Squats

“Luck has. Need Keeps. Toil earns.”

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What are the Squats? The Squats are one of 71 accepted forms of mutation in the Imperium of Man. They form Leagues that operate under their own jurisdiction for self-governing. Most importantly for them is ancestry, mining, and salvage rights. They use advanced and lost technology that the Imperium no longer has access to.

Army Difficulty 1-5:

Strengths: The Squats are incredibly well equipped with a durable statline. They have access to a variety of punishing weapons and their infantry have a large amount of weapons to handle most situations. Their resilience from Stubborn ensures they are difficult to shift off of Objective Markers, even if they are losing combat.

Weaknesses: The army is a very new re-release of models from GW. They are limited in variety and do not bring light infantry that can be used as an attritional sacrifice. They also have limited access to Blast weapons, so be sure to utilize the ones that are available if dealing with hordes.

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

Dishonour – If this unit ever rolls double 6s for a Ld test, they suffer -1 To Hit for the rest of the game.

Judgement – 24” Range. Place a Judgement Token on target unit. Any friendly unit targeting a Judged unit may reroll 1s To Wound, must declare a Charge if it is legal, and is Fearless anytime they take a Ld test involving the Judged unit.

This is a One Use Only ability, but the token is only removed when the Judged unit is removed from the game.

Steady Advance – This unit advances 3” instead of d6.

Leagues

Squat Leagues each specialize in aspects of their culture. The following League abilities offer trade offs for bonus abilities and weaknesses that come from their narrow scope of operations.

Average:

- This League uses the Codex exactly as it is presented.

Greater Thurian:

- Military Pride: Anytime a unit in your army fails a Ld test, it suffers a number of Auto Wounds equal to the amount your test failed by.
- Ruthless Efficiency: All Infantry models in your army gain Objective Secured.

Ironheads:

- Prospectors: All infantry models in your army count as double the model count for Contesting Objectives.
- Salvagers: Only one Objective Marker may be in your Deployment Zone, but enemy players cannot place Objective Markers in your Deployment Zone.

Tran-Hyperian Alliance:

- Nomad Strategists: For every 1000 point limit in your army (minimum of 1), you may redeploy 1 unit after Deployment is complete but before Infiltrators are placed or Scouts make their Scout move.
- Roaming Nomads: Models in your army only count as half a model for purposes of Contesting Objective Markers.

Kronus Hegemony:

- Aggressive Tactics: All models in your army gain Furious Charge
- Ill Tempered: All models in your army must declare a Charge if they can legally do so.

Ymyr Conglomerate:

- Master Armourers: All models in your army may reroll 1s for Armour Saves.
- Wealth Hoarders: All models in your army may not claim or contest Objective Markers in the enemy Deployment Zone.

Urani-Surtr Regulates:

- Dour Survivalists: All models in your army gain Ld+1 and may reroll failed Ld tests.
- Grim Pragmatism: All Infantry models in your army may only Claim or Contest Objective Markers that are not in your Deployment Zone.

HQ Slots 1-2 Slots

Kahl Kahl	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 5 2 4 10 -	**Points: 140** **Composition:** **1 Kahl**
Wargear Kahl: Volkite Disintegrator Forgewrought Plasma Axe Wavefield Crest	**Options** May swap Volkite Disintegrator for R May swap Forgewrought Plasma Axe for M May take one A	**Rules** Kahl: Independent Character Infantry Dishonour Judgement Steady Advance Stubborn Eye of the Ancestors – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear: Wavefield Crest – 4+ Invulnerability Save	**Special Wargear Upgrades:** A Teleport Crest +20 points	This model and the unit it is with gains Deepstrike

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Volkite Disintegrator	18	5	-	Heavy 1, Beam
R +1 point	Stormbolter	24	4	5+	Rapid Fire 2
M	Forgewrought Plasma Axe	Melee	+2	2+	Extra Attack 1
M +6 points	Mass Gauntlet	Melee	X2	1+	Slow, Monsterbane

Uthar the Destined Uthar	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 5 5 6 2 5 10 3+	**Points: 266** **Composition:** **1 Uthar**
Wargear Uthar: Volkanite Disintegrator Blade of the Ancestors Wavefield Crest	**Options**	**Rules** Uthar: Independent Character Infantry Dishonour Judgement Steady Advance Steady Stubborn Destined – This model may use Judgement twice in one battle instead of once. Eye of the Ancestors – 6" Aura, this model and target unit may reroll 1s To Hit.

