Stormtrooper may swap Hotshot Lasgun for S Any Stormtrooper that did not swap Hotshot Lasgun for S may take one E, PE, or SD Any model may take one P The entire Squad may take one J **Stormtrooper Squad** May take up to 2 more Stormtrooper Squads for +80 points each Each Stormtrooper Squad may take up to five more Stormtroopers for +15 points each Stormtrooper Sergeant may swap Hotshot Laspistol for PP Stormtrooper Sergeant may swap Chainsword for any PM Two Stormtroopers may swap Hotshot Lasgun for S or take one SD One Stormtrooper that did not swap Hotshot Lasgun for S or SD may take E Any model may take one P The entire Squad may take one J	Stormtrooper Sergeant: Character Infantry Deepstrike Stormtrooper: Infantry Deepstrike Stormtrooper Heavy Weapon Team: Infantry Deepstrike
Special Wargear:	**Special Wargear Upgrades:** E Vox Caster +5 points PE Standard +40 points PE Medicae Pack +75 points J Jump Packs +7 points per model	 Reroll orders 6” Aura, +1 Attack, 6” Aura, reroll Ld tests 6” Aura, this Command Squad and target unit gain 5+ Feel No Pain M+6. Gains Bulky, Fly.

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

Wyrdvane Psykers Custodian Wyrdvane	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 3 3 1 3 2 8 5+ 6 5+ 4+ 2 3 1 3 1 7 5+	**Points: 15** **Composition:** **1 Custodian** **3-9 Wyrdvanes**
Wargear Custodian: Laspistol Chainsword Wyrdvane: Laspistol	**Options** May take up to 6 more Wyrdvanes for +5 points each The unit may take one S for each Psychic Mastery it owns	**Rules** Custodian: Character Infantry Mercy Execution – When the Unit suffers Mortal Wounds from casting spells, remove d3 Wyrdvanes instead of suffering the normal Mortal Wounds. Wyrdvane: Unit Psychic Mastery Level 1
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Laspistol	12	3	-	Pistol 1
M	Chainsword	Melee	User	6+	Rending
S +22 points Cast 6+	Soulstorm	18	*	3+	Assault 1, 5” Blast, *Strength is Equal to the number of Wyrdvanes before rolling To Cast
S +30 points Cast 6+	Weaken Resolve	18	-	-	Target unit suffers Ld-1 per Wyrdvane before rolling To Cast

Monstrous Infantry

Bullgryn Platoon Bone’ead Bullgryn	**M WS BS S T W I A Ld Sv** 6 3+ 4+ 5 5 3 2 4 7 4+ 6 3+ 4+ 5 5 3 2 3 6 4+	**Points: 135** **Composition:** **1-4 Bullgryn Squads (1 Bone’ead** **2-5 Bullgryn each)**
Wargear Bone’ead: Grenadier Gauntlet Frag Bombs Slab Shield Bullgryn: Grenadier Gauntlet Frag Bombs Slab Shield	**Options** May take up to 3 more Bullgryn Squads for +135 points each Any squad may add up to 3 more Bullgryn for +43 points each Any model May swap Grenadier Gauntlet for M Any model may swap Slab Shield for Brute Shield +4 points	**Rules** Bone’ead: Character Monstrous Infantry Stubborn Very Bulky Bullgryn: Monstrous Infantry Stubborn Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

Slab Shield – Sv-1 (Improves by 1). Brute Shield – 5+ Invulnerability Save		

Selection	Name	Range	S	AP	Rules
M	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

Ogryn Platoon Bone’ead Ogryn	**M WS BS S T W I A Ld Sv** 6 3+ 4+ 5 5 3 2 4 7 5+ 6 3+ 4+ 5 5 3 2 3 6 5+	**Points: 126** **Composition:** **1-4 Ogryn Squads (1 Bone’ead, 2-5 Ogryn each)**
Wargear Bone’ead: Ripper Gun Frag Bombs Ogryn: Ripper Gun Frag Bombs	**Options** May take up to 3 more Ogryn Squads for +126 points each Any Squad may add up to 3 more Ogryn for +40 points each	**Rules** Bone’ead: Monstrous Infantry Stubborn Very Bulky Ogryn: Monstrous Infantry Stubborn 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

Vehicles

Atlas Recovery Vehicle Atlas Recovery Vehicle	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 3+ 7 14 13 10 12 1 3 8 3+	**Points: 135** **Composition:** **1 Atlas Recovery Vehicle**
Wargear Atlas Recovery Vehicle: None	**Options** May take one H May take one P May take one D May take one M May take any E one time each	**Rules** Atlas Recovery Vehicle: Vehicle Tank Heavy Repair Gear – 3" range, target Vehicle or Titanic Vehicle recovers d3 Wounds. On a 3+, remove one Weapon Disabled, Crew Stun, Immobilize, or Weapon Destroyed Result. Escort – This model may join units like an Independent Character
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H +5 point	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +6 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

Fast Attack 0-3

Steeds

Rough Rider Platoon Platoon Commander Veteran Sergeant Rough Rider	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 4 5 3 2 9 5+ 12 4+ 3+ 3 4 2 3 1 7 5+ 12 4+ 4+ 3 4 2 3 2 8 5+ 12 4+ 4+ 3 4 2 3 1 7 5+	**Points: 99** **Composition:** **0-1 Platoon Command Squad (1 Platoon Commander, 4 Veterans)** **1-5 Rough Rider Squads (1 Sergeant, 4-9 Rough Riders each)**
Wargear Platoon Commander: Infantry Lance Chainsword Laspistol Frag Grenades Veteran: Infantry Lance Chainsword Laspistol Frag Grenades Sergeant: Infantry Lance Chainsword Laspistol Frag Grenades Rough Rider: Infantry Lance Chainsword Laspistol Frag Grenades	**Options** May take one Platoon Command Squad for +164 points May take up to 4 more Rough Rider Squads for +99 points each Each Rough Rider Squad may take up to 5 more Rough Riders for +19 points each **Platoon Command Squad** Platoon Commander may swap Laspistol for OP Platoon Commander may swap Chainsword for OM Any Veteran may swap Laspistol for S or take one SD Any Veteran that did not swap Laspistol for PS or S may take one PE or E Any Veteran may swap Chainsword for SM The entire squad may take one B **Rough Rider Squad** Sergeant may swap Laspistol for OP Sergeant may swap Chainsword for OM Up to two Rough Riders may swap their Laspistols for S or take one SD Any Rough Rider that did not take one S or SD may take one R Any model may swap Infantry Lance for Hunting Lance One Rough Rider that did now swap Laspistol for S or take one SD may take one E	**Rules** Platoon Commander: Character Infantry Infantry Orders 1 Outflank Steed Very Bulky Veteran: Infantry Outflank Steed Very Bulky Sergeant: Character Infantry Outflank Steed Very Bulky Rough Rider: Infantry Outflank Steed Very Bulky

	The entire squad may take one B	
Special Wargear:	**Special Wargear Upgrades:** B Jet Bikes +2 points per model B Genetically Engineered Steeds +2 points per model E Vox Caster +5 points PE Standard +40 points PE Medicae Pack +75 points	 Gain Flying, Deepstrike. Lose Outflank W+1. Lose Outflank.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Infantry Lance	Flame	3	-	Assault 1
M +4 points	Hunting Lance	Melee	6	3+	Armourbane, Monsterbane, Auxiliary
P	Laspistol	12	3	-	Pistol 1
OP +0 points	Lasgun	24	3	-	Rapid Fire 1
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
SM	Chainsword	Melee	User	6+	Rending
SM +3 points	Power Sword	Melee	+1	3+	
OM +3 points	Power Sword	Melee	+1	3+	
OM +4 points	Goad Lance	Melee	+2	-	Tesla
OM +5 points	Power Axe	Melee	+2	4+	
OM +6 points	Power Maul	Melee	+2	4+	Concussion
S +7 points	Flamer	Flame	4	5+	Assault 1
S +8 points	Grenade Launcher	24 or 24	6 or 3	4+ or -	Assault 1 or Assault 1, 3” Blast
SD +7 points	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only
S +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
R +1 point	Lasgun	24	3	-	Rapid Fire 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast

Sentinels

Armoured Sentinel Squadron Armoured Sentinel Sergeant Armoured Sentinel	**M WS BS S FA SA RA W I A Ld Sv** 12 4+ 4+ 5 12 10 10 6 3 3 8 3+ 12 4+ 4+ 5 12 10 10 6 3 2 7 3+	**Points: 191** **Composition:** **1 Armoured Sentinel Sergeant** **2-9 Armoured Sentinels**
Wargear Armoured Sentinel Sergeant: Heavy Flamer Armoured Sentinel: Heavy Flamer	**Options** May add up to 7 more Armoured Sentinels for +62 points each Any model may swap Heavy Flamer for H Any model may take one MW Any model may take one M Any model may take any E one time each	**Rules** Armoured Sentinel Sergeant: Character Vehicle Combat Walker Armoured Sentinel: Vehicle Combat Walker
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Drop Sentinel Squadron Drop Sentinel Sergeant Drop Sentinel	**M WS BS S FA SA RA W I A Ld Sv** 12 4+ 4+ 5 10 10 10 5 3 3 8 4+ 12 4+ 4+ 5 10 10 10 5 3 2 7 4+	**Points: 122** **Composition:** **1 Drop Sentinel Sergeant** **2-9 Drop Sentinels**
Wargear Drop Sentinel Sergeant: Heavy Flamer Drop Sentinel: Heavy Flamer	**Options** May add up to 7 more Drop Sentinels for +39 points each Any model may swap Heavy Flamer for H Any model may take one MW Any model may take one M Any model may take any E one time each	**Rules** Drop Sentinel Sergeant: Character Vehicle Combat Walker Deepstrike Open Topped Drop Sentinel: Vehicle Combat Walker Deepstrike Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Powerlifter Sentinel Squadron Powerlifter Sentinel Sergeant Powerlifter Sentinel	**M WS BS S FA SA RA W I A Ld Sv** 12 4+ 4+ 5 10 10 10 5 3 3 8 4+ 12 4+ 4+ 5 10 10 10 5 3 2 7 4+	**Points: 197** **Composition:** **1 Powerlifter Sentinel Sergeant** **2-9 Powerlifter Sentinels**
Wargear Powerlifter Sentinel Sergeant: Powerlifter Powerlifter Sentinel: Powerlifter	**Options** May add up to 7 more Powerlifter Sentinels for +64 points each Any model may take one M Any model may take any E one time each	**Rules** Powerlifter Sentinel Sergeant: Character Vehicle Combat Walker Open Topped Powerlifter Sentinel: Vehicle Combat Walker Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Scout Sentinel Squadron Scout Sentinel Sergeant Scout Sentinel	**M WS BS S FA SA RA W I A Ld Sv** 12 4+ 4+ 5 10 10 10 5 3 3 8 4+ 12 4+ 4+ 5 10 10 10 5 3 2 7 4+	**Points: 122** **Composition:** **1 Scout Sentinel Sergeant** **2-9 Scout Sentinels**
Wargear Scout Sentinel Sergeant: Heavy Flamer Scout Sentinel: Heavy Flamer	**Options** May add up to 7 more Scout Sentinels for +39 points each Any model may swap Heavy Flamer for H Any model may take one MW Any model may take one M Any model may take any E one time each	**Rules** Scout Sentinel Sergeant: Character Vehicle Combat Walker Scout Open Topped Scout Sentinel: Vehicle Combat Walker Scout Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points	

	E Searchlight +1 point E Smoke Launchers +10 points	

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

Armoured Cars

Hippogriff AFV Squadron Hippogriff	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 11 10 8 1 3 8 3+	**Points: 147** **Composition:** **1-3 Hippogriffs**
Wargear Hippogriff: Vigilator Cannon Coaxial Heavy Stubber	**Options** May take up to 2 more Hippogriffs for +147 points each Any model may swap Vigilator Cannon for T Any model may swap Coaxial Heavy Stubber for C Any model may take any E one time each	**Rules** Hippogriff: Vehicle Tank Grinding Advance Outflank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
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 Pegasus	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 8 1 3 8 3+	**Points: 99** **Composition:** **1-3 Pegasus**
Wargear Pegasus: Multilaser Heavy Flamer	**Options** May take up to 2 more Pegasus for +99 points each Any Pegasus may swap Multilaser for T Any Pegasus may swap Heavy Flamer for H Any Pegasus may take one P Any Pegasus may take one M Any Pegasus may take any E one time each	**Rules** Pegasus: Vehicle Tank Scout
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

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

Tauros Assault Squadron Tauros Assault	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 4+ 5 9 9 9 5 1 3 8 4+	**Points: 37** **Composition:** **1-3 Tauros Assaults**
Wargear Tauros Assault: Heavy Flamer	**Options** May take up to 2 more Tauros Assaults for +37 points Any Tauros Assault may swap Heavy Flamer for H Any Tauros Assault may take up to two M Any Tauros Assault may take any E one time each	**Rules** Tauros Assault: Vehicle Tank Outflank Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Tauros Venator Squadron Tauros Venator	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 4+ 5 9 9 9 6 1 3 8 4+	**Points: 61** **Composition:** **1-3 Tauros Venators**
Wargear Tauros Venator: 2 Linked Multilasers	**Options** May take up to 2 more Tauros Venators for +61 points Any Tauros Venator may swap 2 Linked Multilasers for T Any Tauros Venators may take up to two M Any Tauros Venators may take any E one time each	**Rules** Tauros Venator: Vehicle Tank Outflank Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points	

	E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Tanks

Artemia Hellhound Squadron Artemia Hellhound	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 4+ 6 12 12 11 12 1 3 8 3+	**Points: 143** **Composition:** **1-3 Artemia Hellhounds**
Wargear Artemia Hellhound: Inferno Cannon Heavy Flamer	**Options** May take up to 2 more Artemia Hellhounds for +143 points Any Artemia Hellhound may swap Heavy Flamer for H Any Artemia Hellhound may take one D Any Artemia Hellhound may take one P Any Artemia Hellhound may take one M Any Artemia Hellhound may take any E one time each	**Rules** Artemia Hellhound: Vehicle Tank Enlarged Fuel Tanks – Reroll 1's to Wound with Flame Weapons. The Model explodes on a 4+ instead of 6+.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Inferno Cannon	Flame	6	3+	Assault 1, Turret, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +10 points	Multimelta	8	8	1+	Heavy 2, Melta, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret

P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Hound Squadron Hound	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 12 10 11 1 3 8 3+	**Points: 117** **Composition:** **1-3 Hounds**
Wargear Hound: Chem Cannon Heavy Flamer	**Options** May take up to 2 more Hounds for +117 points Any Hound may swap Chem Cannon for T Any Hound may swap Heavy Flamer for H Any Hound may take one D Any Hound may take one P Any Hound may take one M Any Hound may take any E one time each	**Rules** Hound: Vehicle Tank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Salamander Scout Squadron Salamander Scout	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 11 1 3 8 3+	**Points: 96** **Composition:** **1-3 Salamander Scouts**
Wargear Salamander Scout: Autocannon Heavy Flamer Auspex Array	**Options** May take up to 2 more Salamander Scouts for +96 points Any Salamander Scout may swap Heavy Flamer for H Any Salamander Scout may take one D Any Salamander Scout may take one P Any Salamander Scout may take one M Any Salamander Scout may take any E one time each	**Rules** Salamander Scout: Vehicle Tank Open Topped Scout
Special Wargear: Auspex Array – 6" Aura, this model and target unit inflict a -1 to Cover Saves taken from their Shooting.	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Scylla Squadron Scylla Sergeant Scylla	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 5 10 10 10 5 1 3 8 3+ 12 5+ 4+ 5 10 10 10 5 1 2 7 3+	**Points: 173** **Composition:** **1 Scylla Sergeant** **2-9 Scyllas**
Wargear Scylla Sergeant: Heavy Flamer Scylla: Heavy Flamer	**Options** May take up to 7 more Scyllas for +56 points each Any model may swap Heavy Flamer for H Any model may take one M Any model may take any E one time each	**Rules** Scylla Sergeant: Character Vehicle Tank Outflank Scylla: Vehicle Tank Outflank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Siegfried Squadron Siegfried Sergeant Siegfried	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 4+ 5 10 10 10 6 1 3 8 3+ 10 5+ 4+ 5 10 10 10 6 1 2 7 3+	**Points: 173** **Composition:** **1 Siegfried Sergeant** **2-9 Siegfrieds**
Wargear Siegfried Sergeant: Heavy Flamer Siegfried: Heavy Flamer	**Options** May take up to 7 more Siegfrieds for +56 points each Any model may swap Heavy Flamer for T Any model may take one M Any model may take any E one time each	**Rules** Siegfried Sergeant: Character Vehicle Tank Siegfried: Vehicle Tank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points	

	E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Heavy Support 0-3

Battle Tanks

Carnodon Squadron Carnodon	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 4+ 6 13 11 10 12 1 3 8 3+	**Points: 134** **Composition:** **1-3 Carnodons**
Wargear Carnodon: Volkite Culverin 2 Heavy Flamers	**Options** May take up to two more Carnodons for +134 points each Any Carnodon may swap Volkite Culverin for T Any Carnodon may swap 2 Heavy Flamers for S Any Carnodon may take one P Any Carnodon may take one D Any Carnodon may take one M Any Carnodon may take any E one time each	**Rules** Carnodon: Vehicle Tank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Flare Shields +12 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Volkite Culverin	48	6	3+	Heavy 1, Beam, Turret, Primary