Special Wargear: Wavefield Crest – 4+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Volkite Disintegrator	18	5	-	Heavy 1, Beam
M	Blade of the Ancestors	Melee	+2	1+	Extra Attack 2

Advisors 0-3/Troop Slot Purchased

Arkanyst Evaluator Evaluator	M WS BS S T W I A Ld Sv 4 3+ 3+ 4 4 4 2 3 9 3+	Points: 85 Composition: 1 Evaluator
Wargear Evaluator: Transmitter Inverter	Options	Rules Evaluator: Independent Character Infantry Dishonour Steady Advance Stubborn Experimental Weapon – When making an attack with the Transmitter Inverter, roll 1d3 and perform the corresponding effect. Choose target before rolling the result.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
1 Transmitter Inverter	Teleporter	36	-	-	Non-Titanic unit is moved in a direction of your choice 1d6". If it runs into Terrain or other models, stop moving.
2 Transmitter Inverter	Antimatter Arc	36	6	3+	Heavy 3, Tesla
3 Transmitter Inverter	Time Loop	-	-	-	Non-Titanic unit becomes phased out of time and is placed in Reserve. On their next Command Phase, they Deepstrike exactly where they left, becoming Pinned if any

					models are in the way like normal.

Berehk Stornbrow Berehk	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 5 5 2 4 9 5+	**Points:** **Composition:** **1 Berehk**
Wargear Berehk: Kromlok's Revenge Combat Knife	**Options**	**Rules** Berehk: Infantry Unique Dishonour Steady Advance Stubborn Augmented – This model has a 5+ Feel No Pain. Berehk's Breakers – During Deployment, nominate 1 friendly Cthonian Berserker unit. This unit gains T+1 until the end of the battle. Cyberstimms – This model may reroll failed charges.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Kromlok's Revenge	Melee Or Melee	X2 Or User	1+ Or 3+	Slow, Monsterbane Or Extra Attack 2
M	Combat Knife	Melee	User	-	Extra Attack 1

Brokhyr Iron Master Iron Master Ironkin Assistant E-COG	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 2 3 9 4+ 4 3+ 3+ 4 4 4 2 3 7 4+ 4 4+ 4+ 3 4 3 2 1 8 4+	**Points: 119** **Composition:** **1 Iron Master** **1 Ironkin Assistant** **0-3 E-COGs**
Wargear Iron Master: Graviton Rifle Graviton Hammer Ironkin Assistant: Las Beam Cutter Manipulator Arms E-COG: Manipulator Arms	**Options** May take up to three E-COGs for +18 points each Any E-COG may swap Manipulator Arms for M or P	**Rules** Iron Master: Independent Character Infantry Dishonour Steady Advance Stubborn 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. Ironkin Assistant: Independent Character Infantry Dishonour Steady Advance Assistant – This model may join an Iron Master as a unit even if there is not enough models. E-COG: Monstrous Infantry Dishonour Steady Advance
Special Wargear:	**Special Wargear Upgrades:** Servo Arm	This model adds +1 to repair rolls made by this unit.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Graviton Rifle	18	*	-	Assault 2, Grav
M	Graviton Hammer	Melee	X2	2+	Slow, Armourbane, Monsterbane
OP	Las Beam Cutter	6	6	2+	Pistol 1
M	Manipulator Arms	Melee	User	-	Extra Attack 1, Servo Arm
P +0 points	Bolt Pistol	12	4	5+	Pistol 1
M +14 points	Plasma Torch	Melee	+4	1+	Slow, Monsterbane

Buri Aegnirssen Buri	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 4 4 5 2 5 9 3+	**Points: 146** **Composition:** **1 Buri**
Wargear Buri: Bolt Pistol Bane	**Options**	**Rules** Buri: Independent Character Infantry Unique Dishonour Steady Advance Stubborn Legend of the League – This model has a 5+ Invulnerability Save. Lone Emberg-Aegnir Bloc Survivor – This model may not Claim or Contest Objective Markers. Oath of Vengeance – This model may reroll all To Hit and To Wound rolls against Monsters. Thrice Devoured – Any enemy model with a Gulp ability within range of this model MUST do so. If this model is ever Gulped, it inflicts 1d3 Mortal Wounds and is immediately released.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Bane	Melee	+2	2+	Counterattack, Monsterbane

Claim Jumper Claim Jumper	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 2 3 9 4+	**Points: 88** **Composition:** **1 Claim Jumper**
Wargear Iron Master: Autopistol Power Pick Powerfist Servo Arm	**Options**	**Rules** Iron Master: Independent Character Infantry Dishonour Steady Advance Stubborn Prospector – 6" Aura, this model and target unit gain Objective Secured. 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.
Special Wargear:	**Special Wargear Upgrades:** Servo Arm	This model adds +1 to repair rolls made by this unit.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Autopistol	12	3	-	Pistol 1
M	Power Pick	Melee	User	2+	None
M	Powerfist	Melee	X2	2+	Slow, Monsterbane
M	Servo Arm	Melee	X2	2+	Auxiliary, Slow, Monsterbane, Servo Arm

Einhyr Champion Champion	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 5 2 3 9 3+	**Points: 101** **Composition:** **1 Champion**
Wargear Champion: Stormbolter Darkstar Axe Wave Crest	**Options** May swap Darkstar Axe for M May take one A	**Rules** Champion: Independent Character Infantry Dishonour Steady Advance Bulky Deepstrike Steady Stubborn
Special Wargear: Wavefield Crest – 4+ Invulnerability Save	**Special Wargear Upgrades:** A Exemplar of the Einhyr +10 points	

		6” Aura, this model and target unit may reroll failed Charge rolls.

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2
M	Darkstar Axe	Melee	+1	3+	Extra Attack 1
M +20 points	Mass Hammer	Melee	10	2+	Slow, Monsterbane

Grimnyr Grimnyr CORV	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 2 3 9 4+ 4 4+ 4+ 3 4 1 2 1 7 4+	**Points: 79** **Composition:** **1 Grimnyr** **0-4 CORV**
Wargear Grimnyr: Ancestral Ward Staff Ancestral Ward Crest CORV: Boltgun	**Options** May swap Psychic Mastery Level 1 for Psychic Mastery Level 2 for +15 points May take up to one S for each Psychic Mastery Level May take up to four CORVs for +8 points each	**Rules** Grimnyr: Independent Character Infantry Dishonour Steady Advance Psychic Mastery Level 1 Stubborn CORV: Infantry Dishonour Steady Advance
Special Wargear: Ancestral Ward Crest – This model does not suffer from Perils of the Warp.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Ancestral Ward Staff	Melee	+2	4+	Psychicbane
R	Boltgun	24	4	5+	Rapid Fire 1
S +9 points	Ancestral Wrath Cast 6+	18	6	4+	Assault 1, 5” Blast
S +10 points	Null Vortex Cast 6+	18	-	-	Target model or unit suffers -3 To Cast until your next Psychic Phase
S +14 points	Grudgepyre Cast 6+	Flame	6	3+	Assault 1
S +15 points	Interface Echo Cast 6+	18	-	-	Target unit gains Shroud until your next Psychic Phase

S +25 points	Fortify Cast 6+	18	-	-	Target unit gains a 5+ Feel No Pain until your next Psychic Phase
S +30 points	Crushing Contempt Cast 8+	18	-	-	Target unit cannot Claim or Contest Objective Markers until your next Psychic Phase

Memnyr Strategist Champion	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 2 3 9 4+	**Points: 68** **Composition:** **1 Strategist**
Wargear Strategist: Bolt Pistol Combat Knife	**Options**	**Rules** Strategist: Independent Character Infantry Dishonour Steady Advance Stubborn Strategist – Aura, target friendly unit arriving from Deepstrike may reroll their Scatter Dice. Tactician – Aura, target enemy unit arriving from Deepstrike must reroll their Scatter Dice.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Stormbolter	24	4	5+	Rapid Fire 2
M	Darkstar Axe	Melee	+1	3+	Extra Attack 1
M +20 points	Mass Hammer	Melee	10	2+	Slow, Monsterbane

Troops 2-6 Slots

Hearthkyn Warriors Theyn Hearthkyn	**M WS BS S T W I A Ld Sv** 4 4+ 4+ 4 4 2 2 2 8 - 4 4+ 4+ 4 4 1 2 1 7 4+	**Points: 92** **Composition:** **1 Theyn** **4-9 Hearthkyn**
Wargear Theyn: Boltgun Bolt Pistol Combat Knife Gravitic Grenades Wavefield Crest Hearthkyn: Boltgun Bolt Pistol Combat Knife Gravitic Grenades	**Options** May take up to five more Hearthkyn for +16 points each Theyn may swap Boltgun for Or Theyn may swap Bolt Pistol for OP Theyn may swap Combat Knife for M or OM Any Hearthkyn may swap Boltgun for R Up to two Hearthkyn may swap Boltgun for S or take one SD Up to two Hearthkyn may swap Boltgun for H Any Hearthkyn may swap Combat Knife for M Up to three Hearthkyn that have a R choice may take one A	**Rules** Theyn: Character Infantry Dishonour Steady Advance Stubborn Hearthkyn: Infantry Dishonour Steady Advance Stubborn
Special Wargear: Wavefield Crest – 4+ Invulnerability Save	**Special Wargear Upgrades:** A Pan Spectral Scanner +10 points A Multiwave Comms Array +20 points A Medipack +50 points	 6” Aura, this model and target unit inflict a -1 to Cover Saves. 6” Aura, this unit and target unit may have Auras cast from HQ models from up to 24” away instead of 6”. 6” aura, this model and target unit gain a 5+ Feel No Pain.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OR	Boltgun	24	4	5+	Rapid Fire 1
OR +1 point	Bolt Shotgun	12	4	5+	Assault 2, Scatter
OR +1 points	Ion Blaster	18	4	-	Assault 2, Scatter
OP	Bolt Pistol	12	4	5+	Pistol 1
OP +0 points	Ion Pistol	12	4	-	Pistol 1, Scatter
OP +9 points	EtaCarn Plasma Pistol	12	8	2+	Pistol 1, Gets Hot!, Monsterbane
M	Combat Knife	Melee	User	-	Extra Attack 1
M +1 point	Concussion Knuckles	Melee	+1	5+	None
OM +2 points	Plasma Sword	Melee	User	2+	None