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

Destroyer Squadron Destroyer	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 7 14 13 10 12 1 3 8 3+	**Points: 153** **Composition:** **1-3 Destroyers**
Wargear Destroyer: Heavy Laser Destroyer Array	**Options** May take up to 2 more Destroyers for +153 points each Any Destroyer may swap Heavy Laser Destroyer Array for H Any Destroyer may take one M Any Destroyer may take one P Any Destroyer may take one D Any Destroyer may take any E one time each	**Rules** Destroyer: Tank Vehicle Grinding Advance - Do not count as moving when firing Ordnance Weapons.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Leman Russ Squadron Leman Russ	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 7 14 13 10 12 1 3 8 3+	**Points: 162** **Composition:** **1-3 Leman Russ Tanks**
Wargear Leman Russ: Nova Eradicator Cannon Heavy Flamer H	**Options** May take up to two more Leman Russ Tanks for +162 points each Any Leman Russ may swap Nova Eradicator Cannon for T Any Leman Russ may swap Heavy Flamer H for H Any Leman Russ may take a set of S Any Leman Russ may take one P Any Leman Russ may take one D Any Leman Russ may take one M Any Leman Russ may take any E one time each	**Rules** Leman Russ: Vehicle Tank Grinding Advance - Do not count as moving when firing Ordnance Weapons.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Nova Eradicator Cannon	36	6	4+	Heavy 1, 5” Blast, Ignores Cover, Turret, Primary
T +4 points	Executioner Plasma Cannon	36	7	2+	Heavy 3, 3” Blast, Get’s Hot!, Turret, Primary
T +9 points	Vanquisher Battle Cannon	72	D	2+	Heavy 1, Destroyer, Monsterbane, Turret, Primary

T +15 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +16 points	2 Linked Exterminator Autocannons	48	7	4+	Heavy 2 x2, Reroll Misses, Monsterbane, Turret, Primary
T +33 points	Punisher Gatling Gun	24	5	-	Heavy 20, Turret, Primary
T +39 points	Conqueror Battle Cannon and Stormbolter	48 and 24	8 and 4	3+ and 5+	Heavy 1, 5" Blast, Coaxial, Turret and Rapid Fire 2, Coaxial, Monsterbane, Turret, Primary
T +45 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret, Primary
T +57 points	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret, Primary
T +60 points	Long Vanquisher Cannon with Stormbolter	72 And 24	D And 4	2+ And 5+	Heavy 1, Destroyer, Accurate, Coaxial, Turret, Primary Rapid Fire 2, Coaxial, Turret
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +20 points	2 Multilasers	36	6	6+	Heavy 3 x2, Sponson
S +24 points	2 Plasma Cannons	36	7	2+	Heavy 1 x2, 3" Blast, Gets Hot!, Sponson
S +24 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +46 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Malcador Malcador	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 8 13 12 11 18 1 6 8 3+	**Points: 234** **Composition:** **1 Malcador**
Wargear Malcador: 2 Linked Lascannons Heavy Bolter 2 Heavy Flamers Trench Crossers	**Options** May swap 2 Linked Lascannons for T May swap Heavy Flamers for H Malcador may swap 2 Heavy Flamers for S May take one P May take one D May take one M May take any E one time each	**Rules** Malcador: Vehicle Tank Grinding Advance - Do not count as moving when firing Ordnance Weapons.
Special Wargear: Trench Crossers – This model does not take Immobilize Tests for moving through Terrain	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Flare Shields +12 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +9 points	Heavy Bolter Pill Box	36	5	4+	Heavy 3 x5, Sponson, Primary
T +26 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Sponson, Primary
H	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
H +15 points	Demolisher Cannon	24	10	2+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull, Primary
S +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
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 Hunter Malcador Hunter	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 8 13 12 11 18 1 6 8 3+	**Points: 239** **Composition:** **1 Malcador Hunter**
Wargear Malcador Hunter: Neutron Laser Projector 2 Heavy Flamers Trench Crossers	**Options** May swap Neutron Laser Projector for H May swap 2 Heavy Flamers for S May take one P May take one D May take one M May take any E one time each	**Rules** Malcador Hunter: Vehicle Tank
Special Wargear: Trench Crossers – This model does not take Immobilize Tests for moving through Terrain	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points Enlarged Fuel Tanks	Reroll 1's to Wound with Flame Weapons. The Model explodes on a 4+ instead of 6+.

Selection	Name	Range	S	AP	Rules
H	Neutron Laser Projector	72	D	1+	Heavy 1, 3" Blast, Destroyer, Monsterbane, Hull, Primary
H +50 points	2 Linked Infernus Cannons	Hell-storm	7	3+	Assault 1 x2, Hull, Primary, Enlarged Fuel Tanks
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

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

Mars Alpha Leman Russ Squadron Mars Alpha Leman Russ	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 7 14 13 10 14 1 3 8 3+	**Points: 176** **Composition:** **1-3 Mars Alpha Leman Russ Tanks**
Wargear Mars Alpha Leman Russ: Nova Eradicator Cannon Heavy Flamer H Trench Crossers	**Options** May take up to two more Mars Alpha Leman Russ Tanks for +176 points each Any model may swap Nova Eradicator Cannon for T Any model may swap Heavy Flamer H for H Any model may take a set of S Any model may take one P Any model may take one D Any model may take one M Any model may take any E one time each	**Rules** Mars Alpha Leman Russ: Vehicle Tank Grinding Advance - Do not count as moving when firing Ordnance Weapons.
Special Wargear: Trench Crossers – This model does not take Immobilize Tests for moving through Terrain	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

					Coaxial, Monsterbane, Turret, Primary
T +43 points	Long Vanquisher Battle Cannon and Heavy Stubber	72 36	D 5	2+ 6+	Heavy 1, Destroyer, Monsterbane, Accurate, Coaxial, Turret, Primary and Heavy 3, Coaxial, Turret
T +45 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane , Turret, Primary
T +57 points	Demolisher Cannon	24	10	2+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret, Primary
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
H +7 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +20 points	2 Multilasers	36	6	6+	Heavy 3 x2, Sponson
S +24 points	2 Plasma Cannons	36	7	2+	Heavy 1 x2, 3” Blast, Gets Hot!, Sponson
S +24 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +46 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
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

Ragnorak Squadron Ragnorak	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 7 14 13 11 14 1 3 8 3+	**Points: 199** **Composition:** **1-3 Ragnoraks**
Wargear Ragnorak: Nova Eradicator Cannon Heavy Flamer H 2 Heavy Flamers S	**Options** May take up to two more Ragnoraks for +199 points each Any Leman Russ may swap Nova Eradicator Cannon for T Any Ragnorak may swap Heavy Flamer H for H Any Ragnorak may swap 2 Heavy Flamers for S Any Ragnorak may take one P Any Ragnorak may take one D Any Ragnorak may take one M Any Ragnorak may take any E one time each	**Rules** Ragnorak: Vehicle Tank Grinding Advance - Do not count as moving when firing Ordnance Weapons.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

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

Rogal Dorn Battle Tank Rogal Dorn	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 8 14 13 12 18 1 6 8 3+	**Points: 301** **Composition:** **1 Rogal Dorn**
Wargear Rogal Dorn: Oppressor Cannon and Autocannon Castigator Gatling Cannon	**Options** May swap Oppressor Cannon and Autocannon for T May swap Castigator Gatling Cannon for H1 May take one H2 May take one S May take one P May take one D May take one M May take any E one time each	**Rules** Rogal Dorn: Vehicle Tank Grinding Advance - Do not count as moving when firing Ordnance Weapons.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Oppressor Cannon and Autocannon	72 And 48	D And 7	2+ And 4+	Heavy 1, Destroyer, Accurate Monsterbane, Coaxial, Turret, Primary Heavy 2, Monsterbane, Coaxial, Turret, Primary
T +59 points	Earthshaker Cannon	240	9	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Indirect, Turret, Primary
T +79 points	2 Linked Battle Cannons	72	8	3+	Heavy 1 x2, 5” Blast, Ordnance, Monsterbane, Turret, Primary
H1	Castigator Gatling Cannon	24	5	-	Heavy 12, Hull
H1 +6 points	Pulveriser Cannon	36	8	3+	Heavy 1, 3” Blast, Ordnance, Monsterbane, Hull
H1 +32 points	Demolisher Cannon	24	10	2+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull
H2 +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull
H2 +24 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 +46 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
S +72 points	2 sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Self-Propelled Guns