OM +2 points	Plasma Axe	Melee	+2	4+	None
OM +8 points	Concussion Gauntlet	Melee	X2	2+	Slow, Monsterbane
R	Boltgun	24	4	5+	Rapid Fire 1
R +0 points	Bolt Pistol	12	4	5+	Pistol 1
R +1 point	Bolt Shotgun	12	4	5+	Assault 2, Scatter
R +1 points	Ion Blaster	18	4	-	Assault 2, Scatter
S +4 points	Sniper Rifle	36	4	6+	Heavy 1, Sniper (3+)
S +9 points	L7 Missile Launcher	30	5	5+	Heavy 2, Ignores Cover
S +11 points	HYLas Auto Rifle	24	6	3+	Heavy 3
SD +7 points	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only
H +15 points	EtaCarn Plasma Beamer	18	8	2+	Heavy 1, Gets Hot!, Beam, Monsterbane
H +15 points	2 Linked Light Stubbers	36	4	-	Heavy 3 x2
H +21 points	Magna Rail Rifle	48	9	1+	Heavy 1, Monsterbane
H +23 points	HYLas Rotary Cannon	24	6	3+	Heavy 6
G	Gravitic Grenades	8	*	-	Grenade 1, 3” Blast, Grav

Elite 0-3 Slots

Cthonian Berserks Berserk Mole Unit	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 5 2 2 2 8 5+ 6 3+ 3+ 5 5 4 2 2 8 5+	**Points: 132** **Composition:** **4-8 Berserks** **0-2 Mole Units**
Wargear Berserk: Heavy Plasma Axe Mole Unit: Mole Grenade Launcher Heavy Plasma Axe	**Options** May take up to four more Berserks for +33 points each Any model may swap Heavy Plasma Axe for M May take up to two Mole Units for +60 points each	**Rules** Berserk: Infantry Dishonour Steady Advance Stubborn Augmented – This model has a 5+ Feel No Pain. Cyberstimms – This model may reroll failed charges. Mole Unit: Infantry Dishonour Steady Advance Stubborn Augmented – This model has a 5+ Feel No Pain. Cyberstimms – This model may reroll failed charges.
Special Wargear:	**Special Wargear Upgrades:** A Pan Spectral Scanner +10 points A Multiwave Comms Array +20 points A Medipack +50 points	 6” Aura, this model and target unit inflict a -1 to Cover Saves. 6” Aura, this unit and target unit may have Auras cast from HQ models from up to 24” away instead of 6”. 6” aura, this model and target unit gain a 5+ Feel No Pain.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Heavy Plasma Axe	Melee	+2	2+	None
M +4 points	Concussion Gauntlets	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
M +14 points	Concussion Hammer	Melee	X2	2+	Slow, Armourbane, Monsterbane
S	Mole Grenade Launcher	24	5	3+	Assault 1, 3” Blast, Ignores Cover

Einhyr Hearthguard Hesyr Hearthguard	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 3 2 3 9 3+ 4 3+ 3+ 4 4 2 2 2 8 3+	**Points: 198** **Composition:** **1 Hesyr** **4-9 Hearthguard**
Wargear Hesyr: Volkanite Disintegrator Grenade Launcher Plasma Blade Gauntlet Wavefield Crest Hearthguard: Volkanite Disintegrator Grenade Launcher Plasma Blade Gauntlet Exo Armour	**Options** May take up to five more Hearthguard for +37 points each Theyn may swap Plasma Blade Gauntlet for M or OM Any model may swap Volkanite Disintegrator for R Any model may swap Plasma Blade Gauntlet for M	**Rules** Hesyr: Character Infantry Dishonour Steady Advance Bulky Deepstrike Steady Stubborn Hearthguard: Infantry Dishonour Steady Advance Bulky Deepstrike Steady Stubborn
Special Wargear: Grenade Launcher – 6” Aura, this model and target unit count as being armed with Grenades for the purpose of Charging. Wavefield Crest – 4+ Invulnerability Save Exo Armour – 5+ Invulnerability Save	**Special Wargear Upgrades:** A Pan Spectral Scanner +10 points A Multiwave Comms Array +20 points A Medipack +50 points	6” Aura, this model and target unit inflict a -1 to Cover Saves. 6” Aura, this unit and target unit may have Auras cast from HQ models from up to 24” away instead of 6”. 6” aura, this model and target unit gain a 5+ Feel No Pain.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Volkanite Disintegrator	18	5	-	Heavy 1, Beam
R +8 points	EtaCarn Plasma Gun	24	8	2+	Rapid Fire 1, Gets Hot!, Monsterbane
M	Plasma Blade Gauntlet	Melee	User	3+	Extra Attack 1
M +7 points	Concussion Gauntlet	Melee	X2	2+	Slow, Monsterbane
OM +18 points	Concussion Hammer	Melee	X2	2+	Slow, Armourbane, Monsterbane

Ironkin Steeljacks Steeljack	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 5 5 3 2 3 8 3+	**Points: 153** **Composition:** **3-6 Steeljacks**
Wargear Steeljack: Boltgun Plasma Sword Preymark Crest	**Options** May take up to three more Steeljacks for +51 points each Any model may swap Plasma Sword for M Any model may swap both Boltgun and Plasma Sword for S	**Rules** Steeljack: Monstrous Infantry Dishonour Steady Advance Stubborn Very Bulky
Special Wargear: Preymark Crest – This model Overwatches on a 5+. All other forms of Snap Shots are still 6+.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Boltgun	24	4	5+	Rapid Fire 1
M	Plasma Sword	Melee	-	2+	None
M +9 points	Concussion Gauntlet	Melee	X2	2+	Slow, Monsterbane
S +18 points	Heavy Volkanite Disintegrator	48	8	3+	Heavy 1, Beam, Monsterbane

Vartijan Exo Driller Exo Driller	**M WS BS S FA SA RA W I A Ld Sv** 6 4+ 4+ 6 12 12 10 8 2 4 8 3+	**Points: 131** **Composition:** **1-3 Exo Drillers**
Wargear Exo Driller: Heavy Flamer Seismic Crusher	**Options** May add up to two more Exo Drillers for +131 points each Any model may swap L7 Missile Launcher for T	**Rules** Exo Driller: Vehicle Tank Dishonour Steady Stubborn
Special Wargear:	**Special Wargear Upgrades:**	

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
M	Seismic Crusher	Melee	X2	2+	Slow, Monsterbane, Primary

Fast Attack 0-3 Slots

Hearthkyn Jump Packs Theyn Hearthkyn	**M WS BS S T W I A Ld Sv** 12 4+ 4+ 4 4 2 2 2 8 - 12 4+ 4+ 4 4 1 2 1 7 4+	**Points: 148** **Composition:** **1 Theyn** **4-9 Hearthkyn**
Wargear Theyn: Bolt Pistol Plasma Axe Gravitic Grenades Wavefield Crest Hearthkyn: Bolt Pistol Plasma Axe Gravitic Grenades	**Options** May take up to five more Hearthkyn for +27 points each Theyn may swap Bolt Pistol for P Theyn may swap Combat Knife for M or OM Up to two Hearthkyn may swap Bolt Pistol for P	**Rules** Theyn: Character Infantry Dishonour Deepstrike Fly Steady Advance Stubborn Hearthkyn: Infantry Dishonour Deepstrike Fly Steady Advance Stubborn
Special Wargear: Wavefield Crest – 4+ Invulnerability Save	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +0 points	Ion Pistol	12	4	-	Pistol 1, Scatter
P +9 points	EtaCarn Plasma Pistol	12	8	2+	Pistol 1, Gets Hot!, Monsterbane
M	Plasma Axe	Melee	+2	4+	None
OM +0 points	Plasma Sword	Melee	User	2+	None
OM +6 points	Concussion Gauntlet	Melee	X2	2+	Slow, Monsterbane
G	Gravitic Grenades	8	*	-	Grenade 1, 3” Blast, Grav

Hearthkyn Pioneer Pioneer Attack Bike	**M WS BS S T W I A Ld Sv** 12 4+ 4+ 4 5 3 2 1 7 4+ 12 4+ 4+ 4 5 4 2 2 7 4+	**Points: 102** **Composition:** **2-4 Pioneers** **0-2 Attack Bikes**
Wargear Pioneer: Magna Coil Autocannon Bolt Shotgun Bolt Pistol Combat Knife Gravitic Grenades Attack Bike: Ion Beamer Magna Coil Autocannon Bolt Shotgun Bolt Pistol Combat Knife Gravitic Grenades	**Options** May add up to two more Pioneers for +51 points each Any Pioneer may take one A May add up to two Attack Bikes for +71 points each Any Attack Bike may swap Ion Beamer for T	**Rules** Pioneer: Infantry Steed Dishonour Very Bulky Steady Stubborn Weapons Platform – This model counts as not moving for the purposes of Shooting. Attack Bike: Infantry Steed Dishonour Steady Advance Very Bulky Steady Stubborn Weapons Platform – This model counts as not moving for the purposes of Shooting.
Special Wargear:	**Special Wargear Upgrades:** A Search Light +1 point A Pan Spectral Scanner +10 points A Multiwave Comms Array +20 points	This unit and target unit are no longer affected by Night rules. 6” Aura, this model and target unit inflict a -1 to Cover Saves. 6” Aura, this unit and target unit may have Auras cast from HQ models from up to 24” away instead of 6”.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Magna Coil Autocannon	24	7	4+	Heavy 2, Monsterbane
R	Bolt Shotgun	12	4	5+	Assault 2, Scatter
P	Bolt Pistol	12	4	5+	Pistol 1
M	Combat Knife	Melee	User	-	Extra Attack 1
G	Gravitic Grenades	8	*	-	Grenade 1, 3” Blast, Grav
T	Ion Beamer	18	7	4+	Heavy 1, Beam, Monsterbane

T +11 points	HYLas Rotary Cannon	24	6	3+	Heavy 6

Kapricus Defender Defender	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 5 10 10 10 7 1 3 8 4+	**Points: 65** **Composition:** **1 Defender**
Wargear Carrier: HYLas Rotary Cannon 2 Linked Magna Coil Autocannons	**Options** May take up to three more Defenders for +65 points each Any model may swap HYLas Rotary Cannon for T Any model may take one E	**Rules** Carrier: Vehicle Dishonour Open Topped Stubborn
Special Wargear:	**Special Wargear Upgrades:** E Smoke Launchers +10 points	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.