Colossus Bombard Battery Colossus Siege Mortar	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 7 14 13 10 12 1 3 8 3+	**Points: 167** **Composition:** **1-3 Colossus Siege Mortar**
Wargear Colossus Siege Mortar: Colossus Siege Mortar	**Options** May take up to two more Colossus Siege Mortars for +167 points each Any Colossus may take one H Any Colossus may take one P Any Colossus may take one D Any Colossus may take one M Any Colossus may take any E one time each	**Rules** Colossus Siege Mortar: Vehicle Tank Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Deathstrike Missile Battery Deathstrike Missile Carrier	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 11 1 3 8 3+	**Points: 213** **Composition:** **1-3 Deathstrike Missile Carriers**
Wargear Deathstrike Missile Carrier: Deathstrike Missile Heavy Flamer	**Options** May take up to 2 more Deathstrike Missile Carriers for +213 points each Any Deathstrike Missile Carrier may swap Heavy Flamer for H Any Deathstrike Missile Carrier may take one D Any Deathstrike Missile Carrier may take one P Any Deathstrike Missile Carrier may take one M Any Deathstrike Missile Carrier may take any E one time each	**Rules** Deathstrike Missile Carrier: Vehicle Tank The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Deathstrike Missile still hits in your Command Phase.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Deathstrike Missile	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, One Use Only, T Minus 5, The Hour is Nigh, Hull
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Manticore Battery Manticore Carrier	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 11 1 3 8 3+	**Points: 183** **Composition:** **1-3 Manticore Carriers**
Wargear Manticore Carrier: Storm Eagle Missile Rack Heavy Flamer	**Options** May take up to 2 more Manticore Carriers for +183 points each Any model may swap Heavy Flamer for H Any model may take one D Any model may take one P Any model may take one M Any model may take any E one time each	**Rules** Manticore Carrier: Vehicle Tank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Ordnance Battery Self-Propelled Gun	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 11 1 3 8 3+	**Points: 87** **Composition:** **1-3 Self-Propelled Guns**
Wargear Self-Propelled Gun: Heavy Griffon Mortar Heavy Flamer	**Options** May take up to 2 more Self-Propelled Guns for +87 points each Any model may swap Heavy Griffon Mortar for T Any model may swap Heavy Flamer for H Any model may take one D Any model may take one P Any model may take one M Any model may take any E one time each	**Rules** Self-Propelled Gun: Vehicle Tank Open Topped Behemoth Shells – When the Heavy Colossus Siege Mortar fires, it must forgo Shooting in its next Shooting Phase. The Heavy Colossus Siege Mortar may not fire on Turn 1. It may fire its other weapons normally on each Turn. This model suffers M-8.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points E Enclosed Troop Compartment +16 points	

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

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

Artillery

Earthshaker Platform Battery Platform	**M WS BS S FA SA RA W I A Ld Sv** - - 4+ - 12 10 10 8 1 - 8 3+	**Points: 140** **Composition:** **1-3 Platforms**
Wargear Earthshaker Platform: Earthshaker Cannon	**Options** May take up to 2 more Platforms for +125 points each Any model may take up to one of each E	**Rules** Earthshaker Platform: Vehicle Tank Open Topped Stable Platform – This model may reroll the Scatter Dice. Immobile Platform – This model cannot move or be moved by any means except to pivot. The last direction the Earthshaker Cannon fired counts as the Front.
Special Wargear:	**Special Wargear Upgrades:** E Camo Netting +6 points	

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

Field Artillery Battery Field Artillery Piece	**M WS BS S T W I A Ld Sv** - 4+ 4+ 3 6 5 3 3 8 3+	**Points: 87 points** **Composition:** **1-6 Field Artillery Pieces**
Wargear Field Artillery Piece: Griffon Heavy Mortar	**Options** May add up to 5 more Field Artillery pieces for +87 points each Any Field Artillery Piece may swap Griffon Heavy Mortar for H Any model may take up to one of each E	**Rules** Field Artillery Piece: Monster Mobile Artillery – This model may only be moved by a friendly model with the Tow ability. A unit being Towed uses all available Transport Capacity regardless of its actual number
Special Wargear:	**Special Wargear Upgrades:** E Camo Netting +6 points	

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

Heavy Artillery Battery Heavy Artillery Piece	**M WS BS S T W I A Ld Sv** - 4+ 4+ 3 7 8 3 3 8 3+	**Points: 229 points** **Composition:** **1-3 Heavy Artillery Batteries**
Wargear Heavy Artillery Piece: Earthshaker Cannon	**Options** May add up to 2 more Heavy Artillery pieces for +229 points each Any Heavy Artillery Piece may swap Earthshaker Cannon for T Any model may take up to one of each E	**Rules** Heavy Artillery Piece: Monster Mobile Artillery – This model may only be moved by a friendly model with the Tow ability. A unit being Towed uses all available Transport Capacity regardless of its actual number
Special Wargear:	**Special Wargear Upgrades:** E Camo Netting +6 points	

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

Hydra Platform Battery Platform	**M WS BS S FA SA RA W I A Ld Sv** - - 4+ - 12 10 10 6 1 - 8 3+	**Points: 92** **Composition:** **1-3 Platforms**
Wargear Hydra Platform: 4 Linked Long Autocannons	**Options** May take up to 2 more Platforms for +92 points each Any model may take up to one of each E	**Rules** Hydra Platform: Vehicle Immobile Platform – This model cannot move or be moved by any means except to pivot. The last direction the 4 Linked Long Autocannons fired counts as the Front.
Special Wargear:	**Special Wargear Upgrades:** E Camo Netting +6 points	

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

Manticore Platform Battery Platform	**M WS BS S FA SA RA W I A Ld Sv** - - 4+ - 12 10 10 6 1 - 8 3+	**Points: 202** **Composition:** **1-3 Platforms**
Wargear Manticore Platform: Storm Eagle Rack	**Options** May take up to 2 more Platforms for +202 points each Any model may take up to one of each E	**Rules** Manticore Platform: Vehicle 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. Stable Platform – This model may reroll the Scatter Dice.
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 Sabre Platform	**M WS BS S T W I A Ld Sv** - 4+ 4+ 3 6 5 3 1 8 4+	**Points: 38 points** **Composition:** **1-6 Sabre Gun Platforms**
Wargear Sabre Gun Battery: 2 Linked Heavy Bolters	**Options** May add up to 5 more Sabre Gun Platform for +38 points Any model may swap 2 Linked Heavy Bolters for H	**Rules** Sabre Gun Battery: Monster 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

Cyclops Demolition Team Guardsman Cyclops	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 3 3 1 3 1 7 5+ 12 - - - 3 2 - - - 4+	**Points: 6** **Composition:** **1-3 Guardsmen** **0-9 Cyclops**
Wargear Guardsman: Lasgun Frag Grenades Remote Control Cyclops: Cyclops Demolition Charge	**Options** May take up to 2 more Guardsmen for +6 points each Each Guardsman may take up to 3 Cyclops each for +26 points a piece	**Rules** Guardsman: Infantry Cyclops: Infantry Bulky Fearless Deadly Payload – This model explodes if it ever comes into base contact with an enemy model or if the owner wishes it

		to explode so long as at least one Guardsman has a Remote Control. If the model is destroyed, on a 4+ the Cyclops Demolition Charge goes off. In any case the weapon is used, center the template over the model and do not scatter it. The Cyclops is removed afterwards. Suicide Mission – Each Cyclops is treated as an individual unit, but is deployed with the Guardsman as if they were one. This model cannot Claim or Contest Objectives.
Special Wargear: Remote Control – Allows any friendly Cyclops to be Detonated on command or to be moved. If no Remote Controls remain on the field, all Cyclops may not move or Detonate unless it is the 4+ to explode. Cyclops models are allowed to be targeted by Friendly Fire.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Lasgun	24	3	-	Rapid Fire 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
D	Cyclops Demolition Charge	-	10	1+	Heavy 1, 5” Blast, Ordnance, Monsterbane, One User Only, Deadly Payload

Rapier Battery Rapier	**M WS BS S T W I A Ld Sv** 4 4+ 4+ 3 5 3 3 3 8 3+	**Points: 99 points** **Composition:** **1-3 Rapiers**
Wargear Rapiers: 4 Linked Heavy Bolters	**Options** May add up to 2 more Rapiers for +99 points each Any Rapier may swap 4 Linked Heavy Bolters for H	**Rules** Rapiers: Monstrous Infantry
Special Wargear:	**Special Wargear Upgrades:**	

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

Tarantula Battery Tarantula	**M WS BS S T W I A Ld Sv** - 4+ 4+ 3 6 3 3 3 8 3+	**Points: 32 points** **Composition:** **1-6 Tarantula**
Wargear Tarantula: 2 Linked Heavy Bolters	**Options** May add up to 5 more Tarantulas for +32 points each Any Tarantula may swap 2 Linked Heavy Bolters for H	**Rules** Tarantula: Monster 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

Flyers 0-2

Aquila Lander Aquila Lander	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 6 11 11 11 12 1 3 8 3+	**Points: 200** **Composition:** **1 Aquila Lander**
Wargear Aquila Lander: Heavy Bolter	**Options** May swap Heavy Bolter for H May take up to one E each	**Rules** Aquila Lander: Vehicle High Altitude Hover Deep Strike Transport 7 – Access Front Command Ship – Infantry Orders may be issued from Embarked units on this model with +12” Radius
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points	

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

H +0 points	Multilaser	36	6	6+	Heavy 3, Turret, Primary
H +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Turret, Primary

Arvus Lighter Fleet Arvus Lighter	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 5 10 10 10 8 1 3 8 3+	**Points: 132** **Composition:** **1-3 Arvus Lighters**
Wargear Arvus Lighter: none	**Options** May take up to 2 more Arvus Lighters for +132 points each Any model may take H Any Model may take one S Any model may take up to one E each	**Rules** Arvus Lighter: Vehicle High Altitude Hover Deep Strike Transport 12 – Access Rear
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points E Searchlight +1 point	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H +10 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull, Primary
H +12 points	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Hull, Primary
H +16 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Turret, Primary
H +16 points	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull, Primary
S +9 points	Multilaser	36	6	6+	Heavy 3, Sponson