Selection	Name	Range	S	AP	Rules
T	HYLas Rotary Cannon	24	6	3+	Heavy 6, Sponson, Primary
T +14 points	Heavy Magna Rail Cannon	72	D	2+	Heavy 1, Destroyer, Monsterbane, Sponson, Primary
H	2 Linked Magna Coil Autocannons	24	7	4+	Heavy 2 x2, Monsterbane, Hull

Sagitaurs Sagitaur	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 6 12 12 10 9 1 3 8 3+	**Points: 130** **Composition:** **1-3 Sagitaurs**
Wargear Sagitaur: L7 Missile Launcher 2 Linked Bolt Cannons	**Options** May add up to two more Sagitaurs for +130 points each Any model may swap L7 Missile Launcher for T	**Rules** Sagitaur: Vehicle Tank Dishonour Stubborn Transport 6: Access Rear.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
T	L7 Missile Launcher	30	5	5+	Heavy 2, Ignores Cover, Turret, Primary

T +20 points	MATR Autocannon	48	7	4+	Heavy 6, Monsterbane, Turret, Primary
T +21 points	HYLas Beam Cannon	36	9	2+	Heavy 1, Beam, Monsterbane, Turret, Primary
T +59 points	Sagitaur Missile Launcher	72 And 72	10 And 5	1+ And 5+	Heavy 1, 3" Blast, Monsterbane, Turret, Primary And Heavy 1, 5" Blast Turret, Primary
H	2 Linked Bolt Cannons	36	6	4+	Heavy 3 x2, Hull

Heavy Support 0-3 Slots

Brokhyr Thunderkyn Theyn Thunderkyn	**M WS BS S T W I A Ld Sv** 4 4+ 4+ 5 5 3 2 2 8 4+ 4 4+ 4+ 5 5 3 2 1 7 4+	**Points: 130** **Composition:** **2-4 Pioneers** **0-2 Attack Bikes**
Wargear Theyn: Bolt Cannon Omnivisor Thunderkyn: Bolt Cannon Omnivisor	**Options** May add up to three more Thunderkyn for +41 points each Any model may swap Bolt Cannon for H	**Rules** Theyn: Character Monstrous Infantry Dishonour Very Bulky Steady Stubborn Thunderkyn: Monstrous Infantry Dishonour Very Bulky Steady Stubborn
Special Wargear: Omnivisor – This model inflicts a -1 To Cover Saves from this model's attacks.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Bolt Cannon	36	6	4+	Heavy 3
H +4 points	Graviton Cannon	36	*	-	Heavy 1, 3" Blast, Grav
H +16 points	Beam Matter Converter	30	9	2+	Heavy 1, Beam, Monsterbane

Cthonian Earthshakers Earthshaker	**M WS BS S T W I A Ld Sv** - 4+ 4+ 4 6 5 2 3 8 3+	**Points: 77** **Composition:** **1-6 Earthshakers**
Wargear Earthshaker: Breacher Ordnance	**Options** May add up to five more Earthshakers for +77 points each Any model may swap Breacher Ordnance for H	**Rules** Earthshaker: Monster Dishonour Stubborn
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Breacher Ordnance	12-48	6	4+	Heavy 1, Indirect Fire, Blast 3”, Ignores Cover, Pinning
H +18 points	Tremor Shells	12-48	*	-	Heavy 1, Indirect Fire, Blast 5”, Ignores Cover, Grav

Hekaton Land Fortress Hekaton	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 4+ 7 13 14 13 16 1 6 8 3+	**Points: 316** **Composition:** **1 Hekaton**
Wargear Hekaton: Heavy Beam Matter Converter MATR Autocannon 2 Bolt Cannons 2 Linked Bolt Cannons Pan Spectral Scanner	**Options** May swap Heavy Beam Matter Converter for T May swap 2 Bolt Cannons for S May swap 2 Linked Bolt Cannons for H May swap Pan Spectral Scanner for M	**Rules** Hekaton: Vehicle Tank Dishonour Stubborn Transport 12: Access Sides and Rear.
Special Wargear: Pan Spectral Scanner - 6” Aura, this model and target unit inflict a -1 to Cover Saves.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
T	Heavy Beam Matter Convertor	48	9	2+	Heavy 1, Beam, Monsterbane, Turret, Primary
T +8 points	Heavy Magna Rail Cannon	72	D	2+	Heavy 1, Destroyer, Monsterbane, Turret, Primary
T +39 points	Cyclic Ion Cannon	24	8	3+	Heavy 1, 7” Blast, Monsterbane, Turret, Primary
U	MATR Autocannon	48	7	4+	Heavy 6, Monsterbane, Turret, Primary
S	2 Bolt Cannons	36	6	4+	Heavy 3 x2, Hull
S +8 points	2 Ion Beamers	18	7	4+	Heavy 1 x2, Beam, Monsterbane, Hull