Avenger Strike Fighter Squadron Avenger Strike Fighter	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 6 12 10 10 14 1 3 8 3+	**Points: 202** **Composition:** **1-3 Avenger Strike Fighters**
Wargear Avenger Strike Fighters: Avenger Bolt Cannon 2 Linked Lascannons Heavy Stubber	**Options** May take up to 2 more Avenger Strike Fighters for +202 points each Any Avenger Strike Fighter may take W Any Avenger Strike Fighter may take up to one E each	**Rules** Avenger Strike Fighter: Vehicle High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points	

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

Lightning Strike Fighter Squadron Lightning Strike Fighter	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 4+ 6 11 10 10 10 1 3 8 3+	**Points: 167** **Composition:** **1-3 Lightning Strike Fighters**
Wargear Lightning Strike Fighters: Long Barreled Autocannon 2 Linked Lascannons	**Options** May take up to 2 more Lightning Strike Fighters for +167 points each Any Lightning Strike Fighter may take W Any Lightning Strike Fighter may take up to one E each	**Rules** Lightning Strike Fighter: Vehicle High Altitude Deep Strike Interceptor
Special Wargear:	**Special Wargear Upgrades:** 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 Thunderbolt	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 6 11 11 10 15 1 3 8 3+	**Points: 207** **Composition:** **1-3 Thunderbolts**
Wargear Thunderbolt: 4 Linked Autocannons 2 Linked Lascannons	**Options** May take up to 2 more Thunderbolts for +207 points each Any Thunderbolt may take W Any Thunderbolt may take up to one E each	**Rules** Thunderbolt: Vehicle High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points	

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

Valkyrie Squadron Valkyrie	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 6 12 12 10 14 1 3 8 3+	**Points: 220** **Composition:** **1-3 Valkyries**
Wargear Valkyrie: Multilaser 2 Linked Hellstrike Missiles Searchlight	**Options** May take up to 2 more Valkyries for +220 points each Any Valkyrie may swap Multilaser for H Any Valkyrie may take S Any Valkyrie may swap 2 Linked Hellstrike Missiles for W Any Valkyrie may take up to one E each	**Rules** Valkyrie: Vehicle High Altitude Hover Deep Strike Transport 12 – Access Sides and Rear Grav Chute Insertion – Embarked Units may deploy anywhere along the Movement Path the Valkyrie took this turn. If a unit chooses to Disembark this way, each model must take a Dangerous Terrain Test.
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points 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 +16 points	4 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull
W +20 points	4 Linked Hellfury Missiles	72	4	5+	Heavy 1 x2, 5” Blast, Ignores Cover, One Use Only, Hull
W +2 points	2 Linked Multiple Rocket Pods	48	4	6+	Heavy 1 x2, 5” Blast, Hull

W +32 points	4 Linked Lascannons	48	9	2+	Heavy 1 x4, Monsterbane, Hull

Valkyrie Sky Talon Squadron Valkyrie Sky Talon	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 6 12 12 10 14 1 3 8 3+	**Points: 192** **Composition:** **1-3 Valkyrie Sky Talons**
Wargear Valkyrie Sky Talon: Multilaser 2 Linked Hellstrike Missiles Searchlight	**Options** May take up to 2 more Valkyrie Sky Talons for +192 points each Any Valkyrie Sky Talon may swap Multilaser for H Any Valkyrie Sky Talon may swap 2 Linked Hellstrike Missiles for W Any Valkyrie Sky Talon may take up to one E each	**Rules** Valkyrie Sky Talon: Vehicle High Altitude Hover Deep Strike Transport * - This model may Embark up to 2 Sentinel variants or 1 Tauros variant
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points E Searchlight	

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

Voss Strike Fighter Squadron Voss Strike Fighter	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 6 12 10 10 14 1 3 8 3+	**Points: 181** **Composition:** **1-3 Voss Strike Fighters**
Wargear Voss Strike Fighters: 2 Linked Lascannons	**Options** May take up to 2 more Voss Strike Fighters for +181 points each Any Voss Strike Fighter may take W Any Voss Strike Fighter may take up to one E each	**Rules** Voss Strike Fighter: Vehicle High Altitude Deep Strike Interceptor
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points	

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

Vulture Gunship Squadron Vulture Gunship	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 6 12 12 10 14 1 3 8 3+	**Points: 171** **Composition:** **1-3 Vulture Gunships**
Wargear Vulture Gunship: Heavy Bolter 2 Linked Multilasers 2 Linked Multilasers	**Options** May take up to 2 more Vulture Gunships for +171 points each Any Vulture Gunship may swap either 2 Linked Multilasers for W Any Vulture Gunship may instead swap both 2 Linked Multilasers for SW Any Vulture Gunship may take up to one E each	**Rules** Vulture Gunship: Vehicle High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points	

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

W +12 points	2 linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
W +12 points	2 Linked Missile Launchers	48 or 48	8 or 4	3+ or 6+	Heavy 1 x2, Monsterbane, Hull Heavy 1 x2, 3" Blast, Hull, Primary
SW +44 points	2 Linked Punisher Gatling gun	24	5	-	Heavy 20 x2, Hull, Primary

Dedicated Transports 0-1/Legal Slot

Centaur Centaur	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 5 11 10 10 7 1 3 8 3+	**Points: 96** **Composition:** **1 Centaur**
Wargear Centaur: Heavy Stubber P	**Options** May take one H May take one D May take one P May take one M May take any E one time each	**Rules** Centaur: Vehicle Tank Open Topped Transport 6 – Access Rear. 2 Fire Ports Side and Rear, 1 Fire Port Front. Tow – This model may move Mobile Artillery. The unit takes the full transport capacity when being Towed.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Chimera Chimera	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 10 1 3 8 3+	**Points: 141** **Composition:** **1 Chimera**
Wargear Chimera: Heavy Flamer T Heavy Flamer H 3 Linked Lasguns 3 Linked Lasguns	**Options** May swap Heavy Flamer T for T May swap Heavy Flamer H for H May take one D May take one P May take one M May take any E one time each	**Rules** Chimera: Vehicle Tank Aquatic Transport 12 – Access Sides and Rear. 2 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Hades Breaching Drill Hades Breaching Drill	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 6 10 10 10 10 1 3 8 3+	**Points: 123** **Composition:** **1 Hades Breaching Drill**
Wargear Hades Breaching Drill: Melta Cutter Drill	**Options**	**Rules** Hades Breaching Drill: Vehicle Tank Deepstrike Subterranean Assault – You may place up to 10 Infantry models in Reserve with this unit during Deployment. Once this model Deepstrikes successfully, the unit may Deepstrike within 6” without scattering.
Special Wargear:	**Special Wargear Upgrades:**	

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

Heracles Halftrack Heracles Halftrack	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 11 11 10 10 1 3 8 3+	**Points: 157** **Composition:** **1 Heracles Halftrack**
Wargear Heracles Halftrack: Ammunition Cache	**Options** May take one D May take one P May take one M May take any E one time each May take one B	**Rules** Heracles Halftrack: Vehicle Tank Open Topped Tow – This model may move Mobile Artillery. The unit takes the full transport capacity when being Towed. Transport 12 – Access Sides and Rear. 3 Fire Ports Front, Sides, and Rear Escort – This model may join units like an Independent Character
Special Wargear: Ammunition Cache – 6” Aura, this model and target unit replenishes all One Use Only Wargear. Deathstrike Missiles	**Special Wargear Upgrades:** B Centaur RSV Pattern +0 points E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points	Lose Ammunition Cache. Gain Assault Ramps

cannot be replenished by this ability.	E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points E Deathstrike Cart +399 points	Ammunition Cache can now reload Death Strike Missiles as well. If this model is destroyed, on a 4+ the cart explodes! Center a Deathstrike Missile Blast on the Cart (or Halftrack if you do not have a Cart model) and do not scatter it.

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

Pegasus AAV Pegasus AAV	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 10 10 10 10 1 3 8 3+	**Points: 136** **Composition:** **1 Pegasus AAV**
Wargear Pegasus AAV: Heavy Flamer	**Options** May swap Heavy Flamer for T May take one P May take one M May take any E one time each	**Rules** Pegasus AAV: Vehicle Tank Aquatic Scout Transport 12 – Access Sides and Rear. 2 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Heavy Flamer	Flame	5	4+	Assault 1, Turret, Primary
T +2 points	Heavy Bolter	36	5	4+	Heavy 3, Turret, Primary
T +2 points	Multilaser	36	6	6+	Heavy 3, Turret, Primary
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret

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

Samaritan Samaritan	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 10 1 3 8 3+	**Points: 113** **Composition:** **1 Samaritan**
Wargear Samaritan: Heavy Flamer	**Options** May swap Heavy Flamer for H May take one D May take one P May take one M May take any E one time each	**Rules** Samaritan: Vehicle Tank Aquatic Medicae Ambulance – 6" Aura, target unit gains 5+ Feel No Pain.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull
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

Taurox Taurox	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 11 10 10 10 1 3 8 3+	**Points: 94** **Composition:** **1 Taurox**
Wargear Taurox: 2 Linked Hotshot Volleyguns	**Options** May take one T May swap 2 Linked Hotshot Volleyguns for H May take one P May take one M May take any E one time each	**Rules** Taurox: Vehicle Tank Transport 10 – Access Sides and Rear. All Terrain – This model may reroll Dangerous Terrain Tests
Special Wargear:	**Special Wargear Upgrades:**	

	E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T +28 points	Light Battle Cannon	48	8	3+	Heavy 1, 3" Blast, Monsterbane, Turret, Primary
T +24 points	2 Linked Missile Launchers	48 or 48	8 or 3	3+ or 6+	Heavy 1 x2, Monsterbane, Turret, Primary Heavy 1 x2, 3" Blast, Turret, Primary
T +34 points	2 Linked Autocannons	48	7	4+	Heavy 2, Monsterbane, Turret, Primary
T +62 points	2 Linked Taurox Gatling Gun	24	4	-	Heavy 10 x2, Turret, Primary
H	2 Linked Hotshot Volleyguns	24	3	3+	Rapid Fire 2 x2, Hull
H +10 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Terrax Pattern Termite Terrax Pattern Termite	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 7 12 12 10 14 1 3 8 3+	**Points: 220** **Composition:** **1 Terrax Pattern Termite**
Wargear Terrax Pattern Termite: Termite Drill Terrax Melta Cutter 2 Storm Bolters	**Options** May swap either Storm Bolter for H May take any E one time each	**Rules** Terrax Pattern Termite: Vehicle Tank Deepstrike Steady Transport 12 – Access Sides.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points	

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

Trojan Support Vehicle Trojan Support Vehicle	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 10 10 10 1 3 8 3+	**Points: 135** **Composition:** **1 Trojan Support Vehicle**
Wargear Trojan Support Vehicle: Heavy Flamer Ammunition Cache	**Options** May swap Heavy Flamer for H May take one D May take one P May take one M May take any E one time each	**Rules** Trojan Support Vehicle: Vehicle Tank Transport 6 – Access Sides and Rear. 2 360 Fire Ports. Repair – May repair 1 Wound on Target Vehicle or Titanic Vehicle. On a 5+, remove one Weapon Disabled, Crew Stun, Immobilize, or Weapon Destroyed Result. Escort – This model may join units like an Independent Character
Special Wargear: Ammunition Cache – 6” Aura, this model and target unit replenishes all One Use Only Wargear. Deathstrike Missiles cannot be replenished by this ability.	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers +10 points	

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

Lord of War 0-1

Baneblade Chassis

Baneblade Company Baneblade Commander Baneblade	**M WS BS S FA SA RA W I A Ld Sv** 6 4+ 3+ 9 14 13 12 26 1 9 8 3+ 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 783** **Composition:** **1-3 Baneblades** **0-1 Baneblade Commander**
Wargear Baneblade Commander: Baneblade Cannon and Coaxial Autocannon Demolisher Cannon 2 Linked Heavy Bolters Baneblade: Baneblade Cannon and Coaxial Autocannon Demolisher Cannon 2 Linked Heavy Bolters	**Options** May add up to 2 more Baneblades for +783 points each One Baneblade may be swapped for a Baneblade Commander for +52 points Any Baneblade may take one B Any Baneblade may take up to 2 S or one SS Any Baneblade may take one D Any Baneblade may take one M Any Baneblade may take one P Any Baneblade may take up to one of each E	**Rules** Baneblade Commander: Titanic Vehicle Tank Fearless Tank Orders 1 Transport 12 – Access Rear Baneblade: Titanic Vehicle Tank Fearless Transport 12 – Access Rear
Special Wargear:	**Special Wargear Upgrades:** B Lucius Pattern +0 points B Mars Pattern +0 points E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 M+2, W-2. W-2, Baneblade Cannon and Coaxial Autocannon, Demolisher Cannon cannot be disabled. SA+1.

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 Banehammer	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 650** **Composition:** **1 Banehammer**
Wargear Banehammer: Tremor Cannon 2 Linked Heavy Bolters	**Options** May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	**Rules** Banehammer: Titanic Vehicle Tank Fearless Transport 25 – Access Sides and Rear. 5 Fire Points on Front, Sides, and Rear. Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	SA+1

Selection	Name	Range	S	AP	Rules
T	Tremor Cannon	60	10/7/4	2+/2+/2+	Heavy 1, 15” Blast, Ordnance, Monsterbane, Earthshock, Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull

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

Banesword Banesword	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 595** **Composition:** **1 Banesword**
Wargear Banesword: Quake Cannon 2 Linked Heavy Bolters	**Options** May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	**Rules** Banesword: Titanic Vehicle Tank Fearless Transport 12 – Access Rear. Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 SA+1

Selection	Name	Range	S	AP	Rules
T	Quake Cannon	240	9	3+	Heavy 1, 10” Blast, Ordnance, Monsterbane, Indirect, Earthshock, Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)

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

Doomhammer Doomhammer	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 577** **Composition:** **1 Doomhammer**
Wargear Doomhammer: Magma Cannon 2 Linked Heavy Bolters	**Options:** May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	**Rules** Doomhammer: Titanic Vehicle Tank Fearless Transport 25 – Access Sides and Rear. 5 Fire Points on Front, Sides, and Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 SA+1

Selection	Name	Range	S	AP	Rules
T	Magma Cannon	60	10	1+	Heavy 1, 5” Blast, Melta, (Monsterbane), Hull
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)
S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
D +27 points	Baneblade Dozerblade	Melee	+1	2+	Accurate

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

Hellhammer Hellhammer	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 765** **Composition:** **1 Hellhammer**
Wargear Hellhammer: Hellhammer Cannon and Coaxial Autocannon Demolisher Cannon 2 Linked Heavy Bolters	**Options** May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	**Rules** Hellhammer: Titanic Vehicle Tank Fearless Transport 12 – Access Rear
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 SA+1

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

P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Shadowsword Shadowsword	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 538** **Composition:** **1 Shadowsword**
Wargear Shadowsword: Volcano Cannon 2 Linked Heavy Bolters Shadow Sword Sensors	**Options** May take one B May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	**Rules** Shadowsword: Titanic Vehicle Tank Fearless Transport 12 – Access Rear.
Special Wargear: Shadowsword Sensors – This model may Reroll all To Hit and Scatter dice when targeting Titanic units.	**Special Wargear Upgrades:** B Mars Pattern +0 points E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 W-2, Volcano Cannon cannot be Disabled. SA+1

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

Stormblade Stormblade	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 585** **Composition:** **1 Stormblade**
Wargear Stormblade: Plasma Blastgun and Heavy Bolter 2 Linked Heavy Bolters Shadowsword Sensors	**Options** May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	**Rules** Stormblade: Titanic Vehicle Tank Fearless Transport 12 – Access Rear.
Special Wargear: Shadowsword Sensors – This model may Reroll To Hit and Scatter dice when targeting Titanic Units.	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 SA+1

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

Stormlord Stormlord	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 607** **Composition:** **1 Stormlord**
Wargear Stormlord: Vulcan Megabolter 2 Linked Heavy Bolters 2 Heavy Stubbers S	**Options:** May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	**Rules** Stormlord: Titanic Vehicle Tank Fearless Transport 25 – Access Sides and Rear. 5 Fire Points on Front, Sides, and Rear. Full Power to the Weapon – You may fire the Vulcan Megabolter twice per Shooting Phase.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 SA+1

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

Stormhammer Lucius Stormhammer Lucius	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 9 14 13 12 28 1 9 8 3+	**Points: 937** **Composition:** **1 Stormhammer Lucius**
Wargear Stormhammer Lucius: 2 Linked Battle Cannons 2 Linked Battle Cannons 4 Lascannons 2 Linked Heavy Flamers 2 Linked Heavy Flamers 2 Linked Heavy Flamers 2 Linked Heavy Flamers	**Options** May swap any 2 Linked Heavy Flamers for S May take one D May take one M May take one P May take up to one of each E	**Rules** Stormhammer Lucius: Titanic Vehicle Tank Fearless Transport 12 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 SA+1

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

Stormhammer Mars Alpha Stormhammer Mars Alpha	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 700** **Composition:** **1 Stormhammer Mars Alpha**
Wargear Stormhammer Mars Alpha: Stormhammer Cannon and Multilaser 2 Linked Battle Cannons Lascannon 6 Multilasers	**Options** May swap Stormhammer Cannon and Multilaser for T May swap 6 Multilasers for S May take one D May take one M May take one P May take up to one of each E	**Rules** Stormhammer Mars Alpha: Titanic Vehicle Tank Fearless Transport 12 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 SA+1

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

Stormsword Stormsword	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 8 3+	**Points: 567** **Composition:** **1 Stormsword**
Wargear Stormsword: Stormsword Siege Cannon 2 Linked Heavy Bolters	**Options** May take up to 2 S or one SS May take one D May take one M May take one P May take up to one of each E	**Rules** Stormsword: Titanic Vehicle Tank Fearless Transport 12 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	 SA+1