H	2 Linked Bolt Cannons	36	6	4+	Heavy 3 x2, Hull
H +8 points	2 Linked Ion Beamers	18	7	4+	Heavy 1 x2, Beam, Monsterbane, Hull
M +10 points	Ancestor's Vengeance	36	6	4+	Heavy 1, Indirect, 5" Blast, Pinning, One Use Only, Turret, Primary
M +17 points	Kin's Wrath	36	6	4+	Heavy 1, Indirect, 7" Blast, One Use Only, Turret, Primary
M +17 points	Mountain Breaker	36	10	2+	Heavy 1, Indirect, 3" Blast, Monsterbane, One Use Only, Turret, Primary

Dedicated Transport 0-1/Legal Slot

Kapricus Carrier Carrier	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 4+ 5 10 10 10 7 1 3 8 4+	**Points: 83** **Composition:** **1 Carrier**
Wargear Carrier: Magna Coil Autocannon 2 Linked Magna Coil Autocannons	**Options** May take one E	**Rules** Carrier: Vehicle Dishonour Open Topped Stubborn Transport 6 – Access Rear. 2 Fire Ports on each side and 2 on the Rear.
Special Wargear:	**Special Wargear Upgrades:** E Smoke Launchers +10 points	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.

Selection	Name	Range	S	AP	Rules
H	Magna Coil Autocannon	24	7	4+	Heavy 2, Monsterbane, Sponson, Primary
H	2 Linked Magna Coil Autocannons	24	7	4+	Heavy 2 x2, Monsterbane, Hull

Flyer 0-2 Slots

Gyrocopter Gyrocopter	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 7 13 12 10 18 1 6 8 3+	**Points: 248** **Composition:** **1 Gyrocopter**
Wargear Gyrocopter: Multimelta and 2 Linked Battlehammer Rocket Pods	**Options** May swap Multimelta and 2 Linked Battlehammer Rocket Pods for H May take up to one of each E	**Rules** Gyrocopter: Vehicle Dishonour Deepstrike Flyer High Altitude Hover Stubborn
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points E Data Link +10 points	 5+ Invulnerability Save against ranged attacks. Target unit may reroll Scatter Dice for ranged weapons.

Selection	Name	Range	S	AP	Rules
H	Multimelta And 2 Linked Battlehammer Rocket Pods	24 And 24	8 And 4	1+ And 6+	Heavy 2, Melta, (Monsterbane), Hull, Primary And Heavy 1 x2, 5” Blast, Hull, Primary
H +8 points	Doom Anvil Missile Pod and 2 Linked Bolt Cannons	72 And 36	8 And 6	3+ And 4+	Heavy 1, Armourbane, Monsterbane, Hull, Primary And Heavy 3 x2, Hull, Primary
H +17 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull, Primary

Lord of War 0-1 Slots

Colossus Colossus	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 10 14 14 13 120 1 12 8 3+	**Points: 2552** **Composition:** **1 Colossus**
Wargear Colossus: Doomsday Cannon Thunderer Cannon 2 Linked Battle Cannons 2 Linked Battle Cannons 2 Linked Battle Cannons 2 Linked Battle Cannons 8 Linked Bolt Cannons 8 Linked Bolt Cannons Deathstrike Missile Rack	**Options**	**Rules** Colossus: Titanic Vehicle Tank Dishonour Fearless Stubborn Void Shields 6 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. Landing Pad – This model may transport 1 non-Titanic High Altitude or Flyer Vehicle. Embarked models may Repair d3 Wounds and have secondary services restored on a 3+. 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:**	

Selection	Name	Range	S	AP	Rules
H	Doomsday Cannon	240	D/D/D	1+/1+/1+	Heavy 1, 15” Blast, Destroyer, Monsterbane, Hull, Primary
H	Thunderer Cannon	24	10	2+	Heavy 1, 10” Blast, Monsterbane, Ordnance, Hull, Primary
H	2 Linked Battle Cannons	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull, Primary
S	8 Linked Bolt Cannons	36	5	4+	Heavy 3 x8, Hull, Primary
M	Deathstrike Missile	12 to 240	D/10/8	1+/1+/1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, Hull

Cyclops Cyclops	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 10 14 14 13 120 1 12 8 3+	**Points: 2605** **Composition:** **1 Cyclops**
Wargear Cyclops: Hellfury Cannon 2 Linked Magma Cannons Rapid Fire Battle Cannon 4 Bolt Cannons 2 Deathstrike Missile Racks	**Options**	**Rules** Cyclops: Titanic Vehicle Tank Dishonour Fearless Stubborn Void Shields 6 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. Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase. Sustained Beam – You may choose to Sustain Beam after confirming where the Blast Template for the Hellfury Cannon lands. If you do so, you automatically hit the

		same spot without scattering during your next Shooting Phase if the weapon remains in your firing arc, but roll a d6 the next time you fire the Hellfury Cannon. On a 6+ suffer one Melee Strength Destroyer AP1+ Auto Hit. For each turn after you continue to Sustain Beam, add another +1 to the result. The turn after you declare you are not Sustaining the Beam you may not fire the Hellfury Cannon. 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:**	