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

Macharius Chassis

Crassus Crassus	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 14 13 12 20 1 6 8 3+	**Points: 449** **Composition:** **1 Crassus**
Wargear Crassus: 4 Heavy Flamers	**Options** May swap any Heavy Flamer for S May take one M May take one P May take up to one of each E	**Rules** Crassus: Titanic Vehicle Tank Infantry Orders 1 Fearless Transport 35 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

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

Dominus Bombard Dominus Bombard	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 14 13 12 20 1 6 8 3+	**Points: 541** **Composition:** **1 Dominus Bombard**
Wargear Dominus Bombard: 3 Linked Colossus Siege Mortars 2 Heavy Flamers	**Options** May swap any Heavy Flamer for S May take one M May take one P May take up to one of each E	**Rules** Dominus Bombard: Titanic Vehicle Tank Fearless
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point	

	E Smoke Launchers x2 +20 points	

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

Gorgon Gorgon	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 15 14 10 24 1 6 8 3+	**Points: 566** **Composition:** **1 Gorgon**
Wargear Gorgon: Gorgon Armoured Prow 2 Gorgon Mortars 2 linked Heavy Stubbers 2 Linked Heavy Stubbers	**Options** May swap 2 Gorgon Mortars for S May take one M May take up to one of each E	**Rules** Gorgon: Titanic Vehicle Tank Fearless Aquatic Open Topped Transport 50 – Access Front and Rear. Assault Ramps.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
S	2 Gorgon Mortars	12-48	4	6+	Heavy 2 x2, 3" Blast, Pinning, One Use Only, Hull
H	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson

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

Macharius Battle Tank Macharius	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 14 13 12 20 1 6 8 3+	**Points: 601** **Composition:** **1 Macharius Battle Tank**
Wargear Macharius Battle Tank: 2 Linked Macharius Battle Cannons 2 Linked Heavy Stubbers	**Options** May take one S May take one M May take one P May take up to one of each E	**Rules** Macharius Battle Tank: Titanic Vehicle Tank Fearless
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

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

Macharius Omega Macharius	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 14 13 12 20 1 6 8 3+	**Points: 392** **Composition:** **1 Macharius Omega**
Wargear Macharius Omega: Plasma Blastgun	**Options** May take one S May take one M May take one P May take up to one of each E	**Rules** Macharius Omega: Titanic Vehicle Tank Fearless Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

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

Macharius Vanquisher Macharius Vanquisher	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 14 13 12 20 1 6 8 3+	**Points: 464** **Composition:** **1 Macharius Vanquisher**
Wargear Macharius Vanquisher: 2 Linked Vanquisher Cannons 2 Linked Heavy Stubbers	**Options** May take one S May take one M May take one P May take up to one of each E	**Rules** Macharius Vanquisher: Titanic Vehicle Tank Fearless
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

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

Macharius Vulcan Macharius Vulcan	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 14 13 12 20 1 6 8 3+	**Points: 411** **Composition:** **1 Macharius Vulcan**
Wargear Macharius Vulcan: Vulcan Megabolter 2 Linked Heavy Stubbers	**Options** May take one S May take one M May take one P May take up to one of each E	**Rules** Macharius Vulcan: Titanic Vehicle Tank Fearless
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

Selection	Name	Range	S	AP	Rules
T	Vulcan Megabolter	60	6	3+	Heavy 20, Hull
H	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +16 points	2 Heavy Stubbers	36	5	6+	Heavy 3 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret

P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

Minotaur Artillery Minotaur Artillery	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 14 13 12 20 1 6 8 3+	**Points: 383** **Composition:** **1 Minotaur Artillery**
Wargear Minotaur Artillery: 2 Linked Earthshakers 2 Heavy Flamers	**Options** May swap any Heavy Flamer for S May take one M May take one P May take up to one of each E	**Rules** Minotaur Artillery: Titanic Vehicle Tank Fearless Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

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

Praetor Launcher Praetor Launcher	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 8 14 13 12 20 1 6 8 3+	**Points: 399** **Composition:** **1 Praetor Launcher**
Wargear Praetor Launcher: Pilum Salvo 2 Heavy Flamers	**Options** May swap Pilum Salvo for H May swap any Heavy Flamer for S May take one M May take one P May take up to one of each E	**Rules** Praetor Launcher: Titanic Vehicle Tank Fearless
Special Wargear:	**Special Wargear Upgrades:**	

	E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points	

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

Marauder Chassis

Marauder Heavy Bomber Marauder Bomber	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 8 11 11 10 20 1 6 8 3+	**Points: 426** **Composition:** **1 Marauder Heavy Bomber**
Wargear Marauder Bomber: 2 Linked Lascannons 2 Linked Heavy Bolters T 2 Linked Heavy Bolters R	**Options** May take one B May take one W May take up to one of each E	**Rules** Marauder Bomber: Titanic Vehicle Fearless High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +18 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
T	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, AA, Turret
R	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, AA, Hull

B +24 points	Hellstorm Bomb Rack	Bomb	5	4+	Heavy 1, Hellstorm, Hull, Primary
B +60 points	Heavy Bomb Cluster Rack	Bomb	6	4+	Heavy 1, Apocalypse Barrage, Hull, Primary
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

Marauder Heavy Destroyer Marauder Destroyer	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 8 11 11 10 20 1 6 8 3+	**Points: 475** **Composition:** **1 Marauder Heavy Destroyer**
Wargear Marauder Destroyer: 6 Linked Autocannons 2 Linked Heavy Bolters 2 Linked Assault Cannons	**Options** May take one B May take one W May take up to one of each E	**Rules** Marauder Destroyer: Titanic Vehicle Fearless High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +18 points	

Selection	Name	Range	S	AP	Rules
H	6 Linked Autocannons	48	7	4+	Heavy 2 x6, Monsterbane, Hull
T	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, AA, Turret
R	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Turret
B +12 points	Hellstorm Bomb	Bomb	5	4+	Heavy 1, Hellstorm, One Use Only, Hull, Primary
B +30 points	Heavy Bomb Cluster	Bomb	6	4+	Heavy 1, Apocalypse Barrage, One Use Only, Hull, Primary
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

Support

Capitol Imperialis Capital Imperialis	**M WS BS S FA SA RA W** 4 5+ 4+ 12 15 14 13 240 **I A Ld Sv** 1 15 10 3+	**Points: 4060** **Composition:** **1 Capitol Imperialis**
Wargear Capitol Imperialis: Imperialis Volcano Cannon 2 Heavy Bolters	**Options** May swap 2 Heavy Bolters for S1 May take one S2 May take one AA	**Rules** Capitol Imperialis: Titanic Vehicle Fearless Void Shields 6 Infantry Orders 4 Tank Orders 3 Wing Orders 1 Commanding Presence – Orders from this model have a 48" radius. All units testing on Orders cast from this model may use this model's Ld in place of their own. Transport 300 – Access Front and Rear. 40 Firing Ports each Side, 20 Firing Ports Front and Rear. This model is equipped with Assault Ramps. Destructive Path – All Terrain is destroyed by this model moving over it, including Titanic Terrain. Any Fortifications touched by this model are Destroyed. This model may only pivot up to its current M value when turning. This model displaces all models when it moves including Titanic ones. Motor Pool – May Transport up to 10 non-Titanic Tanks, 3 Baneblade Chassis or Macharius Chassis Tanks, and 1 Arvus Lighter. Titanic and High Altitude models may only Embark or Disembark from the Rear. In the Shadow of the Imperium – 24" True Aura, all enemy models suffer Ld-2.

Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point	

Selection	Name	Range	S	AP	Rules
T	Imperialis Volcano Cannon	24-240	D	1+	Heavy 1, 10” Blast, Destroyer, Monsterbane, Turret
S1	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Turret
S1 +24 points	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret
S1 +282 points	6 Heavy Plasma Cannons	48	8	2+	Heavy 1 x6, 5” Blast, Monsterbane, Sponson
S1 +564 points	6 sets of 2 Linked Heavy Plasma Cannons	48	8	2+	Heavy 1 x2 (x6), 5” Blast, Monsterbane, Sponson
S2 +288 points	24 Lascannons	48	9	2+	Heavy 1 x24, Monsterbane, Hull
AA +272 points	4 Sets of 4 Linked Autocannons	48	7	4+	Heavy 2 x 4 (x4), Monsterbane, AA, Turret

Leviathan Regimental HQ Leviathan Regimental HQ	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 10 14 14 13 120 1 12 9 3+	**Points: 2311** **Composition:** **1 Leviathan Regimental HQ**
Wargear Leviathan Regimental HQ: Doomsday Cannon Battle Cannon 6 Sets of 2 Linked Lascannons	**Options** May swap Battle Cannon for T May take one M May take one S1	**Rules** Leviathan Regimental HQ: Titanic Vehicle Fearless Void Shields 4 Infantry Orders 4 Inspiring Presence – Orders from this model have a 24" radius. All units testing on Orders cast from this model may use this model's Ld in place of their own. Transport 100 – Access Rear. 20 Firing Ports each Side, 10 Firing Ports Rear. Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Immense Bulk – This model may only Pivot up to its current M value. It may still move as normal.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Doomsday Cannon	240	D/D/D	1+/1+/1+	Heavy 1, 15" Blast, Destroyer, Monsterbane, Hull
T	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
T +193 points	Mega Battle Cannon and Autocannon	12-72 and 48	10 and 7	2+ and 4+	Heavy 1, 10" Blast, Ordnance, Monsterbane, Coaxial, Turret and Heavy 2, Coaxial, Turret
M +80 points	2 Sets of 2 Linked Hunter Killer Missile Racks	120	10	3+	Heavy 1 x4, Monsterbane, Turret

S	6 Sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x12, Monsterbane, Sponsons
S1 +144 points	8 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x8), Sponson

Schaeffer's Last Chancers	**M WS BS S T W I A Ld Sv**	**Points: 825**
Colonel Schaeffer	6 2+ 2+ 3 3 5 3 4 10 4+	**Composition:**
Animal	6 3+ 3+ 3 3 3 3 3 7 5+	**1 Colonel Schaeffer**
Brains	6 3+ 3+ 3 3 3 3 3 7 5+	**1 Animal**
Demolition Man	6 3+ 3+ 3 3 3 3 3 7 5+	**1 Brains**
Fingers	6 3+ 3+ 3 3 3 3 3 7 5+	**1 Demolition Man**
Grease Monkey	6 3+ 3+ 3 3 3 3 3 7 5+	**1 Fingers**
Hero	6 3+ 3+ 3 3 3 3 3 7 5+	**1 Grease Monkey**
Ox	6 3+ 3+ 4 4 3 3 3 7 5+	**1 Hero**
Rocket Girl	6 3+ 3+ 3 3 3 3 3 7 5+	**1 Ox**
Scope	6 3+ 3+ 3 3 3 3 3 7 5+	**1 Rocket Girl**
Shiv	6 3+ 3+ 3 3 3 6 3 7 5+	**1 Scope**
Warrior Woman	6 3+ 3+ 3 3 3 5 3 7 5+	**1 Shiv**
		1 Warrior Woman
Wargear	**Options**	**Rules**
Everyone:		Everyone:
Frag Grenades		Character
Colonel Schaeffer:		Unique
Plasma Pistol		Infantry
Power Sword		Infiltrate
Animal:		Stealth
Meltagun		13th Penal Legion – These models cannot grant or receive Auras or Orders to or from any other unit. They are not affected by any Regiment Rules.
Chainsword		
Auspex Scanner		
Brains:		
Lasgun		
Modified Vox Caster		
Demolition Man:		Colonel Schaeffer:
High Capacity Lascarbine		Infantry Orders 2
Demolition Charge		Fearless
Fingers:		Execution – once per Round when a friendly Infantry unit fails a Ld test within 6", you MUST remove the highest Ld model from that unit from the game. Ignore Commissars and Lord Commissars for highest Ld purposes. The unit may reroll the Ld test. Order Tests do not count for this rule.
Lasgun		
Grease Monkey:		
Bolt Pistol		
Combat Knife		
Hero:		
Lasgun		
Laspistol		
Ox:		
Heavy Bolter		

Rocket Girl: Missile Launcher Scope: Sniper Rifle Shiv: Plasma Pistol Combat Knife Warrior Woman: Lasgun Exotic Sword Exotic Knife		Animal: Savage – This model and his unit may declare Charges after Advancing or Disembarking. Brains: Jerry Rigger – Repair d3 Wounds, on a 4+, restore a Weapon Disabled, Crew Stun, Immobilize, or Weapon Destroyed Result. Demolition Man: Demolition Expert – This model and his unit's Blast Templates never Scatter and may reroll 1s To Wound. Fingers: Objective Secured Rocket Loader – Rocket Girl may fire 1 additional time each time she is nominated to shoot. Grease Monkey: Hijacker – When Assaulting a Vehicle, roll a d6 before attacking. On a 5+ take control of the target Vehicle so long as it has Transport 10+ and immediately Embark regardless of Transport size. Use BS3+ for this Vehicle. If there are any Embarked units onboard, they must perform a Forced Disembark after Schaeffer's Last Chancers Embark. Hero: Last Chance – This model gains a 3+ Feel No Pain when taking Wounds on behalf of the Squad willingly. Ox: Suppressive Fire – Ranged attacks by Ox gain Grav. Rocket Girl: Tank Buster – This model gains Armourbane when using a Missile Launcher. Scope:

		Deadeye – models taking Pinning Tests inflicted by this model take the test at Ld-3. Shiv: Stealth Attack – This model and his unit gain Furious Charge and Shock Assault. Warrior Woman: Way of the Warrior – This model's and her unit may change their Weapon # to Pistol # and Overwatch at their BS#+ instead of the usual Overwatch #+. No model may fire more than 2 weapons as Pistols each (and removes the normal Grenade restrictions).
Special Wargear: Auspex Scanner – This model and its unit inflict a -1 to Cover Saves from this unit's ranged attacks. Modified Vox Caster – 12" Aura, cancel one Aura or True Aura in effect.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Laspistol	12	3	-	Pistol 1
P	Bolt Pistol	12	4	5+	Pistol 1
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Power Sword	Melee	+1	3+	
M	Combat Knife	Melee	User	-	Extra Attack 1, Rending
M	Exotic Knife	Melee	User	-	Poisoned (2+)
M	Exotic Sword	Melee	User	-	Extra Attack 1
H	Heavy Bolter	36	5	4+	Heavy 3
H	Missile Launcher	48 or 48	8 or 4	3+ or 6+	Heavy 1, Monsterbane or Heavy 1, 3" Blast
R	Lasgun	24	3	-	Rapid Fire 1
R	High Capacity Lascarbine	18	3	-	Assault 3
SD	Demolition Charge	6	10	2+	Assault 1, 5" Blast, Monsterbane, One Use Only
S	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+)
S	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)

G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Non-Blast

Imperial Fortress	**M WS BS S T W I A Ld Sv**	**Points: 2339**
Gate Gate Towers Walls Towers	- - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+	**Composition:** **1 Gate** **2 Gate Towers** **2 Walls** **2 Towers**
Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons	**Options** May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points each May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points each	**Rules** Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear
Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate	**Special Wargear Upgrades:**	

when it is Closed. The Gate cannot be Closed if models are Obstructing the Gate.		

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

Primaris Redoubt Primaris Redoubt	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - - 3+	**Points: 629** **Composition:** **1 Primaris Redoubt**
Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors	**Options**	**Rules** Primaris Redoubt: Titanic Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – Access Rear
Special Wargear:	**Special Wargear Upgrades:**	

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

Fortifications 0-1/1000 points

Aegis Weapon Emplacement Platform	**M WS BS S T W I A Ld Sv** - - 4+ - 7 5 - - - 3+	**Points: 66** **Composition:** **1 Aegis Weapon Emplacement**
Wargear Aegis Weapon Emplacement: Long Lascannon	**Options** May swap Long Lascannon for H	**Rules** Aegis Weapon Emplacement: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gun Emplacement – This Fortification does not replace an existing piece of Terrain in your Deployment Zone like normal, it is placed with the Terrain instead.
Special Wargear:	**Special Wargear Upgrades:**	

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

Aquila Strongpoint Aquila Strongpoint	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - - 3+	**Points: 448** **Composition:** **1 Aquila Strongpoint**
Wargear Aquila Strongpoint: Plasma Obliterator	**Options** May swap Plasma Obliterator for H	**Rules** Aquila Strongpoint: Titanic Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front. Access Rear The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1.
Special Wargear:	**Special Wargear Upgrades:**	

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

Firestorm Redoubt Firestorm Redoubt	**M WS BS S T W I A Ld Sv** - - 4+ - 8 20 - - - 3+	**Points: 397** **Composition:** **1 Firestorm Redoubt**
Wargear Firestorm Redoubt: Punisher Gatling Cannon Punisher Gatling Cannon	**Options** May swap any Punisher Gatling Cannon for H	**Rules** Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 10 Fire Ports Front. Access Rear.
Special Wargear:	**Special Wargear Upgrades:**	

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

Imperial Bastion Imperial Bastion	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - - 3+	**Points: 429** **Composition:** **1 Imperial Bastion**
Wargear Imperial Bastion: 4 Heavy Bolters	**Options**	**Rules** Imperial Bastion: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front and Back, 5 Fire Points each Side. Access Rear
Special Wargear:	**Special Wargear Upgrades:**	

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

Plasma Obliterator Plasma Obliterator	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - - 3+	**Points: 474** **Composition:** **1 Plasma Obliterator**
Wargear Plasma Obliterator: Plasma Obliterator	**Options**	**Rules** Plasma Obliterator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 4 Fire Points Front, Sides, and Rear. Access Rear
Special Wargear:	**Special Wargear Upgrades:**	

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

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

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

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

Selection	**Name**	**Range**	**S**	**AP**	**Rules**