Selection	Name	Range	S	AP	Rules
H	Hellfury Cannon	240	D/D/D	1+/1+/1+	Heavy 1, 15" Blast, Destroyer, Monsterbane, Earthshock, Sustained Beam, Hull, Primary
H	2 Linked Magma Cannons	60	10	1+	Heavy 1 x2, 5" Blast, Melta, (Monsterbane), Hull, Primary
T	Rapid Fire Battle Cannon	72	8	3+	Heavy 2, 5" Blast, Ordnance, Monsterbane, Turret, Primary
P	Bolt Cannon	36	5	4+	Heavy 3, Sponson, Primary
M	Deathstrike Missile	12 to 240	D/10/8	1+/1+/1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, Hull

Mammoth Land Train Train Car	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 12 14 14 13 50 1 9 8 3+ - 5+ 4+ - 13 13 13 20 - - 8 3+	**Points: 1453** **Composition:** **1 Train** **0+ Cars**
Wargear Train: Doomsday Cannon 2 Mega Battle Cannons 12 Linked Bolt Cannons 12 Linked Bolt Cannons Car: 4 Linked Bolt Cannons 4 Linked Bolt Cannons	**Options** May take 0+ Cars for +241 points each Each Car may take one C	**Rules** Train: Titanic Vehicle Tank Dishonour Fearless Stubborn Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Land Train – This model may only Pivot up to 1". It may still move as normal. Car: Titanic Vehicle Tank Repair Facility – Fire Shield Battlecars share their Void Shield # with the Cars and Trains they are connected to. If one breaks it breaks for all of them. They may also repair d3 Wounds on themselves or a neighboring car, and on a 3+ restore a secondary service from the Titanic Vehicle Penetration Table. Train Car – Each Car is towed by the Train. If a Car is destroyed, the model stays on the table, even if it explodes. Reduce the Train's Movement, Advances, Charges, and Fall Backs by -1 for each Car destroyed.
Special Wargear:	**Special Wargear Upgrades:** C Berserker Battlecar +200 points C Bomb Battlecar +94 points C Dragon Battlecar +104 points	 Transport 50 – Access Sides. 10 Fire Ports per Side. Gain Battle Cannon. Gain Rad Bomb. Gain Dragon Fire Thrower.

	C Fire Shield Battlecar +322 points C Iron Eagle Battlecar +20 points C Mortar Battlecar +142 points C Skyhammer Battlecar +52 points	Gain Voidshield 3 and MATR Autocannon. Gain Repair Facility. Landing Pad – This model may transport 1 non-Titanic High Altitude or Flyer Vehicle. Embarked models may Repair d3 Wounds and have secondary services restored on a 3+. Gain Colossus Siege Mortar. Gain 2 Linked Ack-Ack Missile Racks

Selection	Name	Range	S	AP	Rules
H	Doomsday Cannon	240	D/D/D	1+/1+/1+	Heavy 1, 15” Blast, Destroyer, Monsterbane, Hull, Primary
H	Mega Battle Cannon	72	10	2+	Heavy 1, 10” Blast, Monsterbane, Ordnance, Hull, Primary
H	12 Linked Bolt Cannons	36	6	4+	Heavy 3 x12, Hull, Primary
S	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Sponson, Primary
M	Rad Bomb	12-240	3/3/3	2+/2+/2+	Heavy 1, 15” Blast, Poisoned (2+), One Use Only, Turret, Primary
T	Dragon Fire Thrower	Hell Storm	8	3+	Assault 1, Monsterbane, Turret, Primary
T	MATR Autocannon	48	7	4+	Heavy 6, Monsterbane, Turret, Primary
T	Colossus Siege Mortar	24-240	6	3+	Heavy 1, 7” Blast, Ordnance, Indirect Fire, Ignore Cover, Turret, Primary
T	2 Linked Ack-Ack Missile Racks	72	9	3+	Heavy 1 x2, AA, Monsterbane, Turret, Primary

Imperial Fortress Gate Gate Towers Walls Towers	**M WS BS S T W I A Ld Sv** - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+	**Points: 2339** **Composition:** **1 Gate** **2 Gate Towers** **2 Walls** **2 Towers**
Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons	**Options** May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points	**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. 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
Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate when it is Closed. The Gate cannot be Closed if models are Obstructing the Gate.	**Special Wargear Upgrades:**	

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

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

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

Fortification 0-1/1000 points

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

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

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

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

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

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

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

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

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

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

Vengeance Weapon Battery Vengeance Weapon Battery	**M WS BS S T W I A Ld Sv** - - 4+ - 8 20 - - - 3+	**Points: 267** **Composition:** **1 Firestorm Redoubt**
Wargear Firestorm Redoubt: Punisher Gatling Cannon	**Options** May swap 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.
Special Wargear:	**Special Wargear Upgrades:**	

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

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

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